
BETBUILDER WAGERING RULES - AFL

The following document details the rules under which all singles and same game multi (SGM) BetBuilder AFL bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All AFL SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where the game finishes in a draw, whether the final result has been determined with or without extra time, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a quarter or half finishes scoreless, then goal or point-scoring selections such as First or Last Goalscorer for that period will be settled as losers.

2. EXTRA TIME

All AFL matches will be settled on the official declared result including any extra time.

3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include extra time if it occurs. For example, a total second half points selection would include the points scored in both the second half and extra time.

4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the field of play during a match, selections specific to that player will be void. For instance, a selection on a certain player to kick a goal in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game

commenced, was withdrawn from the starting lineup (or interchange/emergencies) and never took the field, the selection and therefore bet would be void.

5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the field of play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to kick a goal, in a game where the required points have been reached and the player did kick a goal before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first goal-scorer selection, in a game where a different player kicked the first goal and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.



BETBUILDER WAGERING RULES - BASEBALL

The following document details the rules under which all singles and same game multi (SGM) BetBuilder baseball bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All baseball SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser.

For instance, selections on a team to win a match where the game finishes in a tie or draw, whether the final result has been determined with or without extra innings, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to MLB as extra innings are played until a team wins, but may be applicable to other baseball leagues or competitions as per their individual competition rules. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not.

If one or more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponements) will be resulted according to the rules outlined in sections 7 and 8 of this document.

2. EXTRA INNINGS

All baseball matches will be settled on the official declared result including any extra innings. All team and player statistics accrued during extra innings are included for the purposes of bet settlement.

3. LISTED / DESIGNATED / NAMED PITCHERS

BetBuilder baseball bets do not include and are not reliant on listed/designated/named pitchers. If either or both originally announced starting pitchers in a game are scratched or replaced by other pitchers, prior to the match commencing and after any bets have been placed, those bets will stand. Where pitchers may have been listed in or relative to the display of any selections, these will be treated as indicative only, and will not affect or prevent the application of this rule. Selections specifically involving a pitcher who does not play (and therefore bets including those selections) will still be voided as per the rules for player-specific markets in section 4.

4. PLAYER-SPECIFIC MARKETS

If a player does not participate in a match, selections specific to that player (and therefore the entire bet) will be void. This rule is applied as follows:

1. Selections on hitting / batting markets will be active if the player in question gets at least one plate appearance. If the player does not appear at the plate, these selections will be treated as void.
2. Selections on base stealing markets will be active if the player in question enters the game at any point. This includes making a plate appearance but also playing as a fielder, defensive substitute, pinch-runner, and so on. If the player does not enter the game in any such capacity at any point, these selections will be treated as void.
3. Selections on pitching markets will be active if the player in question throws at least one pitch in the game. If the player does not do so, these selections will be treated as void.

Player selections will be considered active or void per the rules above, regardless of whether a selection may reference a specific period of a match. For instance, a selection on a certain player to get 1+ hits in the first 5 innings of a match would be active (and therefore settled as a loser) if that player only entered the game as a substitute after the 5th inning, and made his plate appearance(s) from that point. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and thus did not make any plate appearances, the selection and therefore bet would be void.

5. 7 INNINGS GAMES / DOUBLE HEADERS

Where baseball games have been originally scheduled prior to commencement to be played for fewer than 9 innings (e.g. 7 innings games for MLB double headers), matches will be settled as normal in accordance with the rules outlined in this document (i.e. treated as regular rather than reduced-innings matches).



6. POSTPONED AND INCOMPLETE MATCHES

If a game does not commence on the scheduled calendar day of the officially listed start time (local stadium time), all bets on the match will be void.

If a game is suspended after it has commenced, and is then resumed within 36 hours (inclusive) of the original start time, all bets will stand.

If a game is suspended after it has commenced, and is resumed more than 36 hours after the original start time or not at all, it will be treated as an abandoned game and settled under the rules in sections 7 and 8 (all bets will be void apart from those which have already been irrevocably determined). This rule does not apply to playoff games; in the case of a suspended playoff or postseason tournament game, all bets will stand through any case of suspension, until the game is officially completed as per the relevant league/organisation.

7. REDUCED-INNINGS MATCHES

Where baseball games are shortened after the match has commenced (e.g. innings reduced due to bad weather), they will be settled according to the following rules:

