

STANLEYBET MALTA LIMITED GENERAL RULES FOR DATA TRANSMISSION CENTRES (CTD) IN EUROPEAN UNION TERRITORY

1.1. The following rules – version 3.7.1 – are effective as from 02.07.2020 and will govern all bets accepted by Stanleybet Malta Limited (STANLEYBET), thereby superseding all previous versions of the rules.

STANLEYBET Rules must be displayed and made available to the customer at any time in the CTD.

STANLEYBET customers should read, comprehend and accept the following rules prior to place a bet. The possession of a betting receipt issued by STANLEYBET implies that the client has acknowledged and accepted the STANLEYBET Rules, valid as general terms and conditions.

In the event of a dispute, STANLEYBET and the customers will follow the dispute resolution procedure set out in “Dispute Resolution” section below.

1.2. The placement of bets from clients under the age of 18 is prohibited.

1.3. STANLEYBET offers customers the chance to place bets by means of advertising events and their related priced. Customers who want to exploit the offered chance and place bets on such events, are therein agreeing to a contract between themselves and STANLEYBET as disciplined by Art.1327 c.c. The contract between the client and STANLEYBET is formally stipulated when STANLEYBET – analysing the placed bet and accepting its conditions – communicates such information to Malta where the bet is processed and registered in STANLEYBET central server, complying with all the necessary requirements of the Maltese law. The stipulation of said contract is promptly communicated to the client through the print of a receipt, displaying all the details of the contract just stipulated with STANLEYBET.

The printed receipt given to the customer is the only proof of the stipulated contract and it is the customer's strict responsibility to safeguard it. The receipt is anonymous. In case of loss of receipt, the customers lose their right to the potential winnings.

It is forbidden for the STANLEYBET agent to advise or interfere in the customer's decisions or their relationship with STANLEYBET.

Only STANLEYBET is allowed to offer events, selections and prices as betting chances and display the potential winnings of any transaction with the customer.

Only transactions that have been processed through the server based in Malta will be recognised as valid by STANLEYBET.

It is the client's responsibility to check that all the information printed on the receipt are correct. Should he find any mistake, the bet can be voided at client's requests strictly within 5 minutes from the print of said receipt.

1.4. The normal activities of the CTD can only take place during the established working hours agreed by STANLEYBET. STANLEYBET reserves the right to annul any stake placed outside the time of the CTD's working hours, even if the stake has been accepted by the computer and the relevant receipt has been printed.

1.5. The payout of winnings will be settled only **upon** presentation of the original bet receipt containing the 6 or 7 digits WinCode that authorizes payment on the CTD computer. As far as payment procedures are concerned, STANLEYBET's notifications, advised from time to time, will apply.

1.6. STANLEYBET reserves the right to declare void any bets / selections that result on the STANLEYBET network transmitted by the CTD after the commencement of the sporting event, even if one second has passed, to which the bet / selection refers, with the exception of Live Betting (Betting in Play).

1.7. The date and time of the initiation of an event is the date and time that the event actually starts and not the expiry date and time entered into the STANLEYBET computer. Therefore, if the expiry date and time entered in the STANLEYBET computer is after (erroneously or for any other reason) the effective date and time of the event, and the

event is either Underway or finished, all selections on the event will be liable to annulment and stakes will be refunded, with the exception of Live Betting (Betting in Play), and events that we have re-opened during an interruption, such as a weather affected tennis match.

1.8. When a bet is comprised of several selections and one or more of the events referred to is already Underway or has been completed at the time the bet is received in the STANLEYBET network, the selection(s) is valued odd of 1.00. The remaining selections are valid and will be regarded as such as long as they meet the minimum requirement of selections to make the bet valid.

Example 1

Stake € 100.00, Request: 5

- a. Anderlecht
- b. Club Bruges
- c. PSV Eindhoven
- d. Man Utd
- e. Ajax

If Man Utd and Ajax had already played at the moment the bet was accepted by STANLEYBET, the bet will be treated as a 100 Euro request 3 with Man Utd and Ajax settled at odds of 1.00.

Example 2

Stake € 200.00, Request: 3

- f. Frankfurt
- g. Pisa
- h. Oviedo

If Frankfurt had already played at the moment the bet was accepted by STANLEYBET, the bet would be completely void if a request 2 is not allowed on Pisa and Oviedo.

1.9. Every bet validated by STANLEYBET will be recorded in the general archive and in a second archive for security reasons, named “security archive”, complying with the Maltese law. The odds valid at the time the bet was registered on STANLEYBET servers are the odds on which the win will be calculated. When calculating the winnings, only the content of the receipt inside STANLEYBET’s headquarters archives will apply. In case of receipts containing different data from that stored in the headquarters archives, STANLEYBET reserves the right to consider valid the data only contained in its security archives.

1.10. The minimum number of selections within an event that can be selected, the maximum stakes allowed per combination and any other limitative element are indicated by STANLEYBET in the Rules, unless otherwise specified.

1.11. If the CTD receives requests of bets beyond one or more established limits, it will be necessary to activate a procedure to request specific authorization for the acceptance of such a bet, according to rules and procedures that STANLEYBET from time to time will establish. At any time, even after the scheduled events have taken place, STANLEYBET reserves the right to consider void a group of bets which, from the analysis of the objective circumstances of the case (e.g. anomalous subdivision of the same bet in multiple bets), reveal pre-ordered in order to circumvent the existing risk control systems.

1.12. Related contingencies (selections with logical connections) such as Italy to win 2-0 and Italy to win HT and FT are accepted in singles only and, where taken in error for accumulative bets, the stake will be divided equally on singles for each quoted eventuality. Bets on First Goalscorer are an exception to this rule. Occasionally special bets containing two or more results related to a single event may be provided.

1.13. Every bet is subject to a maximum win established by STANLEYBET. The maximum win may be less than the calculation by the computer and the liability is on the client to stake bets accordingly. Please note the following maximum payouts.

1.13.1. SUPERGOAL € 250,000.00

All bets must contain selections exclusively from the Supergoal grouping and must contain at least one pure Supergoal selection (i.e. a selection that predicts the First or Last Goalscorer and the Correct Score for that match) The Supergoal grouping consists of:

- a. First Goalscorer;
- b. Last Goalscorer;
- c. Striker (Goalscorer);
- d. Double Striker;
- e. First Goalscorer + Correct Score;
- f. Last Goalscorer + Correct Score.

Please Note: the maximum payout of € 250,000 will not apply to system bets unless the winning line(s) within the system bet include at least one “pure” Supergoal selection (i.e. a selection that predicts the First or Last Goalscorer and the Correct Score for that match).

1.13.2. GENERAL FOOTBALL € 100,000.00

- a. 1X2
- b. Correct Scores
- c. Half Time / Full Time
- d. Double Chance
- e. Live Betting 0:0
- f. Outright Markets exclusively containing selections from Belgium 1, France 1, England Premiership, Germany 1, Holland 1, Italy Serie A, Portugal 1, Spain 1, Champions League outright, Europa League outright, European Championship and World Cup

1.13.3. FOOTBALL BETS CONTAINING DAILY MAX LIMITS € 25,000.00

- a. Outright containing selections on any event other than those listed in General Football Ante Post above
- b. Handicap Betting
- c. Time of first goal
- d. Under & Over bets
- e. Number of goals bets (EG, Total Goals & Multi Goal Chance)
- f. First / Last Goalscorer
- g. Striker & Double Striker
- h. First Half Only bets
- i. Second Half Only bets
- j. Score / Not to score
- k. To Qualify for next round
- l. First/Last Team To Score
- m. First Half Correct Score
- n. Game Run (Select which team scores first and the final result)
- o. Which Half Contains Most Goals?
- p. Corners bets
- q. Card/Card selection
- r. Card/Card Total Points bets
- s. Straight Forecast
- t. Odd / Even Number of Goals
- u. Goal/No Goal – (either both teams score, or, one or neither team scores)
- v. Draw no Bet
- w. Win to Nil
- x. Combo selections (Win & Goals)
- y. Any other football markets not specified above

1.13.4. SPORTS BETS CONTAINING:

- a. Tennis € 25,000.00
- b. Basketball € 25,000.00
- c. Golf € 25,000.00

- d. Formula 1 (Except Classify / Not Classify) € 25,000.00
- e. American Football € 25,000.00
- f. Ice Hockey € 25,000.00
- g. Formula 1 (Classify / Not Classify) € 10,000.00

1.13.5. BETS CONTAINING SELECTIONS ON ANY OTHER SPORTS OR NON-SPORT EVENTS: € 15,000.00

If a receipt contains a selection that refers to different sports and / or different games within a sport, the lesser maximum payout limit then applies to the whole of the bet.

Example

A bet with 3 tennis matches and 1 Formula 1 Classify / Not Classify selections would be subject to a maximum payout of €10,000, the limit for Formula 1 Classify / Not Classify.

All maximum payouts stated within these rules apply to any one customer, or group of customers acting together, backing the same or similarly themed combination of selection(s) even if it is done in a series of bets, at a range of prices, over a number of days using different CTD's. Should we have reason to believe that a number of bets have been placed in this way the total payment of all those bets combined will be limited to one single maximum payout as listed above.

1.14. In case of printing errors, errors on receipts or palpable errors of data input into STANLEYBET's computer, STANLEYBET reserves the right to annul such bets, or in our judgement, to settle such bets at the correct odds even if the discovery of the error occurs after the conclusion of the event. The annulled bet is then reimbursable on the client's request.

Bets are valid in which minor errors appear in the description of the bet, the name of the team, name / surname of the competitor, name of the venue, etc., provided that, despite the error, it may be established beyond all doubt to which team or competitor the bet refers.

1.15. STANLEYBET reserves the right to consider singles or groups of ambiguous bets void, even though accepted by the CTD's computer, and even though the client has received the betting receipt. The annulled bet is then reimbursable on the client's request.

1.16. Where there is evidence of match, event or race irregularities, STANLEYBET reserves the right to void or suspend payment on the selection under suspicion pending the outcome of an inquest by that sport's official governing body.

1.17. Any complaints, complete with the necessary details for an explanation of the complaint, must reach the STANLEYBET's administration office within 30 days of the completion of the sporting event to which the complaint refers.

1.18. Reimbursements and bet annulments, not including void matches or selections, can only be requested in the following circumstances:

- a. There is a computer error in the CTD and the bet did not register;
- b. The printer does not print out a receipt;
- c. There is an error in the input of selections of the bet or the stake of the bet.

Clients are only able to request a bet annulment within 5 minutes of having placed said bet, unless one of the events listed in the bet has started. This exception doesn't apply to Live Betting events.

If more than 5 minutes have elapsed after the bet has been placed the request for annulment must be received by STANLEYBET's administration office, via email, before the first event on the bet has started. Notification by word of mouth or telephone will be ignored. Withdrawal or termination requests received after an event has already started will not be taken into consideration.

Any stake exceeding the typical bookmakers offer parameters can be voided at STANLEYBET's discretion. In the eventuality that this scenario occurs, STANLEYBET will promptly communicate accordingly to the customer through the CTD.

1.19. Situations not covered by these rules will from time to time be published and communicated by STANLEYBET.

1.20. The following Rules are drafted in different languages as a courtesy to our customers. Should any discrepancy arise between different languages versions, the English version will always be deemed valid.

2. SPECIAL RULES FOR BONUS PAYMENTS

2.1. The bonus offer is governed by STANLEYBET General Rules. For any eventualities not expressly covered in this section, STANLEYBET will apply the terms and conditions already established in the General Rules.

2.2. STANLEYBET maintains the right, at its own discretion, to modify, suspend or cease this bonus offer at any time. It is the customer's responsibility to be aware, before placing a bet, of the terms and conditions of gambling provided by STANLEYBET general rules.

2.3. Bonus applies to all Sports. Bonus but will not be considered applicable to selections concerning the following products / markets:

- a. Ante-post;
- b. Supergoal, Strikers, Extra's and special bets different
- c. Live bets;
- d. Lotteries and other Number Games;
- e. Virtual;
- f. E-Sports;
- g. Millionaire.
- h. Classified Yes / No (engines)
- i. Antepost Head to Head
- j. Fantastanley

If a selection on any of the above-mentioned markets is combined with selections on Bonus eligible markets, the Bonus will still be granted but on the eligible selections ONLY.

2.4. In the event that certain events are reimbursed and thus resulted as void, they shall be excluded from the multiple event bonus calculation. Furthermore, in the eventuality that a bet contains one or more selections with odd inferior to the Minimum Odd (1.23 or higher), or considered void (odds 1.00), said selection/s will not result in the annulment of the bonus, but will instead not be taken into consideration for bonus purposes when calculating the final winning amount.

The bonus shall however be applied to any remaining selections that respect the afore-mentioned bonus pre-requisites. In the event that a bet contains an Antepost Selection, any bonus shall be forfeited.

Example:

A bet contains 15 selections but amongst them: 4 selections have an odd which is inferior to 1.23 and one selection is considered void. A Bonus of 28% shall be applied to this bet, in consideration of the 10 selections that do respect the bonus conditions.

2.5. The percentage of the bonus will increase progressively on the multiple bets (see table on the following page), UP TO A MAXIMUM OF 300% with 30 selections.

2.6. System bets are eligible for the purposes of awarding the Bonus. Even for system bets, only odds equal to, or higher than 1.23 shall contribute to the Bonus. THE MAXIMUM PERCENTAGE APPLICABLE TO THE AVAILABLE BETS is 28%. *Example:*

A system bet 2, 3, 4 & 5, containing 5 selections all with odds of 2.75, will be eligible for the bonus scheme calculated as broken down below:

- a. 10 System 2 bets each = No Bonus
- b. 10 System 3 bets each = No Bonus
- c. 5 System 4 bets each = No Bonus
- d. 1 System 5 bet = Bonus of 5%

2.7. If even one of the selected events has a date / time later than 7 calendar days after the date / time of placing the bet, the Bonus is reset, regardless of the odds or the number of selections. For example, if a bet is placed on March 1st at 3pm, the bonus will be valid if it contains selections until March 8th at 3pm. If there are selections with a later date / time, the bonus is reset.

2.8. The maximum bonus payment for any one bet is capped at € 10,000.00.

2.9. The winnings, including the Bonus, cannot exceed € 10,000 if it is a single/multiple combination Bet and € 50,000 if it is a System Bet. In the case of a System Bet, there is a further rule that any combination, including the Bonus, cannot exceed € 10,000.

2.10. The maximum payout established in the STANLEYBET General Rules for each type of bet will still stand and cannot be increased by the addition of any Bonuses.

2.11. BONUS TABLE

Minimum Odds	1.23	1.23
Number of Selections	Multiple Bets Bonus	System Bets Bonus
1		
2		
3		
4	2%	
5	5%	5%
6	8%	8%
7	12%	12%
8	18%	18%
9	23%	23%
10	28%	28%
11	35%	28%
12	40%	28%
13	46%	28%
14	53%	28%
15	60%	28%
16	65%	28%
17	75%	28%
18	80%	28%
19	90%	28%
20	100%	28%
21	110%	28%
22	120%	28%
23	130%	28%
24	140%	28%
25	150%	28%
26	160%	28%
27	180%	28%
28	185%	28%
29	250%	28%
30	300%	28%

3. SPECIAL RULES - GENERAL SPECIFICATIONS

3.1. *Dead Heat Rules*

In the case of an event that concludes in equal merits with more than one winner where only one winner was considered, DEAD HEAT rules will apply. A *Dead Heat* is a tied result in which two or more contestants share a finishing position. A Dead Heated selection is deemed to be half winner, half loser and is thus settled to half the odds at full stake. In a three way *Dead Heat*, the selection is deemed one third winner, two-thirds loser and is settled to be one third of the odds at the full stake.

3.2. *Amended Results*

The results are intended to mean those on the sports ground or podium. Subsequent inquiries by the relevant sports body / bodies will be considered for settling purposes only within the same day, but any inquiry the following day or later will not be considered (see Motor Racing and Auto Racing for exception).

Example:

On Stage 6 of the 1999 Tour De France cycling. Steels finished first with Cipollini in second. An immediate inquiry was called and Steels lost first place for barging, therefore Cipollini was awarded first place, and for settling purposes Cipollini was the winner. If the inquiry had been initiated the following day, Steels would have been considered the winner for settling purposes.

Therefore, in respect of inquiries, they must be instigated on by the relevant authorities within the same day.

3.3. *Game suspension*

In the event of suspension of a match and its resumption, the rules of the specific Federation are binding. Therefore, if the match is suspended and the regulations of the Federation in question, provide for the non-continuation from the minute of the suspension but from the beginning of the match, the result before the suspension is not valid for the purposes of the bet. The result valid for the purposes of the bet will be only the one approved by the Federation itself.

3.4. *Venue Changes*

In the event of a change of venue not published or made known to STANLEYBET at the time match odds were issued, with bets being accepted on the issued odds, bets will stand provided the venue is not switched to the opponents' ground, in which case selections for that match will be annulled and the client reimbursed on request. In the case of a bet consisting of that event and others, then the part of the bet with the venue change is settled at odds of 1.00.

3.5. *Specific Tournament Rules*

When tournaments or mini-tournaments are played in one country, matches are drawn by the Official Tournament Body, there will be occasions when the tournament host is drawn as the away team and matches will be displayed as drawn by the official tournament body. This can be the case in a variety of sports.

Example 1:

World Volleyball Champions are played in Zagreb. Match is drawn Germany v Croatia the match will be displayed as:

Germany v Croatia AND NOT Croatia v Germany.

Example 2:

Brazil World Cup match is drawn as Mexico v Brazil, the match will be displayed as: Mexico v Brazil AND NOT Brazil v Mexico

3.6. *Withdrawals – Group Betting*

In the event a player withdraws before the start of the event, while still quoted in the betting as a participant, then the odds taken on the remaining players quoted within that group shall be subject to a deduction made from the winnings of all such bets in accordance with the following scale.

Withdrawn Player Odds	Winnings Deduction
1.11 or shorter	90%
1.12 to 1.18	85%
1.19 to 1.25	80%
1.26 to 1.30	75%
1.31 to 1.40	70%
1.41 to 1.55	65%
1.56 to 1.60	60%
1.61 to 1.80	55%
1.81 to 1.95	50%
1.96 to 2.20	45%
2.21 to 2.50	40%
2.51 to 2.75	35%
2.76 to 3.30	30%
3.31 to 4.00	25%
4.01 to 5.00	20%
5.01 to 6.50	15%
6.51 to 10.00	10%
10.01 to 15.00	5%
Over 15.00	No deduction

In the event of 2 or more contestants being withdrawn the total deduction shall not exceed 90%. The above deductions also apply to horseracing bets placed after 10.00 a.m. on the day before the race up until the start time of the race, where a price is taken and a horse(s) is subsequently withdrawn.

3.7. *Disputes*

In the event of controversy or disagreement pertaining to the end result of a particular event, we shall consider the data given to us by our Live Betting Provider for resulting purposes, provided that there isn't irrefutable and clear proof that the data provided by said provider is incorrect. If the provider is unable to send us the data requested, we shall use television images and video to result said bets. Furthermore, if for any reason whatsoever said TV proof is also unavailable, we shall make use of independent sources and bets shall be resulted by taking into account the sources that are mostly in agreement with one another. If this is not possible, the official website of the competition will take priority over others, once it becomes available. For further details, please refer to section 22. DISPUTE RESOLUTION

3.8. *Ante Post/Outright Betting*

Odds for unquoted players/teams/selections will always be available on request.

3.9. *Chart Based Bets*

Any odds offered using charts, for example correct score or score / not to score, the odds displayed on the Online betting offer will supersede any odds displayed on standard charts. Evident errors excepted.

4. SPECIAL SPORTS RULES

4.1. INTRODUCTION

Special rules cover all the data regarding sporting events, which have a typical structure of a challenge between two teams (“Team 1” and “Team 2”). This structure gives place to a final result defined as the result at the end of regular time of play, which may be expressed in two numbers, the first representing the score of *Team 1*, the second representing the score of *Team 2*. *Team 1* is indicated on the left and is always considered the home team. *Team 2* is indicated on the right and is always considered the away team. In addition, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. If a draw is a price option, it is in the center, under category X.

In the case of an incorrectly listed match or fixture in any sport, where the match is inadvertently offered by STANLEYBET and it is not scheduled to take place, all bets taken will be void and settled at odds of 1.00.

Example: a tennis match is incorrectly offered by STANLEYBET as Hewitt v. Federer when it should have been entered as Roddick v. Federer. Such games are considered void win or lose for the correctly listed player.

In the case of any non-football matches, for example Basketball or Ice Hockey, full regular game time must be completed with any injury time officials deem necessary to add for the result to be valid, anything less than full regular time and the result is void and settled at odds of 1.00.

For all sports, if a participant withdraws or is excluded before the tournament begins – and the Rule “Withdrawals – Group Betting” can’t be applied – bets on that selection to win the tournament outright are considered losers (all in, run or not, play or not). Evident errors excepted.

Non-sporting events, such as Oscars, Miss World, Eurovision Song Contest, these bets will be accepted on a singles only basis and cannot be combined with any other event. Unless a special combined price is offered.

Different sports can be combined to make up a minimum request 3 when required.

