Sportsbook Terms and Conditions

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1. Esports

A. Conditions of Agreement

1) Introduction

1) This set of terms and conditions govern the use of the 32Red Sportsbook (the "Sportsbook Rules"). When placing a bet with 32Red Sportsbook, the Player agrees that they have read, understood, and agree to be bound, by these Terms and Conditions in addition to 32Red general Terms and Conditions applicable at any time.

2) The use of 32Red Sportsbook is subject to the regulations imposed by the UK Gambling Commission (UK GC). To the extent that any decision issued by UK Gambling Commission (UK GC) conflicts, or is inconsistent, with these Sportsbook Rules, the decision issued by UK Gambling Commission (UK GC) will supersede any relevant clause(s) of these Sportsbook rules.

3) 32Red reserves the right to make changes to betting limits and offerings.

4) Any reference in these Sportsbook Rules, to words/objects that appear in singular, also applies to plural. References to gender are non-binding and to be treated for information purposes only. All references to "including" shall mean "including without limitation".

5) Should it be applicable, any reference to 32Red website and its contents is also to be considered as applicable for Casino/offline/land-based environments, including Self-Service Terminals (SST), Over The Counter (OTC) and Bring Your Own Device (BYOD).

2) Definitions

1) "Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration error, transaction error, manifest error, force majeure and/or similar, which may or may not be apparent to 32Red and/or the Player at the relevant time, which has caused or resulted in bets being offered and/or accepted.
Examples of errors include, but are not limited to:

- As a result of failure of established risk management controls.
- As a result of inappropriate manipulation of offerings or settlement procedures, as well as any fraudulent activity.
- Incorrect payouts.
- Cyber-attacks.
- Bets accepted;

a. During technical problems that would otherwise not have been accepted; at odds/prices that have been increased, improved or enhanced from the odds/prices that would have otherwise been offered.
b. On markets/offerings that have already been decided or concluded, or in relation to which 32Red had suspended betting.
c. On markets/offerings after the competition/match/offer has started (except for in-play betting bet types).
d. On markets/markets containing participants that are not part of the competition

e. Otherwise, then in accordance with the applicable laws.
f. At odds that are materially different from those available in the general betting industry at the time the bet was accepted, whereby 32Red will use most betting industry operators, to determine whether odds offered were “materially different”.
g. At odds which reflect an incorrect score, standing or ranking situation, including where incorrect odds are offered, because of any errors or omissions made in respect of the announcing, publishing, or reporting of a score, standing or ranking situation.
h. At incorrect odds where it is clear that the actual chances of the market occurring at the time the bet was accepted were materially different, or
i. That the bet has been placed by someone other than the Player (including where someone has gained access to the Players’ account) or where the Player is victim of fraudulent activity.

2) "Influence Betting" is an act, prohibited by 32Red, where a Player, or parties acting in association with a Player, can influence, or have influenced, the outcome of a match or a market- directly or indirectly.

3) "Syndicate Betting" is an act, prohibited by 32Red, where Player’s act together to place a bet or series of bets on the same market or competition, or when a Player places a bet on behalf, or for the intended benefit, of another individual or other individuals. Where there is evidence of Players acting together in this manner 32Red reserves the right to make the relevant bets void and/or withhold payment of returns pending the outcome of subsequent investigations to determine whether (in 32Red sole opinion), Syndicate Betting has taken place.

3) Bet Acceptance

1) Each bet constitutes a legally binding betting contract between the Player and the 32Red. The formation of such betting contract requires the following phases:
    i. The advertisement of a betting market.
    ii. The request to place a bet or wager on the betting market by the Player.
    iii. The acceptance and confirmation of the bet or wager by 32Red.

2) A bet is not accepted and confirmed until it shows in the Player’s bet history. Once it does, the contract will be considered duly formed. In cases of uncertainty about whether a bet has been accepted, the Player is requested to check the open (pending) bets or contact Customer Service for confirmation. No bet or wager will be considered as completed unless confirmed via the Player’s bet history or Customer Services.
   Unless accepted in Error, once accepted, a bet cannot be withdrawn by the Player. It is the responsibility of the Player to ensure details of the bets placed are correct.

3) Should a dispute arise about the acceptance (or lack thereof) of any bet, or the time at which any bet was placed, 32Red transaction log database will be the ultimate authority in determining such matters.

4) 32Red may refuse to accept any bets [or wagers] at any time and for any reason including to:
   a) Preserve the viability of the offered market
   b) Protect the Player

c) Protect other users (e.g., without limitation, in connection with the market in which the Player have a betting pattern that could adversely affect the regular betting activity of other users).
d) To protect 32Red (e.g., without limitation, in the market that the Player exhibits money laundering, collusive or fraudulent behaviour, we suspect that Player is using a third party's account, is allowing a third party to use the account, or is using automated means, bots, software or similar means, or engaging in arbitrage).

5) 32Red, depending on the level of risk, instead of refusing a bet or a wager, may accept the bet request placed by the Player, up to a certain amount thereof.

4) Bet and Pay-Out Limits

1) In order to guarantee the viability of each market, to avoid potential cases of fraud and match-fixing, and to be able to make a correct estimate of the risk involved in each product offered, 32Red will limit the net payout (the payout after the stake has been deducted) on any bet or combination of bets by one Player at £500,000 for any bets placed or settled within a 24-hour timeframe.

2) 32Red determines that the minimum bet stake accepted will be £0.10 and the maximum stake accepted will be dependent on the market and bets proposed.

3) 32Red reserves the right to decline, all, or part of, any bet requested. This includes the possibility that a "Multi Bet" as defined in Section B, Para 4 is not accepted in full, either in terms of stakes or combinations included in said "Multi Bet". All bets placed through any 32Red platform, also including bets requesting manual approval, may be subject to a time delay prior to acceptance, the length of which may vary.

4) All odds offered are subject to variation. Such fluctuation is determined by 32Red. Bets are accepted only at the odds available in the betting grid, at the time the bet was accepted by 32Red, irrespective of any other claim or previous publication present on the website or any other media detailing otherwise.

5) All payout calculations when settling bets will be based on Decimal odds, irrespective of any other format displayed/chosen at time of bet placement.

5) Voiding of Bets

1) A bet can be declared void, under the circumstances described in clause 3 below.

2) A bet made as an accumulative bet shall remain valid, notwithstanding a match or a market which is part of the accumulative bet being void.

3) 32Red reserves the right, to declare a bet void, totally or partially, if any of the following, or similar, circumstances have occurred:

a. Bets have been offered, placed and/or accepted due to an Error and/or at odds which significantly differ from those currently present elsewhere in the betting industry market (see Section A, Para 2, 1)
b. Bets placed while the website was encountering technical problems, that would otherwise not have been accepted
c. Influence Betting
d. Syndicate Betting
e. A result has been affected by criminal actions - directly or indirectly.
f. A public announcement has occurred in relation to the bet which significantly alters the odds
g. A bet has been offered on the relevant market in breach of the gambling regulation in the specific jurisdiction
h. 32Red has decided, within its sole discretion, to cease offering its services to customers in a certain country or region and the bet has been placed by a customer in such country or region, where the bet event has not yet started
i. If a match does not adhere to the generally accepted format (e.g., in Football, full time is stipulated to be 90 minutes including injury time, and in Ice Hockey it is stipulated as the 3 x 20-minute periods).

4) Past-posting and other cancellations: While 32Red employs its most reasonable endeavours to ensure the best user-experience, should a market be available for betting when it should have been removed, incorrectly categorised or with incorrect odds, 32Red reserves the right to void all bets accepted within said circumstances in accordance with Section A, Para 5.3. Similar situations include, but are not limited to:

(i) 'Pre-match' bets placed/accepted after the market has started.
(ii) In-play bets placed/accepted at incorrect odds due to delayed or failing 'Live' coverage, or on odds which represented a different score than the actual.
(iii) Any bets placed after a participant or outcome can no longer affect the match or market scoring (due to a withdrawal, disqualification, cancellation, format change, or any other reason) will be considered invalid.
(iv) Bets placed with odds which do not reflect that a related market was underway and where conditions could have been altered in a direct and indisputable way, or else after a market which could normally be deemed as leading to the outcome is happening or has happened already.

5) Related contingencies: Unless placed via 32Red in-market combination functionality, or offered explicitly as a specific offering, 32Red prohibits accumulator bets that include two or more outcomes which might turn out to be related (e.g., Team X to become champions and Player Y to be Top Goal Scorer in the same league). Although 32Red takes all necessary steps to prevent such possibilities, in the eventuality that this would happen, 32Red reserves the right, to declare void all parts of the accumulative bet which include the correlated outcomes whose odds are not indicative of the related contingency.

6) Bets can be voided regardless of whether the market has been settled or not.

6) Disclaimer and Priority

1) 32Red reserves the right, to adjust a payout credited to a Player's balance if the payout has been credited to the account due to an Error.

2) To adjust any inaccuracy in the Player's balance following amounts credited due to Error, 32Red reserves the right to take any necessary action, without prior notice and within reasonable limits, to adjust the Player's balance through the reversal, amendment or cancellation, of any subsequent transaction on the Player's account.

3) These rules are applicable to all transactions with 32Red Sportsbook and may be supplemented with other Rules. In the event of ambiguity, priority should be considered in the following order:
   a. Rules and conditions published in conjunction with an offer and/or campaign.
   b. Sport-Specific Rules.
   c. General Sportsbook Rules.

4) Should unforeseen circumstances occur for which settlement is not covered explicitly by these rules, 32Red reserves the right to settle affected bets on an individual basis based on equity, attaining itself to generally accepted betting norms, customs and definitions.

5) Any data provided or accessible in, from, or related to the Sportsbook, may be used by the Player for private, non-commercial use only and any use or attempted use of such data for commercial purposes is strictly prohibited.

6) 32Red has the right to enforce a term of the contract relating to the Sportsbook against any Player.

B. General Betting Rules

1. Common Terms of Reference

1) General Market Rules

- **Pre-Match Betting General Rule**

Unless listed either in conjunction with the bet offer, or else in the Sport Specific rules, all bets should be considered valid for the result at the end of the "regular time" or "full time" only.

For all pre-match betting offerings relating to individual player performances (e.g., Total Points Scored by Player X) or comparing the performances of two players over a specific period, tournament, or season (e.g., Which player will score the most points), all listed individuals must be active participants in at least one more applicable fixture after the bet is accepted for the bets to be considered valid. If any listed player is not in the starting lineup or is unable to participate, the bet will be declared void. This rule applies across various sports, including football, baseball, basketball, and others.

- **Individual Player Performance Bets**

For offerings related to individual player performances (e.g., Total Goals Scored by Player X during the World Cup) or comparing the performances of two players over a specific period, tournament, or season (e.g., Which player will score the most goals during the league), all listed individuals must be active participants in at least one more applicable fixture after the bet is accepted for the bets to be considered valid. If any listed player is not in the starting lineup or is unable to participate, the bet will be declared void.

- **In-Play Betting Rule**

For In-Play betting, all participants must be active participants after the bet is placed for the bets to be considered valid. If a participant does not participate in any subsequent play, the bet will be declared void.