1. Bets will be void if they include at least one selection involving a player who does not participate in the game, as per the rules outlined in section 4. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within a bet on the game is already a winner where the fact of reduced innings had no impact on the outcome of each selection, the bet in its entirety will be treated as a winner. For example, a 2-leg bet containing an over total runs selection and a certain player to hit a home run, in a game where the required runs total had been reached and the player did hit a home run, and where the match was played with reduced innings, will be treated as a winner. In this case, the game being played with reduced innings had no impact on either selection. The same would not apply to an under total runs selection where a game is shortened while the total score is still under the chosen number, as the reduced innings would impact that outcome.
3. If a single selection of a bet has lost and a match is then shortened, the bet will be treated as a loser, where regardless of the fact of reduced innings, the selection(s) in question had been irrevocably concluded. For example, a bet including a first team to score selection, in a game where the other team scored first and the match was subsequently then played with reduced innings, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently shortened or not.
4. If there are no losing selections within a bet and at least one void selection on a match where innings are reduced after commencement, the bet will be treated as void. This rule applies where one or more selections are effectively undecided after the reduced number of innings have been completed, and may still have won or lost if the full amount of innings had been completed as scheduled. For example, a bet including an over total runs selection, in a shortened game concluded while the total runs are still below the required amount, will be treated as void. In this case, the total runs selection was still undecided and may have won or lost but for the shortening of the match, so the selection and therefore bet will be voided.



5. The only exception to the rules above is the Match Winner / Money Line / Head-to-Head market result. This will be settled according to the official league result of the match – if a game with reduced innings still ends in an official win/loss result per the relevant league, the Match Winner market will be settled as such.

Matches concluded after 8.5 innings (where the home team is ahead after 8.5 innings and the match is ended there) are not treated as shortened matches. They will be settled as per normal settlement rules and not by the rules presented in this section for matches with reduced innings. This also applies to games scheduled to be 7 innings which finish after 6.5 innings with the home team ahead.

8. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the scheduled calendar day rule for postponed matches as described in section 6.

If a game is abandoned after commencing, but still ends with an official win/loss result per the relevant league/organisation, it will be settled under the rules in section 7 for reduced innings matches. This will include the settling of that official result under subsection 7.5.

If a game is abandoned after commencing and is not designated with an official win/loss result by the relevant league/organisation, it will be settled as per the rules in section 7 for reduced innings matches, but the Match Winner / Money Line / Head-to-Head market result will be settled as void.

9. VENUE CHANGES

If the venue of a match is changed from the one originally scheduled, bets will stand if the original home and away teams remain designated as such. If the venue is changed and the home and away team designations are reversed, bets placed under the original home/away listing will be void.



BETBUILDER WAGERING RULES - BASKETBALL

The following document details the rules under which all singles and same game multi (SGM) BetBuilder basketball bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All basketball SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to NBA or NBL matches as they play repeated overtime periods until a team wins, but may be applicable to other basketball leagues or competitions as per their individual competition rules. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not.

2. OVERTIME

All basketball matches will be settled on the official declared result including any overtime.

3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include overtime periods if they occur. For example, a total second half points selection would include the points scored in both the second half and any overtime periods played.

4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player enters the court as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the court during a match, selections specific to that player will be void. For instance, a selection on a certain player to score 10.5+ points in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the court during the second half. However, if that player was injured shortly before the game commenced,

was withdrawn from the starting lineup (or bench) and never took to the court, the selection and therefore bet would be void.

5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the court as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score 10.5+ points, in a game where the required points have been reached and the player did score more than 10 points before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first player to score selection, in a game where a different player scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.



BETBUILDER WAGERING RULES - CRICKET

The following document details the rules under which all singles and same game multi (SGM) BetBuilder cricket bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All cricket SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where the game finishes in a tie or draw, regardless of whether the final result has been determined with or without extra innings or Super Overs, and even where the tie or draw may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Team to hit most sixes' selections where neither team hits a six will be settled as losers, regardless of whether a 'Neither team will hit a six' selection was available as an alternate selection or not. If an innings finishes without any wickets being taken, then wicket-taking selections such as 'First wicket-taker' for that innings will be settled as losers. 'Dead heat' results such as 'Player to top-score for his/her team', where the highest score on the team was jointly reached by two more or players, will likewise be settled as losers.

2. EXTRA INNINGS / SUPER OVERS / ONE-OVER ELIMINATORS

BetBuilder bets placed on cricket matches are not inclusive of any extra innings, Super Overs, One-Over Eliminators, or equivalent methods for determining winners of tied matches. Match winner selections, along with all other markets, will be settled inclusive only of the regular match innings (i.e. 20 overs per team for Twenty20 games – if a match is tied and goes to a Super Over, the match will be settled as a tie, regardless of the outcome of the Super Over).

3. REDUCED / LIMITED OVERS

Any reduced amount of play in a cricket match (one ball or more), due to weather or any other causes, will cause all currently active betslips to be voided. For the purposes of this rule, an active betslip is one that has not already achieved a settlement status at the time of the confirmation of reduced overs, as per the same parameters in Section 6 of this document relating to betslips in abandoned matches.

4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player participates as an active player at any point of the relevant match, regardless of whether the selection in question references a specific phase of the match (i.e. batting/fielding/bowling) that the player may not have participated in. If a player never participates in the match at any point as an active player, selections specific to that player (and therefore the entire bet as per Section 1) will be void. For instance, a selection on a certain player to hit a six or take a wicket would be active (and therefore settled as a loser) if that player only participated in the game as a substitute fielder, and did not bat or bowl in the match. However, if that player was injured shortly before the game commenced, was withdrawn from the team and never took the field, or was an unused substitute, the selection and therefore bet would be void.