Example: a request 3 on two Ice Hockey games and 1 football (min 3) - Jokerit, TPS & Osters - is acceptable.

4.2. AMERICAN FOOTBALL

The result is intended by the score at the end of the game INCLUDING any overtime, except for Halftime/ Full-time bets where the result at the end of regular time only counts.

In the case of abandoned or postponed matches, bets are void unless played the following day, except for bets, the outcome of which has already been determined at the time of abandonment (e.g. First Touchdown Scorer).

4.3. ATHLETICS

This market is offered on *All-in compete or not* basis, so whether an athlete enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser. Athletes awarded Gold, Silver and Bronze medals will be deemed 1st, 2nd, and 3rd respectively for betting purposes. In the absence of a medals ceremony, bets will be settled on the official I.A.A.F. result (or similar governing body) immediately following the race.

4.4. AUSTRALIAN RULES FOOTBALL

All Australian Rules bets are settled on 80 minutes play unless otherwise stated. If the game results in a draw, then stakes will be refunded unless a price is offered for the draw. Bets will be settled on official AFL result only.

If a match is abandoned before 80 minutes are played, all bets on that match are void, except for those markets, which have been unconditionally determined.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

4.5. BADMINTON

A match is deemed to have started with the first serve of the match. If the required number of games to win a match are not completed or a player retires prior or during a match, all bets placed on the match result will be void and settled at odds of 1.00.

4.6. BASEBALL

The result is intended by the score at the end of the game INCLUDING any overtime. If two teams are scheduled to play twice, back to back, on any given day, the odds issued will relate to the first game only and the result of the first game will be the score used for settlement purposes. The score for the second game will be disregarded.

The result of a game is official after 5 innings of play unless the home team is leading after 4.5 innings. If a game is 'called' or suspended, the winner is determined by the score after the last full inning (unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called). In case of a draw result, the event will be deemed as void for settlement purposes, with odds of 1.00.

In the case of postponed, abandoned or cancelled matches, an unplayed or postponed event will be void for settlement purposes unless played the following day.

In case of a pitcher change, all bets will be void.

4.7. BASKETBALL

In the case of Basketball, for 1X2 prices, the result is intended by the score at the end of regular time, WITHOUT any overtime, but the intended result for Handicap, Under/Over, Winning Margin, Odd/Even is the final result at the end of the game INCLUDING any overtime.

Any basketball match abandoned before the completion of the stated number of minutes of official full regular time will be void, except for those bets the outcome of which has already been determined at the time of abandonment.

4.7.1. 1X2: Predict the outcome of the game. Home or away win. If match ends in a draw the winning selection is X (e.g. Heat v Bulls 99 – 99)

4.7.2. Italian style 1X2: Predict the winner of the game (includes overtime) using the following criteria:

- a. 1 – The home team to win by 6 points or more.
- b. X – A draw or victory by either team within a range of 5 points or less.
- c. 2 – The away team to win by 6 points or more.

4.7.3. Double Chance 1X: It consists in predicting that the result of the regular time wins the home team or

ends the regular time in a draw.

4.7.4. Double Chance X2: It consists in predicting that the result of the regular time wins the visiting team or ends the regular time in a draw.

4.7.5. Points Match Bet: predict who of the selected players will score the most points in the match. If they both get the same number of points or 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.7.6. Assist Match Bet: predict who of the selected players will get the most assists in the match. If they both get the same number of assists or 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.7.7. Rebound Match Bet: predict who of the selected players will score the most rebounds in the match. If they both get the same number of rebounds or 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.8. Basketball – Player Betting

4.8.1. Individual Player/Team Under/Over Points: predict if the selected player will score Under or Over the nominated number of points. If the player does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.8.2. Individual Player Under/Over Assists: predict if the selected player will make Under or Over the nominated number of assists. If the player does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.8.3. Individual Player Under/Over Rebounds: predict if the selected player will make Under or Over the nominated number of rebounds. If the player does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.8.4. Half Time/Full Time: For Half Time/Full Time betting, predict the outcome at half-time and at the end of full-time (e.g half-time away, full-time home team). Bet includes overtime.

4.8.5. Winning Margin: Predict the exact margin of victory by winning team. 7 selections available 1-5 points, 6-10 points, 11-15 points, 16-20 points, 21-25 points, 26-30 points, 31 or more points. Final results include overtime.

4.8.6. Highest Scoring Quarter: Quarter with highest combined score of both teams will be deemed the winner. If there is a tie for highest scoring quarter, then *Dead Heat Rule* will apply.

4.9. Basketball – Player Points Match Bet

4.9.1. 1X2: predict who of the selected players will score the most points in the match. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.9.2. Final result with Handicap: predict who of the selected players will score more points (added to the indicated spread) in their respective real matches. If the sum of points achieved by the first player (added to the indicated spread) is higher than the points achieved by the second player, the winning selection is 1H; if the sum of points achieved by the first player (added to the indicated spread) is lower than the sum of points achieved by the second player, the winning selection is 2H; if there is a draw, the bet will be deemed void and settled at odds of 1.00. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00.

4.9.3. Money Line: predict who of the selected players will score the most points in the match. If they both get

the same number of points or 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.9.4. Under/Over: predict if the total points scored by the selected players will be Under/Over the total amount of points given. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.10. Basketball – Player Assist Match Bet

4.10.1. 1X2: predict who of the selected players will get the most assists in the match. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.10.2. Final result with Handicap: predict who of the selected players will get more assists (added to the indicated spread) in their respective real matches. If the sum of assists achieved by the first player (added to the indicated spread) is higher than the assists achieved by the second player, the winning selection is 1H; if the sum of assists achieved by the first player (added to the indicated spread) is lower than the sum of assists achieved by the second player, the winning selection is 2H; if there is a draw, the bet will be deemed void and settled at odds of 1.00. If one or both players do not play in the match, bets will be void and settled at odds of 1.00.

4.10.3. Money Line: predict who of the selected players will get the most assists in the match. If they both get the same number of assists or 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.10.4. Under/Over: predict if the total assists got by the selected players will be Under/Over the total amount of assists given. If 1 or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.11. Basketball – Player Rebound Match Bet

4.11.1. 1X2: predict who of the selected players will score the most rebounds in the match. If one or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.11.2. Final result with Handicap: predict who of the selected players will get more rebounds (added to the indicated spread) in their respective real matches. If the sum of rebounds achieved by the first player (added to the indicated spread) is higher than the rebounds achieved by the second player, the winning selection is 1H; if the sum of rebounds achieved by the first player (added to the indicated spread) is lower than the sum of rebounds achieved by the second player, the winning selection is 2H; if there is a draw, the bet will be deemed void and settled at odds of 1.00. If one or both players do not play in the match, bets will be void and settled at odds of 1.00.

4.11.3. Money Line: predict who of the selected players will get more rebounds in the match. If they both get the same number of rebounds or one or both players does not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.11.4. Under/Over: predict if the total rebounds got by the selected players will be Under/Over the total amount of rebounds given. If one or both players do not play in the match bets will be void and settled at odds of 1.00. Results will be determined by the official website of that league. Extra time does count.

4.12. BEACH SOCCER

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise.

If a match is abandoned before regulation time is played, all bets on that match are void, except for those markets

which have been unconditionally determined.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

4.13. BEACH VOLLEYBALL

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

In the event of any of the named players in a match changing before the match starts then all bets void and settled at odds of 1.00.

In the event of a match starting but not being completed, then all bets will be void and settled at odds of 1.00, except for markets where the result is already determined, or unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.

Example: a set is abandoned at 18-17: bets on Over/Under 35.5 Set - Total Points are settled as winners/losers respectively, since any natural conclusion to the set would have yielded at least 36 points.

4.14. BOWLS

4.14.1. Outright betting: This market is offered on *All-in compete or not* basis, so whether an athlete enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser.

4.14.2. Match Betting: In the event of a match starting but not being completed, the player progressing to the next round will be deemed the winner. In the event of a walkover (e.g. one of the players withdraws before a match) all bets on that match will be void and settled at odds of 1.00.

4.14.3. Set Betting: The full number of sets required to win the match must be completed. If the match is awarded to a player before the full number of sets are completed, set betting will be void and settled at odds of 1.00.

4.14.4. Abandoned or postponed matches: If a match is abandoned or postponed, and rescheduled to take place the next day, your bet on that match will stand. If the match does not take the next day your bet will be void and settled at odds of 1.00.

4.15. COMBAT SPORTS (BOXING & MIXED MARTIAL ARTS)

4.15.1. Postponed Fights: Bets stand for 30 days. If a fighter is replaced by a substitute, all bets relating to that fight will be void and settled at odds of 1.00.

4.15.2. Round by Round Betting: If either fighter fails to answer the bell for the next round, his opponent will be deemed to have won the fight in the previous round. If for any reason a points decision is made before the full number of rounds are completed, bets will be settled on the round in which the fight was stopped.

4.15.3. To Win on Points Betting: Bets that nominate 'to win on points' will only be deemed winners if the full number of rounds are completed. A price will be offered for the draw, and in the event of that, occurring bets on either fighter to win will be losers.

4.16. CRICKET

4.16.1. Match Betting: Bets will be settled on the official result. If a match is officially declared a 'no result', all bets on that match will be void and settled at odds of 1.00. If a match is affected by external factors (such as bad weather), bets are settled based on the official competition rule (this includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)).

If a Test match ends in a tie (match ends with both teams scoring exactly the same number of runs), *Dead Heat* rules will apply and all bets on the draw will be deemed losers.

For one day matches (domestic and international), if a price isn't quoted for a tie and the official competition rules do not declare a winner, then *Dead Heat* rules apply.

For matches in knockout tournaments, the team progressing to the next round will be deemed the winner, including if concluded by a bowl-out. If a match is abandoned due to outside interference, all bets on that match will be void and settled at odds of 1.00.

4.16.2. Top Runscorer: Bets for a particular game apply to the first innings only. If a batsman retires and does not resume his innings, his score will stand. Bets placed on any player not in the starting eleven will be void and settled at odds of 1.00. Bets placed on a player in the starting eleven stand, whether they bat or not. If two players tie as top batsman, *Dead Heat* rules apply.

All bets relating to one innings will be void and settled at odds of 1.00 if fewer than 20 Overs (10 Overs in the case of 20/20 matches) are completed because of external factors (such as bad weather). This applies unless a team is all out, or wins the match in fewer than half of the planned Overs.

4.16.3. Series Betting: If a series is postponed for any reason before the scheduled number of games have taken place, then the team that is ahead at the time will be deemed the winner for settlement purposes. This rule also applies for the settlement of *Top Series Runscorer* and *Top Series Wicket Taker* bets.

If a series ends in a tie and no odds for the tie are quoted, *Dead Heat* rules will apply.

Bets on the series correct score will be settled as void at odds of 1.00 if the designated number of matches are not completed.

Series Top Batsman or Top Bowler markets are settled on an 'all in play or not' basis.

4.17. CURLING

4.17.1. Outright betting: This market is offered on *All-in compete or not* basis, so whether an athlete enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser.

4.17.2. Match Betting: All matches will be settled on the final score. For betting purposes extra ends will count.

4.17.3. End Betting: For end betting purposes, if a Blank End price is not offered for a specific end, all bets will be void and settled at odds of 1.00 if the end is blank (0:0).

4.18. CYCLING

4.18.1. Outright Betting: Non-runner – no bet. Cyclists must cross the starting line of the respective event / stage to be deemed to have taken part, otherwise bets will be void and settled at odds of 1.00. All Tour or Individual Stage bets will be settled as per the official result at the time of the prize or podium presentation (See *Special Rules – Amended Results*).

4.18.2. Match Bets (Head-to-Head): Results will be settled on official classifications. In the event of one or

either riders not competing, bets will be void and settled at odds of 1.00.

4.19. DARTS

4.19.1. Match Betting: The player progressing to the next round will be deemed the winner, unless a walkover has taken place, when all match bets will be void and settled at odds of 1.00.

4.19.2. Set / Correct Score Betting: If the required number of sets or legs to win have not been played, all Result / Set correct score bets will be void and settled at odds of 1.00.

4.20. FIELD HOCKEY

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise.

Regulation time must be completed for bets to stand unless otherwise stated. If a match is abandoned before regulation time is played, all bets on that match are void and settled at odds of 1.00, except for those markets which have been unconditionally determined.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

4.21. FUTSAL

All the bets will be settled on regulation time. Extra periods of play will not count.

4.21.1. Final Result 1X2: Team One (1) is indicated on the left and is always considered as the home team. Team Two (2) is indicated on the right and is always considered as the away team. In addition, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the center, under category X.

4.21.2. Draw No Bet: Predict the winning team. If the game finishes in a draw all bets are settled as void at odds of 1.00. Regulation playing time only, Extra Time does not count.

4.21.3. Home Team Goals: Predict the exact number of goals the Home team score. Regulation playing time only, Extra Time does not count.

4.21.4. Away Team Goals: Predict the exact number of goals the Away team score. Regulation playing time only, Extra Time does not count.

4.21.5. Correct Score: All bets are settled on the correct score at the end of normal regulation time.

4.21.6. Odd/Even: Will the number of goals in the match be odd or even? A 0-0 result will be considered Even.

4.21.7. Under/Over Goals: Bets are settled on the total number of goals scored in the game in relation to the stated goal line.

Example 1

Predicted Goals 4.5 – If the bet was placed on the Over, the bet will be considered a winner if 5 or more goals are scored in the match, otherwise it will be considered a loser.

Example 2

Predicted Goals 5.5 - If the bet was placed on the Under, the bet will be considered a winner if a maximum of 5 goals will be scored, otherwise it will be considered a loser.

4.21.8. Half Time Result 1X2: All bets are settled on the result at the end of the first half. There is the option to bet Home (1), Draw (X) and Away (2). The Home side is listed on the left, the Away side is listed on the right.

4.21.9. First Half Only Under/Over Goals: Bets are settled on the total number of goals scored in the first half in relation to the stated goal line.

4.22. GOLF

4.22.1. Outright Betting: Non-runner – no bet. If a player does not start the competition, the bet will be settled as void at odds of 1.00.

In the event of any withdrawals a deduction as outlined in the *Special Rules – Withdrawals: Group Betting* section may apply. The result of a play-off will determine the winner if required. A player is deemed to have played once they have “teed off”.

If a tournament is affected by adverse weather, resulting in a reduction of the total number of holes played, any tournament bets placed after the final completed round will be void and settled at odds of 1.00.

4.22.2. Group Betting / Top Player, etc: Non-runner – no bet. In the event of any withdrawals a deduction as outlined in the *Special Rules – Withdrawals: Group Betting* section may apply. *Dead Heat* rules will apply except where the winner is determined by a play-off.

4.22.3. Tournament Match Betting: Settlement will be on the player achieving the highest placing at the end of the tournament. If one player misses the cut, the other player is deemed the winner. If both players miss the cut, the lowest score after two rounds will determine settlement.

If a player is disqualified or withdraws after starting, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner. If a player is disqualified during the 3rd or 4th rounds, when the other player in the match bet has already missed the cut, the disqualified player is deemed the winner.

Should both players fail to complete two rounds, then the player with the lowest 1st round score will be deemed the winner for settlement purposes.

If neither player completes one round, bets on that match will be void and settled at odds of 1.00. Only completed rounds count.

4.22.4. Two, Three and Four Ball Betting: Bets stand once the players have teed off for the first hole. If a round is abandoned, bets on that round are void and settled at odds of 1.00.

4.23. HANDBALL

The result is determined by the score at the end of regular time, WITHOUT any overtime, if played. Any handball match abandoned before the completion of the stated number of minutes of official full regular time will be void and settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time of abandonment.

4.23.1. Handicap: One team will be assessed a Handicap, which will be applied to the total number of points won. The whole match must be completed, or all bets are void.

4.24. ICE HOCKEY

The result is intended by the score at the end of regular time, WITHOUT any overtime for all markets with the

exception of *Money Line*, which includes overtime and period betting. The 3rd period betting excludes overtime. If a game finishes 0-0, all *First / Last Team to Score* bets will be settled as void at odds of 1.00.

For Odd / Even betting, a 0-0 result will be considered Even.

4.25. MOTORCYCLING

4.25.1. Race Result: This market is offered on *All-in compete or not* basis, so whether a rider enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser. Withdrawals prior to the race will be deemed losers. The initial parade (warm up) lap will constitute the start of the race. The podium positions will be used to determine 1st, 2nd and 3rd for betting purposes, regardless of any subsequent enquiry. Later disqualification or forfeit will not count for betting purposes.

4.25.2. Superpole: all participants, even if they do not take part in the Superpole qualifying tests, are considered losers. The driver who sets the fastest lap during the Superpole is considered the winner. Subsequent disqualifications or waivers of pole position will not be taken into consideration.

4.25.3. Superpole Race: participants, if they do not take part in the Superpole Race, are considered losers. Riders who retire before the Superpole Races start are considered losers. The test lap represents the beginning of the race. The positions acquired on the podium, first, second and third, will be used for the purposes of defining the bets without taking into consideration any subsequent claims.

4.25.4. Pole Position: All-in compete or not. Winner will be the rider recording the fastest time over the official qualifying period. Later disqualification or forfeit of pole positions will not count for betting purposes.

4.25.5. Fastest Lap: The rider who records the fastest lap during the race will be the winner. Later disqualification or forfeit will not count for betting purposes.

4.25.6. Race – Head-to-Head: Results will be settled on official classifications. In the event of neither rider completing full race distance, the number of laps completed will determine settlement. If both riders complete the same number of laps without finishing the race all match bets will be void and settled at odds of 1.00. In the event of one or more rider in a match bet failing to line up for the race bets will be void on that match bet. Later disqualification or forfeit will not count for betting purposes.

4.25.7. Free Practice – Head-to-Head: Predict the rider that will get the best placement at the end of the Free Practice indicated.

Bets are valid if both riders enrol the Free Practice and at least one of them completes it, otherwise bets are settled as void at odds of 1.00.

In the event of a tie, and no odds for the tie are quoted, all bets are settled as void at odds of 1.00.

For reporting purposes, result will be that as officially given by the Official Federation at the end of the competition. Later disqualification or forfeit will not count for betting purposes.

4.25.8. Qualifying – Head-to-Head: Predict the rider that will get the best placement at the end of the Qualifying Session indicated.

Bets are valid if both riders enrol the Qualifying and at least one of them completes it, otherwise bets are settled as void at odds of 1.00.

In the event of a tie, and no odds for the tie are quoted, all bets are settled as void at odds of 1.00.

For reporting purposes, result will be that as officially given by the Official Federation at the end of the competition. Later disqualification or forfeit will not count for betting purposes.

4.25.9. Group Betting: Non-runner – no bet. In the event of any withdrawals a deduction as outlined in the *Special Rules – Withdrawals: Group Betting* section may apply. Later disqualification or forfeit will not count for betting purposes.

4.25.10. Related Contingency: The same rider cannot be combined in more than one bet. Unless a special combination bet is offered.

Example

V. Rossi to win, to win his Head-to-Head and get the Pole Position.

In the event of a related contingency bet being accepted in error, the stakes will be divided equally on singles for each quoted eventuality (see Rule 12).

In the event of a Moto GP event being postponed and not finished or re-run within 72 hours of the original start time, then all bets relating to this event will be void and stakes returned upon the client's request.

4.26. MOTOR RACING

4.26.1. Race Result: All-in compete or not. Withdrawals prior to the race will be deemed losers. The initial parade (warm up) lap will signal the start of the race. The podium positions will be used to determine 1st, 2nd, and 3rd for betting purposes regardless of any subsequent enquiry. Later disqualification or forfeit will not count for betting purposes.

4.26.2. Pole Position: All-in compete or not. Winner will be the driver recording the fastest lap on the day in question. Later disqualification or forfeit of pole position will not count.

4.26.3. Fastest Lap: Driver to record the fastest lap on the day in question. Later disqualification or forfeit will not count.

4.26.4. Race – Head-to-Head: Results will be settled on official classifications. In the event of neither driver completing full race distance, the number of laps completed will determine settlement. If both drivers complete the same number of laps without finishing the race all match bets will be void and settled at odds of 1.00. In the event of one or more driver in a match bet failing to line up for the race bets will be void on that match bet. Later disqualification or forfeit will not count for betting purposes.

4.26.5. Free Practice – Head-to-Head: Predict the driver that will get the best placement at the end of the Free Practice indicated.

Bets are valid if both drivers enrol the Free Practice and at least one of them completes it, otherwise bets are settled as void at odds of 1.00.

In the event of a tie, and no odds for the tie are quoted, all bets are settled as void at odds of 1.00.

For reporting purposes, result will be that as officially given by the Official Federation at the end of the competition. Later disqualification or forfeit will not count for betting purposes.

4.26.6. Qualifying – Head-to-Head: Predict the driver that will get the best placement at the end of the Qualifying Session indicated.

Bets are valid if both drivers enrol the Qualifying and at least one of them completes it, otherwise bets are settled as void at odds of 1.00.

In the event of a tie, and no odds for the tie are quoted, all bets are settled as void at odds of 1.00.

For reporting purposes, result will be that as officially given by the Official Federation at the end of the competition. Later disqualification or forfeit will not count for betting purposes.

4.26.7. Classify / Not Classify: The warm-up lap will not count for betting purposes on Classify / Not Classify. Later disqualification or forfeit will not count for betting purposes.