- **Seasonal Performance Bets**

For offerings related to individual player performances (e.g., Total Tries Scored by Player X during the World Cup) or comparing the performances of two players over a specific period, tournament, or season (e.g., Which player will score the most tries during the Regular Season), all listed individuals must be active participants in at least one more applicable fixture after the bet is accepted for the bets to be considered valid.

Settlement of these bets will be based on the results after any potential extra time, unless stated otherwise.

2) "In-play betting" is where it is possible to bet during an ongoing match or competition. 32Red does not acknowledge or accept any liability whatsoever if it not possible to place a bet or the live score update is not correct. At all times it is the Player's responsibility to be aware of the match and the markets surrounding it such as the current score, its progression and how much time remains before the match is completed. 32Red does not accept any liability for changes to the in-play betting schedule or interruption of the in-play betting service.

- **Cash Out**

3) The cash out function allows the Player the possibility to redeem a bet, which status has not been settled yet, at its current value. It is available on selected markets both in pre-match and in-play, as well as on both single and multiple bets. Cash Out functionality cannot be used on free bets. Cash Out requests might be subject to the same delay procedure as listed in Section A Para 4.4. Should it happen that during this delay, for whatever reason, either the offer is removed, or odds fluctuate, the Cash Out request will not be accepted, and the Player will be notified with an on-screen message. 32Red reserves the right to offer such functionality at its own discretion and does not acknowledge or accept any liability whatsoever should the functionality not be available. Should a Cash Out request be successful, the bet will be settled immediately and any subsequent markets which occur in relation with the bet will not be considered. In the instance of a Cash Out bet having suffered from a technical, pricing or settlement error at any time between the time of original offering and the final settlement, 32Red reserves the right to rectify such inaccuracy in accordance with Section A, Para 6.2.

4) The "Participant" is an object constituting part of a competition in "Head-to-Head" and "Triple-Head". The Participant only refers to objects that are subject to the "Head-to-Head" or "Triple-Head" market in question. For sake of clarity a “participant” is to be intended as a single player, a team or any group of individuals grouped/listed together. Any reference to participants within these rules is to be intended accordingly regardless of whether its definition is in singular or plural.

5) The deadline (cut-off time) shown on the website is to be treated for information purposes only. 32Red reserves the right, to suspend, partially or completely, the betting activity at any time where it deems necessary.

6) Statistics or editorial text published on the 32Red website(s) are to be considered as added information. 32Red does not acknowledge or accept any liability if the information is not correct. At all times it is the Player’s responsibility to be aware about circumstances relating to a competition

7) Theoretical return in fixed odds betting to the player is given by the odds from all possible outcomes in the offer. The theoretical payback to a player on a bet offer with 3 outcomes a, b and c can be calculated as follows.
Theoretical % = 1 / (1/odds outcome a) + (1/odds outcome b) + (1/odds outcome c) x 100

2. Bet Types

1) Match

A “Match” refers to a betting opportunity where you can wager on the outcome of a match or competition, either partially or completely. The available betting options are:

"1" = Home team/Player 1 (the participant listed on the left side of the betting offer)
"X" = Draw/Tie (the selection in the middle)
"2" = Away team/Player 2 (the participant listed on the right side of the betting offer)

In some cases, 32Red may display betting offers in an "American" format (e.g., Away Team @ Home Team), where the visiting team is listed first, followed by the home team. Regardless of how the teams are positioned in the betting display, "Home" always refers to the actual home team (the host) and "Away" refers to the away team (the visitor), based on the official designation by the organising body, except where noted in Section B, Para 5.32.

2) Correct Score

“Correct Score” is a betting option that allows you to wager on the exact score of a match or competition, either partially or completely.

3) Over/Under

“Over/Under” is a betting option that allows you to wager on whether the total amount of a predefined occurrence (such as goals, points, corners, rebounds, penalty minutes, etc.) will be over or under a specified line. If the total number of occurrences exactly matches the betting line, all bets on that offer will be considered void.
e.g., If the betting line is 128.0 points and the match ends with a score of 64-64, the bet will be declared void.

4) **Odd/Even**

"Odd/Even" is a betting option that allows you to wager on whether the total amount of a predefined occurrence (such as goals, points, corners, rebounds, penalty minutes, etc.) will be odd or even.

Odd refers to totals like 1, 3, 5, etc.

Even refers to totals like 0, 2, 4, etc.

5) **Head-to-Head / Triple-Head**

A "Head-to-Head" or "Triple-Head" refers to a betting option where you can wager on the outcome of a competition involving either two (Head-to-Head) or three (Triple-Head) participants. These competitions can originate from officially organised events or can be defined virtually by 32Red.

6) **Half Time/Full Time**

"Half Time/Full Time" is a betting option that allows you to bet on the result at half-time as well as the final outcome at the end of the match. e.g., if the score at half-time is 1-0 in favour of the home team and the match concludes with a score of 1-1, the winning outcome would be 1/X (Home/Draw). Bets on this market will be declared void if the match is played in a format that makes it impossible to determine an outcome based on the specified timeframes.

7) **Period Betting**

"Period Betting" allows you to wager on the outcome of each individual period within a match or competition. e.g., if the period scores in an ice hockey match are 2-0, 0-1, and 1-1, the winning outcome would be 1/2/X (Home/Away/Draw). Bets on this market will be declared void if the match is played in a format that makes it impossible to determine an outcome based on the specified timeframes.

8) **Draw No Bet**

"Draw No Bet" is a betting option that allows you to wager on either "1" (Home team) or "2" (Away team) as defined in Section B, Para 2.1. This term is often used in situations where no draw odds are offered. Bets will be considered void if the specific match or market does not produce a winning outcome (e.g., if the match ends in a draw) or if the occurrence specified does not happen (e.g., if you bet on "First Goal, Draw No Bet," and the match ends 0-0).

9) **Handicap**

"Handicap" betting allows you to wager on whether a chosen outcome will win after adding or subtracting a specified handicap from the match, period, or total score. If the result of the match, after applying the handicap, equals the betting line, all bets on that offer will be declared void.

e.g., A bet on -3.0 goals will be void if the chosen team wins by exactly 3 goals (e.g., scores of 3-0, 4-1, or 5-2). In this context, the term "margin" refers to the difference between the scores of the two teams or participants.

Unless stated otherwise, all handicaps on the 32Red site are calculated based on the result from the start to the end of the specified match or period.

There are three different formats for handicap betting:

1. **2-Way Handicap**: Team A (-1.5) vs Team B (+1.5)
Team A: Given a -1.5 goal handicap. They must win by 2 or more goals for the bet to win.
Team B: Given a +1.5 goal advantage. They must win, draw, or lose by only 1 goal for the bet to win.

2. **3-Way Handicap**: Team A (-2), Draw (Exactly 2), Team B (+2)
Team A: Given a -2 goal handicap. They must win by more than 2 goals for the bet to win.
Draw: Wins if the match ends with exactly the margin specified (e.g., 2-0, 3-1, 4-2).
Team B: Given a +2 goal advantage. They must win, draw, or lose by only 1 goal for the bet to win.

3. **Asian Handicap**: Team A (-1.75) vs Team B (+1.75)
Team A: Given a -1.75 goal handicap. The stake is split into two equal bets on -1.5 and -2.0. They must win by more than 2 goals for full payout. If they win by exactly 2 goals, the -1.5 part wins and the -2.0 part is refunded (considered a "tie"). Losing by 1 goal means losing the entire stake.
Team B: Given a +1.75 goal advantage. The stake is split into two bets on +1.5 and +2.0. They must win, draw, or not lose by more than 1 goal for full payout. Losing by exactly 2 goals results in a refund on the +2.0 part and a loss on the +1.5 part. Losing by 3 or more goals means losing the entire stake.

10) Double Chance

"Double Chance" is a betting option that allows you to wager on two possible outcomes of a match or competition at the same time. The available options are:

1X: Home team wins, or the match ends in a draw
12: Home team wins, or away team wins
X2: Match ends in a draw, or away team wins
Here, "1," "X," and "2" are defined in Section B, Para 2.1.

11) Outright / Place Betting

"Outright or Place" betting allows you to select from a list of alternatives and wager on whether a participant will win or place within a specified position in the results of the listed competition. If two or more participants finish in the same position, the settlement will be determined according to the rules outlined in Section B, Para 5.14.

12) Each Way Bet

An "Each Way" bet is a type of wager where your chosen selection must either Win or Place according to the specified payout terms. The bet is divided into two equal parts: the "Win" part and the "Place" part. The settlement of Each Way bets will adhere to the relevant rules for "Win" and "Place" bets, including sport-specific rules and those outlined in Section B, Para 2.11.

13) Goal Minutes

"Goal Minutes" is a betting option that allows you to wager on the total sum of the minutes in which goals are scored during a match. When settling these bets:

- Goals scored in injury time of the first half will be considered as scored in the 45th minute.
- Goals scored in injury time of the second half will be considered as scored in the 90th minute.
- Additionally, own goals will not count towards the individual player's 'goal minutes' for settlement purposes.

14) Add Selection

Add selection allows you to add selections to an eligible open single or straight accumulator. These terms apply in addition to our General Betting Terms & Conditions.

- Your original bet is replaced once the edit is confirmed; the stake remains the same. Added selections are priced at the time of editing.
- At least one selection must be unsettled. Reward/free bets are not eligible.
- You may only add selections — you cannot remove selections, change the stake, or undo an edit once confirmed.
- Original selection odds remain unchanged. Suspended markets cannot be added.
- Settlement is in line with our General Betting Rules, including standard void and accumulator rules.
- Cash Out may remain available if all selections are eligible; not guaranteed
- Editing is not available if all selections are settled, suspended, or the event has ended.
- If an error occurs during editing, your original bet will stand unless the edit is successfully confirmed.
- We reserve the right to decline or reverse edits involving errors or suspected misuse.

15) 2 Up / Early Payout

Bet wins immediately when the selected team goes two goals ahead at any time during the match, regardless of final result

- Win condition: Selected team achieves a 2+ goal lead at any point; settlement is instant
- Lose condition: No team reaches a 2-goal lead, or final score doesn't match selected outcome
- Multiple winners possible: Home, Away, and Draw can all settle as winners in the same match if multiple teams achieve 2-goal leads
- Pre-match betting only on markets labelled 2Up on selected football matches
- Settlement based on official match data; disallowed/overturned goals may result in reversal or correction
- Separate market from standard Match Result; prices may differ
- No Cash Out available
- Eligible for multiples and bet builders where supported
- Operator reserves right to withdraw or amend at any time

16) Power Sub

Power Sub protection on Anytime Goalscorer markets: your selected player must be in the starting 11; if substituted before scoring and their direct replacement scores, you win.

- Win condition: Player in starting 11 → gets substituted before scoring → replacement scores goal
- Lose condition: Selected player doesn't score and isn't substituted, or replacement doesn't score
- Pre-match betting only
- Only markets labelled Power Sub count towards the promotion
- Goals count in normal play and stoppage time only (no extra time/penalties)
- Settled using official match data from recognised sports data providers
- Cash Out and Bet Builder availability may vary
- Operator reserves right to withdraw or amend at any time

17) Cancel Bet

Bet Cancellation is a feature that allows the customer to be able to cancel a bet (as long as its outcome is not determined) within two (2) minutes of confirming the bet placement.