5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

Matches where the start date/time has been altered well in advance (e.g. to ease fixture congestion) may not be classified as postponed, at Sportcast's discretion. Decisions made in this regard will be communicated to all clients by Sportcast in a timely fashion.

6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:



1. SGMs will be void if they include at least one selection involving a player who has not yet entered the match as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total runs selection and a certain player to hit a six, where that runs total has been reached and the player in question did hit a six before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total runs selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a team to win the toss selection, where the other team won it and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total runs selection, in a game abandoned while the total runs are still below the required amount, will be treated as void. In this case, the total runs selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.
5. As per Section 3 of the document, the parameters for betslips in abandoned matches also apply to matches where total overs are reduced. As such, at the time of confirmation of the reduction, bets where every selection has already won or at least one selection has irrevocably lost will be resulted as winners or losers respectively, and all other bets will be voided.

7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.



8. SPECIFIC MARKET RULINGS

1. *Retired batsman* – in the event of a batsman retiring for any reason, all relevant batting markets for the batsman will be settled on his or her runs scored at the time of their retirement (as if they had been dismissed by the fielding team).
2. *Total team runs* – all team total run markets stand regardless of the outcome of the toss. For example, in a Twenty20 match, 'Team A to score 150+ runs' is settled (as a loser) even when Team B bats first and scores a total of 140 runs.
3. *Who will be top scorer/bat for their team/in the match?* – As per Section 1, any ties or dead heats in these markets will be settled as losing selections. If an unquoted/unpriced player is the top scorer, all selections in these markets will be settled as losers.
4. *Who will take a wicket?* – These markets concern bowlers taking wickets. Run outs will not be classified as wickets for either the relevant bowler or for the player who ran the batsman out. 'Mankad' run outs, whereby the bowler runs out the non-striking batsman prior to a delivery, do not count as wickets for the bowler.
5. *Who will hit a four/six?* – A four or six is any individual ball which the batsman scores four or six runs from, whether via boundaries or by running between the wickets. These runs must be attributed to the batsman (i.e. extras are not included).
6. *A hat-trick to be taken in a match* – A hat-trick is defined as a bowler successfully dismissing three batsmen with consecutive deliveries (with run outs not counting as dismissals for this purpose). The deliveries may be separated across different overs from the same bowler (e.g. wickets on the 5th and 6th balls of a bowler's over, and another on the 1st ball of his very next over), but must be three consecutive deliveries by the same player.



BETBUILDER WAGERING RULES – FOOTBALL (SOCCER)

The following document details the rules under which all singles and same game multi (SGM) BetBuilder football (soccer) bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All football SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, a 'Team A to win in extra time' selection in a match that did not advance to extra time would be settled as a loser, as would a 'Team to get most corners' selection where both teams record the same number of corners. If a half, full match or relevant period of a match finishes scoreless, then goal-scoring selections such as 'First player to score' for that period will be settled as losers.

2. EXTRA TIME / PENALTIES

BetBuilder bets placed on football apply exclusively to the 90 minutes of regulation time plus injury time, unless it is explicitly stated the bet applies to extra time and/or penalties. Where such wording does exist, it will be applied on a selection-by-selection basis; that is, the remaining selections of the bet will be settled on the regulation plus injury time result. In the absence of such wording, bets will be settled on the match result after the 90 minutes of regulation time plus injury time. As such, a match tied after regulation and injury time, where one team goes on to win in either extra time or penalties, will be settled with the match result of a draw. Match officials determine whether the full 90 minutes and injury time is to be played or has been played.

3. DETERMINATION OF RESULTS / MATCH EVENTS

All markets will be settled on the result and events of a match as per the most authoritative immediately available sources. Resettling of markets may be undertaken at Sportcast's discretion where those sources contained errors that were later amended, but substantive retrospective changes to match results, such as dubious goals panels or results being reversed or overturned due to ineligible players, will not alter settlement of BetBuilder markets.

4. PLAYER-SPECIFIC MARKETS

If a player never enters the field of play during a match as an active player (i.e. a member of the starting eleven, or a substitute brought onto the pitch), selections specific to that player, and therefore the entire bet as per section 1, will be void. This rule refers to any player-related markets involving goals, cards, or any other individual statistics, and is supplemented by the period-related player selection rules in section 5.

