



SPORTS BETTING RULES PRE-MATCH ODDS











































APRIL 2024

Betting Rules – Change Log

This page contains the change logs for our Sports Betting Rules Pre-Match Odds.

Nr.	Date	Description of changes
1.	April 2023	Adjustments to Genneral Rules and sport specifc rules for American Football and Baseball
2.	November 2023	Adjustments to postponement and abandonment rules for Baseball
3.	April 2024	Adjustments to Ice Hockey settlement rules and new settlement rule added for Moto Sports

Contents

SECTION	CONTENT	PAGE	
1.	General Rules	4	
2.	Soccer	8	
3.	Tennis	11	
4.	American Football	12	
5.	Basketball	14	
6.	Ice Hockey	15	
7.	Baseball	16	
8.	Mixed Martial Arts (MMA)	19	
9.	Boxing	21	
10.	Golf	23	
11.	Volleyball	25	
12.	Winter Sports	26	
13.	Motor Sports	27	
14.	Athletics	28	
15.	Aussie Rules	29	
16.	Badminton	29	
17.	Bandy	29	
18.	Basketball 3x3	29	
19.	Beach Soccer	29	
20.	Beach Volleyball	29	
21.	Bowls	30	
22.	Car Racing sports	30	
23.	Cricket	30	
24.	Curling	30	
25.	Cycling	30	
26.	Darts	30	
27.	eBasketball	31	
28.	eSoccer	31	
29.	eSports (all)	31	
30.	Field Hockey	31	
31.	Floorball	31	
32.	Futsal	31	
33.	Gaelic Football	32	
34.	Gaelic Hurling	32	
35.	Handball	32	
36.	Kabaddi	32	
37.	Pesapallo	32	
38.	Rugby	32	
39.	Rink Hockey	33	
40.	Snooker	33	
41.	Squash	33	
42.	Table Tennis	33	
43.	Waterpolo	33	
44.	Contacts	34	

GENERAL RULES

This document contains the Sportradar sports betting rules for Pre-Match Odds Service.

The general betting rules set out here are subject to modification at any time at our sole discretion.

There are exceptions or variations to these rules for certain sports. The customer should therefore always consult the sport-specific rules of each sport, found under Special Rules, as the sport-specific rules will take precedence over the general settlement rules.

Our Player Markets product has a unique set of rules which are also included in this document.

Where any matter is not covered by these rules Sportradar reserves the right to decide on an individual basis.

Matches not played as listed

- In situations where the event is played at a venue different to that listed, all bets on the event will stand provided the match is not switched to the opponent's ground and home and away team for a listed match are not reversed, in which Sportradar reserves the right to void betting.
- In the event of a change of opponent from the one listed, all bets for that match are void.
- If a team field their reserve team or an underage team instead of their first team, Sportradar reserves the right to void betting.
- If a match does not adhere to the generally accepted format (e.g., unusual period length, counting procedure, format of a match etc.); Sportradar reserves the right to void betting.
- If the rules or format of a match differ from our accepted norm, Sportradar reserves the right to void betting.

Markets including overtime

- All match markets DO NOT include overtime unless otherwise stated.

Odds/Time Changes

- Sportradar reserves the right to change the odds-on offer at any time as well as suspend or close betting on events before the scheduled start time.
- In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void betting. This includes a deviation of more than 100% in the pay-out compared to the market average.

Technical Errors

- Sportradar reserves the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected.
- Sportradar reserves the right to void bets even subsequently if any such bet was won by the customer because of a technical fault or error, inclusive of but not limited to an error or fault in transmission.

GENERAL RULES

Abandonments, cancellations & postponements

Unless otherwise stated in the Specific Rules for the specific sport:

Postponed Match

- A match is considered as Postponed if it fails to commence at its scheduled time due to various factors like adverse weather or unforeseen circumstances etc.
- Start times are subject to adjustment by the Sportradar Production Team before the scheduled start.
- If a match is confirmed not to start within 48 hours of its designated start time, it is categorized as Postponed, and all related markets are voided.
- A voiding message with the reason `<void_reason id="11" description="EVENT_POSTPONED"/>` will be sent via the Unified Odds Feed.
- Please note that games which have their start date altered well in advance to accommodate live TV, or to ease fixture congestion will not be classified as postponed.

Abandoned Match

- A match is considered as Abandoned if it begins but doesn't reach its official conclusion due to unforeseen circumstances like adverse weather, crowd disturbances, technical difficulties, or similar situations etc.
- After a match is transferred to the Live Odds Team and in the "Live" state, which is normally reached 15 minutes before the event starts, it is automatically classified as Abandoned when interrupted, or the starting time is moved within that state. Matches in this state will not revert to a pre-match state.
- If the match resumes within 48 hours of its official start time, all open bets are settled based on the outcome of the resumed match.
- If the match is not resumed within 48 hours, two options apply:
 - A) All bets are voided.
 - B) Undecided bets are voided, based on customer preferences set in the Unified Feed's Ctrl configuration area.
- A voiding message with the reason `<void_reason id="10" description="EVENT_ABANDONED"/>` will be sent via the Unified Odds Feed.
- In the event of an abandoned match, markets will be settled based on the option selected for 'Settlement Rule on Abandoned Events' in the Feed Options Pre-match page in CTRL.

Push Rule (2-way Markets)

- In the event of a Winner market (with just home and away team as outcomes) being offered and the event results in a draw we will settle the market as void.

Total

- When an exact number is quoted as the line for an over/under market, if the result will be the quoted line, then bets will be made void.

Handicap

- When an exact number is quoted as the line for an home/away market, if the result will be the quoted line, then bets will be made void.

Race to X (incl. overtime)

- If a match ends before the Xth is reached, this market is considered void.

Half/Quarter/Period Markets

- Unless otherwise stated, only goals/points/corners etc. scored in the respective period will count towards settlement of the market.

Odd/Even Markets

- Unless otherwise stated, total counts of zero will be settled as Even.

GENERAL RULES

Results

- If the outcome of a market cannot be verified, we reserve the right to delay the settlement until official confirmation. If the outcome of a market cannot be verified officially, we reserve the right to void them.
- If markets were offered when the outcome was already known, we reserve the right to void any betting.
- In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.

Head to Head

Unless otherwise stated in the Special Rules for the specific sport:

- At least one competitor must finish the event, or all bets are considered void
- If one or more competitor(s) fail to start all bets are considered void
- If all competitors are disqualified or otherwise excluded all bets are considered void

If both competitors in a head-to-head achieve the same result and no draw odds are offered, then all bets are considered void.

Outright Markets

- Outright markets are considered All In Run Or Not and therefore will be settled as a loss if the selection does not take part in the event.
- In cases where the event is cancelled then all bets will be declared void
- In cases where the venue for an event is changed, we reserve the right to void any betting.
- Unless stated otherwise, whenever the organising association deems it fit to include any necessary rounds, matches, or series of matches (e.g. Play-offs, Play-outs, Postseason) following the end of the so-called Regular Season in order to determine the classification, league winners, promotion/relegation, etc., Sportradar will take into account the results and outcomes deriving from these matches for settlement purposes of tickets referring to the final league classification, promotion, relegation, etc. For example, seasonal bets on the team winning the NHL will refer to the Stanley Cup Winners.
- All events are settled based on the award ceremony or the competition's official scoresheet, without taking into consideration the results of any subsequent investigations or disqualifications.

Dead Heat Rule

Dead Heat rules apply for Outright markets. A dead heat is when two or more competitors tie for a position in an even. In these cases, we will send a dead heat void factor based on the number of positions tied for divided by number of competitors tied in that position.

Player Markets PMOS

- All bets created prior to the venue change shall be Auto Voided.
- If the match starts but is abandoned or suspended at any time before the match reaches a natural end and the match does not resume within 5 hours, then all bets on that player shall be Auto Voided.
- For Soccer and Baseball only, if any player selected for any bet type does not start the game, then all bets on that player shall be Auto Voided.
- All Player Markets include overtime for bet resulting. Penalty shootouts are not included.

SPORT SPECIFIC RULES

Aside from the following Specific rules for each sport the General Rules will apply. Nevertheless the Specific Rules will take precedence over the General Rules for each sport, except for Player Markets which have their own rules as above.



Soccer



Nr.	Name of Marketse	Market Description
1.	Winning Method	In the case of multiple matches, all of them are considered for this market
2.	To qualify	In the case of multiple legs, all matches are considered for this market
3.	1st Goalscorer & 1x2	Any player who doesn't score will be settled as "other"
4.	Anytime goalscorer & 1x2	Any player who doesn't score will be settled as "other"
5.	1st Goalscorer & correct score	Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals.
6.	Anytime goalscorer & correct score	Any player who doesn't score will be settled as "other", as well as if any team scores more than 4 goals.