- Go to the My Bets section (Sports Betting History)
- You must click on the "Cancel My Bet" button to confirm the cancellation of your bet. The stake will then be credited back.
- Cancellation Availability: You have 2 minutes to cancel your bet after placing it.
- Available Pre-Match Only: Cancel bet is only possible for pre-match bets.
- Daily limit: The possibility to cancel a bet is available up to a maximum of five (5) cancellations in a twenty-four (24) hour period (from 00:00 to 23:59).
- Unavailable on Betting Suspensions: Please note that the cancel option will not be available when bets/markets are suspended.
- Horse and Greyhound racing bets cannot be cancelled
- Operator reserves right to withdraw or amend at any time

3. Betting Props

1) Fantasy/Virtual "Matches" or "Head-to-Heads" are implicit match-ups where the performances of two or more participants/teams which are not directly confronting each other in the same match/competition/round are compared. Settlement will be based on the number of times each participant records a predefined occurrence (e.g., goals) in the respective match. The following criteria will be used to determine the settlement of these type of offerings:

   a. Unless specifically stated the bets refer to the next official match/competition/round (as applicable) that the listed participants/teams are scheduled to take part in.
   b. All relative matches/markets must be completed on the same day/session which the match/competition/round is scheduled to be completed for bets to stand, except for those offerings the outcomes of which has been decided prior to the abandonment and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome.

c. Results for these offerings will only consider occurrences deriving from the actual play. Results attributable to walk-overs as well as other decisions as specified in clauses 2, 3 and 4 of Section B, Para 3.20 will not be taken into consideration.
d. Should the criteria be inconclusive in determining the outcome for these offerings, the following criteria will be progressively referenced to settle the offering:
(i) the applicable Sport-specific rules as listed in Section C,
(ii) Result Settlement rules as listed in Section B, Para 5.

Bets will be settled as void should it still be impossible to determine a winning outcome.

2) Over/Under bets on classification of participants in performances/markets must be interpreted as follows: "Over" means a worse or lower position while "Under" means a better or higher position. e.g., A bet on a player's classification in a tournament with an Over/Under line 2.5 will be settled as Under if the player classifies first or second. All other placements will be settled as Over.

3) Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/markets tallied from other parts of the competition/match. Bets on this market will be declared void should the match be played in a format where it is impossible to determine an outcome for the timeframes specified in the offer.

4) Bets on "Result at end of Quarter / Half / Period X" refer to the result of the match/market after termination of the stipulated timeframe and will consider all other points/goals/markets tallied from previous parts of the competition/match. Bets on this market will be declared void should the match be played in a format where it is impossible to determine an outcome for the timeframes specified in the offer.

5) Bets on "Race to X Points / Race to X Goals..." and similar offerings refer to the team/participant that is the first to reach the specified tally of points/goals/markets. If the offer lists a timeframe (or any other period restriction), it will not include any other points/goals/markets tallied from other parts of the competition/match which are not related to the mentioned timeframe. Should the listed score not be reached within the stipulated timeframe (if any), all bets will be declared void, unless odds for such eventuality have been published within the market.

6) Bets on "Winner of Point X / Next to Score " and similar offerings refer to the team/participant scoring/winning the listed occurrence. For the settlement of these offerings, no reference to markets happening prior to the listed occurrence will be taken into consideration. Should the listed occurrence not be scored/won within the stipulated timeframe (if any), all bets will be declared void, unless odds for such eventuality have been published within the market.

7) Bets referring to the happening of a particular occurrence in a pre-defined time order, such as “First Card”, or “Next Team to receive penalty minutes” will be settled as void should it not be possible, without any reasonable doubt, to decide the winning outcome, e.g., in case of players from different teams which are shown a card in the same interruption of play.

8) "To score first and win" refer to the listed team/participant being the first to register any scoring in the match and going on to win the match. Should there be no scoring in the match all bets will be settled as void.

9) Any reference to “Clean sheet/Shutout” indicates that the listed team/participant must not concede any goal/points during the match/relevant timeframe.

10) " To win from behind" refers to the listed team/participant winning the match after having been at least 1 goal/point behind their opponents at any point in the match/relevant timeframe.

11) Any reference for a team/participant to win all halves/periods (e.g., Team to win both halves) means that the listed team must score more goals/points than its opponent during all the stipulated halves/periods of the match.

12) Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.

13) Settlement of bets on offerings such as "Man of the Match", "Most Valuable Player" etc. will be based on the competition's organisers’ decision, unless otherwise stated.

14) Settlement of bets which refer to terms such as "decisive goal" will be settled based on the scorer of the goal that at the end of the match/tie (as applicable) proves to be the one that has produced an unassailable lead, following which any further goals would prove to be irrelevant towards the final outcome. For a bet to be settled as "YES" the listed player's team must be declared winner of that particular match (in case of one match) or progressing to the next round/winning the competition. Goals scored in Regular Time and Extra Time count but not Penalty Shoot outs.

15) Bets on markets which feature a selection of episodes that could happen in a match (e.g., "What will happen first to the player? with options "Score a goal, Get a Yellow/Red Card, Be Substituted) will be settled as void should none of the listed markets/outcomes occur, unless odds for such eventuality have been published within the market.

16) Settlement of Transfer bets will also take into account players signed by the club on loan deals.

17) Bets referring to Managerial changes refer to the individual in the Head Coach/Manager role (as applicable) who steps down/is removed from the position for any reason. Bets are valid even in cases where a joint responsible (if any) leaves their position and will be settled accordingly. In case that no more changes are happening between the time the bet is placed and the last league fixture (excluding play-offs, play-outs, post season, etc.) the bets placed after the last Managerial change (if any) will be void, unless a suitable option has been offered for betting. Football markets will take into account and settle accordingly, any interim/caretaker Head Coach/Manager who since the last Managerial change has led the team for 10 consecutive matches.

18) Offerings referring to which team/participant will achieve a particular accomplishment against another team/participant (e.g., Next team to beat Team X) as well as offerings which refer to the

    classification on a certain date, will stand and be settled regardless of any eventual fixture changes and number of games/rounds played.

19) Settlement of offerings referring to which team/participant will be the first to achieve a particular accomplishment against other team(s)/participant(s) (e.g., Team to score first in

Matchday X) will be based upon the timeframe in the respective match in which the feat has been accomplished. e.g., Team A plays on Saturday and score their first goal in the 43rd minute while Team B plays on Sunday and score their first goal after 5 minutes, then Team B will be settled as winner.

20) From time-to-time 32Red, at its sole discretion and without prejudice to related contingencies as described in Section A, Para 5.5, might decide to publish offerings referring either to the single performance of a participant/team or offerings which combine the potential outcomes of 2 or more teams/participants (e.g.,: Enhanced Multiples, Boosted Odds, etc), at higher odds than those normally available. 32Red reserves the right to withdraw such offerings, edit the respective odds and effect any further changes 32Red might deem necessary at its sole discretion. Settlement of these offerings will be based on the following criteria in the listed order:

    1. Unless specifically stated the offer refers only to the listed day(s) and/or next official match/competition/round (as applicable) that the listed participants/teams are scheduled to take part in at the time the offer is published.
    2. Results settled as per respective Sport-specific rules. All related markets must be completed as scheduled within the applicable timeframes for bets to stand unless any other outcome in the offer would incontrovertibly determine the outcome of the offer in a way that completion (or lack of thereof) of the other markets listed in the offer would not influence the outcome of the offer. Such markets will be settled according to the already determined outcomes.
    3. Unless explicitly stated within the offer, result settlement will only take into account occurrences deriving from the actual play. Results attributable to walk-overs, protests, changes to the first official result, etc will not be taken into consideration. Bets will be voided should it be impossible to determine a winning outcome in accordance with the respective Sport-specific rules.
    4. All connotations related to the offer must be fully and unquestionably complied with, for the bet to be deemed as winning, regardless of any possible conflict with the Sport-Specific rules, or with any potential interpretation based on previous or current presentation of offerings related to markets in that particular sport and the way these are normally presented in 32Red Sportsbook. Where applicable, should the offer include any outcome the result of which ties exactly the chosen Over/Under or Spread line this will not be considered as having accomplished the listed occurrence and will result in the bet being settled as LOST.

    While all necessary precautions have been taken by 32Red to ensure a superior user experience, it is to be understood that markets might fluctuate in such a way that, at any given point in time, these markets do not represent an enhanced value comparable to related bet offerings currently present on 32Red Sportsbook. All bets remain valid regardless of these eventual fluctuations.

21) During selected markets, 32Red will provide users with functionality to place bets combining outcomes and occurrences from the same market (aka Intra-Market Combinations), either through pre-established combinations present in its Sportsbook (excluding Enhanced Multiples, Boosted Odds, etc for which Section B, Para 3.20 applies), or through the Bet Builder functionality. Such functionality is only present at 32Red sole discretion and without prejudice to related contingencies as described in Section A, Para 5.5. Settlement will be based on the respective Sport-specific rules. All related occurrences must be fully accomplished for a bet to be considered as having happened and eventually paid out at the odds struck. Stakes refunded

should any part of the combination be settled as VOID. Where applicable, should the combination feature any outcome the result of which ties exactly the chosen Over/Under or Spread line (aka PUSH), such part of the combination will be removed from settlement calculation and bets will be paid out taking into consideration only the other parts of the combination.

21a) For combined markets which list multiple outcomes from the same match or event (e.g., a selection to achieve a specified combination of results across different aspects of the same match/event, such as a specific score, margin, or performance milestone occurring together), all listed outcomes must occur for the bet to be settled as a winner. The relevant sport-specific individual market rules apply to each component of the combination. All listed components must be satisfied for the bet to win.

22) Bets referring to "Rest of the match" or similar will consider only outcomes and occurrences obtained from the time of bet placement until the end of the listed timeframe, thus disregarding any occurrences registered before the time the bet was placed and accepted.

23) Bets on specific timeframes/intervals (e.g., Match result between 60:00-89:59), will take into account only outcomes and occurrences accumulated during the specified timeframe/interval. Settlement will not take into account any other points/goals/markets tallied from other parts of the competition/match outside the specified timeframe/interval, including stoppage/injury time, unless specified.

4. Multi Bets

1) In Pre-match and in-play betting, it is possible to combine up to twenty (20) different offerings on a single coupon. Players can choose their own number of singles, doubles, trebles etc.

2) 32Red reserves the right to limit the number of combinations due to what is known as outcome dependency/related contingencies, as defined in Section A, Para 5.5.

3) A 'Trixie' is a combination, which includes one treble and three doubles from three selections.

4) A 'Patent' is a combination, which includes one treble, three doubles and three singles from three selections.

5) A 'Yankee' is a combination, which includes one fourfold, four trebles and six doubles from four selections.

6) A 'Canadian' (also known as 'Super Yankee') is a combination, which includes one fivefold, five fourfolds, ten trebles and ten doubles from five selections.

7) A 'Heinz' is a combination, which includes one sixfold, six fivefolds, fifteen fourfolds, twenty trebles and fifteen doubles from six selections.

8) A 'Super Heinz' is a combination, which includes one sevenfold, seven sixfolds, twenty-one fivefolds, thirty-five fourfolds, thirty-five trebles and twenty-one doubles from seven selections.