5. BET PERIOD RULES

The periods below (1 – 6) are sections of matches that can be selected in conjunction with the markets listed in section 9. They are settled as per the following parameters:

1. *90 mins* – This refers to the 90 regulation minutes of a match, plus injury time. Match officials determine whether the full 90 minutes and injury time is to be played or has been played. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle do not count.
2. *1st 10 mins* - This refers to the first 10 minutes of the match (00:00 to 09:59). Corners, penalties or free kicks awarded in this period but not taken until after 10:00 will not count. Any event that occurs after 10:00 or later within the match will not count. Any event occurring before the official start of the match does not count.
3. *1st half* - This refers to the first half of the match only, including any injury time minutes played within it. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time) will not count.
4. *2nd half* - This refers to the second half of the match only, including any injury time minutes played within it. Any event occurring before the second half (first half or during the half time break) or after the final whistle will not count.
5. *Each half* - This refers to an event happening in both halves of the match. If the chosen event happens in neither half, or within only one half of the match, this will be deemed a losing selection. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.
 - a. 'Each half' player-related selections will stand if the player participates in any part of the first half of the match. If the player does not participate in the first half, then 'each half' player selections will be voided.
6. *Either half* - This refers to an event happening in one or both halves of the match. If the chosen event does not happen within the match this will be deemed a losing selection. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.



- a. 'Either half' player-related selections will stand if the player participates in the match at any point. For example, a selection on a player to score in either half will be settled as a winner if they score in the first half, but are substituted at half time or earlier, and do not participate in the second half at all. Either half selections on a player who does not participate in the match at all will be voided.

6. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 48 hours (inclusive) of the originally scheduled start time, all bets will stand. All bets placed on games played which commence more than 48 hours past the originally scheduled start time will be void. Once the 48 hours have expired, all bets are void and stakes will be refunded. Matches which have had their start time altered well in advance of their scheduled commencement (e.g. to accommodate live TV or tournament requirements, or to ease fixture congestion) may not be classified as postponed, at Sportcast's discretion. Sportcast will inform all clients in a timely fashion of all instances in which such discretion has been applied.

7. ABANDONED MATCHES

Matches will be deemed as abandoned if they commence, but then do not reach their natural conclusion within 48 hours of the originally scheduled start time. Per section 6, matches where a referee removes the players from the field of play for a period of time, but the remaining minutes of play take place within 48 hours of the original start time, will not be regarded as abandoned.

If a match is abandoned prior to commencement, it falls within the 48-hour rule for postponed matches as described in section 6. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet participated in the match as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the match is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total goals selection and a certain player to score, in a game where the required goals total had been reached and the player did score before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total goals selection where a match is abandoned while the total goals are still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.



4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total goals selection, in a game abandoned while the total goals are still below the required amount, will be treated as void. In this case, the total goals selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

8. VENUE CHANGES AND NEUTRAL VENUES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

For matches played at a neutral venue, all bets will stand regardless of the order in which the teams are listed, and of whether or not the game is or had been explicitly listed as being played at a neutral venue.

9. SPECIFIC MARKET RULINGS

1. *Who will win?* – You are betting on the result, i.e. Team A, Draw or Team B.
2. *Who will score?* – You are betting on whether a nominated player will score a goal. Own goals do not count towards this market.
3. *Who will get carded?* – You are betting on whether the nominated player will receive a yellow or red card. Only cards shown to players currently on the pitch within the match will count. Cards shown to managers, players on the bench or after the match do not count.
4. *How many match/team corners?* – You are betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. Corners that are indicated as given but subsequently not taken will not count. If a corner is retaken, it will only count as one corner. Corners in extra time do not count towards the total.
5. *How many team goals?* – You are betting on how many goals a nominated team will score. Own goals committed by the opposing team are included in the settling of this market.
6. *How many match/team booking points?* – You are betting on whether the total number of booking points is above or below the stated total. Cards issued in extra time do not count towards the total, nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.
 - a. Yellow card = 10 & red card = 25 booking points respectively. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 35 booking points.
7. *How many match/team cards?* – You are betting on whether the total number of cards is above, below or equal to the stated total. Extra time does not count towards the total nor do booking points received before kick-off and/or after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.



- a. Yellow card = 1 & red card = 2 respectively for the purposes of this market. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 3 cards. No player can receive more than 3 cards for settlement purposes. A player receiving a yellow card then a straight red card receives 3 cards for settlement purposes. A straight red on its own counts as 2 cards for settlement purposes.
8. *What else will happen/What else will happen to a team?* – You are betting on whether a nominated event will occur either in the match or to a selected team respectively, such as:
- a. *Penalty awarded* – Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded, for any reason, and subsequently are not taken will not be deemed a winning selection.
 - b. *Penalty missed* – Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick directly. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
 - c. *Penalty scored* – Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.
 - d. *2+ penalties awarded* – Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
 - e. *2+ penalties scored* – Whether two, or more, penalties will be scored. Penalties scored but ordered to be retaken, the original penalty will not count.
 - f. *Free kick goal* – Whether a free kick will be scored. Any bets involving free kick goals must be scored directly from a free kick. Penalties do not count. The player taking the free kick must be the scorer of the goal.
 - g. *Header goal* – Whether a header will be scored over the course of the match. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
 - h. *Outside box goal* – Whether a goal will be scored from outside of the 18-yard box/penalty area. Own goals are excluded. Any other method of goal scored from outside of the penalty area will count, including free kicks.
 - i. *Own goal* – Whether an own goal will be scored.