Soccer

Time Frame Betting

- Time frames are defined as follows:
1-10 minutes is 0:00-9:59, 11-20 minutes is 10:00-19:59, etc. 1-15 minutes is 00:00-14:59, 16-30 minutes is 15:00-29:59, etc.
- Time periods 31-45 and 76-90 include any added time
- 1st/2nd Half Markets apply to the statutory 45 minutes play, including injury time and added time
- In case of unusual time periods (e.g., 3 periods of 30 minutes each), 1st half markets will be settled based on goals scored between start of the game and 44:59 min, and 2nd half markets between 45:00 min and the end of the game (including added time and injury time, excluding extra-time and/or penalties)

Interval Markets

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.
- If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.
- In case of any score or card/corner/penalty related changes, we reserve the right to void betting on any video assistant referee (VAR) situation

Booking markets

- Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards.
- Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.
- Cards shown after the match are not considered.
- Cards for non-players (already substituted players, managers, players on bench) are not considered.

Booking points markets

- Yellow card counts as 10 points and red or yellow red cards as 25. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 35 booking points.
- Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play. Cards shown after the match are not considered.
- Cards for non-players (already substituted players, managers, players on bench) are not considered.



Soccer

Goalscorer Markets

- Own goals do not count in the settlement of bets (except when the 'Include players, no goal, other and own goal' Prematch Feed Option for 'Goalscorer markets' is applied).
- If for any reason an unlisted player scores a goal all bets on listed players stand
- All players who took part in the match since kick off or previous goal are considered as runners
- All players who are currently taking part are listed
- Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.
- Note that various configuration options are available in Ctrl for customers to void the pre-match goalscorer markets as they please based on factors such as if the player starts the game or enters after the first goal etc.

Corner Markets

- Corners awarded but not taken are not considered.

Player Markets

- If a player was not in the starting lineup the bet will be voided

Soccer stats used on player market

- **Assists:** A final contribution (pass, shot or any other touch of the ball) made by a player leading to the receiving teammate scoring a goal
- **Goals:** The number of goals scored by a player in the opposition net. markets are settled based on the time the ball crosses the line, and not the time the kick is made
- **Shots:** Any clear attempt by a player to score a goal (on target, off target or blocked)
- **Shots on Goal / Shots on Target:** An attempt by a player which directly results in a goal (regardless of clear intent to score a goal), or a clear attempt by a player to score a goal that clearly would have gone into the net if not for a

goalkeeper save or a stop made by the last-man (with the goalkeeper clearly unable to save)

- **Passes:** Attempted pass (successful or unsuccessful) with the clear intention of one player to find a teammate
- **Tackles:** When a player connects with the ball in a ground challenge, successfully taking the ball away from the player in possession
- **Cards:** Player carded: 0 = No, 1 = Yes (not the total number of cards received).

Tennis

Match Retirements

- In the event of a retirement or disqualification in a match, all markets that have not already had their result determined will be settled as void.
- In event of a retirements, markets will be settled based on the option selected for 'Settlement Rules for Tennis Retirement' in the Feed Options Prematch page in CTRL.
- Markets must be actually decided in order to have settlements. For example, if the match ends via retirement in the first set with the score at 4-4 we would void the first set total 9.5 line as the actual number of total games at the time of retirement was only eight.
- A tennis match is deemed to have started with the first serve of the match.

Tie-break

- For all bets referring to the number of games played, a tie-break is counted as one game.

Market settlements for retirements

Winner: A configuration option available to settle the market in the event of a retirement with the player who will advance to the next round (if a point was played in the affected game).

Xth set – winner: A configuration option available to settle the market in the event of a retirement with the player who will advance to the next round (if a point was played in the affected set).

Xth set game x – winner:

A configuration option available to settle the market in the event of a retirement with the player who will advance to the next round (if a point was played in the affected game).

Match Walkovers

In the event of a Walkover all markets will be settled as void.

Match not played as listed

In the event of any of the following circumstances all bets will stand:

- Change of schedule and/or day of match
- Change of venue
- Change from indoor court to outdoor court or vice versa
- Change of surface (either before or during a match)
- If the players/teams are displayed incorrectly, we reserve the right to void betting.

American Football



Nr.	Name of Markets	Market Description
1.	Will there be overtime	Market will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether overtime is played
2.	Xth drive - result	Only offensive plays will be considered for settlement purposes. A drive ending by interception return. Touchdown by the defense, end of half or end of game, will be settled with "other".

American Football

Match Abandonments/ Postponements

- In case of abandoned or postponed matches all undecided markets are considered void unless the match continues in the same weekly schedule for the concerned league (for example, NFL Thursday-Wednesday local stadium time).

Half and Quarter Market

Any references to First Half refer to Quarters 1 & 2, any to Second Half refer to Quarters 3 & 4.

Market outcome is determined only based on the score in the respective period (e.g., 1st Quarter, 2nd Half etc.) excluding points scored in other periods both in regular time and overtime.

- The quarter must have been completed for bets to stand.
- The half must have been completed for bets to stand.



Basketball



Nr.	Name of Markets	Market Description
1.	Will there be overtime	Market will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether overtime is played.

Settlement rule

- In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

Basketball stats used for Player Market:

- **3pt Field Goals (FG) Made:** The number of 3-point field goals that a player or team has made
- **Points:** The number of points scored
- **FG Made:** The number of field goals that a player has made. This includes both 2 pointers and 3 pointers
- **Assists:** The number of assists - passes that lead directly to a made basket by a player
- **Blocks:** A block occurs when an offensive player attempts a shot, and the defense player tips the ball, blocking their chance to score
- **Total Rebounds:** A rebound occurs when a player recovers the ball after a missed shot. This statistic is the number of total rebounds a player has collected on either offense or defense
- **Steals:** Number of times a defensive player takes the ball from a player on offense, causing a turnover

- **Points + Rebounds + Assists:** SUM of the player's Points + Rebounds + Assists individual scores for the game
- **Rebounds + Assists:** SUM of the player's Rebounds + Assists individual scores for the game

Ice Hockey

Settlement rule

In the event of game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including OT.

Period Markets

Market outcome is determined only based on the score in the respective period (e.g., 1st Period, 2nd Period, 3rd Period). Only the goals scored within the nominated period count. Unless otherwise stated, overtime does not count for the result of the 3rd period. The period must have been completed for tickets all that period to stand.



Baseball

A baseball match is usually scheduled for 9 innings, but some matches can be scheduled for 7 innings and even 5, 6, 8. However, just because a match is scheduled for x innings, this does not mean that that many innings will actually be played. A match could be called early because of weather conditions and although the full number of innings was not played the result is still considered official. A match could also have more than the scheduled number of innings if it is tied score and goes to extra innings.



Nr.	Name of Markets	Market Description
1.	1X2	The match must go the full number of scheduled innings otherwise the market will be voided.
2.	Winner (incl. extra innings)	The Winner market will be settled for pre-match if the match goes at least 5 innings (4.5 if home team is leading) and is considered official.
3.	Winning margin (incl. extra innings)	The match must go the full number of scheduled innings otherwise the market will be voided.
4.	Handicap	The match must go the full number of scheduled innings otherwise the market will be voided.
5.	Total (incl. extra innings), all markets	The match must go the full number of scheduled innings otherwise the market will be voided unless the over outcome has already won.
6.	Odd/even (incl. extra innings)	The match must go the full number of scheduled innings otherwise the market will be voided.
7.	Race to x runs (incl. extra innings)	Will be voided if neither team reaches the x value.
8.	Will there be an extra inning	The match must go the full number of scheduled innings otherwise the market will be voided.
9.	Competitor1 to bat in 9th inning	The match must go the full number of scheduled innings otherwise the market will be voided.
10.	Team to win more innings	The match must go the full number of scheduled innings otherwise the market will be voided.
11.	Team with highest scoring inning	The match must go the full number of scheduled innings otherwise the market will be voided.
12.	Highest scoring inning	The match must go the full number of scheduled innings otherwise the market will be voided.
13.	Innings 1 to 5, all markets	The match must have completed 5 innings (4.5 if home team is leading).
14.	Innings 1 to 5 – Total, all markets	The match must have completed 5 innings (4.5 if home team is leading) unless over has already won
15.	xth inning – 1x2	The inning must be completed.
16.	xth inning – Total	The inning must be completed unless over has already won.
17.	Maximum consecutive runs by either team	The match must go scheduled number of innings unless 5+ has already won.
18.	When will the match be decided	The match must go scheduled number of innings. This market will be settled as “any extra inning” if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not extra innings are played.