9) A ‘Goliath’ is a combination, which includes one eightfold, eight sevenfolds, twenty-eight sixfolds, fifty-six fivefolds, seventy fourfolds, fifty-six trebles and twenty-eight doubles from eight selections.

For display purposes, when necessary, the second digit after the decimal point of the odds is shown as rounded up in the Player’s bet history to the nearest decimal number. The payout will however be made based on the actual odds multiplied by the stake, disregarding the rounding.

5. Result Settlement

1) When settling results 32Red will do its utmost to attain itself to information obtained first-hand (during or exactly after the market has been concluded), through TV transmissions, streaming (web-based and through other sources) as well as official sites. Should this information be omitted from first-hand viewing and/or official sources and/or there is an obvious mistake in the information included in the sources above, the settlement of the bet offer will be based on other public sources. Nevertheless, unless a clear and verifiable Error is noted in the first official result, settlement of bets will not include any changes deriving from and/or attributable to, but not limited to: disqualifications, penalisations, protests, sub-judice results and/or successive changes to the official result after the market has been completed and a result has been announced, even preliminarily.

2) a. Settlement of markets held over for more than 1 round/stage (e.g., Season Bets), will only consider amendments affecting bets for which settlement has not yet been decided. Such measures must be announced by the governing body before the last scheduled round/stage will be considered. Any changes affected after this date, or else referring to bets which have already been settled based on markets happening during the competition will not be considered.
b. Unless otherwise specified within the offer, implied by the official competition rules or announced beforehand as being the official format for that particular competition, any changes from the default sports competition format that result in 32Red offering odds/lines/totals which are incongruent with the revised playing format, will result in the voiding of the bets affected by the format change.
c. Offerings where the format change does not preclude the governing body from declaring a winner (excluding Season winner), irrespective whether there will be a continuation of play or not, revised length of season/competition etc., will be settled according to the result issued by the governing body granted that said result is issued as per the timeframes listed below and is congruent to the odds/lines/totals available at time of offer publishing.
d. The following settlement provisions apply in such cases:
    (i) Should the governing body declare a relevant outcome within 3 months from the last match played before the interruption (be it final classification, cancellation or intentions to resume play), markets will be determined accordingly.
    (ii) In case no applicable official communication/result is issued within 3 months from the last match played before the interruption, markets will be settled in accordance with the last classification/rankings available, regardless of number of matches played/current stage/phase of the competition.
    (iii) Markets which refer to whether a team/participant will reach a subsequent phase of the competition (e.g., Play-Offs) will be settled as void should there be any changes to the format/number of participants scheduled to contest that particular phase or that particular phase is not played at all, unless an outcome based on the market

connotations at time of bet publishing has already been determined and the change in number of applicable matches bears no influence the outcome of the offer.

(iv) Markets which odds are dependent/based on a full schedule of matches being played (e.g., Over/Under Wins in the Regular Season/Points in the League), will be declared void should the number of matches played end up being different than originally scheduled at the time of bet publishing, unless an outcome has already been determined and the change in number of applicable matches bears no influence the outcome of the offer.

3) Occurrences which have not been sanctioned and/or acknowledged by the match/market officials (e.g., disallowed goals) will not be considered towards the settlement of the bet. As a general rule, and unless the offer or specific sport rule details otherwise, 32Red will settle offerings based on the exact time that the flow of play was interrupted/resumed (as applicable) by the occurrence in question (e.g., ball went out of play for a throw-in/goal kick or crosses the line for a goal), or play is interrupted by the referee, whichever is earliest. Occurrences are only considered awarded, if the subsequent related action is performed i.e. (Offside must result in a free kick, corners must be taken, and Goal kicks must be taken). Should the occurrence be only awarded and not taken, it will not be considered for settlement purposes.

4) All bet offerings related to matches/markets which do not take place at all or are awarded a result through a walk-over decision, will be declared void.

5) In case a market is abandoned and is scheduled to restart from the beginning, all bets placed before the initial match which could not be settled through the outcomes deriving from the play prior to abandonment, will be declared void regardless of whether or when the match is continued.

6) Unless otherwise stated either in the Sport-Specific rules or in conjunction with the bet offer, specific markets forming part of tournaments/competitions which are not held, get postponed and/or rescheduled for a time/date longer than 48 hours from the last scheduled time issued by the governing body due to bad weather, crowd trouble or similar scenarios will be declared void with the following exceptions where bets will remain valid:

a. Markets which starting times have not been officially confirmed yet by the governing body at time of bet placement.

b. Markets which are moved due to scheduling conflicts/tv broadcasts but remain scheduled to be played within the same matchday/game week/round (as applicable) and the change does not change the order of official fixtures for any of the participants in the offer.

c. Markets which start times are anticipated (brought forward) but remain scheduled to be played within the same matchday/game week/round (as applicable) and, without prejudice to past-posting and similar occurrences as defined in Section A, Para 5.4, the change does not modify the order of official fixtures for any of the participants in the offer.

For the avoidance of doubt the definition of same matchday/game week/round is to be interpreted as the order of fixtures as dictated by the governing body with each specific match representing a matchday/game week/round. Should this order not be upheld and the sequence of fixtures changes in a way that matches against other teams get scheduled in between so much that the listed fixture ceases to be the next official commitment from that particular tournament/league/competition for all teams involved, that will be considered as not part of the

same matchday/game week/round and offerings will be declared void. The above does not apply to Season bets which will remain valid granted that the tournament/league/competition is held and decided during the season/year it refers to, regardless of any eventual date changes. In cases of Play-offs series or other series of matches which are scheduled to confront 2 teams over 2 or more matches, any re-scheduling of a single match will be considered as being part of the same matchday regardless of the length of the re-scheduling, granted that the order of home and away fixtures in the series is not modified and the listed fixture takes place within the series. Bets will be declared void otherwise.

7) In cases of markets which have not been completed before their natural conclusion, and a result is issued through a decision by the association not more than 48 hours from the competition start, 32Red will use the issued decision as the official result for offerings related to the competitions outcome, such as Match, Draw No Bet and Double Chance granted that the issued decision does not change the outcome of the said bet offerings at the time of the abandonment. In that case the stakes will be refunded. All offerings referring to the tallying of particular occurrences (e.g., Total Goals, Handicaps, etc) will be declared void except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome.

8) Unless stated alongside the wagering market, settlement of bet offerings, such as, but not limited to, shots, shots on target, ball possession, assists, rebounds, etc. will be based according to the definition with which the official governing body issues said statistics. Unless backed by un-contradictory evidence, 32Red will not acknowledge any complaints which derive from a personal interpretation of such terms.

9) Wagers placed on participants/teams who take no part in a competition, will be declared void. However applicable qualifying stages or similar are to be considered part of the main competition, and any participation within, is considered as validating the wager and will not be voided.
32Red reserves the right, to apply Tattersalls Rule 4, as explained in Section B, Para 6, on any competition and this will be stated in correlation to the bet offer and/or the relevant Sport-specific rule.

10) No refunds of bets will apply, even if the winning outcome of a match/market is a participant/outcome that has not been listed for betting purposes. On all bet offerings the Player has the possibility to ask for a price on a non-listed participant/outcome. 32Red reserves the right, to accept or decline such requests.

11) In case a participant is disqualified/withheld/banned from taking part in a subsequent part/phase of a competition, the disqualification will be considered to have taken place at the time of the participant's removal from the competition. No alterations will be made to previous results, regardless of any modifications due to said actions. Bets placed after the disqualified participant last took part in the market will be declared void.

12) If two or more participants share the applicable finishing positions and no odds have been offered for a drawn outcome, the payout will be calculated by dividing the stake proportionally by the number of participants sharing those certain positions and settled accordingly.

13) In "Group Betting" all listed participants must start the market for bets to stand.

14) In “Group Betting” at least one participant from the selection list must successfully complete the market for bets to stand. Should that not be the case, and the governing body does not follow specific tie-breaking criteria, the bets will be declared void.

15) In a "Head-to-Head" between two or three participants, all listed participants must start the particular round/market which the bet refers to, for bets to be considered valid.

16) In a "Head-to-Head" between two participants, all bets will be refunded if both participants share the same position/score or are eliminated at the same stage of the competition, unless the governing body follows specific tie-breaking procedures, in which case, these will be deemed valid.

17) In a "Head-to-Head" between three participants and more than one winning outcome, the odds will be divided by the outcomes sharing the winning position, irrespective whether the net outcome is lower than the Player's stake.

18) If a "Head-to-Head" is offered between different rounds/stages, all participants must take part in the upcoming round/stage for bets to be valid. Should any participant listed in the offer not take any subsequent part, bets placed from after the last time the participant was active in the market will be declared void.

19) Unless specifically stated, whenever the organising association deems it fit to include any necessary rounds, matches, or series of matches (e.g., Play-offs, Play-outs, Postseason) following the end of the Regular Season in order to determine the classification, league winners, promotion/relegation, etc., 32Red will consider the results and outcomes deriving from these matches for settlement purposes of bets referring to the final league classification, promotion, relegation, etc. (e.g., seasonal bets on the team winning the NHL will refer to the Stanley Cup Winners).

20) Offerings which confront against each other the performances of two or more individuals/teams over a stipulated timeframe/competition will only be settled based on the result of the listed participants, disregarding all other participants in the same competition.

21) Unless specifically stated, all offerings referring to a single player’s performance in a specific domestic league (such as Total Goals Scored by Player X in League Y) or "Head-to-Head" bet offerings involving two players’ performances in domestic leagues, will not take into account those markets happening during eventual Play-offs/Play-outs/Post-season or any other matches, or series of, which would happen after the Regular Season.

22) Offerings related to a total amount of occurrences/markets scored/tallied by a particular team, either in a single team performance in a specific domestic league (such as Total Goals Scored by Team X), or "Head-to-Head" bet offerings involving two teams’ performances in domestic leagues (e.g., Most Penalty Minutes in League X - Team Y vs Team Z), or a cumulative league performance (e.g., Team to receive Most Yellow Cards in League X) will not take into account those markets happening during eventual Play-offs/Play-outs/Post-season or any other matches, or series of, which would happen after the Regular Season, unless otherwise specified.

23) In a single player performance bet offer in a specific domestic league (such as Total Goals Scored by Player X in League Y) or "Head-to-Head" bet offerings involving two players' performances in domestic leagues, unless an outcome has already been achieved, bets will be voided should any of the following occurrences happen to any relevant participant: (i) is not part of the matchday squad for the club/team they are eligible for at time of bet placement in 50% or more of the remaining applicable matches for any reason, (ii) does not take part in at least another match after the bet has been placed, (iii) totals the same amount as the other player, unless a draw/tie option has been offered. Other sports-specific conditions may apply, please refer to the Sport-specific section.

24) In a single player performance bet offer in a specific market(such as Total Goals Scored by Player X in International Tournament) or "Head-to-Head" bet offerings involving two players' performances in specific markets, should any of the following occurrences happen to either of the participants in the selection list, the bets will be considered void: (i) does not take part at all in the market(ii) does not take part in at least another match after the bet has been placed, (iii) totals the same amount as the other participant, unless a draw/tie option has been offered.

25) During specific markets 32Red might decide to offer for betting a reduced selection of participants and might also include betting options such as "any other", "the field", or similar. This option includes all unlisted participants except for the ones mentioned specifically as available.