- j. *Sending off* – Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled as a winner for any active player that receives a red card, whether that is a straight red card or because of two yellow cards. If the red card is retracted, by VAR or otherwise, then this will not count as a winning selection.
- k. *Woodwork* – Whether the frame of the goal is hit during active play. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.
- l. *Go to extra time* – Whether the match will go to extra time after the 90 minutes, in applicable matches where extra time can be played.
- m. *Go to penalties* – Whether the match will go to penalties/a penalty shootout, in applicable matches where penalties can be played.
- n. *Team clean sheet* – Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc, would be winning outcomes.
- o. *First/last team to score* – Which team will score the first or last goal. Rescinded and/or disallowed goals do not count. If no goals are scored in the match, these markets will be resulted as losers.
- p. *First/last corners* – Which teams will be awarded and subsequently take the first/last corner in the match. If no corners are awarded in the specified period, these markets will be resulted as losers.
- q. *Most corners* – Which team will take the most corners in the match. If the corner count is tied at the end of the match, this selection will be resulted as a loser.
- r. *First/last cards* – Which team will be awarded the last card, yellow or red, in the match. If no cards are awarded in the specified period, these markets will be resulted as losers.
- s. *Most booking points/most cards* – Which team will receive the most booking points or cards in the match. If no cards are awarded in a match, or the booking point/card counts are tied at the end of a match, these markets will be settled as losers.
- t. *Team woodwork* – Whether the frame of the goal is hit by that team during active play. A team woodwork will still count if it is the defending team hitting their own woodwork with the ball. Instances where the ball hits the woodwork which result directly in a goal do not count as woodwork being hit.



9. *Which player will score first/last?* – You are betting on which player will score the first/last goal within the match.

Own goals do not count. For example, if you have selected a player to score the first goal in the match and the first goal was an own goal, then the bet will be settled on the next goal that is scored. In this same scenario the scorer of the first goal that is not an own goal will be settled as the first goal scorer.

In relation to 'Which player will score first', if your player has not participated in the match at the point the first goal is scored, selections will be made void.

In relation to 'Which player will score last', If your player has participated in the match before or during the time the last goal is scored, related selections will stand.

If no goals or only own goals have been scored in a match, first and last goal scorer markets will be settled as losers, if the selected player(s) participated in the relevant periods of the match as described above.

10. *How many player goals?* – You are betting on whether the nominated player will score 1+/2+ or 3+ goals in the match. Own goals are excluded.

11. *How will a player score?* – You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded for all):

- a. *Header* – the nominated player scores a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not.
- b. *Free kick* - the nominated player scores a direct free kick for their own team.
- c. *Outside of the box* – the nominated player scores from outside of the 18-yard box/penalty area for their own team. A free kick scored from outside of the box counts as a winning selection.
- d. *Penalty* – the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A rebound from a penalty will not be classified as a goal scored by penalty.

12. *Who will get carded or sent off?* – You are betting on (for the carded element) whether a nominated player will receive a yellow or red card. For the sent off element, you are betting on whether a nominated player will receive a red card. Only cards awarded once the player is active in the match will count. Cards shown to players or officials who do not constitute active on-field players do not count. Any cards shown before kick-off, after the final whistle or during the half time period do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or two yellow cards and is therefore subsequently shown a red card.

13. *What is the double chance?* – You are betting on the match (or specified period) ending in one of the two displayed outcomes. For example, Team A/Draw would require the match (or specified period) to end with either Team A winning or a draw in order to be a winning selection.

14. *Who will be ahead at half time / full time?* – You are betting on the result of the match at half-time and at full-time. Both need to be correct in order for this to be a winning selection.



15. *How will a team win?* – You are betting on different markets relating to how a team will win, including:

- a. *Winning margin* – By what margin the nominated team will win by.
- b. *Win to nil* – Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc would result in this being a winning selection.
- c. *Win from behind* – Whether the nominated team wins the match (or specified period) after having been behind by at least one goal at any point within that period.
- d. *Win in extra time* – Whether your nominated team wins the match in extra time. Your team must win the extra time period (2 x 15 minutes plus injury time, unless otherwise stated). If the match does not go to extra time, this market will be settled as a loser.
- e. *Win on penalties* – Whether your nominated team wins the match after penalties/a penalty shootout. If the match does not go to penalties, this market will be settled as a loser.
- f. *Qualify* – Whether your nominated team qualifies to the next round of fixtures in the specified tournament/cup/league.



BETBUILDER WAGERING RULES – ICE HOCKEY

The following document details the rules under which all singles and same game multi (SGM) BetBuilder ice hockey bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All ice hockey SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where it is a draw after overtime (or normal time if no overtime is to be played), even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. This will not be relevant to NHL matches as they advance to shootouts after a tied overtime period (regular season) or play open-ended sudden death overtime (playoffs), but may be applicable to other ice hockey leagues or competitions as per their individual competition rules. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a period finishes scoreless, then goalscoring selections such as First or Last Goalscorer for that period will be settled as losers.