Any car that does not start the race proper after the warm-up lap will be deemed to have not started the race and settled at odds of 1.00. Result will be that as officially given by the FIA, except in the above circumstances whereby STANLEYBET rules will apply.

A maximum of 8 Classify / Not Classify selections will be allowed in any one bet. Maximum payout on bets that include Classify / Not Classify selections is € 10.000,00.

4.26.8. First Driver to Retire: Results will be settled on official classifications. If more than one driver is eliminated in the same incident, then Dead Heat rules will apply. Later disqualification or forfeit will not count for betting purposes.

4.26.9. Group Betting: Non-runner – no bet.

In the event of any withdrawals a deduction as outlined in the 'Special Rules' section may apply. Later disqualification or forfeit will not count for betting purposes.

4.26.10. "Will the Safety Car be used during the race?": Predict if the Safety Car will enter the track.

If the race starts with the Safety Car already on the track "Yes" bets will be considered winners. If the race ends with the Safety Car on the track even though it has not yet reached the lead position of the race, "Yes" bets will be considered winners. If there are the conditions for the entry of the Safety Car but this entry does not materialize "No" bets will be considered winners.

4.26.11. Related Contingency: The same driver cannot be combined in any other *Formula 1* bet, unless a *Special Bet* combination is offered.*Example*

L. Hamilton to win, to place, to win his Head-to-Head and to get the Fastest Lap. In the event of a related contingency bet being accepted in error the stakes will be divided equally on singles for each quoted eventuality (see Rule 12).

If a race is suspended or postponed and is not re-run or finished within 72 hours, all the connected bets are void and stakes are returnable upon the clients' request.

4.27. Special Rules Motor Racing

4.27.1. How many drivers cross the finish line: The bet consists in predicting whether the number of drivers classified at the end of the race will be lower or higher than the prefixed limit indicated in the bet description.

4.27.2. Race Win Margin: The bet consists in predicting the time margin on arrival between the winning driver and the second classified.

4.27.3. Win Margin of Pole Position: The bet consists in predicting the margin of time on the best lap in qualifying between the driver who gets the pole position and the second classified.

4.27.4. Winning Team: The bet consists in predicting the Team of the winning driver.

4.27.5. Top 10: Predict if the driver will arrive in the first 10 places of the GP.

If the driver does not participate in the GP, the bets accepted on that driver will be considered losers. Later disqualifications, losses or acquisitions of positions will not count for betting purposes.

4.27.6. Top 6: Predict if the driver will arrive in the first 6 places of the GP.

If the driver does not participate in the GP, the bets accepted on that driver will be considered losers. Later disqualifications, losses or acquisitions of positions will not count for betting purposes.

4.27.7. Hat trick: Predict whether the driver will get the Pole Position, the victory of the GP, and the Fastest Lap of the race. If the driver does not participate to one or both the competitions (Qualifying and Race), the bets accepted on that driver will be considered losers. Later disqualifications, losses or acquisitions of positions will not count for betting purposes.

4.27.8. Race – Straight Forecast: Predict the race winner and the driver 2nd classified in the right order.

Whether one or both drivers does not participate or withdraws from the race, the bets accepted on that driver will be considered losers.

For betting purposes, result will be that as officially given by the FIA at the end of the competition.

4.27.9. Race – Forecast: Predict the race winner and the driver 2nd classified.

Whether one or both drivers does not participate or withdraws from the race, the bets accepted on that driver will be considered losers.

For betting purposes, result will be that as officially given by the FIA at the end of the competition.

4.27.10. Qualifying – Straight Forecast: Predict the Qualifying 1st and 2nd classified drivers in the right order. Whether one or both drivers does not participate or withdraws from the race, the bets accepted on that driver will be considered losers.

For betting purposes, result will be that as officially given by the FIA at the end of the competition.

4.27.11. Qualifying – Forecast: Predict the Qualifying 1st and 2nd classified drivers.

Whether one or both drivers does not participate or withdraws from the race, the bets accepted on that driver will be considered losers.

For betting purposes, result will be that as officially given by the FIA at the end of the competition.

4.27.12. Leader after the First Lap: Predict the name of the driver who will cross the finish line in 1st position after the First Lap of the race.

4.28. NETBALL

4.28.1. Match winner: Bets are accepted on a 1 / 2 basis. Extra time and extended extra time count.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

4.28.2. Handicap betting: Extra time and extended extra time count.

If a match is postponed and rescheduled to take place the next day, your bet on the match will stand.

If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground.

4.29. RUGBY

The result is intended by the score at the end of the game, WITHOUT any overtime. In the case of abandoned or postponed matches, bets are void and settled at odds of 1.00, unless played the following day, except for bets, the outcome of which has already been determined at the time of abandonment (E.G. First Tryscorer).

4.30. SNOOKER

4.30.1. Outright Betting: This market is offered on *All-in compete or not* basis, so whether a player enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser.

4.30.2. Match/Frame Betting: In the event of a match starting but not being completed all bets on this match/frame will be void. If a Player does not take part in the match all bets will be void and settled at odds of 1.00.

4.31. SPEEDWAY

4.31.1. Team events: Outright and Handicap betting markets are settled on the official competition rules. At least 12 heats must be completed for Handicap and Under/Over betting to stand, if a meeting is abandoned before 12 heats are completed, then all Handicap and Under/Over bets are void and settled at odds of 1.00.

4.31.2. Grand Prix / Individual Rider Events: For individual rider events, the podium presentation at the end of the meeting will count as the weigh in for settlement purposes.

4.32. TABLE TENNIS

Where applicable the podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Match bets are accepted on a 1 / 2 basis. In the event of any of the named players in a match changing before the match starts then all bets are void and settled at odds of 1.00.

In the event of a match starting but not being completed, all bets will be void and settled at odds of 1.00, unless the specific market outcome is already determined, or unless there is no conceivable way the game and/or match could be played to its natural conclusion without unconditionally determining the result of a specific market.

Example: A game is abandoned at 9-7: bets on Over/Under 16.5 Game - Total Points are settled as winners/losers respectively, since any natural conclusion to the game would have yielded at least 18 points.

4.33. TENNIS

4.33.1. Outright Betting: This market is offered on *All-in compete or not* basis, so whether a player enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser.

4.33.2. Match Betting: In the event of a match starting but not being completed all bets on this match will be void and settled at odds of 1.00, except for those bets which have already been settled at the time. If a tennis match is delayed for any reason, for example change of schedule or bad weather, the official result will be used and all bets will stand until the result is given. If a player does not take part in the match all bets will be void and settled at odds of 1.00.

4.33.3. Under/Over First Set: The total number of games played in the first set. In the event of a First Set starting but not being completed all unsettled bets (line has not been reached) on this market will be void and settled at odds of 1.00. Example: If Federer v Nadal is abandoned with the score at 4-4 then all bets on Over 7.5 games are winning and all bets on Under 7.5 games are losing. All bets on Under/Over 8.5 games will be void and settled at odds of 1.00.

4.33.4. Correct Score: Predict the final set score for the match. If a match intended for 3 sets is inadvertently offered for 5 (or vice versa), or in the event of a match being abandoned, all correct score bets will be void and settled at odds of 1.00.

4.33.5. First Set Correct Score: Predict the final score of the first set. In the event of the first set starting but not being completed, all unsettled bets on this market will be void and settled at odds of 1.00.

4.33.6. Total Games, Named Set: Determine how many games will be played in the named Set. In the event of a match starting but not being completed, all unsettled bets (line has not been reached) on this market will be void and settled at odds of 1.00.

Example: Federer v Nadal is abandoned at 5-5 in the 2nd Set. Bets on 2nd Set Under 9.5 games are settled as losers, bets on 2nd Set Over 9.5 games are settled as winners. Bets on Under/Over 10.5 games are settled as void at odds of 1.00.

4.33.7. Total Number of Sets: How many sets will be played in the match. In the event of a match being abandoned at 1-1 (in a 3 Set match) or at 2-2 in a 5 Set match, all unsettled bets on this market will be void and settled at odds of 1.00. If for any reason a match is reduced from the scheduled number of sets, bets on total number of sets will be void and settled at odds of 1.00.

Example:

A Davis Cup match that from the best of 5 Sets is reduced to a 3 Sets match, because the winning Country of the match has already been determined.

4.33.8. Under/Over Match: The total number of games played in the entire match. In the event of a match starting but not being completed, all unsettled bets (line has not been reached) on this market will be void and

settled at odds of 1.00.

Example: If Federer v Nadal is abandoned with the score at 6-4 / 4-6 / 4-6 / 3-2, then all bets on Over 34.5 games are winning and all bets on Under 34.5 games are losers, while all bets on Under/Over 36.5 games will be void and settled at odds of 1.00.

If for any reason a match is reduced from the scheduled number of sets, bets for Under/Over total number of games will be void and settled at odds of 1.00.

In the event of a 'Super Tie Breaker' in a match, the 'Super Tie Breaker' will count as one game (a 'Super Tie Breaker' decides a doubles match when the set score is 1-1 in a three-set match).

4.33.9. Player Handicap: Player(s) will be assessed a Handicap, which will be applied to the total number of games won. In the event of a match starting but not being completed, all unsettled bets on this market will be void and settled at odds of 1.00.

4.33.10. "Will There be a Tie Break?": Will a Tie Break be played in the match? In the event of a match starting but not being completed all unsettled bets (result has not been reached on the court) on this market will be void and settled at odds of 1.00.

4.34. Special Tennis Rules

4.34.1. H2H Overall: Predict which of the offered tennis players will reach the highest position in the tournament. If both players lost at the same stage of the tournament, the player who won more sets in the whole tournament will be held winner; if both players won the same number of sets, the bet will be void and settled at odds of 1.00. If one or both the selected players are not taking part in the tournament, the bet will be void and settled at odds of 1.00. A player is taking part in a tournament if he completes at least a single game in the first-round match.

4.34.2. H2H Aces: Predict which of the offered tennis players will score more aces in the whole tournament, qualifying stages excluded. If one or both the selected players are not taking part in the tournament, the bet will be void and settled at odds of 1.00. A player is taking part in a tournament if he completes at least a single game in the first-round match. If both players score the same number of aces, the bet will be void and settled at odds of 1.00. The Official Tournament Website will be the only reference used.

4.34.3. H2H Stage of the tournament (1X2): Predict which of the offered tennis players will reach the furthest stage of the respective Tournament. Possible outcomes:

- a. 1 (the first player reaches a farther stage of the respective Tournament);
- b. X (the two players reach the same stage of their respective Tournaments);
- c. 2 (the second player reaches a farther stage of the respective Tournament).

If both players win their respective tournaments, the bet will be settled as X. If both players reach the final but only one of them wins, then they will be held as the winner. If one or both the selected players are not taking part in the tournament the bet will be void and settled at odds of 1.00. A player is taking part in a tournament if he completes at least a single game in the first-round match.

4.35. VOLLEYBALL

4.35.1. Match Betting: The result is determined by the score at the end of regular time. Any volleyball matches abandoned before the final Set has been completed will be void and settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time of abandonment.

4.35.2. Set Betting: If set betting is inadvertently offered Over the wrong number of Sets then all bets are void and settled at odds of 1.00. Golden Set does not count.

4.35.3. Handicap: One team will be assessed a Handicap, which will be applied to the total number of sets won. Golden Set does not count.

4.35.4. To Win 1st Set: Which team will be leading at the end of the first set?

4.35.5. Result After 2 Sets: What will be the result at the end of two sets?

4.35.6. Total Points Match/Set: How many points will be scored by both teams combined in the Match/Set? Golden Set does not count.

4.35.7. “Will There Be a 5th Set?”: The scores must be level at the end of 4 completed Sets for “Yes” bets to be winning. If this market is inadvertently offered on a best of 3 sets match all bets are void and settled at odds of 1.00.

In the event of referee enforced point deductions, official results will be used for settlement purposes, except for those bets the outcome of which had already been determined at the time the point deductions were enforced.

4.36. WATER POLO

The result is determined by the score at the end of regular time, WITHOUT any overtime, if played. Any water polo match abandoned before the completion of the stated number of minutes of official full regular time will be void and settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time of abandonment.

4.37. WATER SPORTS

Outright Betting: This market is offered on *All-in compete or not* basis, so whether an athlete enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser. For betting purposes, athletes awarded Gold, Silver and Bronze medals will be deemed 1st, 2nd and 3rd respectively. In the absence of a medals ceremony, bets will be settled on the results communicated by the official governing body immediately following the race. Water Polo is separately disciplined by a specific section of this document.

4.38. WEIGHTLIFTING

Competitors must attempt one lift for bets to stand. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

4.39. WINTER SPORTS

4.39.1. Outright Betting: This market is offered on *All-in compete or not* basis, so whether an athlete enrolled is withdrawn (in any way) before they have taken part in the event, then your bet is a loser. Dead Heat rules may apply.

Bets are settled on the official results published by the Official Bodies of the respective sport (e.g. International Biathlon Union). However, in the event of a disqualification, the podium presentation will count for bet settlement purposes (See *Special Rules – Amended Results*).

4.39.2. Head-to-Head: Results will be settled on official classifications. In the event of either participant in the match bet failing to start all bets are void and settled at odds of 1.00.

4.39.3. Downhill and Super G: All skiers must leave the start gate and at least one competitor must complete the event for bets to stand. If all skiers fail to finish, all bets will be void and settled at odds of 1.00.

4.39.4. Slalom and Giant Slalom: All skiers must leave the start gate and at least one skier must complete both

runs for bets to stand.

4.39.5. Nordic Combined: Both jumpers / skiers must start both the 1st and 2nd part of the event for Head-to-Head bets to stand. If no listed jumpers / skiers finish the 2nd part of event, then all *Head-to-Head* bets are void and settled at odds of 1.00.

4.39.6. Ski Jumping: All jumpers must jump at least the first run for bets to stand.

4.39.7. For All Other Winter Sports Head-to-Head Betting: All skiers, teams, jumpers must leave the start line and at least one competitor must finish for bets to stand.

Upon postponement of any event (e.g. due to bad weather) all bets stand until the event takes place.

If the event is re-scheduled to another venue, then all selections for that event are void and settled at odds of 1.00.

4.40. YACHTING

Entrants must pass the starting line for bets to stand; otherwise, bets will be void and settled at odds of 1.00. The podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

5. SPECIAL FOOTBALL RULES

5.1. Introduction

All bets, with the exception of 'To Win Outright', 'Ante Post', 'To Qualify For Next Round', 'First/Second Half Only', 'Under / Over First/Second Half Goals' and 'First/Second Half Correct Score' bets will be settled on the result at the end of 90 minutes play which includes injury time but excludes official extra time and penalty shoot outs.

In all the cases below the onus is on the customer to know the time duration of the event and disputes over scheduled match time will not be a consideration for bet annulments:

In the event of matches scheduled to last less than 90 minutes all bets will be settled over the stated time of play (e.g. some Women's matches are scheduled for 80 minutes play and will be settled on the 80-minute result).

With several thousands of friendly matches every year, not all conform to the usual 90 minutes play, below are the rules that will be applicable in the most commonly used friendly formats regarding playing time.

5.2. Friendly Matches

The following will apply to all matches with a match duration of between 80 and 100 minutes. All match markets will be settled normally based on the actual result when the game finishes (excluding any extra-time).

- a. In the event of matches scheduled to last less than 90 minutes all bets will be settled over the time of play allotted by the match official.
- b. In the event of a football match being played as three separate periods of play (for example a friendly match is played as three 30 minute periods) Half time settlement will apply to the first 45 minutes play, with the second half deemed the remainder of the match duration. Goals scored between 0:01 and 45:00 will apply to the 1st half with goals from 45:01 onwards applied to the 2nd half. All bets to be settled based on the allocation of goals awarded in the 1st 45 minutes and the 2nd 45 minutes.
- c. In the event of a football match being played in four separate equal periods of play (for example a friendly match is played in four separate 25 minute periods) half time bets will be settled on the first two periods of play with second half bets settled on the final two periods of play with half time/full time bets settled on the same basis.

The following will apply to friendly matches with a match duration of over 100 minutes, settlement will be as follows, **unless specifically stated in the event:**

- d. In the event of matches whose regular time is scheduled more than 100 minutes + any injury time assigned (extra times and penalties are not considered part of regular time) all bets on half time, final result, half time correct score, correct score and half time/ full time will be settled on the final result.
- e. U/O goal markets (vis a vis final result, 1st and/or 2nd half) will be settled on the basis of the following criteria:

Bets on u/o first half: from 00:01 till 45:00 (including any injury time)

Bets on u/o second half: from 45:01 till the 90th minute (including any injury time but excluding extra time or penalties)

Bets on u/o Final result: from 00:01 till the 90th minute (including any injury time but excluding extra time and penalties)

Example Match finishes 2-2 after four 30-minute periods. However, score is 2-1 after 90 minutes bets on under 3.5 goals will be deemed winning and those on over 3.5 goals will be deemed losing.

In the event of a match being less than 80 minutes, settlement will be as follows, **unless specifically stated in the event:**

- f. If any match is not scheduled to be played for at least 80 minutes, then all bets on that match will be void.

- g. **Live Betting:** In the event of LIVE bets on a match whose duration is than 80 minutes all undetermined markets will be annulled (void for multiples, reimburse the stake for singles) and the match removed from the live offer.

Bets placed before the event is removed from LIVE offer, will be deemed valid and settled after the score has been defined.

5.3. Unusual Tournament Formats

For all friendly football tournaments which fall under the mini tournament format with a different duration other than the standard 90 minutes per game (plus any additional injury time) any associated bets shall be defined at the end of the period officially predetermined by the organizing body of the same tournament (extra time and penalties shall nonetheless not be taken into consideration)

In the eventuality of suspended matches, the results already known and acquired on the field of play shall be resulted as per normal, whilst any bets whose result has not yet been determined shall be resulted at odds 1.00 for multiples and for single bets the whole stake shall be reimbursed. In the eventuality that events are cancelled, all bets for those events shall be paid at odds 1.00

- a. In the eventuality that the mini tournament entails a 'mini match' format, for each match, of TOTAL playing time of 30, 40 or 45 minutes, all bets pertaining to the second half, if offered, shall be made void (odd 1.00 for multiples and stake returned for single bets)

Example: In a mini triangular tournament featuring Milan, Tottenham and Bayern Munich, each direct match has a total duration of 30 minutes. The bets pertaining to that match shall be defined and resulted on the basis of the result at the end of the 30 minutes plus possible added injury time (but excluding extra time and penalties). If there are bets pertaining to the second half, all said bets shall be paid as void

- b. If the mini tournament consists of matches of duration of the standard 90 minutes, all bets shall be defined and resulted normally at the end of said match. For resulting purposes only normal time and injury time shall be taken into consideration. Extra time and penalties are excluded.

Example: A Triangular tournament featuring Milan, Tottenham and Bayern Munich consists of direct matches of the full 90 minutes duration. All bets shall be defined and resulted normally, taking into consideration the 90 minutes and any injury time (but excluding extra time and penalties)

5.4. Other Tournament Rules

When tournaments or mini-tournaments are played in one country, matches are drawn by the Official Tournament Body (FIFA, UEFA, etc.) there will be occasions when the tournament host is drawn as the away team and matches will be displayed as drawn by the official tournament body.

Example:

2014 Brazil World Cup match is drawn as Mexico v Brazil, match will be displayed as:

Mexico v Brazil AND NOT Brazil v Mexico

5.5. Official Duration of Games (Referees)

Referees carry the responsibility and discretion for determining the exact duration of each game time. STANLEYBET is not responsible if the referees decide to end the match early (be it regular, extra or additional time).

Any dispute regarding the official duration of a match will not be taken into consideration for bets cancellation or annulment.

Example

If during a friendly match the referee blows the end of the match at the 87th minute, the match is intended as finished regularly for the purposes of bets placed with STANLEYBET.

The minimum number of selections required to validate a bet is as indicated by STANLEYBET's betting software.

Some selections require a minimum number of events for the bet proposal to be valid. Where necessary, selections from different markets (including different sports) can be combined to meet these requirements.

For example, a request containing three Danish games - Brondby Final Result, FC Copenhagen Total Goals Number, Odense Handicap 1 - is a valid play because the three combined selections form the minimum of 3 required for the Danish division.

If a player takes the field at any time during the 90 minutes, bets will be deemed as valid for all Last Goalscorer, Striker and Double Striker bets, however long he is on the field for.

In the case of *First Goalscorer* bets, where the player does not take part in the game or comes on after the first goal has been scored, the bet is void and settled at odds of 1.00.

In the case of *Last Goalscorer* bets, where the player does not take part in the game, the bet is void and settled at odds of 1.00.

5.6. Markets

5.6.1. Under/Over 0.5 / 1.5 / 2.5 / 3.5 or 4.5 Goals: Predict the combined number of goals scored by both teams in full regulation time. Extra time does not count. If a match is abandoned before the completion of the stated number of minutes of official full regular time bets will be void and settled at odds of 1.00, except for those of which the outcome has already been determined at the time of abandonment.

Example: If Juventus v Milan is abandoned with the score at 2-1 then all bets on Over 2.5 goals are winning and all bets on Under 2.5 goals are losing, all bets on both Under and Over 3.5 goals will be void and settled at odds of 1.00.