26) Offerings that make specific reference to a participant's/participants' performance in a particular market (e.g., Player X vs The Field) are to be considered void if the mentioned participant(s) do(es) not take part in the competition.

27) Any form of a qualification ahead of the main market is considered to be a valid part of that competition. Thus, any participant who is eliminated at qualification stage will be considered losing to anyone that is pre-qualified or is successful in the qualification part.

28) Bet offerings which originally require participant(s) to compete in two or more stages/legs to advance into a subsequent phase/round of a competition, will remain valid regardless of any postponement/movement of the actual match dates, given that said match(es) actually takes place within the frame of the competition.

29) A bet on a "To Qualify" market originally requiring just one stage/leg to advance to a subsequent phase/round of a competition (including any eventual prolongations/additional matches, e.g., replays) will be declared void if said match is not decided within more than 48 hours of its supposed start time.

30) Should a market be moved from its originally announced venue and/or have its playing surface changed, this will not be treated as a cause for offerings to be voided unless (i) the Sport-specific rules dictate such, and/or the new location in which the market takes place is the habitual "home" pitch of either participant involved in the match.
As a general principle, 32Red will refer to the Home team (host) and the Away team (visitor) in accordance with the definition issued by the governing body for that particular match/competition.
Bets on matches played on "Neutral pitches" will remain valid, regardless of whether such information has been detailed in the bet offer and/or the positioning of the teams on the betting

board/display. In cases where there is a discrepancy between the positioning of the teams/participants on the official website and their placement on the betting board/display, and such discrepancy causes a significant effect on the odds of the match/competition 32Red will void the affected bets. Such eventuality is contemplated only in cases where the discrepancy has a material and visible effect on the odds. (e.g., in cases of swapped Home and Away teams in an Ice Hockey match) 32Red will void the bets. Nevertheless, 32Red will consider valid bets placed on markets where the home-field advantage is not considered and in cases of neutral venues. Examples of such cases include but are not limited to tennis tournaments, MMA fights, singles competitions in general, or specific markets such as the final/late stages of team competitions being held in pre-established venues, like the Superbowl, the NCAA Final 4 or the Italian football Cup Final even if the location can be deemed as a potential customary "home" pitch for either of the teams involved. In such cases, said markets will be considered as being played in neutral venues and all bets stand, regardless of the positioning of the teams/participants on the official website and their placement on the betting board/display.

31) Information referring to gender of the teams, age groups and youth teams, as well as various definitions of reserve teams (e.g., B and C teams), is to be treated as supplementary information. The inclusion (or lack of) and correctness of such information will not be treated as sufficient cause for the voiding of the offerings related to the match/competition given that this does not cause an obvious inconsistency in odds offered.

32) While all necessary precautions are taken by 32Red to ensure the most faithful rendition of all components involved in a bet offer, it is to be assumed that certain denominations could be represented differently due to different interpretations deriving from adaptations into another language. Such linguistic incongruence will not be treated as sufficient cause for the voiding of the offerings related to the match/competition, given that it does not create uncertainty with other participants. The same applies for denominations referring to markets, team names, sponsor names, etc.

33) In case of bets where there is reference to timeframes, they should be interpreted in the following way: “within the first 30 minutes” will include anything happening until 0 hours 29 minutes and 59 seconds; “between 10 to 20 minutes” will include anything happening from 10 minutes and 0 seconds until 19 minutes and 59 seconds.

34) For bets related to the duration of a competition or match that involve decimal values (like 88.5 minutes or X.5 rounds), it's important to note that the entire duration must be fully completed for the bet to be considered a win.
e.g., If you place a bet on Over/Under 88.5 minutes in a tennis match, the bet will only be considered as "Over" if the match lasts a full 89 minutes or more.

35) 32Red acknowledges that some bets might require the rounding-up of percentages, units or other criteria which are decisive for the settlement of the bet. Should that be the case, 32Red reserves the right to adjust and settle accordingly.

36) Any reference to goals scored by specific players will not count if they are defined as ‘own goals’ (scored in their own goals) unless otherwise stated.

37) Any reference to confederation, nationality or similar will be subject to the definition by the governing body.

38) Any medals won by a team/nation per competition will count as one (1) single medal regardless of the number of team members.

39) Offerings referring to individual player performances' over a particular period/tournament (e.g., Total Goals Scored by Player X during the World Cup) or confronting performances from 2 individual players during the course of the season (e.g., Which of Player X or Player Y will score most goals during the season), require all listed individuals to be an active participant in at least one more fixture applicable for the offer, after bet acceptance, for bets to stand.

40) Offerings on whether certain individuals will be occupying a specified position/title/job on a certain date (e.g., Minister X to still be Minister on date Y, Player/Coach to still be with Team Y on Date Z) refer to the individual in question to hold (or alternatively to be appointed in) the listed position uninterruptedly between the time the bet is placed and the specified deadline. Should the individual for any reason whatsoever leave the position before the specified deadline, the outcome of the bet will be considered as not having happened. This is valid even in cases where the individual is re-appointed/signed again in that same position/title/job and even if on the specified deadline the individual is occupying once more that same position/title/job to which the bet refers to. Settlements will also take into account players signed on loan deals.

41) Any bets referring to “breaking” of records require the listed occurrence to be fully accomplished. Equalling the record will not be considered as having fully accomplished the feat. Only the listed occurrence will count for settlement purposes.

C. Sports Betting Rules & Limits

1. Olympic and Championship markets

1) All conditions stated in this section have priority to any other rule or condition.

2) All bets are valid provided that the market is held and decided during the championship and the year it refers to, regardless of any venue changes.

3) The previous clause is applicable to offerings which reasonably fulfil any of the following criteria:
    a. the bet refers to markets scheduled for the final phase of markets forming part of Olympic, World and Continental competitions.
    b. the final phase of the market is time restricted.

2. American Football

1) All ‘match’ bets on American Football are determined based on the result after extra (over) time.

2) Offerings referring to individual player performances in a single match (e.g., Total Passing Yards Thrown by Player X) or confronting performances from 2 individual players during the course of a match (e.g., Which of Player X or Player Y will throw most Passing Yards), require all listed individuals to participate in at least one more play in the match, after bet acceptance for bets to stand.

3) Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions and tie-breaking rules as per NFL.com, or the official website of the competition (as applicable).

4) Unless otherwise specified, a typical NFL week/round schedule is considered as running from Thursday to the following Wednesday, as per local stadium time. Any markets/offerings not completed within the timeframe will be settled as void, except for those offerings the outcomes of which has already been decided and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome. Bets referring to markets which have been rescheduled within the same week/round will remain valid as much as said markets are played within timeframe above.

5) Matchday/Weekly props are where it is possible to bet on the performances and outcomes of a pre-defined selection of teams and/or individual players' occurrences happening in a collection of matches/markets on a specified week/round/day/match day (e.g., Total Points Scored in matches from a specific Conference, Highest/Lowest Scoring team, Player Yardage markets etc). All applicable matches/markets (including any rescheduling to be played within the timeframe), must be completed and validated for the specified week/round/day/matchday for bets to stand except for those the outcomes of which has been decided prior to the abandonment and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome. In addition, offerings referring to the performance of specified players require that all the specified players participate in at least one more play in the match, after bet acceptance for bets to stand.

6) Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offerings referring to particular teams or player performances, will remain valid irrespective of eventual player trades, team movements, name changes, season length or playoff format changes during any point in the season.

7) Offerings referring to individual player performances' (e.g., Total Passing Yards by Player X during the Playoffs) or confronting performances from 2 individual players over a particular period/tournament/season (e.g., Which of Player X or Player Y will score most Touchdowns during the Regular Season), require that all listed individuals must be an active participant in at least one more fixture applicable for the offer after bet acceptance for bets to stand.

8) Bets on Double Result (i.e. predicting the outcome at Half Time combined with the result at the end of the 4th Quarter) will not consider any outcomes deriving from Overtime.

9) First/Next Offensive Play markets are settled based on the first/next offensive play from scrimmage (as applicable), excluding Penalties. Should a kick-off be returned for a touchdown, bets will be settled with the outcome of the subsequent kick-off. For settlement purposes, incomplete/intercepted passes, Quarterback sacks or fumbles will be considered as "Pass Play" unless the Quarterback has passed the line of scrimmage, at which point it would be considered as "Run Play". Fumbles on exchanges to the Running back will be considered as "Run Play".

10) Settlement on offerings referring to “Offensive Yards” will be based on the net number of yards including any sack yardage lost. Such calculation would be done by adding the relevant passing and receiving yards and subtracting the number of yards lost to sacks from the total.

11) Offerings referring to any team scoring a specified successive number of times unanswered will consider scorings tallied during eventual Overtime but excludes any PATs (points after Touchdowns or 2-point conversions).

12) “Team to call first/next Timeout” offerings will not take into consideration for settlement purposes any timeouts lost through any other means such as failed challenges, coaches challenges and/or injuries.

13) Settlement on all penalty offerings will be based on the penalty being accepted. Declined penalties do not count.

14) Bets referring to the outcome of a particular drive will be settled as void in case of an incomplete drive. In cases where Team A has the ball and fumbles with the ball being recovered by Team B who successively fumbles it back to Team A, the outcome will be settled as a “Turnover”. Turnover on Downs (failed 4th Down attempt), will also be considered as a “Turnover”. Should it happen that a punt is fumbled by the receiving team and recovered by the kicking team, bets will be settled as “Punt”.

15) Offerings on whether a 1st Down will be made, refer only to the team currently in possession achieving said accomplishment. Market will be settled as “YES” should a new set of “Downs” be achieved either by Run, Pass (including cases where a Touchdown is scored as a result) or an Automatic 1st Down Penalty. “Safety”, “Field Goal” (irrespective whether the Field Goal being scored or not), fumbles or any change in possession, will settle the offer as “NO”. Any Down replayed due to non-automatic penalties will not be considered for settlement purposes unless committed with 5 yards or less to go.

16) Settlement on which team will gain most Passing/Rushing yards will be based on the gross number of yards thrown/run, including any negative yarding for rushing.

17) For settlement purposes, bets on Touchdown scorers require the listed player to be part of the active roster for that match. Stakes on players which are not on the active roster will be refunded. In cases of “passing Touchdowns” only the player who catches the pass will be considered as the Touchdown scorer.

18) Player props and other stats-based offerings will be settled according to the official match reports as published after the game by the governing body.

19) Unless otherwise specified in conjunction with the bet offer, bets on outcomes related to 2nd Half, will only take into consideration points and occurrences tallied/obtained during the specified timeframe and will not consider any points and occurrences tallied/obtained during eventual Overtime.

20) Offerings referring to tackles made, will be settled according to tackles made on regular defensive plays only. This will be determined by the final defensive statistics in the official gamebook.

3. Athletics

1) Unless otherwise stated, all bets on Athletics are determined based on the result after the final stage of that competition. If none of the listed participants takes part in the final stage, all bets will be void, unless the governing body follows specific tie-breaking procedures, in which case, these will be deemed valid.

2) If two or more participants take part in different heats during a competition, all Head-To-Head-offerings between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.

3) A participant that is disqualified due to infringement of the start procedure (false start) will be deemed as having taken part in the competition.