2. OVERTIME / SHOOTOUTS

All ice hockey matches will be settled on the official declared result including any overtime and shootouts. Goals scored in shootouts are disregarded for settlement purposes. The goal assigned to the score of a winning team after a shootout (e.g. the only goal in a game that finishes 0-0 after overtime and therefore 1-0 after the shootout) counts for the purposes of total game score and total team goal selections, but is not assigned to a player and does not count towards the settlement of any player scoring markets.

3. THIRD PERIOD MARKETS

All third period market selections do include overtime and the resultant goal from shootouts if they occur. For example, a total third period goals selection would include the goals scored in both the third period and the winning goal from either overtime or resulting from the shootout.

4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player takes to the rink as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the rink during a match, selections specific to that player will be void. For instance, a selection on a certain player to score in the third period would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the ice during the third period. However, if that player was injured shortly before the game commenced, was withdrawn from the starting lineup (or bench) and never took the ice, the selection and therefore bet would be void.

5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the rink as an active player. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total goals selection and a certain player to score, in a game where the required goals have been reached and the player did score before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total goals selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.



4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total goals selection, in a game abandoned while the total goals are still below the required amount, will be treated as void. In this case, the total goals selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.



BETBUILDER WAGERING RULES - MMA

The following document details the rules under which all singles and same game multi (SGM) BetBuilder MMA bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All MMA SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. Where a bet includes a selection resulted as void for any reason (such as a fight being ruled no contest after it has commenced), the bet will be settled in accordance with section 4 of this document.

For instance, selections on a fighter to get the most knockdowns, in a fight which ends with zero knockdowns, and even where a tie or draw option may not have been offered through BetBuilder, will be settled as losers.

2. FIGHT WINNERS

The winners of MMA fights will be resulted based upon the official result announced in the ring. Appeals or changes made to the winner after that point will not result in the fight being resettled (unless the change in question came from human error in the announcing of the result in the ring).

3. POSTPONED AND ALTERED FIGHTS

Where a fight does not take place as scheduled, and subsequently commences on the same calendar date (local time) as originally scheduled, all bets will stand. All bets placed on fights which are postponed or delayed beyond the calendar date of the originally scheduled time will be void, and stakes will be refunded. The exception to this rule is where fights have been made available for betting using expected or nominal times/dates, in which case they will be updated to the official schedule once it has been confirmed.

A substitution for one or both of the fighters in a match will cause all bets to be void and stakes to be refunded.

A pre-fight change to the scheduled number of rounds in a fight will cause all bets to be void, and stakes to be refunded. For the avoidance of confusion, the fight may be subsequently reopened to betting through BetBuilder with the amended number of rounds; if it is, bets placed from the point of that reopening will stand.

4. NO CONTEST/ABANDONED FIGHTS

If a fight is rescheduled or cancelled prior to commencement, it falls within the 48-hour rule for postponed fights as described above. If it is abandoned or ruled no contest (NC) while the fight is ongoing, the following rules apply:

1. If every selection within a bet on the fight is already a winner where the fact of no contest/abandonment had no impact on the outcome of each selection, the bet in its entirety will be treated as a winner. For example, a 2-leg bet containing an over total knockdowns selection and one fighter to record a takedown, in a fight where the required knockdowns were reached and the relevant fighter did record a takedown before the fight was ruled a no contest or abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total significant strikes selection where a fight is ruled NC while the significant strikes total is still under the chosen number, as the abandonment would impact that outcome.
2. If a single selection of a bet has lost and a fight is then abandoned or ruled NC, the bet will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, a bet including a fighter to record under 1.5 takedowns, in a fight where he/she recorded 2 takedowns before the fight was subsequently ruled NC, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the fight was subsequently abandoned or not.
3. If there are no losing selections within a bet and at least one void selection at the time of a fight being ruled NC, the bet will be treated as void. This rule applies where one or more selections are still undecided at the point of the ruling/abandonment, and may have won or lost if the fight had been fully completed. For example, a bet including an over total significant strikes selection, in a fight ruled NC while the total significant strikes are still below the required amount, will be treated as void. In this case, the selection was still undecided and may have won or lost but for the NC, so the bet will be voided. Similarly, a selection on the fight to last over 1.5 rounds, or on the method of victory for the fight, will be resulted as void where the fight is abandoned/ruled NC before 1.5 rounds have elapsed.

5. TECHNICAL DECISIONS

Where a fight ends in a technical decision, fight winner will be settled as win/lose/draw, and Method of Victory will be settled as Decision. All other markets will be settled as per the abandonment/no contest rules above. Where selections have irrevocably concluded, they will be settled as a win or loss, but otherwise where they are undecided at the point of the fight stopping, and may have won or lost if the fight had been fully completed, they will be settled as void.