5.6.2. Under/Over 0.5 / 1.5 / 2.5 / 3.5 or 4.5 Goals First Half Only: The combined number of goals scored by both teams up to half time. If a match is abandoned before the completion of the stated number of minutes of official half regular time bets will be void and settled at odds of 1.00, except for those of which the outcome has already been determined at the time of abandonment.

5.6.3. Under/Over 0.5 / 1.5 / 2.5 / 3.5 or 4.5 Goals Second Half Only: Predict the total number of goals scored by both teams in second half only. If a match is abandoned before the completion of the stated number of minutes of official full regular time bets will be void and settled at odds of 1.00, except for those of which the outcome has already been determined at the time of abandonment. Extra time does not count.

5.6.4. Under/Over & Number of Goals Single Teams: Predict the total number of goals scored by the nominated team in full regulation time only. If a match is abandoned before the completion of the stated number of minutes of official full regular time bets will be void and settled at odds of 1.00, except for those of which the outcome has already been determined at the time of abandonment. Extra time does not count.

5.6.5. Win To Nil: Selected team need to win the match without conceding a goal. Extra time does not count. Bets are void and settled at odds of 1.00 in the case of abandonment. Extra time does not count.

5.6.6. Combo 1X2 & UO 2.5: Predict the final result combined with the Under/Over 2.5 goals.
Example: A bet on X & Under 2.5 will be a winner if the final score is 0-0 or 1-1. Bets are void and settled at odds of 1.00 in the case of abandonment. Extra time does not count.

5.6.7. Combo 1X2 & UO 1.5: Predict the final result combined with the Under/Over 1.5 goals.

- 5.6.8. Combo 1X2 & UO 3.5:** Predict the final result combined with the Under/Over 3.5 goals.
- 5.6.9. Combo 1X2 & UO 4.5:** Predict the final result combined with the Under/Over 4.5 goals.
- 5.6.10. Combo 1X2 HT & UO 1.5 HT:** Predict the Half Time result combined with the Half Time Under/Over 1.5 goals.
- 5.6.11. Combo 1X2 HT & G/NG HT:** Predict the Half Time result combined with the Half Time Goal/No Goal.
- 5.6.12. Combo 1°Half G/NG & 2°Half G/NG:** Predict the Half Time Goal/No combined with the Second Half Goal/No Goal.
- 5.6.13. Combo DC & UO 2.5:** Predict the Double Chance combined with Under/Over 2.5 goals.
- 5.6.14. Combo DC & G/NG:** Predict the Double Chance combined with Goal/No Goal.
- 5.6.15. Combo G/NG & UO 2.5:** Predict the Goal/No Goal combined with Under/Over 2.5 goals
- 5.6.16. MultiGoal Extra:** Predict the total number of goals scored in the match. The offered selections are: 0-1-2-3, 1-2-3, 2-3-4, 3-4-5, 4-5-6, 0-1-2, 1-2, 3-4, 4-5, 5-6, 6+
- 5.6.17. HT or FT:** Predict the result of the 2 halves. The offered selections are:
- 1 – Home Team win First Half or Home Team win the match
 - X – First Half ends in a draw or match ends in a draw
 - 2 – Away Team win First Half or Away Team win the match
- 5.6.18. Handicap 1-0, 0-1, 2-0, 0-2, 3-0, 0-3, 4-0, 0-4:** Customer can select 1, X or 2 on the selected game and Handicap will be applied accordingly. Bets are void and settled at odds of 1.00 in the case of abandonment. Extra time does not count.
- 5.6.19. Straight Forecast:** Predict the Winner and Runner up of individual groups, or leagues, in the correct order.

6. FOOTBALL EXTRAS

6.1. All results for the markets below shall be determined by the data published on the respective Competition's Official website.

6.2. **For all bets on the following markets, EXTRA TIME DOES NOT COUNT:**

6.2.1. **Match Total Corners:** Predict the total number of corners taken in the match. Only corners taken (not corners awarded) in the match indicated count.

6.2.2. **Match Total Cards:** Predict the total number of cards issued to both teams during the match. Only cards issued to players on the field count. Cards issued to coaches, staff or players in the bleachers do not count.

6.2.3. **Match Total Card Points:** Points will be awarded for each card issued to both teams during the match. Points are collected on the following basis:

- a. Yellow Card = 10 points
- b. Red Card = 25 points

The maximum number of points that can be attributed to any one player in the game is 35 points. The total cards issued to players in both teams are combined to give the final points' total.

6.2.4. **First Card:** Which player will receive the first card of the game? Where more than one player is issued with a card following the same incident, the player who is first shown a card by the referee will be deemed the winner.

6.2.5. **“Will There Be A Red Card?”:** Will any player be shown a Red Card during regular playing time?

6.2.6. **“Will There Be A Penalty Awarded?”:** Will a penalty be awarded during regular playing time?

6.2.7. **1X2 Corners:** Predict which team will obtain more corners.

6.2.8. **1X2 Match Card Points:** Predict which team will get most card points.

6.2.9. **1X2 Yellow Cards:** Predict which team will get most yellow cards.

6.2.10. **1X2 Red Cards:** Predict which team will get most red cards.

6.2.11. **1X2 First Card:** Predict which team will get the first card in the game.

6.3. **For all bets on the following markets, EXTRA TIME DOES COUNT:**

6.3.1. **1X2 Ball possession percentage:** Predict which team will get the higher ball possession.

6.3.2. **1X2 Shots on Target:** Predict which team will shoot more on target.

6.3.3. **1X2 Total Shots:** Predict which team will have the higher total of shots.

6.3.4. **1X2 Offsides:** Predict which team will get most offsides.

6.3.5. **1X2 Committed fouls:** Predict which team will commit most fouls.

6.3.6. **Combo 1X2 & G/NG:** Combo-bet on the two markets of football offer the “1X2 FINAL RESULT” and the “Goal/No Goal”. *Example:* Roma v Milan: 1 + YES both team to score; X + YES both team to score; 2 + YES both teams to score; 1 + NO both team to score; X + NO both team to score; 2 + NO both team to score.

6.3.7. **Half Time Double Chance:** Bet on Double Chance for the 1st Half only included (Ex. Juventus v Inter 1-0 1st Half result only included: 1X Half Time).

6.3.8. **Second Half Double Chance:** Bet on Double Chance for the 2nd Half only included (Ex. Juventus v Inter 1-0 2nd Half result only included: 1X 2nd Half result).

6.3.9. Half Time Score/No Score Home/Away: Bet on Home or Away team to score or not during the 1st Half time only included (Ex. Juventus v Roma 0-1 1st Half time result only included: Juventus NO SCORE and Roma SCORE).

6.3.10. Second Half Score/No Score Home/Away: Bet on Home or Away team to score or not during the 2nd Half time only included (ex. Juventus v Roma 0-1 2nd Half time result only included: Juventus NO SCORE and Roma SCORE).

6.3.11. Half Time G/NG: Bet on Both teams to score or not during the 1st Half Time only included (Ex. Juventus v Roma 1- 1 Half Time result only included: BOTH TEAMS TO SCORE in 1st Half).

6.3.12. Second Half G/NG: Bet on Both teams to score or not during the 2nd Half Time only included (Ex. Juventus v Roma 1-1 2nd Half result only included: BOTH TEAMS TO SCORE in 2nd Half).

6.3.13. Home Team to score in both halves: Bet on Home team that score in both halves (Ex. Juventus v Roma and bet on HOME TEAM SCORE IN BOTH HALVES: HT/Final result 1-0/3-1 the bet is winning, Juventus score at least one goal in 1st Half and Juventus score at least one goal in 2nd Half).

6.3.14. Away Team to score in both halves: Bet on Away team to score in both halves (Ex. Roma v Juventus and bet on AWAY TEAM SCORE IN BOTH HALVES: HT/Final result 0-1/1-3 the bet is winning, Juventus score at least one goal in 1st Half and Juventus score at least one goal in 2nd Half).

6.3.15. Wins in both halves: Bet on Home or Away team to win in both halves (Ex. Juventus v Roma and bet on HOME TEAM WIN IN BOTH HALVES: HT/Final result 1-0/3-1 the bet is winning, Juventus won 1-0 in the 1st Half and Juventus won 2-1 just for 2nd Half. If the HT / FT results are 0-2 / 1-2 the bet is a loser, because Juventus won 1-0 only in the 2nd Half).

6.3.16. Relegation Betting: Bets on a team that finishes in a League's normal relegation position, as decided by the criteria set down by that relevant League before the season starts, will be deemed as winners. All of the team's league fixtures must be completed.

6.3.17. Winning Goal Margin: Predict the winning team and how many goals they will win by. Normal playing time only, Extra Time does not count.

6.3.18. Last Team to Score: Which team will be credited with the last goal of the game? Normal playing time only, Extra Time does not count.

6.3.19. Team Goals: How many goals will a team be credited with? Normal playing time only, Extra Time does not count.

6.3.20. Draw No Bet: If the game finishes in a draw all bets are settled at odds of 1.00. Normal playing time only, Extra Time does not count.

6.3.21. Goal Scored, 15 Minute Game: The game is split into 15-minute segments (Kick-off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet on will a goal be scored in any nominated segment: Yes or No?

6.3.22. Card Awarded, 15 Minute Game: The game is split into 15-minute segments (Kick-off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet on will a Yellow or Red Card be awarded in any nominated segment: Yes or No?

6.3.23. Asian Handicap Betting: The Handicap is 0 for two equally matched teams, and can vary to any number of goals where there is an unequal contest. If the Handicap is 0 then the team that scores the most goals is the winner. If the match is a draw, stakes are refunded.

6.3.24. Whole-Goal Handicap (E.G. 0, 1, 2, 3 etc.): If the number of goals for each team is equal after the Handicap has been applied stakes are refunded.

Example: Arsenal v Everton, where Arsenal are the favourites and the Handicap is -1, a bet placed on Arsenal means they must win by more than 1 goal for the bet to be winning. If Arsenal win by exactly 1 goal, the bet is void

and settled at odds of 1.00. A bet placed on Everton means they can either win or draw for the bet to be winning. If Arsenal win by exactly 1 goal, the bet is void and settled at odds of 1.00.

6.3.25. Half-Goal Handicap (E.G. 0.5 / 1.5 / 2.5 / etc.): When this is applied, bets will either win or lose, as a draw is impossible.

Example: Match Germany v Denmark where Germany are the favourites and the Handicap is -1.5. A bet placed on Germany means they must win by more than 1 goal.

A bet placed on Denmark means they must not lose by more than 1 goal.

6.3.26. Split-Handicap: This is where the stake is divided equally between two bets. One half of the bet is on a whole-goal Handicap and the other half of the bet is on a half goal Handicap. If the Handicap is -1.25, then half the bet will be struck at -1.0, and the other half at -1.5.

Example: Match Inter v Juventus where Inter are the favourites and the Split-Handicap is -1.25. A bet placed on Inter would consist of half the stake on Inter at -1.0 goal and half the stake on Inter at -1.5 goals. Match result: Inter beat Juventus 2-1. Half the bet is lost at -1.5 and half the bet is void at -1.0 (and settled at odds of 1.00). If the bet was placed on Juventus, then half the bet has won (+1.5) and half the bet is void (+1.0).

6.4. SUPERGOAL: In the case of the Supergoal, market for which you have to predict the first striker to score or the last scorer combining the chosen player (first or anytime) with some related submarkets as CORRECT SCORE, final 1X2 result, double chance. All combos will have special odds. Only the result at the 90 minute is valid (including injury time), excluding any extra and penalty kicks.

6.5. COMBO + first/last goalscorer: You have to predict the correct combination between the First goal scorer and one of the following submarkets as the Final Result 1x2 or the correct score or the Double Chance, Only the result at the 90 minute is valid (including injury time), excluding any extra and penalty kicks.

If a player on the list does not take part in the match for any reason, bets placed on the same are considered void (regardless of the result of the game).

6.6. COMBO + striker anytime: You have to predict the correct combination between the any striker who scores and one of the following submarkets as the Final Result 1x2 or the correct score or the Double Chance, Only the result at the 90 minute is valid (including injury time), excluding any extra and penalty kicks.

If a player on the list does not take part in the match for any reason, bets placed on the same are considered void (regardless of the result of the game).

If a match is abandoned after a goal(s) has been scored all First Goalscorer, Striker and Double Striker bets will be settled as singles on the selected goalscorer(s) at the appropriate odds. All other bets on Striker and Double Striker will be void and settled at odds of 1.00. All bets on Last Goalscorer will be void and settled at odds of 1.00.

Own Goals do not count for betting purposes on First / Last Goalscorer, Supergoal or Striker, and are ignored.

6.6.1. Striker Head-to-Head (Match Betting): Predict which player of the nominated pair will score the most goals in the match indicated. Odds for the tie will be offered. Both players must be named in the starting 11 for the match; otherwise, the bet is void and settled at odds of 1.00. Goals scored in extra time or penalty shoot outs do not count.

6.7. VAR REFEREE CONSULT Y/N: Predict if the referee will consult the Video Assistant Referee (VAR) at least once during the match. In UEFA and FIFA competitions, the bet will be considered a winner, whatever the case reported on the official website regarding the actual use.

6.7.1. Team 'X' in League 'Y' victories in a row: Predict the number of consecutive victories of the specified Team in the indicated League, chosen among the various range proposed.

The bet will be reported at the end of the indicated league/championship, and will be taken into account the longest consecutive streak of wins.

6.8. NOTES ABOUT VAR CONSULTING

To the extent that a video assistant referee (VAR) is consulted, the event which led to the referral will, for the purposes of these rules, be deemed to have occurred at the actual time of its occurrence (rather than the time on which the relevant VAR referral, or VAR decision, was made).

Example 1: A goal is scored after 15 minutes and 12 seconds, referee does not award the goal but VAR is consulted on 16 minutes and 4 seconds and the goal is awarded following the consultation. ALL bets placed within this time frame will be made void. WIN or LOSE.

Example 2: A penalty is not given after 15 minutes and 12 seconds, following a VAR review on 16 minutes and 4 seconds a penalty is subsequently awarded. All bets placed within this time frame will be made void, regardless of if penalty is scored or missed.

Example 3: A red card is not given after 15 minutes and 12 seconds, following a VAR review on 16 minutes and 4 seconds a red card is subsequently awarded. All bets placed within this time frame will be made void. WIN or LOSE.

Where we have settled a bet and, due to a subsequent VAR decision, it becomes apparent that such settlement was inaccurate, we reserve the right to reverse such settlement (provided that the VAR decision occurred prior to the conclusion of the match or other time frame relating to the bet).

7. FOOTBALL SPECIALS

7.1. Next Team

The bet consists in correctly predicting to which team the head coach or football player indicated in the bet will belong, as at the specific date indicated in the event.

7.2. Next Coach

The bet entails correctly predicting who will be the head coach of the team indicated in the bet, as at the specific date as indicated on the event.

7.3. League 'X' restarts in 'Y' time period

The bet entails correctly predicting in which time period, of the ones on offer, the particular football league will resume, meaning that going forward, the date of the first match played from that league.

7.4. League 'X' restarts by date 'Y'

The bet entails correctly predicting if the football league to which reference is being made in the bet, will resume by the specific date mentioned in that bet.

7.5. League 'X' – Team with more points from round 'Y' to the end of league

The bet entails correctly predicting which team will win most points in the specific date range mentioned in the title of that bet.

7.6. League 'X' – Best goalscorer from round 'Y' to the end of league

The bet entails correctly predicting the player who will score most goals in the specific date range indicated in the title of that bet.

7.7. For resulting purposes, the source that will be taken into consideration will be the official website of the competition being referred to in that particular bet.

8. SPECIAL GOALSCORERS

8.1. Goal method

- a. **Penalty** (goal scored directly on the penalty kick);
- b. **Free kick** (goal scored directly by the inactive ball);
- c. **Head** (the last touch of the player to whom the goal is attributed must necessarily be with the head);
- d. **Own Goal**;
- e. **Shot** (includes all other types of goals not included in the previous descriptions).

This type of Combo Bet includes all the players offered Under the Supergoal as they were part of the single game, and they will be regulated therewith.

8.2. Goalscorers Group

8.2.1. 1X2: By selecting the options 1 or 2, you predict which of the two groups of players (1, 2 or 3 players per group) specified in the bet will score more goals in their respective real matches. By selecting the option X (draw), you predict that both groups will score the same number of goals. If only just one player is not included in the team or enters the match after the kick-off, the bets will be void and settled at odds of 1.00.

8.2.2. Final result with Handicap: Predict which of the 2 groups of players (1, 2 or 3 players per group) specified in the bet will score more goals (added to the indicated spread) in their respective matches. If the sum of goals achieved by the first group of players (added to the indicated spread) is higher than the sum of goals achieved by the second group, the winning selection is 1H; if the sum of goals achieved by the first group of players (added to the indicated spread) is lower than the sum of goals achieved by the second group, the winning selection is 2H; otherwise, the bet will be deemed void and settled at odds of 1.00. If only just one player is not included in the team or enters the match after the kick-off, the bets will be void and settled at odds of 1.00.

8.2.3. Under/Over: Predict if the number of goals scored by the selected group of players will be higher (Over) or lower (Under) than the indicated value.

This bet typology is only valid if all players are first string. If only just one player is not included in the team or enters the match after the kick-off, the bets will be void and settled at odds of 1.00.

8.2.4. Team Game Run: Predict how the match will evolve. This bet allows 6 selections as follows:

- a. First team will score first and the final result is 1
- b. First team will score first and the final result is X (draw)
- c. First team will score first and the final result is 2
- d. Second team will score first and the final result is 2
- e. Second team will score first and the final result is X (draw)
- f. Second team will score first and the final result is 1

*Note: If the game ends 0-0 the bet is settled as void and settled at odds of 1.00.

8.2.5. Even / Odd: Predict if the number of goals in the selected match/fixture/league will be Even or Odd. 0-0 is considered Even.

8.2.6. League Under/Over: Predict if the number of goals scored in the selected fixtures will be higher (Over) or lower (Under) than the indicated value.

In the event that a match included in the selected round is abandoned or postponed, the bet is considered void and settled at odds of 1.00. Extra-time does not count.

8.2.7. League Head-to-Head: predict which of the selected Teams will end up higher in the League table. If the Teams get the same amount of points and the draw was not offered, the winner will be determined according to the specific League's rules on Dead Heat. Should one of the selected Teams play overall less official matches than the other, bets will be void and settled at odds of 1.00.

8.2.8. League Under/Over Head-to-Head: predict which of the leagues' selected rounds will have the most goals scored. If a match from that round is postponed or abandoned, bets will be void and settled at odds of 1.00. Extra time does not count.

8.2.9. Abandoned, Terminated or Suspended Matches: If a game is stopped (after start) for any reason and resumed within the next day all bets will stand. If a game is stopped (after start) for any reason and is not resumed within the next day all bets will be void and settled at odds of 1.00, except for those bets whose outcome can already be determined.

Please, refer to '11. Virtual Matches' section for **any** exception to this rule.

This rule does not apply to Live Betting.

If the selections regard the abovementioned game are included as part of a multiple bet, that part of the bet is settled at odds of 1.00 and the bet is validated even if the bet does not now meet the minimum number of selections requirement.

STANLEYBET deadlines are indicative times only. If adjusted within the system for a reason other than an OFFICIAL POSTPONEMENT, bets will remain valid unless placed AFTER the start time of the event, in which case the selection will be settled at odds of 1.00.

In the case of bets on First / Last Goalscorer, whether the player indicated does not take part of the match or enters the pitch when the result is no longer 0-0, the bets are refundable. Even in the case of bets on Last Goalscorer, if the player does not take part in the match, the bets are refundable.

Matches in which the official full regular time is not completed, but which are deemed as official by the competent authorities, will be void and settled at odds of 1.00, except for bets whose outcome has already been determined.

8.2.10. Postponed or Rescheduled Matches: If a betting event fails to take place as scheduled (game has not started at all) and it is not rescheduled within 3 days from the original kick-off date, all bets will be deemed void and settled at odds of 1.00.

This rule does not apply to Live Betting.

Example 1:

Match Inter v Juventus is originally scheduled for Monday 10th May at 15.00 but then it is postponed to Thursday 13th May at 21.00: all bets placed on the original event code will be valid and standing.

Example 2:

Match Inter v Juventus is originally scheduled for Monday 10th May at 15.00 but then it is postponed to Friday 14th May at 12.00: all bets previously placed on the original event code will be deemed void and settled at odds of 1.00.