4) 32Red reserves the right to apply Tattersalls Rule 4, in cases of non-starters in any athletics markets.

4. Australian Rules Football

1) Unless explicitly stated, should a match or else a specified period (e.g.,1st Half, 3rd Quarter, etc.) end in a draw, all bets will be settled according to the dead heat rule. Section B, Para 5.14. In such case the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Player's stake.

2) Unless otherwise stated, all bets referring to matches will be settled on with the result at the end of 4th Quarter (normal time).

3) For any Offer referring to individual player performances in a single match (e.g., Goals kicked by Player X) stakes will be refunded, if the player is not in the starting 23. (starting 18 plus 5 nominated interchange players) For any offer between two players (head-to-head matchups) stakes will be refunded if either player is not in the starting 23.

4) For Goalscorer markets – bets will be void on players who are not in the starting 23. Any goals kicked in any extra time period will count for the purpose of settlement. For 1st/Last goalscorer bets – should no goal be scored then all bets will be void unless an option for 'No Goal' has been listed.

5) "Wire-to-Wire" betting refers to which team (if any) is leading the match at the end of each quarter.

6) Should any replay/extra matches be required to determine any position in the classification, league winners, etc., the outcomes deriving from these replays/extra matches will be used for the settlement of the respective bet offer.

7) For match betting on a Grand Final, the betting is specific to the upcoming match to be played, or the current match, in the case of in-play betting. Bets will not carry over to any replay and a new market will be added for any subsequent matches.

8) When settling offerings which relate to the performances of two or more individuals/teams over a stipulated timeframe/competition, stages of elimination within the "Finals" will count for the settlement. Should two teams be eliminated at the same stage, the team that finished highest

on the AFL ladder at the conclusion of the Regular Season will be considered as having achieved a better position.

9) All bets stand, regardless of change of venue.

10) For any "time of goal" offer (e.g., time of first goal) stoppages are not included. All bets are settled according to the match timeline on the official AFL website (no stoppages, time on is included, clock counts upward).

11) For all season offerings, that are settled at the conclusion of the regular season, the official ladder position is used as the determining factor (i.e. Percentage determines tied positions). Similarly, for the "Team(s) with the Most Losses" offer, in the market of two or more teams recording the same number of losses, the winner will be determined as the team with the lower ladder position (i.e. Percentage determines tied positions)

12) For Season Bets, any team which is the subject of a points deduction due to breaches of competition rules as determined by the governing body will be deemed a starter for resulting purposes. Any subsequent loss of Awards/Premierships after the completion of the Grand Final will be deemed null and void and all bets stand.

13) For settlement purposes of Top X markets or similar, the official ladder position is used as the determining factor (ie. percentage determines tied positions). Any team which is the subject of a points deduction due to breaches of competition rules as determined by the governing body will be deemed a starter for resulting purposes. Any subsequent loss of points after the completion of the Grand Final are not taken into consideration.

14) For Medal Winners, bets are taken on an 'All-In' basis and paid on the player who kicks the most goals in the regular season. In the event of a tie, dead heat rule applies. Any subsequent changes to the result are not taken into consideration

5. Drone Racing

1) Bets are settled according to the publication of live timing and classification as shown on TV/public stream at the time of podium presentations, or at the end of the heat/semi-final/level (as applicable). Should the information required for the settling of the offer be missing/not shown and/or incomplete, the first official information on the official site will be deemed binding, regardless of subsequent promotions, demotions, appeals and/or penalties inflicted after the termination of the session/level which the bet refers to. In cases of abandoned/uncompleted markets, all those offerings, the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome are deemed valid and will be settled accordingly.

2) Markets being shortened due to weather conditions or other situations but are deemed official by the governing association will be settled accordingly, regardless of any changes which said associations might make due to the incompletion of the level.

3) Should a heat/semi-final/final/level be restarted from the beginning, bets will stand and will be settled according to the result issued after the restart, except for those bets the outcome of which has already been determined.

4) For settlement purposes, a pilot who has taken part in a heat is considered to have taken part in the semi-final/final/level.

5) In "Head-to-Head" bets, all listed pilots must take part in at least one heat for bets to stand, irrespective of whether a pilot manages to get an official time.

6) In "Outright" or "Place" bets, no refunds will apply to those pilots who do not take part for any reason, for the heat/semi-final/final/level to which the offer refers to.

6. Baseball

1) Unless otherwise stated, bets on Baseball are determined based on the result after any eventual extra innings, and regardless of the number of extra innings played, as declared by the respective organising body. In case of a draw after the eventual extra innings, match bets will be settled as void.

2) Postponement: If a game does not start on the officially scheduled day (local time) as published by the governing body due to a rain delay or other deferral, all bets will be declared void.

3) Abandonment: If a game that has started is suspended due to a rain delay or other deferral and resumes within 48 hours of the originally scheduled start time (local time), all bets will stand. If the game is halted and rescheduled to resume more than 48 hours after the original scheduled start time (local time), all bets will be declared void unless they have already been determined prior to the game's suspension.

4) In the case of a shortened match, "Match" bets will be settled, as per the rules of the respective governing body.

5) "Handicap", "Over/Under", "Odd/Even" and all other markets, including player performance markets, but except Moneyline require all scheduled innings to be completed, or at least 8.5 innings to be completed if the home team is in advantage, for bets to stand. This applies to all offerings except those the outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future markets. These will be settled according to the decided outcome.

6) Except for those offerings where the start/participation of the listed pitcher(s) is specifically required for the market to deemed valid, (e.g., Listed Pitcher Moneyline), whoever is chosen to be the starting pitcher of either team has no relevance on how offerings are settled.

7) All Pre-Match markets involving hitters, require for the player to be listed as in the starting line-up, and to have at least one plate appearance. Those involving pitchers, require the Player to throw at least one pitch, for bets to stand. Offerings referring to one or more players' performance in a given match, require that all listed players are included in the starting lineup, for bets to stand.

8) Unless specifically stated or implied in the offer characteristics, settlement of Season bets and Tournament or Playoff Totals will be based as per the classifications, definitions and tie-breaking rules as per MLB.com, or the official website of the competition (as applicable). Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Extra Innings). "Head-to-Head" and "Over/Under" bets involving one or more players' performance in the tournament are considered valid given that all listed players take part in the tournament at some stage for bets to stand.

9) Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offerings referring to particular teams or player performances will remain valid irrespective of eventual player trades, team movements, name changes, season length or playoff format changes during any point in the season.

10) During certain markets 32Red might decide to offer markets related to the outcome of a series of consecutive Regular Season matches playing between the listed teams during the specified timeframes. Settlement will include outcomes deriving from any doubleheaders as much as these are played within the specified timeframe. In cases where no drawn (tie) outcome has been made available for betting, bets will be settled as void should both listed teams win the same number of matches. All scheduled matches must be completed as per the rules of the governing body for bets to stand except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome.

11) Offerings which confront or tally outcome and occurrences obtained/achieved by teams or players taking part in different matches not confronting each other (e.g.,: Team to score most runs in their respective match), require that all applicable matches are completed as per the rules of the governing body for bets to stand except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome. In cases where no drawn (tie) outcome has been made available for betting, bets will be settled as a void should both listed teams/participants obtain/achieve the same amount.

12) Series winner results are settled according to which team wins most matches in the series of matches (including any doubleheaders) playing within the listed timeframe. Bets void if teams win the same number of matches. All scheduled matches must be completed as per the rules of the governing body for bets to stand except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome.

13) For player markets, if the match starts but is abandoned or suspended at any time before the match reaches its natural conclusion, and the match does not resume within 48 hours, then all bets on that participant will be voided.

7. Basketball

1) All 'match' bets on Basketball are determined based on the final result, including potential overtime, unless stated otherwise.

2) First Point Scorer (incl. Overtime), bets on players that are not part of the starting 5 for each team will be refunded.

3) Bets referring to the match outcome (aka “Moneyline”) from ties which are decided over two or more match-ups will have the “Including Overtime” offer voided in case the match ends in a draw and no further play is done in that particular match. Remaining markets (Totals, Handicaps etc) will be settled normally, based on the result at the end of play.

4) In multiple legged ties, all points collected during any overtime period will count for the final settlement of that particular match.

5) All bets referring to aggregated Tournament Totals (such as Points, Rebounds, Assists, etc.) will be settled based on official statistics by the governing body. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Overtime).

6) Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offerings referring to particular teams or player performances will remain valid irrespective of eventual player trades, team movements, name changes, season length or playoff format changes during any point in the season.

7) Bets on Double Result (i.e. predicting the outcome at Half Time combined with the result at the end of the 4th Quarter) will not take into account any outcomes deriving from Overtime.

8) Unless otherwise specified in conjunction with the bet offer, bets on outcomes related to 2nd Half, will only take into consideration points and occurrences tallied/obtained during the specified timeframe and will not consider any points and occurrences tallied/obtained during eventual Overtime.

9) For settlement purposes a ‘double-double’ is considered to have occurred should the player register 10 or more in at least 2 of these categories in a single match (including during eventual overtime): Points Scored, Any Rebounds Won, Assists, Steals and/or Blocked Shots. A ‘triple-double’ is considered to have occurred should the player register 10 or more in at least 3 of the categories in a single match (including during eventual overtime).

10) For 3 x 3 basketball:
“Over/Under” and "Handicap" offerings on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offerings, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences, which should have been needed to bring the offer to the natural conclusion, will be added as necessary depending on the format of the match. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the tennis-section for reference.

8. Beach Volleyball

1) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, conditions, etc.

2) “Match” bet offerings are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The team progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.

3) “Over/Under” offerings on unfinished matches/markets the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offerings, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the Tennis section for reference.

4) “Handicap” offerings require all scheduled sets to be completed for bets to stand except in those markets the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offerings which will be settled accordingly. See examples from the Tennis section for reference.

5) All “Correct Score”, “Odd/Even” and those offerings which refer to the winner of a particular period in the match (e.g., Team to win the first set”) require the relevant part of the match to be completed.

9. Boxing

1) All offerings will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight. No amendments made to the official result after being first announced, will be taken into consideration, except for those which the official organisation effects to rectify clear cases of human errors by the ring announcer.

2) For settlement purposes, in case the match is interrupted for any reason in between rounds, (e.g., retirement before the start of a round, disqualification, failure to answer the bell), the fight will be deemed to have finished, at the end of the previous round. For all the “To go the Distance” offerings, to be settled as yes, the official scheduled number of rounds, must be fully completed. In the event of a technical decision, before the end of the scheduled number of rounds, all bets will be settled as a win by decision.

3) Offerings on fights declared as a "No Contest" or "Technical draw" (prior to the completion of 4 full rounds) will be settled as void, except for those offerings the outcome of which have been decided prior to the decision, and which could not possibly be changed regardless of future markets, will be settled according to the decided outcome.

4) If for any reason, the number of rounds in a fight is changed between the time of bet acceptance and the actual fight, offerings which make specific reference to rounds, such as "Round betting", "Group of Rounds", "Over/Under", "Winning Method" and “To go the distance” will be declared void.