Baseball



Nr.	Name of Markets	Market Description
19.	When will the xth run be scored (incl. extra innings)	The match must go scheduled number of innings. If a match ends before the Xth run is reached this market is considered void.
20.	xth inning – competitor1 to score	The inning must be completed unless home team have already scored.
21.	xth inning – competitor2 to score	The inning must be completed unless away team have already scored.
22.	Total hits (incl. extra innings), all markets	The match must go scheduled number of innings unless over has already won at time match ends.
23.	1st inning - total hits, all markets	The 1st inning must be completed unless over has already won.
24.	Innings 1 to 5 - total hits, all markets	The match must have completed 5 innings (4.5 if home team is leading) unless over has already won.
25.	Winner & total (incl. extra innings)	The match must go scheduled number of innings.
26.	Total home runs (incl. extra innings), all markets	Match must go scheduled number of innings unless over has already won at time match ends
27.	1st inning – Winner	The 1st inning must be completed.
28.	Race to x runs (incl. extra innings)	If a match ends before the Xth run is reached this market is considered void.
29.	Will there be an extra inning	Market will be settled as “Yes” if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not extra innings are played.

Baseball

Match Abandonments/Postponements

Rules which apply up to 18.02.2024

- In the case of a postponed match all markets are considered void unless the match continues to an official result on the scheduled day
- In the case of an abandoned match that is not considered official all undecided markets are considered void unless the match continues to an official result on the scheduled day. All fully decided markets will be settled.

Rules which apply from 19.02.2024

- In the case of a postponed match, all markets are considered void unless the match continues within 48 hours of the official start time.
- In the case of an abandoned match, all undecided markets are considered void unless the match continues within 48 hours of the official start time. All fully decided markets will be settled.

Match not played as listed

- All bets stand irrespective of starting pitchers or starting pitcher changes (Note we do have a configuration option in Ctrl for MLB matches which if enabled will void markets if there is a change to the starting pitcher).

Mercy Rule

- For matches where the Mercy Rule format is applicable, in event of a match being completed early due to one competitor having a large and presumable insurmountable scoring lead over the other, all markets will be settled based on the final result. Markets will not be voided due to the match being completed early.

Player Markets

- Bets on players where match is marked as postponed or cancelled in game state before the scheduled start time shall be left with pending status and resulted if the game starts within 72 hours of the original (global game time) scheduled start time. If game does not start within 72 hours, bets shall be voided.
- All bets created prior to a venue change shall be voided.
- If the match does not start at the scheduled time, all related player markets bets shall still be available for auto verification, unless the game starts > 72 hours after original scheduled time.
- If the match starts but is abandoned or suspended at any time before the match reaches a natural end and the match does not resume within 5 hours, then all bets on that player shall be voided.
- All Player Markets include extra innings for bet resulting.

- If a player was not in the starting lineup the bet will be voided
- The game must go at least 8.5 innings for bets to stand. Otherwise, all bets will be voided.

Baseball stats used on player market

- **Batter – Hits (H):** Reaching base because of a batted, fair ball without error by the defense
- **Batter – Home Runs (HR):** Hits on which the batter successfully touched all four bases, without the contribution of a fielding error
- **Batter - Total Bases (TB):** One for each single, two for each double, three for each triple, and four for each home run $[H + 2B + (2 \times 3B) + (3 \times HR)]$ or $[1B + (2 \times 2B) + (3 \times 3B) + (4 \times HR)]$
- **Batter - Runs + RBI's:** SUM of Runs And RBI's (Run batted in: number of runners who score due to a batter's

action, except when the batter grounded into a double play or reached on an error)

- **Pitcher - Strikeouts (SO):** Number of batters who received strike three
- **Pitcher - Earned Runs:** Number of runs that did not occur as a result of errors or passed balls
- **Batter - Hits + Runs + RBIs:** SUM of Hits, Runs And RBI's (Run batted in: number of runners who score due to a batter's action, except when the batter grounded into a double play or reached on an error)

Mixed Martial Arts (MMA)

- All markets are settled according to the result available immediately after the end of the fight. Any subsequent appeals or amendments to the result are not taken into consideration for settlement purposes.
- If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.
- Should there be a withdrawal or a substitution of one of the fighters concerned, bets will be void.
- In the event of a fight being declared a No Contest all bets will be void.
- Should the scheduled number of rounds be changed before the fight then all "Total Rounds", "Winner and exact rounds" and "Winning Method" bets will be made void.



Nr.	Name of Markets	Market Description
1.	Winner (To Win the Fight)	Predict which competitor will win the bout. No draw selection is offered. For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).
2.	1x2 (Fight Result)	Predict the result of the bout. If the fight ends in a Majority Draw or a Technical Draw then Draw will be the winning selection.
3.	Total (Over/Under)	Betting on the round in which the fight result will be determined. For settlement purposes where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over. Thus, 2.5 rounds would be two minutes and thirty seconds of the 3rd round. If the fight ends at exactly 2 minutes 30 seconds of the 3rd round then the result would be over 2.5 rounds.
4.	Winning Method	Predict the method by which the result of the fight will be decided. All bets will be settled on the official result declared. A win by disqualification is counted as Knockout/Technical Knockout. <ul style="list-style-type: none"> • For the purposes of the Winning Method market, a KO includes the following: <ul style="list-style-type: none"> – referee stoppage due to strikes while either fighter is, or both fighters are, standing; – referee stoppage due to strikes while either fighter is, or both fighters are, on the canvas; – stoppage by doctor; – stoppage by a fighter's corner/team – a fighter retires due to injury – a win by disqualification • For the purposes of the Winning Method market, a submission includes the following: <ul style="list-style-type: none"> – referee stoppage due to tap-out; – referee stoppage due to technical submission – a fighter's verbal submission (including a verbal submission which is made due to strikes).

Mixed Martial Arts (MMA)



Nr.	Name of Markets	Markets Description
1.	Winner & exact rounds	<p>Predict the round in which your selection will win the fight.</p> <p>Betting on winner and exact round is for a fighter to win by KO, TKO, disqualification or submission during that round or to win by decision.</p> <p>Where a fighter fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision and round bets will be deemed losers.</p>
2.	Will the fight go the distance?	<p>Predict if the fight will be decided before the scheduled number of rounds.</p> <p>In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.</p>

Boxing

All markets are settled according to the result available immediately after the end of the fight.
Any subsequent appeals or amendments to the result are not taken into consideration for settlement purposes.



Nr.	Name of Markets	Markets Description
1.	Winner (To Win the Fight)	Predict which competitor will win the bout. No draw selection is offered. For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).
2.	1x2 (Fight Result)	Predict the result of the bout. If the fight ends in a Majority Draw or a Technical Draw then Draw will be the winning selection.
3.	Total Rounds (Over/Under)	Betting on the round in which the fight result will be determined. For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the half to determine under or over. Thus, 9.5 rounds would be one minute and thirty seconds of the 10th round. If the fight ends at exactly 1 minute 30 seconds of the 10th round then the result would be over 9.5 rounds
4.	Winner & exact round	Predict the round in which your selection will win the fight. Betting on winner and exact round is for a fighter to win by KO, TKO or disqualification during that round. Where a boxer fails to answer the bell for the next round, his opponent shall be deemed to have won the contest in the previous round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision and round bets will be deemed losers.
5.	Winning Method	Predict the method by which the result of the fight will be decided. All bets will be settled on the official result declared. A win by disqualification is counted as Knockout/Technical Knockout.
6.	Any fighter to win inside the distance	Predict if the fight will be decided before the scheduled number of rounds. In the event of a technical decision, for settlement purposes, the fight will have been deemed NOT to have gone the distance.

Boxing

Match Abandonments/ Postponements

- If either fighter fails to answer the bell for the next round, then his opponent will be deemed to have won in the previous round.
- Should there be a withdrawal or a substitution of one of the boxers concerned, bets will be void.
- In the event of a fight being declared a No Contest all bets will be void and stakes returned.
- Should the scheduled number of rounds be changed before the fight then all Total Rounds, Round Betting and Method of Victory bets will be made void.



Golf



Nr.	Name of Markets	Markets Description
1.	2 Balls	Predict which player will shoot the lowest score in the listed round. If both players retire at the same hole, the market will be void. Market will be void if both competitors achieve the same score for the affected round. A player can be considered as runner if he tees off on his first scheduled hole.
2.	3 Balls	Predict which player will shoot the lowest score in the listed round. Dead heat rules apply.
3.	Outright Winner	All outright bets are settled on the player awarded the trophy. The result of playoffs is taken into account. Where a tournament is reduced from the scheduled number of holes for any reason (e.g., bad weather conditions) outright bets (except "First round leader" bets) placed prior to the final completed round will be settled on the player awarded the trophy.
4.	Group Betting (Top XY)	The winner will be the player achieving the highest placing at the end of the tournament. Dead-heat rules apply except where the winner is determined by a playoff. Special case: If we offer a group betting and only one competitor starts bets will be void.
5.	End of Round Leader (e.g., First round – Winner)	Settlement is based on the tournament score at the end of the specified round. Dead-heat rules apply.
6.	Tournament Top 4/Top 5/top 6/Top 10/Top 20 Finish	Dead-heat rules apply.
7.	To Win/Not to Win a Major	The 4 majors are US Open, US Masters, USPGA and the British Open.