9. ADDITIONAL FOOTBALL TOURNAMENT RULES

- 9.1. Tournament Winner:** Predict the winner of the tournament.
- 9.2. Reach the Final:** Predict a team to reach the final.
- 9.3. Place 1-2-3:** Predict a team to finish 1st, 2nd or 3rd in the tournament.
- 9.4. Place 1-2-3-4:** Predict a team to finish 1st, 2nd, 3rd or 4th in the tournament.
- 9.5. Tournament Runner Up:** Predict a team to reach and lose the final.
- 9.6. Predict the Finalists:** Predict the two teams that will reach the final.
- 9.7. Tournament Top Goalscorer:** Predict the player that scores the most goals in the tournament, includes extra time but excludes penalty shootouts. Dead-Heat rules will apply if two or more players score an equal amount of goals.
- 9.8. Stage of Elimination:** At which stage of the tournament will team X be eliminated? Elimination points are *Group Stage, Round of 16, Quarterfinals, Semi-finals, Runner-up* and *Winner*.
- 9.9. Group Winner:** Predict the winner of the Group.
- 9.10. Qualify from Group:** Predict a team to qualify from the Group, qualification is deemed to be progress to the next stage of the tournament.
- 9.11. Finish Bottom of Group:** Predict the team to finish bottom of the Group.
- 9.12. Total Team Goals:** Will team X score Under or Over X goals in the tournament? Includes extra time but excludes penalty shootouts.
- 9.13. Team Points Group Stage:** How many points will team X have at the end of the Group Stage of the tournament? Point options offered will cover all outcomes and may vary depending on tournament. Only group match points count. Example: Group has 4 teams that play each other once. This will create point options of 9, 7, 6, 5, 4, 3, 2, 1 and 0.
- 9.14. Player of the Tournament:** Winner as decided by official tournament body.
- 9.15. Winning Continent:** Predict which Continent the winner will come from.
- 9.16. Winning Confederation:** Predict which confederation the winner will come from. Confederation options are UEFA, CONMEBOL, CAF, CONCACAF and AFC. A team's confederation will be the same one in which the team qualified for the tournament.
- 9.17. Group of the Winner:** Predict which group the winner will come from. Groups are marked by a letter. Example: Group B.
- 9.18. Tournament Straight Forecast:** Predict the winner and the runner-up of the tournament in the correct order.
- 9.19. Group Straight Forecast:** Predict the winner and the runner-up of Group X in the correct order.
- 9.20. Group Straight Tricast:** Predict the winner, the runner-up and the third place of Group X in the correct order.
- 9.21. Team to have Kick-Off:** Predict the team to have kick-off.
This market will be withdrawn fifteen minutes before official kick-off time: Example: kick-off time is 15:00 market will be available until 14:45. Any bets taken inadvertently less than the stated fifteen minutes before kick-off, will be void and settled at odds of 1.00.

9.22. Virtual Groups: Name the winner among teams from different Groups placed into a virtual group. Winning criteria is based first on points and then on goal difference. If these are both identical, dead-heat rules will apply. Only Group matches' points count.

Example: Brazil, Argentina, Germany, and Spain are placed together in a virtual group. Brazil get 7 points with a goal difference of +4, Argentina get 7 points with a goal difference of +5, Germany get 7 points with a goal difference of +6, Spain get 6 points with a goal difference of +7. Although Brazil, Argentina and Germany have all gained 7 points from their matches, Germany would be the winners with the best goal difference of +6. Spain may have gained the best goal difference overall, but the first deciding factor is points.

9.23. Virtual Matches: Virtual matches may be offered throughout a tournament, they will be offered Under a special virtual match heading and specify which match they refer to by date. Virtual matches are offered on a 1X2 basis and results will be based on the goals scored in the specified matches of both teams. Any other associated markets offered on a virtual match will also be resulted based on goals scored in the specified matches.

Example: Brazil 15/06 v Italy 17/06, in this instance the virtual match will be between Brazil and Italy. Brazil play on the 15th June (against Spain) and Italy play on the 17th June (against Germany). The goals scored by Brazil and Italy in their respective matches will determine the result. If Brazil scored one goal against Spain and Italy score one goal against Germany, the result would be a draw (X) and Under 2.5 goals.

9.24. Total Tournament Goals: Will there be Under or Over X goals in the tournament? Includes extra time but excludes penalty shootouts.

9.25. Total Tournament Own Goals: Will there be Under or Over X own goals in the tournament? Includes extra time.

9.26. Total Tournament Corners: Will there be Under or Over X corners in the tournament? Includes extra time.

9.27. Total Tournament Converted Penalties: Will there be Under or Over X converted penalties in the tournament? Includes extra time but excludes penalty shootouts.

9.28. Total Tournament Missed Penalties: Will there be Under or Over X missed penalties in the tournament? Includes extra time but excludes penalty shootouts.

9.29. Total Substitute Tournament Goals: Will there be Under or Over X goals scored by substitute in the tournament? Includes extra time but excludes penalty shootouts.

9.30. Total Tournament Yellow Cards: Will there be Under or Over X Yellow Cards in the tournament? Includes extra time and penalty shootouts.

9.31. Total Tournament Red Cards: Will there be Under or Over X Red Cards in the tournament? Includes extra time and penalty shootouts.

9.32. Total Tournament Card Points: Predict which Team will have most Card Points in the tournament. Includes extra time and penalty shootouts. Dead-heat rules will apply if two or more teams get an equal amount of Card Points. Dead-heat rules will be applied as follows: two teams dead-heating will return 1/2 of the original return; three teams dead-heating will return 1/3 of the original return; four teams dead-heating will return 1/4 of the original return; this same divisional criteria would apply for dead-heats of 5 or more (1/5, 1/6, etc.).

9.33. Tournament Top Goalscorer & Tournament Winner Combo: Predict the Tournament top goalscorer and the team that wins the tournament.

9.34. Named Team Top Goalscorer: Predict the player that scores the most goals for team X in the tournament, includes extra time but excludes penalty shootouts. Dead-heat rules will apply if two or more players score an equal amount of goals.

9.35. Top Goalscorer League: Predict the league in which will be scored the most goals during the tournament. Includes extra time, but excludes penalty shootouts. Players will be deemed to play for the team and league they are registered with at the start of the tournament, players changing league during the tournament will not be considered for the changed league. Dead-heat rules will apply if two or more leagues score an equal amount of goals. Dead-heat rules will be applied as follows: two leagues dead- heating will return 1/2 of the original return; three leagues dead-heating will return 1/3 of the original return; four leagues dead-heating will return 1/4 of the original return; this same divisional criteria would apply for dead-heats of 5 or more (1/5, 1/6 etc.).

Example: All players that play in *Serie A* at the start of the tournament will be considered for that league, should a

player move to *Ligue 1* during the tournament, he would still be considered a *Serie A* player for betting purposes.

9.36. Number of Goals by Top Goalscorer: Will the Top Goalscorer/s, score Under or Over X goals in the tournament. Includes extra time but excludes penalty shootouts.

9.37. Total Tournament Group Matches Goals: Will there be Under or Over X goals in the tournament group matches? Group match goals only.

9.38. First Time Winner: Will the Tournament Winner be a Team who has never won it before? Team wins trophy for the first time is Yes, Team has won trophy previously is No.

9.39. All Same Specified Confederation Final: Will the final be contested by teams from confederation X, Yes or No? Confederation options are UEFA, CONMEBOL, CAF, CONCACAF and AFC. A team's confederation will be the same in which the team qualified for the tournament.

Example: Will there be an all UEFA Final.

9.40. All Same Specified Country Final: Will the final be contested by teams from country X, Yes or No?

Example: Will there be an all Italian Final.

9.41. Highest Scoring Group: Predict which Group will have the most goals in the Group Stages. Group matches' goals only. Dead-heat rules will apply if two or more leagues score an equal amount of goals. Dead-heat rules will be applied as follows: two leagues dead-heating will return $\frac{1}{2}$ of the original return; three leagues dead-heating will return $\frac{1}{3}$ of the original return; four leagues dead-heating will return $\frac{1}{4}$ of the original return; this same divisional criteria would apply for dead-heats of 5 or more (1/5, 1/6 etc.).

9.42. Highest Scoring Team: Predict which team will score the most goals in the tournament, includes extra time but excludes penalty shootouts. Dead-heat rules will apply if two or more teams score an equal amount of goals. Dead-heat rules will be applied as follows: two leagues dead-heating will return $\frac{1}{2}$ of the original return; three leagues dead-heating will return $\frac{1}{3}$ of the original return; four leagues dead-heating will return $\frac{1}{4}$ of the original return; this same divisional criteria would apply for dead- heats of 5 or more (1/5, 1/6 etc.).

9.43. Team Total Tournament Card Points: Will there be Under or Over X Card points for team X in the tournament? Includes extra time and penalty shootouts.

9.44. Country or Confederation Top Team: Predict which team will go furthest in the tournament from the stated country or federation. In the event of two or more teams going out at the same stage the following criteria will be applied:

- a. Teams eliminated at the group stage, highest placing will count (Ex. team finishing 3rd would beat a team finishing 4th); Dead-heat rules will apply if two or more teams are eliminated at the same stage;
- b. In the knockout stage teams that do not have an official placing of 1st, 2nd, 3rd or 4th would be deemed to have dead- heated if they are eliminated at the same stage of the tournament. Dead-heat rules will be applied as follows: two leagues dead-heating will return $\frac{1}{2}$ of the original return; three leagues dead-heating will return $\frac{1}{3}$ of the original return; four leagues dead-heating will return $\frac{1}{4}$ of the original return; this same divisional criteria would apply for dead-heats of 5 or more (1/5, 1/6 etc.).
- c. If the teams are eliminated in the knockout stage with an official placement (E.G. 1st, 2nd, 3rd or 4th), that placement will determine the winning team.

9.45. Team Conceding Most Goals: Predict which team will concede the most goals in the tournament, includes extra time but excludes penalty shootouts. Dead-heat rules will apply if two or more leagues score an equal amount of goals. Dead-heat rules will be applied as follows: two leagues dead-heating will return $\frac{1}{2}$ of the original return; three leagues dead-heating will return $\frac{1}{3}$ of the original return; four leagues dead-heating will return $\frac{1}{4}$ of the original return; this same divisional criteria would apply for dead-heats of 5 or more (1/5, 1/6 etc.).

9.46. Team Conceding Least Goals: Predict which team will concede the least goals in the tournament, includes extra time but excludes penalty shootouts. Dead-heat rules will apply if two or more leagues score an equal amount of goals. Dead-heat rules will be applied as follows: two leagues dead-heating will return $\frac{1}{2}$ of the original return; three leagues dead-heating will return $\frac{1}{3}$ of the original return; four leagues dead-heating will return $\frac{1}{4}$ of the original return; this same divisional criteria would apply for dead-heats of 5 or more (1/5, 1/6 etc.).

9.47. Fail to Win a Match: Team X not to win a match in the tournament, 90 minute play only. Excludes extra time and penalty shootouts.

9.48. Tournament Hat-Trick: Will there be a Hat-Trick during the tournament in any individual match, Yes or No? Includes extra time but excludes penalty shootouts.

9.49. Number of Matches decided by a Penalty Shootout: Will there be Under or Over X penalty shootouts in the tournament?

9.50. Fastest Goal from Original Kick-Off: Which team will score the fastest goal of the tournament? Fastest goal will be that from the official tournament body. Match date and kick-off time will not be a consideration in the resulting.

Example: Match 1 starts at 16:00 first goal scored after 15 minutes, Match starts at 18:00 first goal scored after 12 minutes. Match 2 would have the fastest goal.

9.51. Tournament Team Head-to-Head: Predict which team will go furthest in the tournament. In the event of teams going out at the same stage, the following criteria will be applied:

- a. Teams eliminated at the group stage, highest placing will count (Ex. team finishing 3rd would beat a team finishing 4th); Dead-heat rules will apply if two or more teams are eliminated at the same stage;
- b. In the knockout stage teams that do not have an official placing of 1st, 2nd, 3rd or 4th will be deemed to have dead- heated if they are eliminated at the same stage of the tournament. Dead-heat rules will be applied as follows: two leagues dead-heating will return 1/2 of the original return.
- c. If the teams are eliminated in the knockout stage with an official placement (E.G. 1st, 2nd, 3rd or 4th), that placement will determine the winning team.

9.52. Tournament Player Goals Head-to-Head: Predict which player will score the most goals in the tournament. In the event of players scoring the same number of goals, they will be deemed to have dead-heated. Includes extra time but excludes penalty shootouts.

Dead-heat rules will be applied as follows players dead-heating will return 1/2 of the original return.

9.53. Tournament Team Goals Head-to-Head: Predict which team will score the most goals in the tournament. In the event of teams scoring the same number of goals, they will be deemed to have dead-heated. Includes extra time but excludes penalty shootouts.

Dead-heat rules will be applied as follows teams dead-heating will return 1/2 of the original return.

9.54. First Corner of the Match: Predict which team will take the first corner in the nominated match. 90 Minutes Only, Extra Time does not count.

9.55. Half with most Corners: Which half will have the most corners? Settled on a 1X2 basis. 90 Minutes Only, Extra Time does not count.

9.56. Total Offsides: Will there be Under or Over X offsides? Extra Time DOES count.

9.57. Offsides 1X2: Predict which team will have most offsides. Settled on a 1X2 basis. Extra Time DOES count.

9.58. Fouls 1X2: Predict which team will make the most fouls. Settled on a 1X2 basis. Extra Time DOES count.

9.59. Total Fouls: Will there be Under or Over X fouls. Extra Time DOES count.

9.60. Home and Away markets: The Home team is deemed to be the first named team in the 1X2 market with the Away team as the second named team in the 1X2 market.

9.61. Home Match Card Points: Will the nominated home team receive Under or Over X Cards' points. 90 Minutes only, Extra Time and Penalty shootouts do not count.

9.62. Away Match Card Points: Will the nominated away team receive Under or Over X Cards' points. 90

Minutes only, Extra Time and Penalty shootouts do not count.

9.63. Home Team Corners: Will the nominated home team receive Under or Over X corners. 90 Minutes only, Extra Time and Penalty shootouts do not count.

9.64. Away Team Corners: Will the nominated away team receive Under or Over X corners. 90 Minutes only, Extra Time and Penalty shootouts do not count.

9.65. Home Total Offsides: Will the nominated home team receive Under or Over X offsides. 90 Minutes only, Extra Time DOES count.

9.66. Away Total Offsides: Will the nominated away team receive Under or Over X offsides. 90 Minutes only, Extra Time DOES count.

9.67. Treble

A treble in association football is achieved when a club team wins three trophies in a single season. A continental treble involves winning the club's national league competition, main national cup competition and a continental trophy. A domestic treble involves winning three national competitions – normally the league title, the primary cup competition and one secondary competition.

For Premier League will be considered the FA CUP, for Spain La Liga will be considered Copa del Rey and for France Ligue1 will be the French Cup (and not the League Cup). The certification of the final result refers to the official classifications of the events in which the indicated clubs participate.

9.68. Team with most points increase in season

You have to correctly predict which team out of those who took part in that event in the previous season (example 17/18) and who will also play in the forthcoming season (example 18/19), will have gained (at the end of the new season) the biggest increase in points in relation to the previous season

Example: If Milan wins a total of 75 points this season, they would have obtained an increment of 23 points, having totalled 52 points in the previous season

Resulting is done according to the data of the official website of the event. In case of a dead heat situation, the winning team shall be deemed the one with the better position in the final classification

9.69. Number of trophies won by a team in a season

You have to predict the number of trophies won in the season by the wagered team. The following events are considered "trophies": CHAMPIONS LEAGUE; EUROPA LEAGUE; NATIONAL CHAMPIONSHIP; NATIONAL CUP; NATIONAL LEAGUE CUP, where present.

9.70. Record Red Card for a player in a season

You have to predict if in the indicated event / season the record of seasonal expulsion per player will be beaten (outcome yes) or less (outcome no). In the case of a matched record, the winning outcome will be NO.

9.71. Record goal scored by the top Goalscorer in a season

You have to predict if in the indicated event / season the record of seasonal goals scored by the player will be beaten (outcome yes) or not (outcome no). In the case of a matched record, the winning outcome will be NO.

9.72. Record fastest goal in a season

You have to predict, if in the event / season indicated, the record will be beaten (outcome yes) or less (outcome) the record of the fastest goal. In the case of a matched record, the winning outcome will be NO.

9.73. Record Goalkeeper un-beated in a season

You have to predict, if in the indicated event / season, the unbeaten record for a goalkeeper of the event will be exceeded (outcome yes) or less (outcome no). In the event that the goalkeeper changes team or does not play one or more days - the count continues, but only if he remains in the same event. In the case of a matched record, the winning outcome will be NO.

9.74. Record best attack in a season

You have to predict, if in the indicated event / season, there will be a team that will exceed (result yes) or less (outcome no) the record of goals scored in the league. In the case of a matched record, the winning outcome will be NO.

9.75. Record best defense in a season

You have to predict, if in the indicated event / season, there will be a team that will beat (outcome yes) or not (outcome no) the record of the fewest number of goals conceded in the league. In the case of a matched record, the winning outcome will be NO.

9.76. Record running matches without suffer goal

You have to predict, if in the indicated event / season, there will be a team that will pass (outcome yes) or less (outcome) the record of consecutive games without conceding a goal. In the case of a matched record, the winning outcome will be NO.

9.77. Record running matches players goal scored

You have to predict, if in the indicated event / season, there will be a player who will pass (outcome yes) or less (no result) the record of consecutive games where he will score at least one goal. In the event that the player does not play one or more days (injury, disqualification, etc.) or team changes in the current season – the consecutive playing of the game is not lost. In the case of a matched record, the winning outcome will be NO.

9.78. Record points in a league

You have to predict, if in the indicated event, a team will exceed (result yes) or less (outcome no) the record of points in the standings. In the case of a matched record, the winning outcome will be NO. For the purposes of reporting, the information issued by the organizing body of the event at the end of the reference competition is authentic. Any penalties applied during or before the start of the tournament will be valid for the outcome of the bet. On the contrary, any sanctions applied at the end of the tournament will not be considered.

9.79. Record penalty saved by a Goalkeeper in a season

You have to predict, if in the indicated event / season, a goalkeeper beats (outcome yes) or less (outcome no) the record of the penalty shootout shown by the goalkeeper. In the case of a matched record, the winning outcome will be NO.

9.80. Record penalty scored by a player in a season

You have to predict, if in the indicated event / season, the record of the penalty shootout made by the player will be exceeded by a player (outcome yes) or not (outcome no) (the goal must be scored directly from penalty). In the case of a matched record, the winning outcome will be NO.

9.81. Record running matches win from the start of the season

You have to predict, if in the indicated event / season, a team will beat (outcome yes) or less (outcome no) the initial series record of consecutive victories (from the first day onwards). In the case of a matched record, the winning outcome will be NO.

9.82. Record running matches in a season

You have to predict, if in the indicated event / season, a team will beat (outcome yes) or less (outcome no) the record of consecutive victories of the event. In the case of a matched record, the winning outcome will be NO.

9.83. Team league winner with handicap

You have to predict the team that will get the highest score by adding the assigned handicap to the official ranking. The results are certified based on the ranking issued by the official organizing body of the event, including any penalties.

9.84. Player league Top Goalscorer winner with handicap

You have to predict, the marker that will get the highest goal number - adding the assigned handicap / goal to the official scorer ranking.
The results are certified based on the ranking issued by the official organizing body of the event.

9.85. Individual Match Specials

- a. Will any substitute score in nominated match in regular time (Yes/No)? 90 Minutes only, Extra Time and

Penalty shootouts do not count.

- b. Will player X score in nominated match in regular time (Yes/No)? 90 Minutes only, Extra Time and Penalty shootouts do not count.
- c. Will player X score a Hat-Trick in nominated match in regular time (Yes/No)? 90 Minutes only, Extra Time and Penalty shootouts do not count.
- d. Will player X receive a card in nominated match in regular time (Yes/No)? 90 Minutes only, Extra Time and Penalty shootouts do not count.

9.86. First Assist (FIRST ASSIST)

You must predict the player on the list who will first perform an assist in the regular time of the match.

An 'assist' condition occurs when the player makes a voluntary pass to his teammate and the latter realizes, thanks to it, a goal without having to dribble any opponent, goalkeeper excluded.

An assist made on a throw-in, goalkeeper throw-in, free-kick and corner is considered an assist regardless of the voluntary nature of the pass.

9.87. First Card ISSUED (FIRST CARD ISSUED)

You must predict the player on the list who will be issued first a card in the regular time of the match.

The term "card" includes both yellow and red cards.

Any cards are not considered valid for players already replaced, for those seated on the bench, for managers, coaches and technical staff.

9.88. 'PLAYER X' SUBSTITUTION

You must predict which player, within a list of chosen players, will replace "Player X" during the selected match.

Under the heading 'other' we include all the other players with whom the 'Player X' can be replaced.

Please note:

If 'Player X' is not part of the team's starting line-up at match kick-off, the bet will be deemed as void.

If 'Player X' does not participate in the match, the bet will be deemed as void.

If 'Player X' is not substituted, the bet will be deemed as a loser.

9.89. IN CASE OF DISPUTE THE OFFICIAL TOURNAMENT WEBSITE RESULT WILL BE THE DECIDING FACTOR, UNLESS PROVEN TO BE INCORRECT OR CHANGED VIA AN OFFICIAL PRESS RELEASE.

9.90. THE RULES ABOVE REFER TO PRE-GAME BETTING. SEE 'LIVE BETTING' RULES SECTION FOR SPECIFIC RULES ON LIVE EVENTS, WHICH MAY DIFFER.

10. Fantasy Football (FantaStanley)

10.1. All official results refer to the official Magic Points published on “La Gazzetta dello Sport”, section “Magic +3”.