6. SETTLEMENT SOURCES

Settlements will be based upon the statistics and results provided by the official website of the event/league/competition/governing body (www.ufc.com for UFC).



7. SPECIFIC MARKET RULINGS

1. *What will the method of victory be?* – The methods of victory for this market include:
 - a. Knockout (KO):
 - i. A fighter retiring due to injuries
 - ii. The fight being stopped by a doctor, or a fighter's team/corner
 - iii. The fight being stopped by a referee, where one or both fighters are standing or on the canvas, where the stoppage is not officially considered a submission
 - iv. Disqualification of one fighter by the referee
 - b. Submission:
 - i. A fighter verbally submitting to the referee (whether the submission was made due to strikes or not)
 - ii. A referee stoppage resulting from a tap-out
 - iii. A referee stoppage resulting from a technical submission
 - c. Decision:
 - i. Unanimous, majority and split decisions
 - ii. Technical decisions
2. *When will the fight end?* – Decision victories do not count as wins for selections on a fight to end in round 3 of a 3-round fight, or round 5 of a 5-round fight. If a fighter withdraws or a doctor stops a fight in the period between rounds, the fight will be considered to have ended in the previous round for this market.
3. *How long will the fight last?* – These markets include selections on fight length by seconds, minutes or rounds.
 - a. Minutes: This market is offered in increments of 1 minute, starting from 0.5 (i.e. over/under 0.5, 1.5, 2.5 minutes, etc). Where a fight ends with the official clock showing exactly 30 seconds past a minute (e.g. 0:30, 1:30, 2:30), it will be deemed a completed half-minute for the purposes of this market, and the fight considered to have progressed to the next half-minute. For example, where a fight ends at exactly 3:30 in the first round, a selection on the fight lasting over 3.5 minutes will be settled as a winner, and a selection on under 3.5 minutes will be a loser.
 - b. Rounds: This market is offered in increments of 1 round, starting from 0.5 (i.e. over/under 0.5, 1.5, 2.5 rounds, etc). Where a fight ends with the clock at the exact halfway point of a round (e.g. 2:30 for 5-minute rounds), it will be deemed a completed half-round for the purposes of this market, and the fight considered to have progressed to the next half-round. For example, where a fight with 5-minute rounds ends at exactly 2:30 on the clock in the second round, a selection on the fight lasting over 1.5 rounds will be settled as a winner, and a selection on under 1.5 rounds will be a loser.



BETBUILDER WAGERING RULES - NCAAAF

The following document details the rules under which all singles and same game multi (SGM) BetBuilder NCAAAF bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All NCAAAF SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser.

For instance, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a quarter, half or match finishes scoreless, then touchdown or point-scoring selections for that period (e.g. Player to Score a 1st Half Touchdown) will be settled as losers.

If one more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponement) will be resulted according to the rules outlined in section 6 of this document.

2. OVERTIME

All NCAAAF matches will be settled on the official declared result including any overtime.

3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include overtime if it occurs. For example, a total second half points selection would include the points scored in both the second half and overtime.

4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player participates in at least one play at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player does not participate in a single play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score a touchdown in the second half would be active (and therefore settled as a loser) if that player participated in the first play of the match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced and did not participate in any plays whatsoever, the selection and therefore bet would be void.

5. POSTPONED AND INCOMPLETE MATCHES

If a match is postponed or incomplete, all bets will stand if the game is subsequently resumed or played within the same scheduling week of the NCAAF schedule as the originally scheduled start time. All bets placed on games which are postponed and commence outside their originally designated scheduling week will be void, and stakes will be refunded.

6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the same scheduling week rule for postponed matches as described above. If it is halted during play, and then resumed and completed during the same scheduling week, all bets will stand also as per section 5. If a game is halted after commencing but prior to completion, and it is not resumed and completed within the same scheduling week, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet been on the field for at least one play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score a touchdown, in a game where the required points have been reached and the player did score a touchdown before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.



3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.



BETBUILDER WAGERING RULES - NFL

The following document details the rules under which all singles and same game multi (SGM) BetBuilder NFL bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All NFL SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser.

For instance, selections on a team to win a match where it is a tie after overtime, even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a quarter, half or match finishes scoreless, then touchdown or point-scoring selections for that period (e.g. Player to Score a 1st Half Touchdown) will be settled as losers.

If one more selections in any bet are resulted as void due to the player(s) in question not participating in a game (as per section 4), the entire bet will be resulted as void. Selections voided for other reasons (typically game abandonment or postponement) will be resulted according to the rules outlined in section 6 of this document.

2. OVERTIME

All NFL matches will be settled on the official declared result including any overtime.

3. SECOND HALF / FOURTH QUARTER MARKETS

All second half and fourth quarter market selections do include overtime if it occurs. For example, a total second half points selection would include the points scored in both the second half and overtime.

4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player participates in at least one play at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player does not participate in a single play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score a touchdown in the second half would be active (and therefore settled as a loser) if that player participated in the first play of the match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game commenced and did not participate in any plays whatsoever, the selection and therefore bet would be void.