5) For settlement purposes, betting on rounds or groups of rounds refers to a fighter to win by KO (Knockout), TKO (Technical Knockout), or disqualification during that round or group of rounds. If for any reason, a points decision is awarded before the full number of scheduled rounds is completed (Technical Decision), offerings such as “Alternate Round Betting”, “Group of rounds” and “Over/under” will be declared void, unless the outcome is already determined.

6) Bets referring to round/fight duration represents the actual time passed in the round/fight, as applicable, depending on the scheduled round/fight duration. e.g., a bet on Over 4.5 Total Rounds in a Boxing fight will be settled as Over once a minute and a half in the 5th Round has passed.

7) Any confirmed fight must be completed by 23:59 local time of the following day for bets to stand. Any changes in venue, location will not be deemed valid grounds for voiding of the offerings.

8) In offerings where a draw/tie is possible and odds have not been offered for such outcome; bets will be settled as void should the official result be declared as such. For settlement purposes, fights the outcome of which is declared as either a “Majority draw” or a “Split draw” are to be considered as a drawn/tied outcome, and offerings will be settled accordingly.

9) Settlement of statistics-based offerings such as "Boxer X to be knocked down" or similar will be settled based on the results declared by the referee.

10. Cricket

a. Match Markets

1) For "Match Winner" betting, all match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result. If there is no official result, all bets will be void. In the case of a tie, if the official competition rules do not determine a winner, then dead heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result. In First Class Matches, if the official result is a tie, bets will be settled as a dead heat between both teams. Bets on the draw will be settled as losers. If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules. If a match is cancelled, then all bets will be void if it is not restarted within 48 hours of its advertised start time.

2) For “Double Chance" and “Draw No Bet” betting, a tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

3) For "Toss Winner" betting, if no toss takes place, all bets will be void. Other equivalents are considered a toss e.g., bat flip.

4) For "Match Odds & Toss Winner" betting, ‘Match Winner’ and ‘Toss Winner’ rules apply.

5) For "Tied Match" betting, all bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches, a tie is when the side batting in the 4th innings is bowled out with scores level. Settles as Yes if the match goes to a Super Over.

6) For “Team with Highest Score at listed Fall of Wicket” betting, if the batting team reaches the end of their allotted overs, reaches their target or declares before the ‘listed’ wicket falls, the result will be the total amassed. For settlement purposes, a batter retiring hurt does not count as a wicket. In limited overs matches, bets will be void if either innings is reduced to less than 80% of the overs due to external factors, unless settlement is already determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class matches, the market refers only to each team’s first innings.

7) For "Team with Highest Score in listed number of overs" betting, if the specified number of overs are not complete for either team, the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs to be bowled in each innings, due to external factors, unless settlement of the bet has already been determined before the reduction. In First Class matches the market refers only to each team’s first innings.

8) For "Most Fours" and “Most Sixes” betting, the market refers to the fours and sixes scored in the team’s batting innings. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class games, only the first innings for either team will count.

9) For “Most Extras in Batting Innings” betting, ‘Most Fours’ rules apply. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

10) For "Most Run Outs Conceded" betting, ‘Most Fours’ rules apply. A run out “conceded” means that a member of that team has been run out during their batting innings.

11) For "Total Fours", “Total Sixes” and “Total Wickets” betting, Bets will settle if the game is scheduled to have at least 80% of the original total match overs, and the match is complete, regardless of the number of overs completed for the match to reach its conclusion. Bets will settle if the game is reduced to more than 80% of the overs scheduled and the match is complete, regardless of the overs bowled for the game to reach a conclusion. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

12) For "Total Wides” betting, ‘Total Fours’ rules apply. Any runs resulting from a wide delivery, except penalty runs, will count towards the final total.

13) For "Total Extras” betting, ‘Total Fours’ rules apply. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

14) For "Total Ducks” betting, ‘Total Fours’ rules apply. A duck is counted as a batsman being dismissed for zero runs. Batsman that retires hurt for zero runs are not counted as a duck.

15) For "Total Milestones” betting, ‘Total Fours’ rules apply. A milestone refers to any individual player’s batting innings of 50+ or 100+ runs. A score of over 100 would count as both a 50 and a 100.

16) For "Match Run Outs" betting, in limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined before the reduction. Bets will settle if the game is reduced to more than 80% of the overs scheduled and the match is complete, regardless of the overs bowled

for the game to reach a conclusion. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

17) For "Total Runs in the Highest Scoring Over" betting, 'Total Fours' rules apply. All runs, including extras, count towards settlement.

18) For "Highest Individual Score in Match" betting, bets will settle if the game is scheduled to have at least 80% of the original total match overs, and the match is complete, regardless of the number of overs completed for the match to reach its conclusion. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

19) For "Any Player to Score 50/100" betting, any individual score of 50 or more counts as a fifty, whilst any individual score above of 100 or more counts as a hundred. Bets will settle if the game is scheduled to have at least 80% of the original total match overs, and the match is complete, regardless of the number of overs completed for the match to reach its conclusion. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

20) For "Both Teams to Score 'x'" betting, in limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings at the time the bet was placed due to external factors, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 100 overs have been bowled in either team's first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count. If a team declares that innings will be considered complete for the purposes of settlement.

21) For "Total Session Runs" betting, the result is determined by the total number of runs scored in the specified session, regardless of which team has scored them. If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

b. Innings Markets

1) For "1st Innings Lead" betting, both first innings must be completed. If no draw option is listed, dead heat rules will apply in the case of a tie. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

2) For "Innings Runs" betting, in limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement. Bets placed Pre-Match will settle irrespective of which team bats first.

2a) For "Innings Total Runs – Final Digit" betting, settlement will be based on the units digit (0–9) of the named team's total runs in the applicable innings (e.g., total 241 → "1"). Standard "Innings Runs" rules regarding declarations, completion of the innings and reduced-overs matches apply.

3) For "Innings Runs, Odd/Even" betting, if the innings is abandoned, forfeited or there is no official result, all bets will be void.

4) For “Total Runs in Overs 1 - x”, bets will be settled on the amount of runs scored by the named team in the specified number of overs. If the specified number of overs is not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. Extras and penalty runs in the named group of overs will be counted. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, unless settlement of the bet has already been determined before the reduction.

5) For “Total Wickets in Overs 1 – x”, bets will be settled on the number of wickets to fall in the named team’s batting innings in the specified number of overs. If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined. For settlement purposes, if a batter is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

6) For “Innings Fours”, “Innings Sixes”, "Total Wickets in Batting Innings" and ‘Total Run Outs in Batting Innings” betting, in limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in the innings at the time the bet was placed due to external factors, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

   6a) For “Wickets Lost for X Runs” betting, settlement will be based on the number of wickets that have fallen for the named team at the point they first reach or pass the specified runs total in the applicable innings. If the innings is completed (all out, declaration or target reached) without the team reaching or passing the specified runs total, all bets on that runs milestone will be void. Standard limited-overs and First Class reduced-overs rules for team innings stats apply.

   6b) For “X Wickets Lost for X Runs” betting, settlement will be based on whether the named team loses the specified number of wickets before reaching or passing the specified runs total in the applicable innings. Bets will be settled as “Yes” if the team has lost exactly the specified number of wickets when it first reaches or passes the runs total; otherwise, as “No”. If the innings is completed without the team reaching or passing the runs total, all bets on that runs milestone will be void.

7) For "Total Wides Bowled” betting, ‘Innings Fours’ rules apply. Any runs resulting from a wide delivery, except penalty runs, will count towards the final total.

8) For "Total Extras in Batting Innings” betting, ‘Innings Fours’ rules apply. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.

9) For "Total Ducks in Batting Innings” betting, ‘Innings Fours’ rules apply. A duck is counted as a batsman being dismissed for zero runs. Batsman that retire hurt for zero runs are not counted as a duck.

10) For "Total Runs in the Highest Scoring Over in Innings" betting, ‘Innings Fours’ rules apply. All runs, including extras, count towards settlement.

11) For “Any Player to Score 50/100 in the Innings” betting, any individual score of 50 or more counts as a fifty, whilst any individual score above of 100 or more counts as a hundred. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in the named innings due to external factors, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

12) For "Last Ball of Innings to be a Boundary" betting, bets will be settled on if the last ball of the named innings is a four or six. In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors. If the match is abandoned or there is no official result, all bets will be void.

13) For "Next Boundary Four or Six" betting, if there are no more boundaries in the innings, bets will be void. In limited overs matches, bets will be void if the innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

c. Player Markets

1) For "Player of the Match" betting, bets will be settled on the officially declared player of the match. Dead heat rules apply. If no player of the match is officially declared Player of the Match, then all bets will be void. All players who played in the match will be settled, including substitutes. If a player does not play, bets will be void.

2) For "Top Run Scorer” and “Top Run Scorer in Innings” betting, the winner will be declared as the batsman with the highest individual score in the match or for the team respectively. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors. Top batters’ bets for First Class matches apply only to the first innings of each team and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, bets will still stand, as will bets on the replacement player. If a batter does not bat, but was named in the starting XI, bets on that batter will stand. If a batter is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute scores the highest individual score. A new market with updated selections may be offered. If a batter is substituted into the match after the batting innings are over, bets on that batter will be void. When two or more players score the same number of runs, dead heat rules will apply.

3) For "Top Bowler" and “Top Bowler in Innings” betting, the winner will be declared as the bowler with the most wickets in the match or for the team respectively. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled in either innings at the time the bet was placed due to external factors. Pre-match bets for First Class matches apply only to the first innings of each team and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, bets will still stand, as will bets on the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will still stand. If a bowler is substituted in after the in-play market has been offered, the original market will be removed and settled as normal even if the substitute takes

the most wickets. A new market with updated selections may be offered. If a bowler is substituted into the match after the bowling innings is over, bets on that bowler will be void. If no bowlers take a wicket, all bets will be void.

4) For "Team of Top Run Scorer" betting, “Top Run Scorer” rules apply. Dead heat rules apply if the runs scored by the top batter on both teams is the same. If settlement is already determined at the time a limited overs match is reduced, bets will stand.

5) For "Team of Top Bowler" betting, “Top Bowler” rules apply. Dead heat rules apply if the wickets and runs conceded by the top bowler on both teams is the same. If settlement is already determined at the time a limited overs match is reduced, bets will stand.

6) For "Player Total Runs", “Player to Score Milestone”, “Player Total Fours” and “Player Total Sixes” betting, if the player is not out at the end of an innings their score will be the final result. If a player does not bat, the bet will be void. If a batter retires hurt, but returns later, the total scored by that batter in the innings will count. If the batter does not return later, the final result will be their score when the player retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batter is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. For pre-match bets, only the batter’s first innings will count.

   6a) For “Player Runs – Final Digit” betting, settlement will be based on the units digit (0–9) of the total runs scored by the named batter in the applicable innings (e.g., 37 runs → “7”). If the batter does not bat, bets will be void. “Player Total Runs” conditions regarding retirement and reduced-overs matches apply.

7) For "Player Total Deliveries Faced" betting, “Player Total Runs” rules apply. Bets will be settled as per official scorecards, so wides do not count, but no-balls do. For pre-match bets, only the batter’s first innings will count.

8) For "Player Method of Dismissal" betting, If the specified batter is not out, all bets will be void. If the specified player retires, and does not return to bat later, all bets will be void. If that player does return to bat later and is dismissed, bets will stand. Caught and bowled is included in fielder catch.