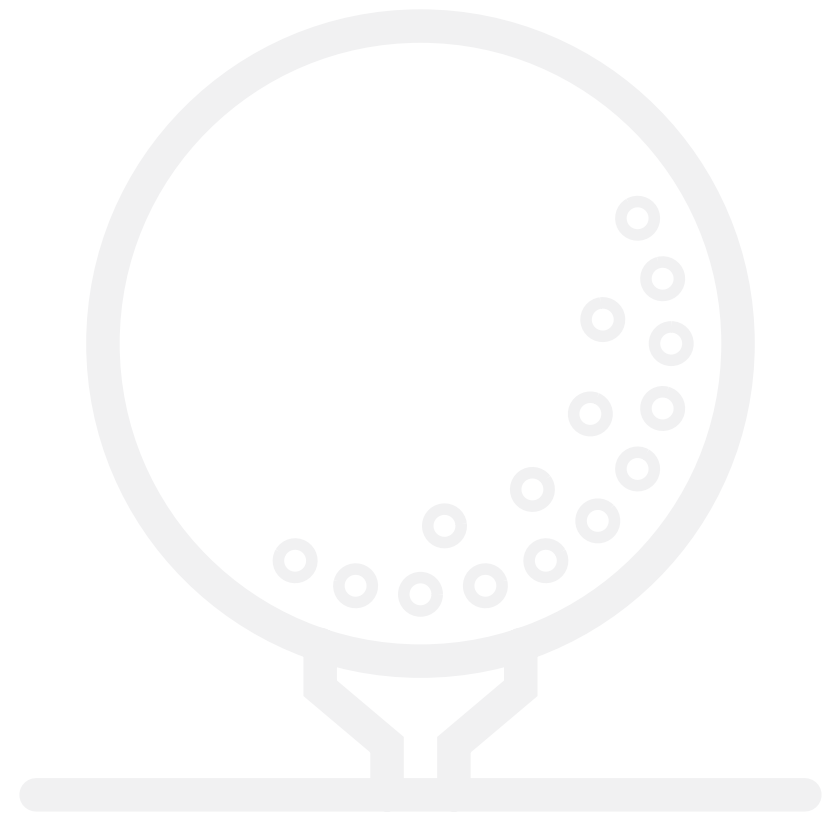
Golf

Match Abandonments/ Postponements

- A player is deemed to have played in a tournament or a specific round once they have teed off. If a player withdraws, retires, or is disqualified after having teed off, bets will stand.
- In tournaments affected by bad weather or other similar reasons, bets will be resulted on the official result regardless of the number of rounds played.
- If the tournament is abandoned, any bets placed after the last completed round will be void.
- Official tour site results at the time of trophy presentation are used for settlement purposes (subsequent disqualification after this time does not count).

Groups Not Played as Listed

- In the event of any non-runners, 2 ball and 3 ball bets will be void.



Volleyball



Nr.	Name of Markets	Markets Description
1.	Will there be a 4th set	If the 4th set has started, then the outcome will be yes
2.	Will there be a 5th set	If the 5th set has started, then the outcome will be yes

Winter Sports

Abandonments/Postponements

- If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.



Motor Sports

Abandonments/Postponements

- If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

Race Match Betting (Team) Settlement Rules

- Best will be settled based on the team with the best classified car in the official FIA classification at the time of the podium presentation.
- If neither team has a car classified, then the team with the team with the car that completed the most laps is the winner
- If neither team has a car classified, and the best car from both teams have completed an equal number of laps, all bets will be void.
- If at least one of the two teams start with less than two drivers, all bets will be void.



Athletics

Abandonments/Postponements

- If a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.





SPORT SPECIFIC RULES

Aussie Rules

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Badminton

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Bandy

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Basketball 3x3

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Beach Soccer

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Beach Volleyball

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Bowls

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Car Racing sports

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Cricket

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Curling

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Cycling

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Darts

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

eBasketball

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

eSoccer

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

eSports (all)

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Field Hockey

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Floorball

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Futsal

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Gaelic Football

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Gaelic Hurling

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Handball

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Kabaddi

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Pesapallo

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Rugby

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Rink Hockey

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Snooker

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Squash

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Table Tennis

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.



SPORT SPECIFIC RULES

Waterpolo

NO SPORTS SPECIFIC RULES, GENERAL RULES APPLIED.

SPORTS BETTING RULES

LIVE ODDS

July 2024



CONTENTS

CHANGE LOG	3	FUTSAL	28
GENERAL SETTLEMENT & CANCELLATION RULES	4	GOLF	29
		HANDBALL	30
ALPINE SKIING	5	ICE HOCKEY	31
AMERICAN FOOTBALL	6	KABADDI	32
AUSSIE RULES	8	MIXED MARTIAL ARTS (MMA)	33
BADMINTON	9	MOTOGP	34
BASEBALL	10	NASCAR	35
BASKETBALL	11	RUGBY SEVENS	36
BEACH VOLLEYBALL	12	RUGBY UNION AND LEAGUE	37
BIATHLON	13	SKI JUMPING	38
BOWLS	14	SNOOKER	39
CRICKET T20 & ODI	15	SOCCER	40
CYCLING	16	SQUASH	43
DARTS	17	TABLE TENNIS	44
eBASKETBALL (ELECTRONIC LEAGUES)	18	TENNIS	45
eICE HOCKEY (ELECTRONIC LEAGUES)	19	VOLLEYBALL	46
eSOCCER (ELECTRONIC LEAGUES)	20		
ESPORTS COUNTER-STRIKE	21		
ESPORTS DOTA 2	12		
ESPORTS LEAGUE OF LEGENDS	23		
FIELD HOCKEY	24		
FORMULA 1	25		
FORMULA E	27		

BETTING RULES - CHANGE LOG

This page contains the change logs for our Live Odds Betting Rules.

Nr	Date	Description of changes
1	October 2022	Addition of Alpine Skiing
2	November 2022	Addition of Ski Jumping
3	January 2023	Addition of Biathlon
4	January 2023	Addition of Kabaddi
5	March 2023	New Golf markets
6	April 2023	Golf market amendment
7	June 2203	Addition of Counter-Strike, Dota 2, and League of Legends rules
8	August 2023	Addition of Soccer rules
9	September 2023	Addition of new Formula 1 markets
10	September 2023	Amendments to Basketball, American Football and Golf
11	November 2023	Addition of new Basketball and Alpine Skiing markets. Addition of new Ski Jumping and Biathlon markets
12	November 2023	Amendments to Baseball settlement and cancellation rules
13	February 2024	Addition of new F1 market and amendments to esports Dota and Counter Strike
14	April 2024	Addition of new Cycling rules and amendments to Formula 1 and Tennis

OVERVIEW

This document provides general and detailed information about Sportradar's rules on bet settlement and cancellation.

General settlement and cancellation rules

- If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.
- If markets were offered when the outcome was already known, we reserve the right to void any betting.
- In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void betting. This includes a deviation of more than 100% in the pay-out compared to the market average.
- If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the final result. If the outcome of a market cannot be verified officially, we reserve the right to void them.
- In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.
- If a match does not adhere to the generally accepted format(e.g. unusual period length, counting procedure, format of a match etc.); we reserve the right to void any market.
- If the rules or format of a match differ from our accepted norm, we reserve the right to void any market.
- If a match is not completed or not played (e.g. through disqualification, interruption, withdrawal, changes in draws etc.), all undecided markets are considered void.

For additional market details, please see our Betradar Live Odds Markets list.

ALPINE SKIING

General Alpine Skiing betting rules

- Unless otherwise stated in the market rules, the result at the time of the podium presentation will be considered valid for settlement purposes.
- Winner and Top 3 market will be settled accordingly as long as world cup points or medals are awarded to the competitors. If there are no world cup points awarded, Winner and Top 3 market will be voided.
- If a race is postponed to another day (to be determined within UTC time zone) all markets will be voided unless takes place within 48 hours of its initial starting time at the same venue. If there is a venue change for a postponed race, all markets will always be voided. If a race is postponed only by a few minutes or hours but still takes place on the same day, all markets will be settled accordingly.
- If more than 1 competitor wins the race, there will be dead heat settlement. The number of competitors who finish first will determine the dead heat factor e.g., if 3 competitors finish first with the exact same time, the dead head factor will be 0.33.

- If a competitor does not participate in the race at all (no start), all bets on this competitor will be voided.
- In races with 2 runs, Winner and Top 3 markets will always be voided if the 1st run takes place but the 2nd run gets cancelled.
- Bets on “Others” competitor will never be refunded unless the entire market gets voided.’

Head2head markets

- Markets will be voided if at least one of the two competitors does not participate at all in the race.
- If both competitors retire in the same run, the market will be voided.
- If both competitors finish with the exact same time after the entire race, the market will be voided.
- In races with 2 runs, if one competitor does not finish the 1st run and the other one does not finish the 2nd run, the competitor who participated in the 2nd run will be declared the winner of the market.
- In races with 2 runs, if both competitors finish the 1st run, but do not qualify for the 2nd run, the competitor who finishes further ahead, will be the declared winner of the

market, even if the 2nd run gets cancelled.