Predict which player in the specified Head-to-Head will score more “Magic Points” (after Bonus and Minus allocations).

The “Bonus” points are:

- a. +3 pt. per every goal scored (player bets only);
- b. +3 pt. per every penalty saved (player bets only);
- c. +1 pt. per every assist. “Assist” is defined as an intended pass from a player, which creates a goal opportunity and puts a teammate in the position of scoring. The “assist” bonus is only awarded if a goal is scored as a consequence, and that the scorer is not forced to skip past an opponent, goalkeeper excluded (player bets only).

The “Minus” points are:

- d. -3 pt. per every penalty missed (player bets only);
- e. -2 pt. per every own goal scored (player bets only);
- f. -1 pt. per every red card and per every goal conceded (player bets only);
- g. -0.5 pt. per every yellow card (player bets only).

10.2. In the occurrence that a player scores 0 Magic Points, the selection must be considered void and settled at odds of 1.00.

10.3. In the occurrence that the two selected players reach the same total *Magic Points*, the winner will be the player who spent more time on the pitch (injury time excluded), and ultimately if both played the same amount of minutes the selection will be considered void and settled at odds of 1.00.

10.4. In the occurrence that a game is suspended, postponed or played with an extraordinary delay or anticipation (over 3 days to the scheduled kick-off date), all bets concerning the players will be considered void and settled at odds of 1.00.

11. Virtual Matches

11.1. “Virtual matches” are imaginary matches between teams not actually playing against each other. Results are determined on one team scoring more goals in their match against their actual opponents than the team they are “virtually” matched against manage to score against their actual opponents.

Example: England are playing against Slovenia and Germany are playing against South Africa but odds are offered in the virtual match of England v Germany. If England beat Slovenia 3-1 and Germany beat South Africa 2-0 then the score for the England v Germany “virtual” game would be England 3 – Germany 2.

If a match is abandoned before the completion of the stated number of minutes of official full regular time, bets will be void and settled at odds of 1.00, except for those of which the outcome has already been determined at the time of abandonment. Extra time does not count.

11.2. Under/Over 2.5: Odds relate to goals scored by both teams in their respective matches, so in the example above there would be 5 goals, meaning Over 2.5 is the winning selection.

12. MILLIONAIRE

12.1. The bet “Stanleybet Millionaire” concerns 20 football matches numbered from 1 to 20 and consists of 4 bets (also called “bet sections”) contained on 1 unique betting slip, each protected by a specific minimum guaranteed return (see Point 5). The first bet applies to games 1 to 5; the second bet to games 1 to 10; the third to games 1 to 15; the fourth to games 1 to 20.

12.2. The total stake connected to each bet is € 2.00. This stake is split in the following way: The stake relative to matches 1 to 5 is € 0.40; The stake relative to matches 1 to 10 is € 1.00; The stake relative to matches 1 to 15 is € 0.20; The stake relative to all 20 matches is € 0.40. Obviously, $0.40+1.00+0.20+0.40$ comes to a total stake of € 2.00.

12.3. Each of the 20 matches is placed in order one after the other. The punter must indicate his prediction by choosing either 1 (the winning team is the one indicated as the first team) X (draw) or 2 (the winning team is the one indicated as the second team) alongside each match.

12.4. The bet is considered winning only if all matches 1 to 5 have been predicted correctly, or all matches 1 to 10, or all 1 to 15, or all 1 to 20. In any other case, the bet is considered losing.

12.5. The minimum guaranteed return for the first section (matches 1 to 5) is € 10.00. Where all the matches from 1 to 10 are correct the total minimum guaranteed return is € 1,000. Where all the matches from 1 to 15 are correct the total minimum guaranteed return is € 10,000. The fixed guaranteed return (minimum and maximum) in the case of predicting all 20 matches correctly is € 1,000,000, provided that no match is concluded in an irregular way, not played or not concluded at all (see Rule 10). In the case of one or more matches concluding in an irregular way, deemed not to have played or not concluding at all, the return will be based on the remaining matches only, i.e. those not considered at odds of 1.00 and the maximum return will be the calculation of these matches only up to a maximum of € 1,000,000.

12.6. The maximum return (payout) will never exceed € 1,000,000, even if the combined odds multiplied by the stake exceed € 1 Million.

12.7. Even though the odds of each match in the normal offer can fluctuate according to betting patterns, the odds on the Millionaire coupon will be those offered at the exact moment the bet was placed. In any case, the return shall never be inferior to the guaranteed minimum or superior to the guaranteed maximum of € 1 Million (see Point 5), except for the following:

- a. In the event that two or more Millionaire bets reach the maximum total winnings on the same group of events offered, the maximum total winnings of € 1,000,000 will be divided equally, according to the number of Millionaire wagers that have reached such maximum winnings.

Example: The maximum total winnings amount is € 1,000,000 and there are four Millionaire wagers, each of which has reached the maximum total winnings on the same set of events offered, the amount payable for each of the four wagers will be € 250,000.

If these circumstances occur, STANLEYBET, following a formal request, will provide evidence of all winning bets that have reached the maximum total payout limit to the customer whose winnings have been determined according to the above criteria.

12.8. A winning Millionaire bet will be paid out only when all the matches on the Millionaire coupon have finished.

12.9. The single stake of € 2.00 presupposes the selection of a single prediction 1, X, or 2 for each match. However, it is possible to select 2 (double prediction) or 3 (triple prediction) predictions for each match. In this way a *System Bet* is determined. The possible double predictions are 1X, X2, 12. The triple prediction is always 1X2. The total stake for a millionaire system bet is € 2.00 multiplied by the number of predictions selected on the millionaire coupon.

Example: If 2 predictions are chosen for the first match, 3 for the second match and 2 predictions for matches 18, 19 and 20 the number of combinations will be $2 \times 2 \times 2 \times 2$ (because there are 4 double predictions) multiplied by 3 (because there is only one triple prediction). That is to say $2 \times 2 \times 2 \times 2$ multiplied by 3. The number of combinations is therefore $16 \times 3 = 48$. The total stake is therefore 48 times € 2.00, which is € 96.00.

- a. Liverpool v Manchester Utd – 1X (double)
- b. Lazio v Roma – 1X2 (triple)
- c. Ajax v PSV – X2 (double)
- d. Barcelona v Real Madrid – 1X (double)
- e. Lyon v Marseilles – 12 (double) $2 \times 2 \times 2 \times 2 = 16 \times 3 = 48 \times \text{€} 2.00 = \text{€} 96.00$

12.10. If one or more matches are concluded in an irregular way or in fact not concluded at all (postponed, not played, suspended, etc.), the guaranteed minimums starting from the section containing the first match of this type will be no longer valid. Only the remaining matches will be considered in calculating the return. It is confirmed also in this case, that the maximum payout will be € 1,000,000.

12.11. The STANLEYBET General Rules will apply to any questions not governed by this document.

13. GENERAL LOTTERY RULES

13.1. STANLEYBET offers fixed odds on the main International Lotteries draw results. The maximum payout for a customer or a group of customers, including multiple or system bets, is € 250,000.

13.2. Odds on lotteries will be available for betting up to 30 minutes prior to the official draw time (this rule has been effective since 2 June 2014. Prior to that date, the odds' availability remained up to 75 minutes prior to official draw time). All bets placed after the mentioned deadline will be automatically deemed as placed on the next scheduled draw of that lottery, unless otherwise indicated.

13.3. Should a draw be voided or not specified, all concerned bets will be automatically deemed as placed on the next scheduled draw of that lottery. Bets can be voided under customers' request ONLY IF such request is presented before the next scheduled draw and expressly authorized by STANLEYBET.

13.4. Lottery bets cannot be combined with any other betting event, nor may two or more draws be combined in accumulative bets.

13.5. STANLEYBET Rules will apply to any situations not covered by the above General Lottery rules.

14. E-SPORTS BETTING

14.1. The starting dates and times displayed for an E-Sport match are indicative only and are not guaranteed to be correct and therefore they shall never constitute ground for annulments' requests.

If a match is suspended or postponed, and not resumed within 3 days from the date scheduled, then wagers on the match outcome will be refunded.

The rule above does not apply to any wager on whether a team/player advances in a tournament or wins the tournament, which will be normally settled regardless of a suspended or postponed match.

14.2. If the name of a player/team is misspelled, all bets will stand unless Stanleybet recognizes it to be misleading taking into account the names of the other players/teams involved.

14.3. If in an official match a player/team mistakenly plays with the wrong nickname or using a different account, the result is still valid unless it is made clear that he/she is not the player that was supposed to play that match.

14.4. All wagers will be settled using the official result as declared by the relevant governing body of the competition concerned.

14.5. If a draw option has not been made available and an extra time is played, the result after extra time will count.

14.6. If the extra time is not played and the game is officially resulted as draw, then all bets will be settled as void at odds of 1.00.

14.7. Handicap betting: A spread in E-Sports can be applied to Rounds/Maps or other counting measures depending on the game played.

The spread will only be referred to as the spread and it will be the customer's responsibility to be aware of the specific game dynamics and rules (Ex. for a Counter Strike game the spread will be referring to rounds won, while in a Starcraft 2 game the spread will refer to maps).

14.8. Under/Over: Under/Over in the E-Sports can be applied to Rounds or Maps or other phases of the gameplay depending on the selected game.

The Under / Over will always be only indicated as such and it will be the client's responsibility to be aware of the specific game dynamics and rules.

14.9. A match is deemed completed when all scheduled rounds/maps have been played.

14.10. If a match is not completed because of a player/team retirement/disqualification – even though an official winner is declared – all bets on the match outcome, spread and totals will be settled as void at odds of 1.00.

Bets on *Handicap* and *Under/Over* whose outcome cannot be determined at the exact moment of the retirement/disqualification will be settled as void at odds of 1.00.

14.11. Should a player/team withdraw before a tournament begins all bets on that player/team to win the tournament/advance to the next round will be deemed void and settled at odds of 1.00.

14.12. Should a player/team retire/be disqualified after the tournament has started, all bets on that player/team to win the tournament/advance to the next round will be settled as losers.

14.13. If the scheduled number of maps/rounds is changed by the governing body of the competition concerned, all bets on *Handicap* and *Under/Over* or total will be deemed void and settled at odds of 1.00, whereas all the bets on the outcome will be standing as unaffected.

14.14. If a player/team is given a walkover on at least one round/map, all bets on outcome, Handicap and Under/Over will be deemed void and settled at odds of 1.00.

15. KENO

15.1. *How to play and applicable rules*

15.1.1. You win Keno by matching some or all of the numbers you have selected to the 20 numbers randomly drawn. The more numbers you match, the more you can win up to a maximum of € 100,000. In a 10 Tip game, you can even win if you don't match any numbers at all.

15.1.2. Choose how many numbers (tips) you want to play per draw. You can pick up to 10 numbers.

15.1.3. Select how much you want to wager for each draw. Minimum play is € 1.00 with a maximum payout of € 100,000.00.

15.1.4. Choose your numbers from 1 through 80, the amount of numbers you choose must equal the number of tips you chose to play.

15.1.5. Players should write out their numbers clearly and then pass them on to the operator who will key the numbers into the system.

15.1.6. Players will receive a printed receipt with full details and the draw to which it pertains. The receipt will contain the date, draw number and the player's selected numbers. Numbers chosen will be valid for the draw to which the receipt pertains only.

15.1.7. The onus is on the player to check the printed receipt is correct, as there will be no option to cancel tickets once the random draw is made.

15.1.8. Winnings will be paid as outlined in the *Stanleybet Keno Odds* displayed, dependant on the number of tips selected by the player. Advertised odds should be multiplied by unit stake to calculate returns.

15.1.9. Maximum payout of € 100,000.00 will apply regardless of stake.

15.1.10. In the event of a draw not taking place all receipts for that draw will be refunded.

15.2. *Other Keno games available*

15.2.1. Total of balls drawn: Sum of the values of the 20 drawn numbers.

15.2.2. First number drawn: Correctly predict the first number drawn.

15.2.3. Last number drawn: Correctly predict the last number drawn.

15.2.4. MagicKeno: Correctly predict 2 or 3 of the first, 10th and last number drawn.

16. LIVE BETTING SPECIAL RULES

16.1. ALL SPORTS

Where applicable, statistics provided by our 'Live Betting' service provider will be used to settle wagers, unless there is indisputable evidence that the service provider statistics are incorrect. Where service provider stats are not provided, we will use video evidence to support bet settlement. If for any reason video evidence is unavailable, we will use independent evidence and settle on the majority independent view. When this is not clear, where applicable, the official competition Website will take priority. Any disputes must be submitted before 30 days have elapsed after the event has finished.

These specific rules for Live Betting are to be added to the General Stanleybet Rules in the Football section: STANLEYBET accepts single and multiple (request 1 or multiple of one) on the games for the offered matches.

If a game is stopped (after start), for any reason, and resumed within the same day, all live bets will stand; if not resumed within the same day, all undetermined live bets will be deemed void and settled at odds of 1.00.

If a game never starts, for any reason, and it is not played within the same day all live bets will be voided and settled at odds of 1.00.

The above rule does not apply to Tennis.

Exceptions to this rule may apply at STANLEYBET discretion.

16.2. FOOTBALL

16.2.1. In addition to standard football rules, the following specific rules will apply.

All bets will be settled on the result at the end of 90 minutes play which includes injury time but excludes official extra time and penalty shootouts, with the exception of 'First Half Only', 'Extra Time' and 'Penalty Shootout' markets, 'First Goal', '15 Minutes Game' betting and 'Live Betting 0:0'. 'First Half Only' bets will be settled on the result at half time. 'Extra Time' markets are settled on the official statistics for the Extra Time period only. 'Penalty Shootout' markets are settled on the statistics of the official penalty shootout at the end of Extra Time only.

For settlement purposes, any own goal is credited to the opposing side, not the team that scored it.

Occasionally matches are scheduled to last less than 90 minutes and, under these circumstances, bets will be settled over the scheduled time of play. E.G. some youth matches are scheduled for 80 minutes play and these will be settled on the 80-minute result. Customers should make themselves aware of individual match durations.

If a game is stopped (after start), for any reason, and resumed within the same day, all live bets will stand; if not resumed within the same day, all undetermined live bets will be deemed void and settled at odds of 1.00.

16.2.2. Final Result 1X2: All bets are settled on the result after the end of 90 minutes play which includes injury time but excludes official extra time and penalty shootouts. Team one (1) is indicated on the left and is always considered as the Home team. Team two (2) is indicated on the right and is always considered as the Away team. In addition, when a game is played at a neutral venue, the team on the left is considered the Home side and the team on the right is considered the Away side. The draw is indicated in the centre under category X.

16.2.3. Final Result and Under/Over Double: A combination bet consisting of both the final *Correct Score* and the number of goals scored. All bets are settled on the result at the end of regulation time. Extra time and penalty shootouts do not count.

16.2.4. Correct Score: All bets are settled on the correct score after the end of 90 minutes play, which includes injury time but excludes official extra time and penalty shootouts.

16.2.5. To Qualify/Win Outright: All bets are settled on the winning team at the conclusion of the game, including any extra time and/or penalty shootouts.

16.2.6. To Win The Rest Of The Match (Live Betting 0:0): At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Example 1: Juventus lead Roma 1:0 when the bet is placed. Final result is 2:0 to Juventus, the bet is settled as a Home win (1).

Example 2: Juventus lead Roma 1:0 when the bet is placed. Final result is 2:1 to Juventus, the bet is settled as a draw (X).

Example 3: Juventus lead Roma 1:0 when the bet is placed. Final result is 1:1, the bet is settled as an Away win (2).

16.2.7. “How Will The Match Be Decided?”: Bets are settled on when a winner is known, there are three options;

- a. In normal regulation time;
- b. After extra time;
- c. After a penalty shootout.

16.2.8. Under/Over Goals: Bets are settled on the total number of goals scored in the game, in relation to the stated goal line. Please note that the goal line (number of goals in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

Example 1: Goal line is 2.5 – If you bet Over, your bet wins if there are 3 goals or more, otherwise your stake is lost.

Example 2: Goal line is 4.5 – If you bet Under, your bet wins if there are 4 goals or less, otherwise your stake is lost.

16.2.9. Multi Goal Chance: Bets are settled on the total number of goals scored in the game. Please note that the goal ranges (number of goals in the bet) will change throughout each match and may consist of a single value range, e.g. 4 goals. Settlement will be determined by the range at the time the bet was placed.

Example: Juventus v Roma, the final score is 2-2. Therefore, the range 4-6 would be a winner as would 3-4 and also just 4 goals.

16.2.10. To Score Next (Numbered) Goal: Bets are settled on the team which is credited with the next (numbered) goal. Any own goal is credited to the opposing side, not the team that scored it.

16.2.11. Goal/No Goal: Bet on Both teams to score or not score during the match.

16.2.12. Half Time Goal/No Goal: Bet on Both teams to score or not during the 1st Half time only included (ex. Juventus v Roma 1-1 half time result only included: BOTH TEAMS TO SCORE in 1st Half).

16.2.13. Second Half Goal/No Goal: Bet on Both teams to score or not during the 2nd Half time only included (ex. Juventus v Roma 1-1 half time result only included: BOTH TEAMS TO SCORE in 2nd Half).

16.2.14. Number of Goals: Bets are settled on the exact number of goals scored in the game.

16.2.15. Number of Home Goals: Bets are settled on the exact number of goals scored by the home team in the game.

16.2.16. Number of Away Goals: Bets are settled on the exact number of goals scored by the away team in the game.

16.2.17. Time of Next (Numbered) Goal: In which minute will the next goal be scored. Please note, a goal scored after 24 minutes & 5 seconds will be determined as the 25th minute.

16.2.18. Under/Over Corners: Bets are settled on the total number of corners taken in the game in relation to the stated corner line. Please note that the corner line (number of corners in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed. Corners awarded but not subsequently taken do not count.

Example 1: Corner line is 9.5 – If you bet Over, your bet wins if there are 10 corners or more, otherwise your stake is lost.

Example 2: Corner line is 12.5 – if you bet Under, your bet wins if there are 12 corners or less, otherwise your stake is lost.

16.2.19. Multichance Corners: Bets are settled on the total number of corners taken in the game. Please note that the corner ranges (number of corners in the bet) will change throughout each match, and may consist of a

single value range EG 8 corners. Settlement will be determined by the range at the time the bet was placed.

16.2.20. To Take Next (Numbered) Corner: Bets are settled on the team to take the next named corner. Corners awarded but not subsequently taken do not count.

16.2.21. Corners Match Bet: Bets are settled on the team that takes most corners in the match or on a tie in the event of an equal number of corners. Corners awarded but not subsequently taken do not count.

16.2.22. Home Team Under/Over Corners: Bets are settled on the total number of corners taken by the Home team in the match. Corners awarded but not subsequently taken do not count.

16.2.23. Away Team Under/Over Corners: Bets are settled on the total number of corners taken by the Away team in the match. Corners awarded but not subsequently taken do not count.

16.2.24. Under/Over Card Points: Bets are settled on the total number of card points in the game. Please note that the card line (number of card points in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

A Yellow Card counts as 10 points, a Red Card as 25 points. Two yellow cards leading to an automatic red will score as one Yellow and one Red Card i.e. 35 points. Any card shown after the full-time whistle has been blown will be disregarded. Wrongly issued cards that are rescinded on the field of play will be disregarded.

Example: Totti is shown a red card which is rescinded and is instead shown a yellow card – Only the yellow card counts.

Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

Example: Roma v Juventus, Card line is 65.5, 2 Roma players receive yellow cards, 1 Juve player receives a yellow card while one other receives two yellow cards resulting in a red. There is therefore a total of 65 card points in the match - if you bet Under 65.5 your bet is a winner, otherwise your stake is lost.

16.2.25. First Half Only Under/Over Card Points: Bets are settled on the total number of card points in the first half only, using the same scoring system as outlined above.

The card line is liable to change throughout the half and settlement will be determined by the line at the time the bet was placed.

Any card shown AFTER the half time whistle has been blown will be disregarded. Any card that is rescinded on the field of play will be disregarded (see previous example). Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

16.2.26. Multi Chance Card Points: Bets are settled on the total number of card points in the game. Please note that the card ranges (number of card points in the bet) will change throughout each match, and may consist of a single value range, e.g. 40 points. Settlement will be determined by the range at the time the bet was placed.

A yellow card counts as 10 points, a red card as 25 points. Two yellow cards leading to an automatic red will score as one yellow and one red card i.e. 35 points.

Any card shown AFTER the full-time whistle has been blown will be disregarded. Any card that is rescinded on the field of play will be disregarded. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

16.2.27. First Half Only Multi Chance Card Points: Bets are settled on the total number of card points in the first half only, using the same scoring system as outlined above.

16.2.28. To Be Given Next (Numbered) Card: Bets are settled on the team shown the next named card. Any card shown AFTER the full-time whistle has been blown will be disregarded. Any card that is rescinded on the field of play will be disregarded. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers or substitutes who play no part in the game) do not count towards the total.

In the event of two or more players being booked for the same incident, the player who is first shown a card by the referee will be deemed as the 'winner' for settlement purposes.

If a player is shown a second yellow card followed by a red card, that will count as 1 card in the next (numbered) card market.