5. POSTPONED AND INCOMPLETE MATCHES

If a match is postponed or incomplete, all bets will stand if the game is subsequently resumed or played within the same scheduling week of the NFL schedule (Thursday – Wednesday local stadium time) as the originally scheduled start time. All bets placed on games which are postponed and commence outside their originally designated scheduling week will be void, and stakes will be refunded.

6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the same scheduling week rule for postponed matches as described above. If it is halted during play, and then resumed and completed during the same scheduling week, all bets will stand also as per section 5. If a game is halted after commencing but prior to completion, and it is not resumed and completed within the same scheduling week, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet been on the field for at least one play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score a touchdown, in a game where the required points have been reached and the player did score a touchdown before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.



3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.



BETBUILDER WAGERING RULES - RUGBY LEAGUE

The following document details the rules under which all singles and same game multi (SGM) BetBuilder rugby league bets will be settled.

A BetBuilder SGM bet is the aggregate bet comprised of all constituent selections. Any reference to a 'bet' within this document refers to the entire contents of a BetBuilder betslip. Any reference to a 'selection' refers to one selection within the related bet.

1. SELECTION AND BET RESULTS

All rugby league SGM selections must win (no ties, draws or pushes) for a bet to be deemed a winner. A selection that does not win, unless explicitly specified within this document, will be settled as a loser. If one or more selections in any bet are resulted as void for any reason (such as a selected player not participating in the match – see section 4), the entire bet will be resulted as void.

For instance, selections on a team to win a match where the game finishes in a draw, whether the final result has been determined with or without extra time, and even where the draw or tie may not have been offered through BetBuilder, will be settled as losers. Similarly, 'Race to X' selections where neither team reaches the selected score will be settled as losers, regardless of whether a 'neither team to reach X' selection was available as an alternate selection or not. If a half or match finishes scoreless, then goal or point-scoring selections such as First or Last Tryscorer for that period will be settled as losers.

2. EXTRA TIME

All rugby league matches will be settled on the official declared result including any extra time.

3. SECOND HALF MARKETS

All second half market selections do include extra time if it occurs. For example, a total second half points selection would include the points scored in both the second half and extra time.

4. PLAYER-SPECIFIC MARKETS

All player selections will be considered active if a player takes to the field of play as an active player at any point of the relevant match, regardless of whether the selection in question references a specific period of the match. If a player never enters the field of play during a match, selections specific to that player will be void. For instance, a selection on a certain player to score in the second half would be active (and therefore settled as a loser) if that player played the first two minutes of a match, was injured, and did not return to the game, regardless of having never been on the field during the second half. However, if that player was injured shortly before the game

commenced, was withdrawn from the starting lineup (or substitutes) and never took the field, the selection and therefore bet would be void.

5. POSTPONED AND INCOMPLETE MATCHES

Where a match is postponed or incomplete, and subsequently resumed or played within 24 hours (inclusive) of the original scheduled start time, all bets will stand. All bets placed on games played which commence more than 24 hours past the originally scheduled start time will be void. Once the 24 hours have expired, all bets are void and stakes will be refunded.

6. ABANDONED MATCHES

If a game is abandoned prior to commencement, it falls within the 24-hour rule for postponed matches as described above. If it is abandoned after commencing but before its natural end point, the following rules apply:

1. SGMs will be void if they include at least one selection involving a player who has not yet entered the field of play. The rules outlined below are all applied subject to and subsequent to the application of this rule.
2. If every selection within an SGM on the game is already a winner where the fact of abandonment had no impact on the outcome of each selection, the SGM in its entirety will be treated as a winner. For example, a 2-leg SGM containing an over total points selection and a certain player to score a try, in a game where the required points have been reached and the player did score a try before the game was subsequently abandoned, will be treated as a winner. In this case, the abandonment had no impact on either selection. The same would not apply to an under total points selection where a game is abandoned while the total score is still under the chosen number, as the abandonment would impact that outcome.
3. If a single selection of an SGM has lost and a match is then abandoned, the SGM will be treated as a loser, where regardless of the fact of abandonment, the selection(s) in question had been irrevocably concluded. For example, an SGM including a first team to score selection, in a game where the other team scored first and the match was subsequently then abandoned, will be treated as a loser. In this case, the bet had already lost, and this outcome could not be affected in any way by whether the game was subsequently abandoned or not.
4. If there are no losing selections within an SGM and at least one void selection at the time of a match abandonment, the SGM will be treated as void. This rule applies where one or more selections are still undecided at abandonment, and may have won or lost if the game had been completed as scheduled. For example, an SGM including an over total points selection, in a game abandoned while the total points are still below the required amount, will be treated as void. In this case, the total points selection was still undecided and may have won or lost but for the abandonment, so the bet will be voided.

7. VENUE CHANGES

If the venue of a match is changed from the one advertised, all bets on that match will be voided.