- In races with 2 runs, markets that are decided during or after the 1st run will be settled accordingly even if the 1st run will not be completed or the 2nd run gets cancelled.

This applies in the following cases:

1. One competitor does not finish the 1st run while the other one does.
 2. One competitor does not qualify for the 2nd run while the other one does.
- In races with 2 runs, if both competitors qualify for the 2nd run but do not participate in the 2nd run, due to injury, for example, markets will be voided. If one of them only participates in the 2nd run, he or she will be declared the winner of the market.

Top 3 market

- If there are more than 3 competitors on the first 3 places, dead heat settlement will be applied between the competitors on the last of the Top 3 ranks. For example, if there is one winner, one second place and two with the same time on the third place, the winner and the 2nd place finisher will be settled as winner and the other two will be settled with a dead heat factor of 0.5.

If there is one winner and three second place finishers, the winner will be settled as winner and the other three will be settled with a dead heat factor of 0.66.

End of Run 1 - Leader

- General refund and dead heat Settlement rules apply for this market.
- Run 1 is finished after every competitor completed the first run. In case of the run not being completed, the market will be voided.

Head2head – 1st run

- Same settlement rules as for general H2H markets apply for this market. The market will be settled as soon as both competitors have started their run.

Winner of Group

- General refund and dead heat Settlement rules apply for this market.
- The competitor out of a certain group that finishes furthest ahead in the entire race (not a single run) will be settled as winner.

AMERICAN FOOTBALL

Nr	Name of markets	Market Description
1	Total home team	Includes overtime
2	Total away team	Includes overtime
3	Xth drive play n – play type	A sack will be considered as a pass play. Only a forward pass will be taken into consideration for a pass play by definition.
4	Xth drive play n – pass completion	Only a forward pass will be taken into consideration for a pass play by definition.
5	Xth drive - result	Only offensive plays will be considered for settlement purposes. A drive ending by interception return Touchdown by the defense, end of half or end of game, will be settled with “other”.

Important

- In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- Markets do not consider overtime unless otherwise stated.

Settlement and cancellation rules

- If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.
- If a wrong score is displayed we reserve the right to void betting for this timeframe.
- In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).
- If the teams are displayed incorrectly, we reserve the right to void betting.

Micro Markets

- New first down & yards gained by play penalties will not be considered for settlement purposes.
- In case of no plays, all markets will be settled with the next play or voided if the drive ends before reaching the respective play.
- In case of the drive ended before the respective play number was reached, all markets for the respective play will be considered void. This includes punts and field goals.

- Field goal yardage will not be considered for total yards gained in a play.

AMERICAN FOOTBALL

Important

- All offered players are considered as runners.
- If no further touchdown is scored, the market will be voided.
- Players which are not listed are considered as “Competitor1 other player” or “Competitor2 other player” for settlement purposes.
- Note this does not include players which are listed without an active price.
- Players of the Defense- or Special team are considered as “Competitor1 d/st player” or “Competitor2 d/st player” for settlement purposes, even if the player is listed as dedicated outcome.
- Market will be settled based on TV insert and statistics provided by official associations unless there is clear evidence that statistics are not correct.

AUSSIE RULES

Important

- All markets exclude overtime unless otherwise stated.
- If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

Settlement and cancellation rules

- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

BADMINTON

Nr	Name of markets	Market Description
1	Who scores [Xth] point in [Nth] set	If a set ends before the Xth point is reached, this market is considered void (cancelled).

Important

- In the case of a match not being finished, all undecided markets are considered void.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If a team retires all undecided markets are considered void.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

BASEBALL

Nr	Name of markets	Market Description
1	Race to x runs (incl. extra innings)	If the match ends before the Xth point is reached (incl. extra innings), this market is considered void (cancelled).
2	When will the match be decided?	Market will be settled as “Any extra inning” if at the end of regular time (after a full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played .
3	Will there be overtime?	Market will be settled as “Yes” if at the end of regular time (after full 9 Innings) the match finishes in a draw, regardless of whether or not overtime (Extra innings) is played.
4	Result of player xth time at bat	If an intentional walk is signaled, it will count as plate appearance and market is considered void (cancelled).
5	Player to strike out xth time at bat	If an intentional walk is signaled, it will count as plate appearance and market is considered void (cancelled).

Important

- Possible extra innings are not considered in any market unless otherwise stated.
- The names of the markets do not reflect the actual terms used in baseball. Please take note of the following legend for the actual terms used in baseball:

Name of market	Terms used in baseball
Period	Inning
Overtime (OT)	Extra Inning
Points	Runs
Halftime	Result after 9th half-inning

Settlement and cancellation rules

- All markets will be cleared according the final result after 9 innings (8 ½ innings if home team is leading at this point).
- If a match is interrupted and continued within 48h after starting time, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, we reserve the right to void betting.

Micro Markets

- If a hit and an error occur within the same play, a hit will be considered for settlement purposes.
- If a player does not show up at the plate again but related player markets have been offered, undecided markets are considered void.
- A foul ball will always be considered as strike for settlement purposes.

BASKETBALL

Nr	Name of markets	Market Description
1	Who scores Xth point? (incl. ot)	If a match ends before the Xth is reached, this market is considered void (cancelled).
2	Which team will win race to x points? (incl. ot) to x points? (incl. ot)	If a match ends before the Xth is reached, this market is considered void (cancelled).
3	Will there be overtime?	Market will be settled as yes if at the end of regular time the match finishes in a draw, regardless of whether or not overtime is played.
4	Race to home X and away Y points	The specified target must be reached for chosen team before their opponent. To reach the target the team must hit or exceed the designated total. If neither team reaches the specified target bets will be void.
5	Anytime exact score H : A	For bets to be deemed a winner the event score must hit the score displayed exactly during the event. Any score surpassing the target without hitting exactly will be deemed a losing bet.

Important

- Markets do not consider overtime unless otherwise stated.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- In the event that a match finishes in a tie, but no Overtime is played, all markets are settled according to the result at the end of regular time (except Match Winner incl. OT, which is voided).

BEACH VOLLEYBALL

Nr	Name of markets	Market Description
1	Who scores [Xth] point in set [y]	If a set ends before the Xth point is reached, this market is considered void (cancelled).

Important

- In the case of a match not being finished all undecided markets are considered void.
- Golden set is not considered in any of the mentioned markets.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If a team retires all undecided markets are considered void.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

BIATHLON

General Biathlon betting rules

- Unless otherwise stated in the market rules, the result at the time of the podium presentation will be considered valid for settlement purposes.
- Winner and Top 3 market will be settled accordingly as long as world cup points or medals are awarded to the competitors.
- If a competition is postponed to another day (to be determined within UTC time zone) all markets will be voided unless it takes place within 48 hours of its initial starting time at the same venue. If there is a venue change for a postponed competition, all markets will always be voided. If a competition is postponed only by a few minutes or hours but still takes place on the same day, all markets will be settled accordingly.
- If more than 1 competitor wins the competition, there will be dead heat settlement. The number of competitors who finish first will determine the dead heat factor e.g., if 3 competitors finish first with the exact points, the dead head factor will be 0.33.

- If a competitor does not participate in the competition at all (no start), all bets on this competitor will be voided.
- Bets on “Others” competitor will never be refunded unless the entire market gets voided.

Head2head markets

- Markets will be voided if at least one of the two competitors does not participate at all in the competition.
- If both competitors finish with the exact same time in a Sprint or in an Individual competition, the market will be voided. If both competitors finish with the exact same time in any of the other disciplines, the result of the photo finish counts.
- If both competitors drop out, retire or get lapped during a competition, the market will be voided.

Top 3 market

- If there are more than 3 competitors on the first 3 places, dead heat settlement will be applied between the competitors on the last of the Top 3 ranks. For example, if there is one winner, one second place and two with the same points on the third place, the winner and the 2nd place finisher will be settled as winner and the other two will be settled with a dead heat factor of 0.5. If there is one winner and three second place finishers, the winner will be settled as winner and the other three will be settled with a dead heat factor of 0.66.

BOWLS

Nr	Name of markets	Market Description
1	Xth set - which team wins race to x points	If a set ends before the Xth point is reached, this market is considered void (cancelled).
2	Xth set - which team scores Xth point	If a set ends before the Xth point is reached, this market is considered void (cancelled).

Important

- In case of a retirement and walk over of any player all undecided bets are considered void.
- If a match is interrupted and continued within 48h after initial start time, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

Settlement and cancellation rules

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.

CRICKET T20 & ODI

Nr	Name of markets	Market Description
1	Match winner (incl. super over)	All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result.

Important

- All markets do not consider super overs unless otherwise mentioned.
- 5-run penalties are not considered in any over or delivery market (markets for multiple overs are not considered for this rule).
- Twenty 20, ODI: a minimum of 90 % of the entire overs allocated for an innings must be played at the time the bet was struck for markets to be settled unless the innings has reached its natural conclusion.