16.2.29. Cards Match Bet: Bet is settled on the team that accrues most cards or on a tie in the event of an equal number of cards. For scoring system and rules, see *Under/Over Cards*.

16.2.30. "Will There Be a Red Card?": Only cards issued on the field of play during normal playing time will count.

16.2.31. Half Time Result 1X2: All bets are settled on the result at the end of the first half. There is the option to bet Home (1), Draw (X) and Away (2), the Home side is listed on the left, the Away side is listed on the right.

16.2.32. To Win the rest of the First Half (First Half 0:0): At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Example: Roma lead Juventus 1-0 when the bet is placed, half time score is 2:0 to Roma, the bet is settled as a Home win (1).

16.2.33. First Half Only Correct Score: All bets are settled on the correct score after the end of the first Half.

16.2.34. First Half Only Under/Over Goals: Bets are settled on the number of goals scored in the first Half only.

16.2.35. First Half Only Next (Numbered) Goal: Bets are settled on the next named goal in the first Half only.

16.2.36. First Half Only Home Team Goals Under/Over: Bets are settled on the number of goals scored in the first Half by the Home team in relation to the stated goal line.

16.2.37. First Half Only Away Team Goals Under/Over: Bets are settled on the number of goals scored in the first Half by the Away team in relation to the stated goal line.

16.2.38. First Half Only Number of Goals: Bets are settled on the exact number of goals scored in the first Half.

16.2.39. First Half Only Number of Home Goals: Bets are settled on the exact number of goals scored by the Home team in the first Half.

16.2.40. First Half Only Number of Away Goals: Bets are settled on the exact number of goals scored by the Away team in the first Half.

16.2.41. First Half Only Team To Win To Nil: Bets are settled on the stated team leading and keeping a clean sheet at Half time.

16.2.42. First Half Only Under/Over Corners: Bets are settled on the total number of corners taken, in the first Half, in relation to the stated corner line. Corners awarded but not subsequently taken do not count.

16.2.43. First Half Only Home Team Under/Over Corners: Bets are settled on the total number of corners taken by the Home team in the first Half, in relation to the stated corner line. Corners awarded but not subsequently taken do not count.

16.2.44. First Half Only Away Team Under/Over Corners: Bets are settled on the total number of corners taken by the Away team in the first Half, in relation to the stated corner line. Corners awarded but not subsequently taken do not count.

16.2.45. First Half Only Multichance Corners: Bets are settled on the total number of corners taken in the first Half. Corners awarded but not subsequently taken do not count.

16.2.46. Home Team Goals Under/Over: Bets are settled on the number of goals scored in the match by the Home team in relation to the stated goal line. Please note that the goal line will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

Example 1: Roma v Juventus. Roma goal line is 1.5 – If you bet Over, your bet wins if Roma score 2 goals or more otherwise your stake is lost.

Example 2: Roma v Juventus. Roma goal line is 3.5 – If you bet Under, your bet wins if Roma score 3 goals or less otherwise your stake is lost.

16.2.47. Away Team Goals Under/Over: Bets are settled on the number of goals scored in the match by the Away team in relation to the stated goal line.

16.2.48. Team To Win To Nil: Bets are settled on the stated team winning the game and keeping a clean sheet.

16.2.49. Both Teams To Score: Bet is for both teams to score in the duration of the match.

16.2.50. First Goal, 15 Minutes Game: The game is split into 15-minute segments (Kick-off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet on the team to score the 1st goal in each segment (1X2, where X is no goal scored).

Example 1: Kick off - 14:59 minutes Roma v Juventus, Roma score the first goal after 8 minutes. As Roma has scored the first goal in the 15-minute segment, the bet is settled as a Home win (1).

Example 2: 15:00 - 29:59 minutes Roma v Juventus. No goal is scored in this period of play. As no goal has been scored in the 15-minute segment, the bet is settled as a draw (X).

Example 3: 30:00 - Half Time Roma v Juventus, Juventus score to make the match 1-1 after 34 minutes. As Juventus has scored the first goal in the 15-minute segment, the bet is settled as an Away win (2).

16.2.51. 15 Minute Under/Over Goals: The game is split into 15-minute segments (Kick off to 14:59, 15:00 to 29:59, 30:00 to Half Time, Half Time to 59:59, 60:00 to 74:59, 75:00 to Full Time). Bet is settled on the total number of goals scored in each 15-minute segment in relation to the stated goal line. Please note that the goal line will change throughout each 15-minute segment, and settlement will be determined by the line at the time the bet was placed.

16.2.52. “How Will The Next Goal Be Scored?”: Bets are settled on the named next goal, there are 5 options to bet:

- a. **Free Kick:** Goal must be scored directly from the free kick. Deflected shots count provided the free kick taker is named as the goalscorer.
- b. **Penalty:** Goal must be scored directly from the penalty, with the penalty taker named as the goalscorer.
- c. **Own Goal:** Goal must be declared as an own goal. This method of goal supersedes all others, so for example, a headed own goal will be settled as an own goal and not a header.
- d. **Header:** Last touch of the scorer must be with the head.
- e. **Shot:** All other goal types not included above.

All selections will be void and settled at odds of 1.00 if there is no goal scored after the bet is placed.

16.2.53. Kick-off: Bets are settled on the team which kicks off the first Half in the match.

16.2.54. Handicap: Bets are settled at the odds displayed using the actual score in the match adjusted for the Handicap. Please note that the Handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.2.55. Draw No Bet: If either team wins by any margin, they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

16.2.56. Team Total Goals: Bets are settled on the number of goals scored by named team.

16.2.57. Double Chance: The following options are available:

- a. 1X - If the result is either a Home or draw then bets on this option are winners;
- b. X2 - If the result is either a draw or Away then bets on this option are winners;
- c. 12 - If the result is either a Home or Away then bets on this option are winners.

If a match is played at a neutral venue the team listed first is deemed the home team for betting purposes.

16.2.58. Odd / Even: Bets are settled on the number of goals in the match. Any match resulting in 0-0 will be

settled on an Even number of goals.

16.2.59. Next (Numbered) Goalscorer: Bets are settled on the player to score the next goal of the game. Extra time and penalty shootouts do not count. Own goals do not count. Players that have taken no part in the match before the goal is scored will be settled at odds of 1.00.

16.2.60. Anytime Goalscorer: Bets are settled on a nominated player to score a goal at any time during the match (90 minutes play). Any player that participates during the 90 minutes will be deemed to have had the chance to score at any time. Players that do not enter the field of play will be settled at odds of 1.00. Own goals do not count.

16.2.61. Highest Scoring Half: Predict in which Half will the most goals be scored.

16.2.62. Win & Goals: Predict the final result combined with the Under/Over 2.5 goals.

Example: A bet on X & Under 2.5 will be a winner if the final score is 0-0 or 1-1. Extra time does not count. Bets are void and settled at odds of 1.00 in the case of abandonment.

16.2.63. Asian Handicap Betting: The Handicap is 0 for two equally matched teams, and can vary to any number of goals where there is an unequal contest. If the Handicap is 0 then the team that scores the most goals is the winner. If the match is a draw stakes are refunded.

16.2.64. Whole-Goal Handicap (e.g. 0, 1, 2, 3 etc.): If the number of goals for each team is equal after the Handicap has been applied stakes are refunded.

Example: Arsenal v Everton where Arsenal are the favourites and the Handicap is -1. A bet placed on Arsenal means they must win by more than 1 goal for the bet to be winning. If Arsenal win by exactly 1 goal the bet is void and settled at odds of 1.00. A bet placed on Everton means they can either win or draw for the bet to be winning. If Arsenal win by exactly 1 goal the bet is void and settled at odds of 1.00.

16.2.65. Half-Goal Handicap (e.g. 0.5, 1.5, 2.5 etc.): When this is applied, bets will either win or lose, as a draw is impossible.

Example: Match Germany v Denmark where Germany are the favourites and the Handicap is -1.5. A bet placed on Germany means they must win by more than 1 goal.

A bet placed on Denmark means they must not lose by more than 1 goal.

16.2.66. Split-Handicap: This is where the stake is divided equally between two bets. One half of the bet is on a whole-goal Handicap and the other half of the bet is on a half goal Handicap. If the Handicap is -1.25, then half the bet will be struck at -1.0 and the other half at -1.5.

Example: Match Inter v Juventus where Inter are the favourites and the split-Handicap is -1.25. A bet placed on Inter would consist of half the stake on Inter at -1.0 goal and half the stake on Inter at -1.5 goals.

Match result, Inter beat Juventus 2-1. Half the bet is lost at -1.5 and half the bet is void at -1.0. If the bet was placed on Juventus then half the bet has won (+1.5) and half the bet is void (+1.0).

16.2.67. Asian Handicap: All goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the match result at the end of 90 minutes play, which includes injury time but excludes official extra time and penalty shootouts.

Example: Roma lead Juventus 1-0, line is Roma -0.5, Juventus +0.5. Final result is 1-1, bets placed on Roma -0.5 are settled as losers, bets placed on Juventus +0.5 are settled as winners.

16.2.68. First Half Only Asian Handicap: All first Half goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the score-line at the end of the first half.

Example: Milan lead Inter 1-0, line is Milan -0.5, Inter +0.5. Half Time score is 1-1, bets placed on Milan -0.5 are settled as losers, bets placed on Inter +0.5 are settled as winners.

16.2.69. Extra Time Asian Handicap: All extra time goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled on the official statistics for the extra time period only, goals scored in penalty shootouts do not count.

Example: After a 0-0 draw at the end of 90 minutes play Inter lead Bayern Munich 2-0 in extra time, line is Inter -1.5, Bayern Munich +1.5. Result at the end of Extra Time is 2-1, bets placed on Inter -1.5 are settled as losers, bets placed on Bayern +1.5 are settled as winners.

16.2.70. Asian Under/Over: All goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the score-line for the game. Extra time and penalty shootouts do not

count.

Example 1: Goal line is 2. Under bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly then the stake is returned. Under bets lose if there are three or more goals scored in the match.

Example 2: Goal line is 2.25. Under bets win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, half the stake will win and half will be returned. Under bets lose if there are three or more goals scored in the match.

Example 3: Goal line is 2.75. Over bets win if there are four or more goals scored in the match. If there are three goals exactly half the stake will win, and half will be returned. Bets lose if there are 0, 1 or 2 goals scored in the match.

16.2.71. First Half Only Asian Under/Over: All first half goals are considered regardless of whether they are scored before or after the bet is placed. Bets are settled according to the score-line for the first Half.

16.3. Extra Time Markets

16.3.1. Extra Time 1X2: Bets are settled on the official statistics for the extra time period only. Any goals that were scored during regulation time or any subsequent penalty shootouts do not count.

16.3.2. Extra Time First Half Only: Bets are settled on the score at the end of the first Half in extra time using extra time statistics only.

16.3.3. Under/Over Goals Extra Time: Bets are settled on the official statistics for the extra time period only. Any goals that were scored during regulation time or any subsequent penalty shootouts do not count.

Please note that the goal line (number of goals in the bet) will change throughout extra time and settlement will be determined by the line at the time the bet was placed.

16.3.4. To Win The Rest Of Extra Time: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

16.3.5. Next Goal Extra Time: Bets are settled on the team to score the next numbered goal.

16.3.6. Next Goal Extra Time First Half Only: Bets are settled on the team to score the next numbered goal in the first Half.

16.3.7. Extra Time Correct Score: Bets are settled on the final score at the end of extra time using extra time statistics only. Goals scored in penalty shootouts do not count.

16.3.8. Extra Time Correct Score First Half Only: Bets are settled on the final score at the end of the first Half in extra time using extra time statistics only.

16.4. Penalty Shootout Market

16.4.1. To Win Penalty Shootout: Bets are settled on the statistics of the official penalty shootout at the end of Extra Time only.

16.4.2. Team To Score Next (Numbered) Penalty: All bets are settled on the named team to score their numbered penalty in question. In the event of a retaken penalty bets are settled on the official result.

To the extent that a video assistant referee (VAR) is consulted, the event which led to the referral will, for the purposes of these rules, be deemed to have occurred at the actual time of its occurrence (rather than the time on which the relevant VAR referral, or VAR decision, was made).

Example 1: A goal is scored after 15 minutes and 12 seconds, referee does not award the goal but VAR is consulted on 16 minutes and 4 seconds and the goal is awarded following the consultation. ALL bets placed within this time frame will be made void. WIN or LOSE.

Example 2: A penalty is not given after 15 minutes and 12 seconds, following a VAR review on 16 minutes and 4

seconds a penalty is subsequently awarded. All bets placed within this time frame will be made void, regardless of if penalty is scored or missed.

Example 3: A red card is not given after 15 minutes and 12 seconds, following a VAR review on 16 minutes and 4 seconds a red card is subsequently awarded. All bets placed within this time frame will be made void. WIN or LOSE.

Where we have settled a bet and, due to a subsequent VAR decision, it becomes apparent that such settlement was inaccurate, we reserve the right to reverse such settlement (provided that the VAR decision occurred prior to the conclusion of the match or other time frame relating to the bet).

16.5. FUTSAL

16.5.1. In addition to standard Futsal rules, the following specific rules will apply.

All bets will be settled at the end of normal regulation time. Extra periods of play will not count.

16.5.2. Final Result 1X2: Team One (1) is indicated on the left and is always considered as the Home team. Team Two (2) is indicated on the right and is always considered as the Away team. In addition, when a game is played at a neutral venue, the team on the left is considered the Home side and the team on the right is considered the Away side. The draw is indicated in the centre under category X.

16.5.3. Draw No Bet: Name the winning team. If the game finishes in a draw, all bets are settled at odds of 1.00. Regulation playing time only, Extra Time does not count.

16.5.4. Home Team Goals: Predict the exact number of goals the Home team score. Regulation playing time only, Extra Time does not count.

16.5.5. Away Team Goals: Predict the exact number of goals the Away team score. Regulation playing time only, Extra Time does not count.

16.5.6. Correct Score: All bets are settled on the correct score at the end of normal regulation time.

16.5.7. Odd/Even: Will the match goals be odd or even? A 0-0 result will be considered Even.

16.5.8. To Win The Rest Of The Match (Live Betting 0:0): At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Example 1: Italy v France – Italy lead France 1:0 when the bet is placed, final result is 2:0 to Italy, the bet is settled as a Home win (1).

Example 2: Italy v France – Italy lead France 1:0 when the bet is placed, final result is 2:1 to Italy, the bet is settled as a draw (X).

Example 3: Italy v France – Italy lead France 1:0 when the bet is placed, final result is 1:1, the bet is settled as an Away win (2).

16.5.9. Under/Over Goals: Bets are settled on the total number of goals scored in the game in relation to the stated goal line.

Please note that the goal line (number of goals in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

Example 1: Goal line is 4.5 – If you bet Over, your bet wins if there are 5 goals or more, otherwise your stake is lost.

Example 2: Goal line is 5.5 – If you bet Under, your bet wins if there are 5 goals or less, otherwise your stake is lost.

16.5.10. To Score Next (Numbered) Goal: Bets are settled on the team which is credited with the next (numbered) goal. Any own goal is credited to the opposing side, not the team that scored it.

16.5.11. Half Time Result 1X2: All bets are settled on the result at the end of the first half. There is the option to bet Home (1), draw (X) and Away (2), the Home side is listed on the left, the Away side is listed on the right.

16.5.12. To Win the Rest of the First Half (First Half 0:0): At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

Example: Italy v France – Italy lead France 1-0 when the bet is placed, half time score is 2:0 to Italy, the bet is settled as a Home win (1).

16.5.13. First Half Only Under/Over Goals: Bets are settled on the total number of goals scored in the first Half in relation to the stated goal line.

16.5.14. First Half Only Next (Numbered) Goal: Bets are settled on the next named goal in the first Half only.

16.6. TENNIS

16.6.1. In addition to standard tennis rules, the following specific rules will apply.

In the event of a tennis match starting but not being completed, all markets will be void and settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time the match is stopped. For example, first Set bets would stand provided that Set is completed.

In the event of a 'Super Tie Breaker' in a match, the 'Super tie breaker' counts as one game (a super tie breaker decides a doubles match when the set score is 1-1 in a three set match).

16.6.2. "Who Will Win The Next Game?": Bets are settled on the winner of the named next game. If the game isn't completed for whatever reason, bets are settled at odds of 1.00. The player serving in the relevant game is denoted by [S]. If the wrong player is indicated as server, then any bets taken will be settled at odds of 1.00, regardless of the result.

16.6.3. "Who Will Win Current Set?": Bet is settled on the winner of the Set, if the Set isn't completed for whatever reason, bet is settled at odds of 1.00.

16.6.4. Current Set Correct Score: Bets are settled on the correct Set score, if the Set isn't completed for whatever reason, bet is settled at odds of 1.00.

16.6.5. Set Betting (Best of 3) / (Best of 5): Bets are settled on the correct Set score in the match. Bets are void and settled at odds of 1.00 if the statutory number of sets are not completed or are changed.

16.6.6. Number of Sets (Best of 3) / (Best of 5): Bets are settled on the number of sets in the match. Bets are void if the statutory number of sets are not completed or are changed.

16.6.7. Under/Over (Match): The total number of games played in the entire match. The whole match must be completed, or all bets are void and settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time of abandonment.

Example: If Federer v Nadal is abandoned with the score at 6-4 / 4-6 / 4-6 / 3-2, then all bets on Over 32.5 games are winning and all bets on Under 32.5 games are losers, all bets on both Under and Over 36.5 games will be void and settled at odds of 1.00.

Please note that the game line (number of games in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.6.8. Under/Over Games (Set): Bets are settled on the total number of games played in the named Set. The set must be played to completion or all bets are void and settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time the match is stopped.

Example: Federer v Nadal is abandoned at 5-5 in the 1st Set. Bets on 1st Set Under 9.5 games are settled as losers, bets on 1st Set Over 9.5 games are settled as winners. Bets on Under or Over 10.5 games are settled as void at odds of 1.00.

Please note that the game line (number of games in the bet) will change throughout the set, and settlement will be

determined by the line at the time the bet was placed.

16.6.9. Next Game Score: Bets are settled on the named next game score, both players to win to 0 / 15 /30 / Deuce or Server to win to 0 / 15 / 30 / Deuce and Break. If the wrong player is indicated as server, then any bets taken will be settled at odds of 1.00, regardless of the result.

16.6.10. Odd / Even: Bets are settled on the number of games in the match.

16.6.11. Set Odd / Even: Bets are settled on the number of games in the named set.

16.7. BASKETBALL

In addition to standard basketball rules, the following specific rules will apply.

16.7.1. First Half / Quarter Handicap: Bet is settled on the score for that Half / Quarter only. Please note that the Handicap line (number of points difference between the teams in the bet) will change throughout each Half / Quarter, and settlement will be determined by the line at the time the bet was placed. In 4th Quarter Betting, the result is at the end of Regular Time, WITHOUT any overtime.

16.7.2. First Half / Quarter Under / Over: Bet is settled on the number of points in that Half / Quarter. Please note that the point line (number of points in the bet) will change throughout each Half / Quarter, and settlement will be determined by the line at the time the bet was placed. In 4th Quarter Betting, the result is at the end of Regular Time, WITHOUT any overtime.

16.7.3. Half / Quarter Draw No Bet: Bets are settled on the score for that Half / Quarter only WITHOUT any overtime. If either team wins the Half / Quarter by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw, all bets are void and stakes are refunded.

16.7.4. Odd / Even: Bets are settled on the number of points at the end of the game INCLUDING any overtime.

16.7.5. Odd / Even Quarter X: Bets are settled on the number of points at the end of the nominated period. Overtime does not count for 4th Quarter.

16.7.6. Odd / Even Half: Bets are settled on the number of points at the end of the nominated Half.

16.7.7. Half / Quarter Odd / Even: Bets are settled on the points scored in the relevant Half / Quarter only WITHOUT any overtime.

16.7.8. Race To Named Points: Bets are settled on the team to reach the named number of points first. Please note that if neither team reaches the named points, bets on that particular named point market will be void and settled at odds of 1.00.

16.8. ICE HOCKEY

16.8.1. Bets are settled on the result at the end of regular time which excludes official Over time and penalty shootouts, with the exception of 'Period', 'Overtime' and 'Penalty Shootout' markets and 'To Win the Rest of the Match'. 'Period' bets will be settled on the score for that period only.

In addition to standard Ice Hockey rules, the following specific rules will apply.

16.8.2. Draw No Bet: Name the winning team. Over Time and penalty shootouts DO COUNT. If the game finishes in a draw after Overtime and penalty shootouts, all bets are settled at odds of 1.00.

16.8.3. Double chance (1X - 12 - X2): Combined odds for a team to win or draw, or for either team to win. Over Time DOES NOT COUNT.

16.8.4. Home Goals: How many goals will the home team score? Over Time DOES NOT COUNT. (Ex. Dinamo Riga - Novgorod 2-3 winning selection is Home Team to score 2 goals).