Settlement and cancellation rules

- If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time.
- If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are considered void.
- In the event of an over not being completed, all undecided markets on this specific over are considered void unless the innings has reached its natural conclusion e.g. declaration, team all out, etc.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

CYCLING

Nr	Name of markets	Market Description
1	Who scores [Xth] point in set [y]	If a Winner market version has been created that does not include the winner of the race, this market will be voided.
2	Top 3	If a Top 3 market includes at least one of the cyclists that finish in the Top 3 of the race, the market will be settled accordingly. If none of the Top 3 finishers is included, the market will be voided.
3	Head2head	Markets will be voided if at least one of the two competitors does not participate at all in the race or if both cyclists do not finish the race.

Settlement and cancellation rules

- Unless otherwise stated in the market rules, the result at the time of the podium presentation will be considered valid for settlement purposes.
 - If a cycling race is postponed to another day (to be determined within UTC time zone) all markets will be voided unless it takes place within 48 hours of its initial starting time at the same venue. If there is a route change for a postponed race, all markets will always be voided. If a race is postponed only by a few minutes or hours but still takes place on the same day, all markets will be settled accordingly.
- If a cycling race is neutralized and will not be started again, all undecided markets will be voided. If a H2H market has already been decided due to one cyclist dropping out of the race before the neutralization, then the market will be settled accordingly.
 - If a cyclist does not start a race at all, all bets on this cyclist will be voided.
 - Two cyclists are only considered as ‘tied’ if they finish in the official race result at the exact same place. In this situation Winner, Top 3 and Winner of group markets might be settled with dead heat and H2H markets might be voided. For a better understanding, here are four examples:
- A dead heat settlement with the factor of 0.5 for the Winner market will be applied, if two cyclists win a time trial with the exact same finishing time. - A dead heat settlement for the Top 3 market will be applied, if one cyclist is the winner of a race, one cyclist finishes second and two cyclists finish 3rd place. Then, the winner and the 2nd place finisher will be settled as won while the two 3rd place finishers will be settled with a dead heat factor of 0.5.
 - If out of a certain group the three best cyclists finish on the same place, then these three cyclists will be settled with a dead heat factor of 0.33 for the respective Winner of group market.
- A H2H market will be voided, if two cyclists finish a time trial with the exact same finishing time.

DARTS

Important

- In the case of a match not being finished all undecided markets are considered void.

Settlement and cancellation rules

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If a match is not completed all undecided markets are considered void.
- Bullseye counts as red check out colour.

eBASKETBALL (ELECTRONIC LEAGUES)

Important

- Markets do not consider overtime unless otherwise stated.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial scheduled match start, betting will be void.
- If a match gets abandoned and restarted, unsettled markets will be void.
- If odds were offered with an incorrect match time, we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.

eICE HOCKEY (ELECTRONIC LEAGUES)

Important

- All markets (except period markets) are considered for regular time only unless otherwise stated.

Settlement and cancellation rules

- If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.
- If odds were offered with an incorrect match time, we reserve the right to void betting.
- If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial scheduled match start, betting will be void.
- If a match gets abandoned and restarted, unsettled markets will be void.

eSOCCER (ELECTRONIC LEAGUES)

Important

- All markets (except first half markets) are considered for regular time only unless otherwise stated.
- Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

Settlement and cancellation rules

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time, we reserve the right to void betting.
- If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial scheduled match start, betting will be void.
- If a match gets abandoned and restarted, unsettled markets will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

ESPORTS COUNTER-STRIKE

Nr	Name of markets	Market Description
1	mapNr!] Map [roundNr!] Round - Bomb defused	If no bomb is planted, this market will be settled with 'no' as correct outcome.
2	[mapNr!] Map [roundNr!] Round - First Blood/[mapNr!] Map - First Blood/[mapNr!] Map [roundNr!] Round - Total Kills [total]/[mapNr!] Map [roundNr!] Round - Total Kills hometeam [total]/[mapNr!] Map [roundNr!] Round - Total Kills awayteam [total]	According to official ruling, friendly fire kills and suicides do count as '-1' for the total kill number of the team that causes them. Settlements are handled accordingly.

Important

- If a match is interrupted or postponed and is not continued within 48h after initial start time, all undecided markets are void.
- Markets do not consider overtime unless otherwise stated.
- If a match starts with a map advantage for one team, the first map is considered won by the team who owns the advantage with a score of 13:0.

Settlement and cancellation rules

- Markets will be settled based on officially published results.
- If the fixture is listed incorrectly, we reserve the right to void betting.
- In case of a walkover or retirement, all undecided markets are void.
- If a match or map is not finished, all undecided markets are void.
- If a match or map is replayed due to technical issues, all undecided markets will be void with void reason 'no result assignable'.
- If there is a single round rollback which affects not finished rounds, only events that happen after the round restart will be considered for further settlements.
- If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.
- If a team is told to continue playing with a man-disadvantage by the officials, we reserve the right to continue our offer as long as we have sufficient references and act in line with the official rules of the affected tournament.

ESPORTS DOTA 2

Nr	Name of markets	Market Description
1	Xth map – 1st aegis	Settlement is determined by the team which picks up the Aegis of the Immortal, and not who slays Roshan
2	Xth map – 1st tower	For settlement purposes every method of tower destruction will be taken into account (Opponent & Creep destroy; destroy by Deny)
3	Xth map – 1st barracks	Destroying a single unit of barracks already determines the outcome of this market.

Important

- If a match is interrupted or postponed and is not continued within 48h after initial start time, all undecided markets are void.

Settlement and cancellation rules

- Markets will be settled based on officially published results.
- If the fixture is listed incorrectly, we reserve the right to void betting.
- In case of a walkover or retirement, all undecided markets are void.
- If a match or map is not finished, all undecided markets are void.
- If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.
- If a team is told to continue playing with a man-disadvantage by the officials, we reserve the right to continue our offer as long as we have sufficient references and act in line with the official rules of the affected tournament.
- If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void.
- If the match time of a map is reverted and the status gets set back, we won't cancel the affected timeframe. Also clearings, which have been determined before, will stay as they are.

ESPORTS LEAGUE OF LEGENDS

Nr	Name of markets	Market Description
1	Xth map – 1st inhibitor	For settlement purposes every method of destruction will be taken into account
2	Xth map – 1st tower	For settlement purposes every method of destruction will be taken into account

Important

- If a match is interrupted or postponed and is not continued within 48h after initial start time, all undecided markets are void.

Settlement and cancellation rules

- Markets will be settled based on officially published results.
 - If the fixture is listed incorrectly, we reserve the right to void betting.
 - In case of a walkover or retirement, all undecided markets are void.
 - If a match or map is not finished, all undecided markets are void.
 - If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void.
- If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.
 - If the match time of a map is reverted and the status gets set back due to a Chronobreak, we won´t cancel the affected timeframe. Also clearings, which have been determined before, will stay as they are.

FIELD HOCKEY

Important

- All markets are considered for regular time only unless otherwise mentioned.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on prices, we reserve the right to void betting.

FORMULA 1

General Formula 1 betting rules

- Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.
- Event being shortened due to weather conditions or other circumstances, but are deemed official by the governing association, will be settled accordingly as long as full points are awarded.
- If a race is postponed to another day (to be determined within UTC time zone) all markets are considered void.
- Unless otherwise stated in the market rules, the dead heat rule will be applied if the number of winners exceeds the expected amount of winning selections for a specific market.
- If one or more drivers have to start the race from the pit-lane, he/they will be ranked at the end of the starting grid for settlement purposes.

- If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.
- In Practice, Sprint Qualifying and Qualifying, all bets on a driver will be refunded if he does not cross the pit exit line. In Sprint Race and Race, all bets on a driver will be refunded if he does not start the race, for example retirement in formation lap or missing from the grid completely.

Team markets

- Winner (team), Top x (team) and Head2head (team) are settled with the team which has the best ranked car in the final result.
- 1st to retire (teams) is settled with the team which retired one car first.
- Please note: Specific retirement market rules are considered as valid for this market.
- 1st pit stop (teams) is settled with the team whose car entered the pit-lane first.
- Please note: Specific pit stop market rules are considered as valid for this market.

- Team total overtakings is settled based on the accumulated number of overtakings of both cars in the specified team.
- Please note: Specific overtakings market rules are considered as valid for this market.
- If both drivers do not leave the pits for a Practice or a Qualifying or do not start the Sprint Race or the actual Race, then this team will be voided in the Winner (teams) market.

Markets for fastest lap

- The driver who achieved the fastest lap in the specified lap, cluster of laps or race is considered as the winner.
- The lap time in milliseconds is valid for settlement purposes.

Head2head markets & Winner of group

- If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.
- Markets will be considered void if one of the drivers retires in or before the formation lap.

FORMULA 1

Markets for overtakings

- An overtaking needs to be maintained until the end of the lap in order to be considered for settlement purposes.
- Overtakings during the first lap are not considered for settlement purposes.
- Overtakings of a specific driver in the same lap when he enters or exits the pit are not considered for settlement purposes.
- Overtakings of a car in the lap of its retirement are not considered for settlement purposes.
- Lapping and unlapping is not considered as overtaking

Markets for retirements

- A car is considered as retired for settlement purposes if it doesn't pass the finish line when the session is considered as completed, unless he is disqualified.
- If more than 1 competitor retires in the same lap where the first retirement happened, the dead heat rule will be applied.
- If a car retires in the pit or pit lane, the last started lap is considered for settlement purposes.

Markets for pit stops

- The car which enters the pit-lane first will be considered as winner of this market.
- If a car enters the pit lane and retires it will still be considered as a pit stop for settlement purposes.

Total finishers market rules

- A driver is only considered as a finisher for settlement purpose if he passes the finish line when the session is considered as ended.

End of Q1/Q2 – Leader Market

- The result at the beginning of Q2 will be considered valid for the settlement of the End of Q1 – Leader Market. The result at the beginning of Q3 will be considered valid for the settlement of End of Q2 – Leader Market.
- If a driver never crosses the pit exit lane during the entire Qualifying, bets on this driver will be voided.
- If a driver qualifies for Q2 but does not leave the pits in Q2, he will be settled as lost for End of Q2 – Leader market.
- If the Qualifying session will be abandoned, markets will be settled accordingly as long as Q1/Q2 have been completed.

FORMULA E

General Formula E betting rules

- Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.
- Event being shortened due to weather conditions or other circumstances, but are deemed official by the governing association, will be settled accordingly as long as full points are awarded.
- If a race is postponed to another day (to be determined within UTC time zone) all markets are considered void.
- If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.

Head2head markets

- If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.
- Markets will be considered void if one of the drivers retires in or before the formation lap.

FUTSAL

Important

- All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kick-off date, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

Settlement and cancellation rules

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48 h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

GOLF

Important

- In case of any delay (rain, darkness...) all undecided markets remain unsettled and the trading will be continued as soon as the round / tournament continues.

Settlement and cancellation rules

- Dead heat rule applies for 3 ball markets.
- If players are displayed incorrectly, we reserve the right to void betting.

Round markets

- If a golf round is abandoned, all undecided markets will be void.

2 ball markets

- If both players retire at the same hole, the market will be void.
- A player can be considered as a runner, if he tees off on his first scheduled hole.

3 ball markets

- If all three players retire at the same hole, the market will be void.
- A player can be considered as a runner, if he tees off on his first scheduled hole.

Competitor Markets

- If the affected competitor retires, all undecided competitor markets will be void.

Total markets (market ids 1016 - 1020):

- If a player which is listed in the group retires, all undecided total markets will be void.

“Hole” & “Hole a to b” markets:

- If a player which is listed in the group retires, all related and undecided “hole” and “hole a to b” markets will be void

Tournament/Event markets:

- In tournaments affected by bad weather or other similar reasons, bets will be resulted on the official result regardless of the number of rounds played.

Market specific rules

Winner (market id 1159):

- Settled with the official winner of the entire tournament (including extra holes).
- Bets on all listed players will stand once they have teed off.

2 ball (market id 1158):

- Market will be void if both competitors achieve the same score for the affected round.

Winner of group (market id 1092):

- The winner of this market is the player with the lowest score of a certain group of players after the tournament is over. Only players that are part of the market belong to that group.
- If there are two or more players inside that group that are tied for the lowest tournament score out of that group, dead heat settlement applies.

End of round x - leader (market id 1213):

- If there are two or more players tied for the lead after a round, dead heat settlement applies
- If a player does not a hit single shot in a tournament, he will be voided for all End of round – leader markets
- If a player withdraws from the tournament he will be voided for all End of round – leader markets, as long as he has not played a shot in the respective round

- If there are two or more players tied for the lead after a round, dead heat settlement applies
- If a player does not a hit single shot in a tournament, he will be voided for all End of round – leader markets
- If a player withdraws from the tournament he will be voided for all End of round – leader markets, as long as he has not played a shot in the respective round
- If the market is offered with 2 only two outcomes (e.g., Ryder Cup: Europe and USA), then the market will be voided in case of a tied score after a round is over.
- In the match play format, a round is considered a session. For example, the first round of the Ryder Cup is over after the four group matches on the morning have been finished. A second session on the same day will be treated as a new round.

HANDBALL

Nr	Name of markets	Market Description
1	Who scores Xth point? (incl. ot)	If a match ends before the Xth is reached, this market is considered void (cancelled).
2	Which team will win race to x points? (incl. ot)	If a match ends before the Xth is reached, this market is considered void (cancelled).

Important

- All markets (except Who scores the Xth point and Which team will win race to X points) are considered for regular time only.
- If the match goes to a 7-metre shootout; the markets “Who scores Xth point?” and “Which team will win race to X points?” will be voided.
- “Who scores Xth point?” and “Which team will win race to X points?”will be voided.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

ICE HOCKEY

Important

- All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.
- If a match is interrupted and continued within 48h after initial kick-off all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This applies to all markets including overtime and penalty shootout

Settlement and cancellation rules

- If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

Anytime Goalscorer and Player to score a point

- All offered players are considered as runners.
- If an unlisted player scores a goal or earns a point, all bets on listed players stand.
- For settlement purposes, only goals and assists scored during regular time are considered. Please note that if the score after regular time is 0-0, all bets will be settled as lost.
- All bets on players that were listed but left the game before the match ended (such as injuries or expulsions) will stand.
- Markets will be settled based on TV inserts and data provided by official associations unless there is clear evidence these statistics are not correct.

Next scoring type

- Even strength: Goals are considered even strength when every team has the same number of players on the ice.
- Power-play: A goal is considered to be a power-play goal if the team with numerical advantage scores.
- Short-handed: A goal is considered to be a short-handed goal if the team with numerical disadvantage scores.
- Penalty shot: A penalty shot is considered to be a goal if converted.
- Empty net: A goal is considered to be an empty net goal, if the trailing team pulls the goalkeeper for an extra attacker and the leading team scores. In power-play/short-handed and empty net situations, a goal will always be considered as empty net goal for settlement purposes.
- No goal.

KABADDI

Settlement and cancellation rules

- If a match is interrupted or postponed and will not be continued within 48h after scheduled starting time, betting will be void.
- If odds were offered with an incorrect match time, we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on prices, we reserve the right to void betting.

MIXED MARTIAL ARTS (MMA)

Nr	Name of markets	Market Description
1	Winner (To Win The Fight)	Predict which competitor will win the bout. No draw selection is offered.
2	1x2 (Fight Result)	Predict the result of the bout.
3	Total (Over/Under)	Betting on the round in which the fight result will be determined.

Important

- In the occasion that a fight is abandoned due to unforeseen circumstances (i.e., problems in the arena) all bets on Winner and 1x2 markets will be made void. Bets on already determined markets will be settled (i.e., if the bout reaches the 3rd round, bets on over 1.5 rounds would be deemed a winner) and any undetermined markets will be made void.

Total Rounds

- For settlement purposes where a half round is stated then 2 minutes 30 seconds of that respective round will define the half to determine under or over. Thus, 2.5 rounds would be two minutes and thirty seconds of the 3rd round. If the fight ends at exactly 2 minutes 30 seconds of the 3rd round, then the result would be over 2.5 rounds.

Draw Rules

- For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).
- 1x2 - If the fight ends in a Majority Draw or a Technical Draw then Draw will be the winning selection.
- In the event of a fight being declared a No Contest all bets will be void.

MOTO GP

General MotoGP betting rules

- Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.
- Event being shortened due to weather conditions or other circumstances, but are deemed official by the governing association, will be settled accordingly as long as full points are awarded.
- If a race is postponed to another day (to be determined within UTC time zone) all markets are considered void.
- If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.

Head2head markets

- If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.
- Markets will be considered void if one of the drivers retires in or before the warm-up lap.

NASCAR

General NASCAR betting rules

- All markets include a possible overtime.
- Unless otherwise stated in the market rules, the result at the time of the podium presentation is considered valid for settlement purposes.
- Event being shortened due to weather conditions or other circumstances, but are deemed official by the governing association, will be settled accordingly as long as full points are awarded.
- If a race is postponed to another day (to be determined within UTC time zone) all markets are considered void.
- If competitors (which are reflected as dedicated selections) retire in different laps, the number of finished laps is considered for settlement purposes.
- If a competitor does not participate in the race at all (no start), all bets on this competitor should be voided.

Head2head markets

- Markets will be considered void if one of the drivers retires in or before the warm-up lap.
- If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.
- If all competitors (which are reflected as dedicated selections) retire in the same lap, the market will be voided.

Top 3 market

- If the number of finishers is lower than 3, then the competitor who retired the latest will be settled as won. This applies until 3 competitors are settled as won.

RUGBY SEVENS

Important

- All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.
- Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

Settlement and cancellation rules

- If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 1 minute), we reserve the right to void betting.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or categories are displayed incorrectly, we reserve the right to void betting.