- 16.8.5. Away Goals:** How many goals will the away team score? Over Time DOES NOT COUNT. (Ex. Dinamo Riga - Novgrad 2-3: winning selection is Away Team to score 3 goals).
- 16.8.6. Under/Over 1st Period:** Predict will the first period be Under or Over X goals?
- 16.8.7. Under/Over 2nd Period:** Predict will the second period be Under or Over X goals?
- 16.8.8. To Win The Rest Of The Match:** At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.
- 16.8.9. Period 1X2:** Bets are settled on the score for that period only. All bets will be settled at odds of 1.00 if the relevant period is not completed. The 3rd Period excludes overtime.
- 16.8.10. “Who wins the rest of the first period?”:** Intended 1X2 result for the remainder of first period from 0:0.
- 16.8.11. “Who wins the rest of the second period?”:** Intended 1X2 result for the remainder of second period from 0:0.
- 16.8.12. Next Goal:** Bets are settled on the team to score the next numbered goal in regular time WITHOUT any overtime.
- 16.8.13. To Win The Rest Of Overtime:** At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.
- 16.8.14. To Win Penalty Shootout:** Bets are settled on the statistics of the official penalty shootout only.

16.9. RUGBY

- 16.9.1.** All bets will be settled at the end of normal regulation time. Extra periods of play DO NOT COUNT.
- 16.9.2. Final Result 1X2:** Predict team to win match Team One (1) is indicated on the left and is always considered as the home team. Team Two (2) is indicated on the right and is always considered as the away team. Also, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the centre under category X.
- 16.9.3. Draw No Bet:** Name the winning team. If the game finishes in a draw all bets are settled at odds of 1.00. Regulation playing time only, Extra Time does not count.
- 16.9.4. Total Points Match:** Predict Under/Over points scored in match by both teams. Regulation playing time only, Extra Time does not count.
- 16.9.5. Total Points Home Team:** Predict Under/Over points scored by Home team. Regulation playing time only, Extra Time does not count.
- 16.9.6. Total Points Away Team:** Predict Under/Over points scored by Away team. Regulation playing time only, Extra Time does not count.
- 16.9.7. Odd/Even:** Will the match goals be odd or even? A 0-0 result will be considered Even.
- 16.9.8. To Win The Rest Of The Match (Live Betting 0:0):** At the point the bet is placed, the score is counted as 0:0. Only points scored after the bet has been placed count.

Example 1: Italy v France – Italy lead France 7:0 when the bet is placed, final result is 20:3 to Italy, the bet is settled as a Home win (1).

Example 2: Italy v France – Italy lead France 7:0 when the bet is placed, final result is 21:14 to Italy, the bet is settled as a draw (X).

Example 3: Italy v France – Italy lead France 7:0 when the bet is placed, final result is 19:18, the bet is settled as an Away win (2).

- 16.9.9. Asian Handicap:** Predict team to win on Handicap Home or Away. Handicap applies to first named

team.

Example 1: Italy v France Handicap +7.5: final result is 19-25. Handicap result is Home win 26.5-25.

Example 2: Italy v France Handicap +7.5: final result is 19-28. Handicap result is Away win 26.5-28.

16.9.10. Half Time Result 1X2: Predict team to win the 1st Half. Team One (1) is indicated on the left and is always considered as the Home team. Team Two (2) is indicated on the right and is always considered as the Away team. In addition, when a game is played at a neutral venue, the team on the left is considered the home side and the team on the right is considered the away side. The draw is indicated in the centre under category X.

16.9.11. Total Points Half Time: Predict Under/Over points scored in first Half by both teams.

16.10. AMERICAN FOOTBALL

16.10.1. Markets are based on the official time periods of the match (Match constitutes 4 quarters of 15 minutes), unless otherwise specified.

A match must be played for the full 60 minutes for bets to stand, unless the market has already been determined; otherwise, bets will be void and settled at odds of 1.00. If a match is a tie after overtime, then all bets placed on the Moneyline (Head-to-Head) market will be void and settled at odds of 1.00.

16.10.2. Moneyline (Head-To-Head): Result is Match winner 1-2 (including overtime).

16.10.3. Under/Over X points: Result is either Under or Over X points in the match (including overtime).

16.10.4. Under/Over X Home points: Result is either Under or Over X Home points in match (including overtime).

16.10.5. Under/Over X Away points: Result is either Under or Over X Away points in match (including overtime).

16.10.6. Half-time result: Result is 1, X, or 2 according to score at the completion of first Half.

16.10.7. First Half Under/Over X points: Result is either Under or Over X points first Half.

16.10.8. Under/Over X points Quarter X: Result is either Under or Over X points in designated quarter.

16.10.9. Next Team to score: Result is either 1 2 or no score (includes overtime).

16.10.10. Next scoring play: Possible results are Touchdown, Field Goal, Safety, No Score (includes overtime).

16.11. VOLLEYBALL

16.11.1. The match must be completed, or bet is settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time the match is stopped.

In the event of referee enforced point deductions, official results will be used for settlement purposes, except for those bets the outcome of which had already been determined at the time the point deductions were enforced.

16.11.2. Set Betting (Best of 5): Bets are settled on the correct Set score in the match. Bet is settled at odds of 1.00 if the statutory number of sets is not completed.

16.11.3. Number of Sets (Best of 5): Bets are settled on the number of Sets in the match. Bet is settled at odds of 1.00 if the statutory number of sets is not completed.

16.11.4. “Who Will Win The Current Set?”: Bets are settled on the winner of the set, if the set isn't completed for whatever reason, bet is settled at odds of 1.00.

16.11.5. Sets to Exceed The Score Limit: Bets are settled on the number of sets that exceed the score limit of 25 or 15 points to the winner.

16.11.6. Under / Over Points: Bets are settled on the number of points in the game. Please note that the point line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.11.7. Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the match, adjusted for the Handicap. Please note that the Handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.11.8. Odd/Even: Bets are settled on the total number of points in the match.

16.11.9. Set Odd/Even: Bets are settled on the number of points scored in the named Set.

16.11.10. Set Under/Over: Bets are settled on the number of points in the named Set. Please note that the point line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.11.11. Set Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the named set, adjusted for the Handicap. Please note that the Handicap line will change throughout the set and settlement will be determined by the line at the time the bet was placed.

16.11.12. Team To Score The Named Point: Bets are settled on the team to score the named point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void and settled at odds of 1.00.

16.11.13. Race To Named Points: Bets are settled on the team to reach the named number of points first.

16.11.14. Race To Named Point X Set: Bets are settled on the team to reach the named number of points first in nominated Set. Please note that if neither team reaches the named points, bets on that particular named point market will be void and settled at odds of 1.00.

16.12. BEACH VOLLEYBALL

16.12.1. The match must be completed, or bet is settled at odds of 1.00, except for those bets the outcome of which has already been determined at the time the match is stopped. In the event of any of the named players in a match changing before the match starts then all bets will be settled at odds of 1.00.

16.12.2. Set Betting Correct Score (Best of 3): Bets are settled on the correct Set score in the match. If the statutory number of sets is not completed, then all bets will be settled at odds of 1.00.

16.12.3. Number of Sets (Best of 3): Bets are settled on the number of Sets in the match. If the statutory number of Sets is not completed, then all bets will be settled at odds of 1.00.

16.12.4. “Who Will Win the Current Set?”: Bets are settled on the winner of the Set, if the Set isn't completed for whatever reason, bets will be settled at odds of 1.00.

16.12.5. Sets to Exceed the Score Limit: Bets are settled on the number of Sets that exceed the score limit of 21 or 15 points to the winner.

16.12.6. Under/Over Points: Bets are settled on the number of points in the game. Please note that the point line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.12.7. Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the match, adjusted for the Handicap. Please note that the Handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.12.8. Set Odd/Even: Bets are settled on the number of points scored in the named Set.

16.12.9. Set Under/Over: Bets are settled on the number of points in the named Set. Please note that the point

line (number of points in the bet) will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.12.10. Set Handicap: Bets are settled at the odds displayed using the actual point totals at the end of the named Set, adjusted for the Handicap. Please note that the Handicap line will change throughout the set and settlement will be determined by the line at the time the bet was placed.

16.12.11. Team to Score the Named Point: Bets are settled on the team to score the named point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void and settled at odds of 1.00.

16.12.12. Race to Named Points: Bets are settled on the team to reach the named number of points first.

16.13. HANDBALL

16.13.1. All bets will be settled on the result at the end of regular time which excludes official overtime and penalty shootouts, with the exception of 'First Half Only' markets and 'To Win the Rest of the Match'. 'First Half Only' bets will be settled on the result at half time.

In addition to standard handball rules, the following specific rules will apply.

16.13.2. To Win The Rest Of The Match: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count.

16.13.3. To Win The Rest Of The First Half: At the point the bet is placed, the score is counted as 0:0. Only goals scored after the bet has been placed count. Bet is settled on the score at the end of the first Half.

16.13.4. Handicap: Bets are settled at the odds displayed using the actual score in the match adjusted for the Handicap. Please note that the Handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.13.5. Odd/Even: Bets are settled on the score at the end of the match. For settling purposes 0:0 will be considered even.

16.13.6. First Half Only Handicap: Bets are settled at the odds displayed using the actual score at the end of the 1st Half adjusted for the Handicap. Please note that the Handicap line will change throughout the match, and settlement will be determined by the line at the time the bet was placed.

16.13.7. Under/Over Goals: Bets are settled on the total number of goals scored in the game in relation to the stated goal line. Please note that the goal line (number of goals in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

16.13.8. First Half Only Under/Over Goals: Bets are settled on the number of goals at the end of the 1st Half. Please note that the goal line (number of goals in the bet) will change throughout each match, and settlement will be determined by the line at the time the bet was placed.

16.13.9. Team To Score The Named Goal: Bets are settled on the team to score the named goal.

16.13.10. Winning Margin: Bets are settled on the score at the end of regular time.

16.14. BASEBALL

16.14.1. Winning Team: The result is intended by the score at the end of the game INCLUDING any overtime.

16.14.2. Asian Handicap: The result is intended by the score at the end of the game with the Handicap INCLUDING any overtime.

16.14.3. "Who wins the rest of the match?": The result is intended by the score of the remainder of the game

from current score 0:0, INCLUDING any overtime.

16.14.4. Under/Over Run: The result is intended by the score at the end of the game as Under or Over total runs, INCLUDING any overtime.

16.14.5. Highest Runs Team for Inning: Predict which team will have the highest scoring single inning, 1X2.

16.14.6. Highest Combined Runs in Any Inning: Predict what will be the most runs scored in any innings by both teams combined.

Example: Anaheim-Kansas (0-0; 2-0; 1-2; 0-0; 3-1; 0-1; 0-0; 0-0 ; 0-0). The winning selection is 4.

16.14.7. Under/Over Runs Half-time: Predict the total runs Under or Over X for half-time. For settling purposes, Half-time is termed after full 4 innings both teams, plus the first batting team total Runs top of the fifth inning.

16.14.8. “Which Team will be leading After 5 Innings?”: Predict the team to be leading after 5 innings.

16.14.9. Total after 5 innings: Predict if the total number of runs will be Under or Over X after 5 innings.

16.14.10. “Who wins the (numbered) inning?”: Predict the team who will win the indicated inning. Result is 1 (Home), X (Draw), or 2 (Away) according to score at the completion of the inning.

16.14.11. Under/Over Innings (1-8): Predict if the total number of Runs gained during the named Inning, by both teams combined, will be Under or Over the spread indicated.

16.15. DARTS

16.15.1. Match Winner: This is generally a 1-2 market occasionally a 1X2 market. Bets will be settled on the match result.

16.15.2. Set Handicap: Bets will be settled on a 1-2 basis, on the Set result with Handicap included.

16.15.3. Total Sets: Bets will be settled on an Under/Over basis, on the Set result.

16.15.4. Correct Set Score: Bets will be settled on correct Set score of the match.

16.15.5. “Which Player Will Win The Set?”: Predict the Set winner. Bets will be settled on Set winner on a 1-2 basis.

16.15.6. Leg Handicap Named Set: Bets will be settled on leg winner on named Set with Handicap included.

16.15.7. Total Legs Named Set: Bets will be settled on an Under/Over basis for named Set.

16.15.8. Win Rest of Named Set: At the point the bet is placed, the score is counted as 0:0. Bets will be settled on a 1X2 basis on named Set.

16.15.9. Correct Score in Legs for Named Set Score: Bets will be settled on correct leg score of the named Set.

16.15.10. Who Wins Named Leg Of Named Set: Bets will be settled on a 1-2 basis on the named leg and Set.

16.15.11. If for any reason a player fails to complete a match, bets will be void and settled at odds of 1.00 on all markets that have not already been determined.

16.16. SNOOKER

16.16.1. Match Winner: This is generally a 1-2 market occasionally a 1X2 market. Bets will be settled on the match result.

16.16.2. Total Frames: Bets will be settled on an Under/Over basis on the number of frames in a match.

16.16.3. Win Rest Of Match: Bets will be settled on a 1X2 basis on match result from point of placing bet, at time of placing bet score is considered 0:0

Example 1: Score is 2-0 when a bet is placed. Final score is 5-2, 1 is winner, as the rest of the match score is 3-2.

Example 2: Score is 2-0 when a bet is placed. Final score is 5-3, X is winner, as the rest of the match score is 3-3.

Example 3: Score is 2-0 when a bet is placed. Final score is 5-4, 2 is winner, as the rest of the match score is 3-4.

16.16.4. Frame X Winner: Bets will be settled on 1-2 basis on the named frame result.

16.16.5. Frame Correct Score: Bets will be settled on frame correct score.

16.16.6. If for any reason a player fails to complete a match bets will be void and settled at odds of 1.00 on all markets that have not already been determined. Occasionally matches will last for more than a single day, all bets that are for the duration of the match will be settled at the conclusion of the match.

17. LIVE BETTING ADDITIONAL NOTES

17.1. Under no circumstances will reimbursements and bet annulments be made on 'Live Betting'.

17.2. Bets that are received by the company after the result of the respective bet has been determined, are invalid and will be settled at odds of 1.00.

17.3. Should a bet be placed at an incorrect price due to delayed 'Live' coverage of an event, and where a team or selection has gained a significant advantage, it will be settled at odds of 1.00, win or lose.

17.4. In case of evident errors of data input into the STANLEYBET computer, STANLEYBET reserves the right to annul such bets, or in our judgement, to settle such bets at the correct odds even if the discovery of the error occurs after the conclusion of the event.

18. WEATHER CONDITIONS FORECASTS

18.1. Under/Over Temperatura Massima Città (U/O "n" GRADI TEMP. MAX)

The bet entails correctly predicting if, on the specific date referred to in the betting event, the highest recorded temperature in that particular city, shall be inferior (UNDER) or higher (OVER) than the temperature limit/line indicated in the bet.

In the eventuality that the maximum temperature recorded is exactly the same as the pre-determined limit/line, the 'under' selection shall be deemed winning. For resulting purposes, we shall be referring to the official website of the Italian Air Force (Aeronautica Militare), a very reputable source for weather information in Italy: <http://www.meteoam.it>

18.2. Under/Over Temperatura Minima Città (U/O "n" GRADI TEMP. MIN)

The bet entails correctly predicting if, on the specific date referred to in the betting event, the minimum temperature registered in that particular city, shall be inferior (UNDER) or higher (OVER) than the temperature limit/line indicated in the bet

In the eventuality that the minimum temperature recorded is exactly the same as the pre-determined limit/line, the 'under' selection shall be deemed winning

For resulting purposes, we shall be referring to the official website of the Italian Air Force (Aeronautica Militare), a very reputable source for weather information in Italy: <http://www.meteoam.it>

19. UNDER / OVER TV SHARE

19.1. The bet consists in correctly predicting whether the tv audience share for a specific TV programme, on a stipulated date, shall be lower (UNDER) or higher (OVER) than the pre-determined limit/line.

In the eventuality that the tv share is exactly the same as that pre-determined limit, UNDER shall be deemed as the winning selection.

TV audience share is expressed as a percentage, and it refers to the average for that particular evening. The figure is that of the “prime time” showing of the main channel and not of repeats of the same programme that take place on that same day or the following days.

In the eventuality that there is more than one figure for that programme, the share percentage that is to be taken into account, to ascertain the winning selection, shall be the average of all the different reported percentages.

In the eventuality that the tv programme is cancelled or interrupted without resuming, and furthermore no certifiable result is achieved for that evening, all bets shall be deemed void.

For resulting purposes, what shall be given consideration are the official rules and regulations of the event and/or the sources of information pertaining to the event to which reference is being made in the bet

Example 1:

Holly e Benji del giorno X U/O SHARE 6,5

Auditel data for day X: Holly e Benji ep.1 obtained a share of 5,73; Holly e Benji ep.2 obtained a share of 6,73;

Holly e Benji ep.3 obtained a share of 7,07.

WINNING SELECTION in this case is OVER, as the tv programme being referred to obtained an average share of 6,51.

NB: In this case we calculate the average share of all three figures, as Holly e Benji ep 1, Holly e Benji ep.2 and Holly e Benji ep.3 are episodes forming part of the same tv programme.

Example 2:

L'Eredità del giorno X U/O SHARE 18,5

Auditel data for day X: L'Eredità obtained a share of 19,3 and L'Eredità – La Sfida dei 7 a share of 15,81.

WINNING SELECTION in this case is OVER, as the tv programme being referred to in the bet obtained a share of 19,3.

NB: in this case we do not take an average of the two share percentages, given that L'Eredità e L'Eredità – La Sfida dei 7 are two separate tv programmes.

20. VIP COUPLES

20.1. Next VIP birth (by date 'Y)

The bet entails correctly predicting whether, by the date indicated in the bet, the couple referred to in said bet will give birth to a child.

20.2. Next VIP birth gender (by date 'Y)

The bet entails correctly predicting the sex of the child for the particular couple to which reference is being made in the bet i.e male or female

If by the stipulated date the couple has not given birth to a child, the bet on the sex of the child shall be deemed void. If the couple gives birth to twins or more, and the newborns are not all of the same sex, the bet shall also be deemed void.

20.3. Wedding between couple 'X' (by date 'Y)

The bet entails correctly predicting if the couple to which reference is being made in the bet, shall get married or not, by a stipulated date.

21. RULES CHANGES

STANLEYBET MALTA RETAINS THE RIGHT TO ADD TO OR EDIT THESE RULES AT ANY TIME.

22. DISPUTE RESOLUTION

22.1. STANLEYBET is committed to providing the highest levels of service to all of its customers and in the event that a customer wishes to dispute any matter with STANLEYBET it should do so, in the first instance, by contacting STANLEYBET directly at the following email address supportoclienti@stanleybet.com or telephone number **0040374882797**, providing, at the very least, the following details regarding the alleged dispute:

- a. Full name
- b. Contact telephone number
- c. Contact email address
- d. Date of incident
- e. Details of your dispute

Upon receiving the above, STANLEYBET will send an email to the customer acknowledging receipt of the alleged dispute and immediately inquire into the allegations made. If all of the details requested are not provided or the same are not clear, the customer will be contacted as soon as possible to obtain clarification. Subject to all details being provided, STANLEYBET will inform the customer of the outcome of the inquiries within ten days of all details of the dispute having been provided – unless the nature of the inquiry is such that an extension is required of up to a further ten days (in which case the customer will be informed within the first ten day period that such an extension is necessary and the reasons why).

22.2. In the event that a customer is not satisfied with the outcome of our enquiries, without prejudice to the possibility of appealing to the competent judicial authority, he/she shall have the right to refer the matter (free of charge) to either Alternative Dispute Resolution entity made available on the basis of the current legislation, namely EADR Ltd., who provide customers with an independent arbitration service (further details of EADR Ltd. and its Rules of Procedures, which STANLEYBET has agreed to be bound by, can be found at www.eadr.org) OR to use the Online Dispute Resolution platform provided by the European Commission (which can be accessed by the following link ec.europa.eu/consumers/odr) to help online customers resolve disputes with traders without going to court and can be used for any contractual dispute arising from online services where the trader and customer are both based in the EU, Norway, Iceland or Lichtenstein.

22.3. If the customer is not satisfied with our response or if a claim cannot be resolved as described above, they may finally contact the Player Support Unit at Malta Gaming Authority (MGA) by email via complaints.mga@mga.org.mt for the matter to be settled.

23. COURT JURISDICTION

23.1. The Court of Rome will decide any dispute between STANLEYBET and the client over the legitimacy, interpretation, execution or validity of the contract stipulated.

Whenever placing a bet, the client claims that:

- a. They are aware of the present clause and accept it in full, even when said clause will have a derogatory effect on the Court that should have been territorially competent otherwise.
- b. They are thereby desisting from opening any law-suit in any Court different from the Court of Rome and he is also desisting from raising any dispute over the application of the above-mentioned clause.

24. LICENCE AND REGULATION

Stanleybet Malta Limited operates from offices in Malta and is regulated by and holds a Class 2 Licence issued by the Malta Gaming Authority – Malta.

25. ANTI-MONEY LAUNDERING PROCEDURES

Stanleybet Malta Limited and its affiliates have in place anti-money laundering procedures and suspicious transactions will be reported to the relevant authorities.

26. RESPONSIBLE GAMBLING

Gambling is a form of entertainment directed to adult customers and should never be considered as a way to earn money. Do not chase losses. Gamble only the amount you can afford to lose.

If you think that gambling is becoming a serious issue for you please visit gamcare.org.uk (Tel: 00448456000133) or visit gambleaware.co.uk, where you can test your level of addiction.

Alternatively call STANLEYBET or one of its agents to consider a self-exclusion.

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