RUGBY UNION + LEAGUE

Important

- All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

Settlement and cancellation rules

- If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

SKI JUMPING

General Ski Jumping betting rules

- Unless otherwise stated in the market rules, the result at the time of the podium presentation will be considered valid for settlement purposes.
- Winner and Top 3 market will be settled accordingly as long as world cup points or medals are awarded to the competitors. If there are no world cup points awarded, Winner and Top 3 market will be voided. In Ski Jumping competitions points are awarded if the 1st jump has been completed and the 2nd jump gets cancelled.
- If a competition is postponed to another day (to be determined within UTC time zone) all markets will be voided unless it takes place within 48 hours of its initial starting time at the same venue. If there is a venue change for a postponed competition, all markets will always be voided. If a competition is postponed only by a few minutes or hours but still takes place on the same day, all markets will be settled accordingly.
- If more than 1 competitor wins the competition, there will be dead

heat settlement. The number of competitors who finish first will determine the dead heat factor e.g., if 3 competitors finish first with the exact points, the dead head factor will be 0.33.

- If a competitor does not participate in the competition at all (no jump), all bets on this competitor will be voided.
- Bets on “Others” competitor will never be refunded unless the entire market gets voided.

Head2head markets

- Markets will be voided if at least one of the two competitors does not participate at all in the competition.
- If both competitors finish with the exact same points after the entire competition, the market will be voided.
- If both competitors do not qualify for the 2nd jump, the competitor who finishes further ahead, will be the declared winner of the market, even if the 2nd jump gets cancelled.
- If the 2nd jump gets cancelled, the competitor that finished further ahead after the 1st jump, will be declared winner of the market.

- If both competitors qualify for the 2nd jump but do not participate in the 2nd jump, due to injury, for example, markets will be voided. If one of them only participates in the 2nd jump, he will be declared the winner of the market.
- If one competitor is already outside of the Top 30 and the other one is inside the Top 30 and the competition gets cancelled during the 1st jump, the competitor inside the Top 30 will be declared the winner of the market.
- If both competitors are inside the Top 30 and the competition gets cancelled during the 1st jump, the market will be voided.

End of Round x – Leader

- With the exception of the Ski Flying World Championships, this market will always be offered as a End of Round 1 – Leader market. Round 1 is finished after the first jump of every participating competitor. For the Ski Flying World Championships, round 2 and round 3 can also be offered. These rounds are finished after all qualified competitors have done their second and third jumps.
- If there are two or more players tied for the lead after a round, dead heat settlement applies.

Top 3 market

- If there are more than 3 competitors on the first 3 places, dead heat settlement will be applied between the competitors on the last of the Top 3 ranks. For example, if there is one winner, one second place and two with the same points on the third place, the winner and the 2nd place finisher will be settled as winner and the other two will be settled with a dead heat factor of 0.5. If there is one winner and three second place finishers, the winner will be settled as winner and the other three will be settled with a dead heat factor of 0.66.

SNOOKER

Important

- In the case of a retirement of a player or disqualification all undecided markets are considered void.
- In case of a re-rack settlement stays if the outcome was determined before the re-rack.
- No fouls or free balls are considered for settlement of any Potted- Colour market.
- In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined.

Settlement and cancellation rules

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a match is not completed all undecided markets are considered void.

SOCCKER

Nr	Name of markets	Market Description
1	Winning Method	In the case of multiple legs, all matches are considered for this market
2	Who will advance to next round	In the case of multiple legs, all matches are considered for this market
3	Who will win the final	In the case of multiple legs, all matches are considered for this market
4	Who will win the 3rd place final	In the case of multiple legs, all matches are considered for this market
5	Player to score (incl. overtime) *	If no overtime is played, the market will be settled according to the result at the end of the regular time.
6	Next goalscorer variant * sr:goalscorer:fieldplayers_nogoal_owngoal_other	Own goals are considered for settlement purposes as a dedicated outcome is provided. Players which are not listed as well as goal keepers and players on the bench are reflected within the outcome “other”, which will be used for settlement purposes accordingly.
7	Next goalscorer & 1x2 *	Any player who doesn’t score will be settled as “other”
8	Anytime goalscorer & 1x2 *	Any player who doesn’t score will be settled as “other”
9	Next goalscorer & correct score *	Any player who doesn’t score will be settled as “other”, as well as if any team scores more than 4 goals.
10	Anytime goalscorer & correct score *	Any player who doesn’t score will be settled as “other”, as well as if any team scores more than 4 goals.
11	When will the next goal be scored?	If a goal is scored in added injury or stoppage time, it will be accounted for outcomes Min 31-45/Min 76-90.

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Important

- All markets (except halftime, first half markets, overtime and penalty shootout) are considered for regular time only unless otherwise stated.
- If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

Settlement and cancellation rules

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.
- If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.
- In case of any score or card/corner/ penalty related changes, we reserve the right to void betting on any video assistant referee (VAR) situation.

Booking markets

- Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards.
- Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.
- Cards shown after the match are not considered.
- Cards issued during half-time contribute towards 2nd half markets/totals.
- Cards for non-players (already substituted players, managers, players on bench) are not considered.

Booking points markets

- Yellow card counts as 10 points and red or yellow red cards as 25. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 35 booking points.
- Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.
- Cards shown after the match are not considered.
- Cards issued during half-time contribute towards 2nd half markets/totals.
- Cards for non-players (already substituted players, managers, players on bench) are not considered

SOC CER

Corner Markets

- Corners awarded but not taken are not considered.

Anytime Goalscorer and Player to score X or more

- Own goals will not be considered for Anytime Goalscorer or Player to score X or more settlement purposes and are ignored.
- All players who took part in the match since kick off or previous goal are considered as runners.
- All players who are currently taking part are listed.
- If for any reason an unlisted player scores a goal all bets on listed players stand.
- Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

Next Goalscorer

- Own goals will not be considered for Next Goalscorer settlement purposes and are ignored.
- All players who took part in the match since kick off or previous goal are considered as runners.
- All players who are currently taking part are listed.
- If for any reason an unlisted player scores a goal all bets on listed players stand.
- Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

Interval Markets

- Markets will be settled based on the goal time announced by TV. If this is not available, the time according to the match clock is considered.
- Goal markets are settled based on the time the ball crosses the line, and not the time the kick is made.
- Corner interval markets are settled based on the time the corner kick is taken and not the time the corner is conceded or awarded.
- Booking interval markets are settled based on the time the card is shown and not the time the infringement is made.
- Offsides will be settled based on the time when the referee gives the decision.
- This rule will be applied on any video assistant referee (VAR) situation.
- Penalty markets will be settled based on the time when the referee gives the decision. This rule will be applied on any video assistant referee (VAR) situation.
- Penalties awarded but not taken are not considered.
- For all 5 min/15 min interval markets, related to interval minutes 41- 45/31-45, events (goals, corners) in added injury or stoppage time will be accounted for.

Next scoring type

- Freekick: The goal has to be scored directly from the freekick or corner to qualify as a goal by freekick. Deflected shots count as long as the freekick or corner taker is awarded the goal.
- Penalty: Goal must be scored directly from the penalty. Goals after a rebound of a missed penalty do not count.
- Own Goal: If goal is declared as an own goal.
- Header: The scorers last touch has to be with the head.
- Shot: Goal has to be with any other part of the body than the head and the other types do not apply.
- No Goal.

SQUASH

Nr	Name of markets	Market Description
1	Who scores [Xth] point in set [y]	If a set ends before the Xth point is reached, this market is considered void (cancelled)

Important

- In the case of a match not being finished all undecided markets are considered void.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires, forfeits the match or is disqualified all undecided markets are considered void.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.

TABLE TENNIS

Nr	Name of markets	Market Description
1	Who scores [Xth] point in set [y]	If a set ends before the Xth point is reached, this market is considered void (cancelled)

Important

- In the case of a match not being finished all undecided markets are considered void.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

TENNIS

Important

- In case of default, retirement or walkover of any player, all undecided bets are considered void.
- In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

Settlement and cancellation rules

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.
- If a match tie-break is played as a deciding set in Bo3 format, it will be considered as the 3rd set.
- Every tie-break or Match tie-break counts as 1 game.

Break and break point markets

- Mini-breaks within tie-breaks or match-tiebreaks are not considered for settlement purposes.
- If any player retires directly after a break point occurs, it will still count as break point for settlement purposes.

VOLLEYBALL

Nr	Name of markets	Market Description
1	Who scores [Xth] point in set [y]	If a set ends before the Xth point is reached, this market is considered void (cancelled)

Important

- In the case of a match not being finished all undecided markets are considered void.
- Golden set is not considered in any of the mentioned markets.

Settlement and cancellation rules

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

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SPORTS TECHNOLOGY. REIMAGINED.

THANK YOU!

“x”: 1.25

“z”: 1.25

“y”: 1.32