9) For “Most Runs” betting, in limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI or appear as a substitute. If either does not then subsequently bat, all bets are still settled.

10) For "Race to ‘X’ Runs" betting, bets will be settled on the first of the listed players to reach the specified number of runs. The amount of balls taken to do so is not part of settlement. If neither batter reaches the specified number of runs the markets will be settled as ‘Neither’. In limited overs matches, bets will be void if, after bet placement, the innings has been reduced in any way due to external factors, and neither of the batters have reached the specified number of runs and are both not out. If neither has reached the specified number of runs and both are dismissed at the time of reduction, bets will stand. Bets will settle if the result goes on to be determined, regardless of any deductions. Bets will be void if either of the named players does not open the batting in their innings.

11) For "Next Batter Out" betting, bets will be settled on the next batsman to be dismissed. If either batsman retires hurt or the batsman at the crease are different from those quoted, the bets placed on both batters will be declared void. If no more wickets fall, all bets will be void.

12) For "Player Total Wickets" betting, if a player does not bowl, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, unless settlement has been determined. Result will be considered determined if the line at which the bet was placed is passed. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. For pre-match bets, only the bowler's first innings will count. Wickets scored in a super over do not count.

13) For "Bowler Total Runs Conceded" betting, "Player Total Wickets" rules apply. Wides and no-balls will count. For pre-match bets, only the bowler's first innings will count.

14) For "Most Wickets H2H" betting, which of the named players will take the most wickets? In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI or appear as a substitute. If either does not then subsequently bowl, all bets are still settled. Wickets taken in a super over do not count.

15) For "Combined Player Runs" betting, bets will be settled on the combined total runs scored by the named batters, "Player Total Runs" rules apply. If any of the named players do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

16) For "Combined Batter Milestone" betting, bets will be settled on if all listed players reached their specified batting milestones. "Combined Player Runs" rules apply.

17) For "Batter and Bowler Combined Milestones" betting, bets will be settled on if both the listed batter and bowler reached their specified milestones. "Player Total Runs" rules apply to the batter milestone. For the bowler milestone, if a bowler does not bowl, they will be deemed to have taken 0 wickets. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player's bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed. In First Class games, only first innings wickets and runs will count. All listed players must be named in the starting XI.

18) For "Last Player Standing" betting, bets will be settled on which player will be not out after the completion of the innings. If there are two or more batters who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batter to face a delivery (legal or not). Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void. In limited overs matches, bets will be void if after bet placement, the innings has been reduced in any way due to external factors. All players who played in the innings will be settled, including substitutes.

19) For "Most Economical Bowler" betting, bets will be settled on the bowler that concedes the fewest runs per over in the innings. Wides and no-balls will count towards runs conceded by the bowler, however byes, leg byes and penalty runs do not. If a bowler does not bowl, but was named in the

starting XI, bets on that bowler will stand. Pre-match bets for First Class matches apply only to the first innings of each team and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If two or more bowlers have the same runs per over, dead heat rules will apply.

20) For “Player Performance" betting, points are scored as follows: 1 point per run scored, 20 points per wicket taken, 10 points per catch taken and 25 points per stumping. Any player named in the starting XI will settle (regardless of whether they batted or bowled), even if they are substituted out of the game. Any player substituted into the game at any point will settle. If the player is not in the starting XI and does not get substituted in, bets will be void. If a player has not been officially substituted into the match, and takes a catch as substitute fielder, that will not count towards settlement. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless both first innings have been completed. In First Class games, only first innings points will count.

21) For "Most Player Performance Points" betting, points are scored as follows: 1 point per run scored, 20 points per wicket taken, 10 points per catch taken and 25 points per stumping. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI or appear as a substitute. If either player does not then subsequently bat or bowl, then all bets are still settled.

d. Over Markets

1) For "Total Runs in Over", “Exact Total Runs in Over”, “Total Runs in Over Odd/Even” and “Boundary in Over” betting, the specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Extras and penalty runs in the named over count towards settlement, unless penalty runs cause the innings or match to end before a ball is bowled in the over, in which case that over will be void.

2) For "Wicket in Over" betting, “Total Runs in Over” rules apply. Any wicket will count towards the settlement of this market, including run outs. If a run out occurs in the bowler’s run up, a wicket is deemed to have taken place in that bowler’s over. If a batter is timed out or retired out, then the wicket is deemed to have taken place on the previous ball.

3) For "Highest First Over" betting, the first over must be completed for bets to stand unless settlement has already been determined. If during the first over, the innings is ended due to external factors, all bets will be void, unless settlement has already been determined before the reduction. In First Class matches the market refers only to each team’s first innings. Extras and penalty runs in the named over count towards settlement.

4) For "Both Batters to Score ‘X’ Runs in Over" and "Both a Four and a Six to be Scored in an Over" betting, the specified over must be completed for bets to stand unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Runs must be scored

off the bat to count towards settlement. Bets will settle regardless of whether either of the specified batters are dismissed or retired hurt before the over commences.

5) For "Both a Four and a Six to be Scored in the Over" betting, the specified over must be completed for bets to stand unless settlement has already been determined. If the over does not commence for any reason, all bets will be void.

6) For "Winning Over" betting, the result will be determined by which over in the final innings the match will be completed in. All bets will be void if there is no official result. In limited overs matches, all bets will be void if, after placing the bet, the maximum overs possible are reduced in any way.

e. Delivery Markets

1) For "Total Delivery Runs" and “Exact Runs off Delivery” betting, the result will be determined by the number of runs added to the team total, off the specified delivery. For settlement purposes, all illegal balls count as deliveries. e.g., if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to a free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. e.g., a wide with three extra runs taken equates to 4 runs in total off that delivery. This also includes penalty runs which occur during the delivery.

2) For "Total Runs off named deliveries" betting, settlement will be determined by the number of runs scored in the named deliveries. “Total Delivery Runs” rules apply, except the specified number of runs must be scored off both named deliveries.

3) For "Wicket off Delivery" betting, the specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. If a batter is timed out or retired out, then the wicket is deemed to have taken place on the previous ball.

f. Dismissal Markets

1) For "Total Runs at Fall of Wicket" betting, if the partnership is ended by the end of an innings, bets will settle at the final score. For settlement purposes, a batter retiring hurt does not count as a wicket. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
2) For "Dismissal Method" betting, the result will be determined by the dismissal method of the listed wicket. If a batter is retired out, all bets will be void. If the specified wicket does not fall, all bets will be void. Caught and bowled will be settled as ‘Fielder Catch’.

3) For "Either Batsman Dismissal Method" betting, if either of the listed batsman are dismissed in the specified method, the bet will be settled as a winner. All bets will settle, regardless of whether either batter remains not out, or retired hurt, at the end of the innings.

4) For "Both Batters Dismissal Method" betting, both listed batsmen will need to be dismissed in the specified method to be settled as a winner. All bets will settle, regardless of whether either batter remains not out, or retired hurt, at the end of the innings.

g. General Cricket Rules

1) For all 'Boundary' markets, including 'Fours' and Sixes', only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

2) For limited overs matches that are reduced in overs due to 'external factors', these external factors include (but are not limited to); bad weather, poor lighting and any other instance where play would be considered as dangerous.

3) Unless otherwise specified in the market name; runs, wickets, boundaries and extras recorded in Super Overs will not count towards settlement

4) For all 'Odd/Even' markets, 'Zero' is considered an even number.

5) Penalty runs added to a team's total after the start of the other team's innings will not count towards settlement of markets in the previous innings.

6) For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

7) When a player leaves the field as a substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a substitute, for settlement purposes both they and the player replaced will be considered to have played a full part in the match.

8) A player being sent off is viewed as retired out, so will be settled as a wicket.

9) A batter retiring hurt does not count as a wicket.

10) If a match is created in the wrong format (i.e. T20 instead of List A), bets will be void and a new match will be created.

11) If live markets are sent with an incorrect toss result with the wrong team batting first, markets will settle as normal during and at the conclusion of that team's innings.

12) Cricket combined markets (e.g., Team to have Highest Opening Partnership, specified First Over Score & Score in Overs 1 to X) are subject to the general combined-market rules in Section B, Para 3.21 / 21A. All listed components must be satisfied for the bet to win.

13) For markets such as "{Team} to have the Highest Opening Partnership, 1st Over Score & Score in Overs 1 to X", the selected team must outscore its opponent in all three categories within the specified innings: (i) opening partnership (runs added before the fall of the first wicket or completion of the innings), (ii) first-over score, and (iii) cumulative score across overs 1 to X inclusive. If any category is tied or lost, the selection will be settled as LOST; dead-heat rules do not apply. Settlement of each component will follow the applicable rules for "Total Runs at Fall of Wicket", "Highest First Over" and "Total Runs in Overs 1–X".

h. Series/Tournament Betting

1) Should no draw odds be offered for a "Series Winner" bet and the series is drawn, all bets will be declared void, unless dead heat rule was specified.

2) If a tournament is not completed but a winner or winners are declared by the governing body, bets are paid on the winner(s) as declared. Dead heat rules might apply. Should no winner be declared then all bets will be settled as void.

3) All tournament betting includes Finals/Playoffs, unless otherwise stated.

4) For “Series Score” betting, if for any reason the number of matches in a series is changed and does not reflect the number envisaged in the offer then all bets will be declared void.

5) For “Top Series Run Scorer/Wicket Taker” & “Top Tournament Batsman/Bowler” betting, where a tie occurs dead heat rules will apply. No refunds will be issued on players not participating. At least one game must be completed in the tournament/series for bets to stand.

6) Bets referring to a particular player/teams' performances in a Series/Tournament will not take into account any statistics accumulated from warm-up matches.

7) For “Series Handicap” betting, all bets will be settled on the “series score” result not the runs scored in the series. If for any reason the number of matches in a series changes then all bets will be declared void.

8) For “To Win a Test in Series” & “Total Test Wins/Draws” betting, if for any reason the number of matches in a series changes then all bets will be declared void apart from those situations where an outcome has already been determined.

11. Curling

1) Settlement of all bets referring to Curling will be based on the result after eventual extra innings, unless specifically specified.

12. Cycling (Track & Road)

1) Settlement of offerings will be based upon the rider/team achieving the highest position at the end of the stage/competition

2) The decisive factor in settling bets will be the highest placing in the specified market as listed by the official organisation at the time of the podium presentation, disregarding subsequent disqualifications, changes to the official result, etc.

3) All "Head-to-Head" and “Over/Under” bets featuring the performance of one or more riders in a competition/stage are considered valid given that all listed riders start the relative event/stage and at least one completes the said competition/stage.

4) All bets will be deemed as valid provided that the market or the relative stage to which the bet refers to, is played within the same year, unless other arrangements have been agreed to.

5) Bets on performances in a particular stage stand regardless of any route modifications which the organisers might deem fit to consider and apply during the stage. Exception to this is the case where a stage which has particular characteristics (e.g., a Mountains stage) is changed by the organisers, before the stage starts, into a stage which has other predominant characteristics (e.g., Time Trial or low-lying stage). In such case bets which have been placed before the announcement of the change in stage concept will be declared void.

6) Unless otherwise specified, in a team/rider performance bet offer in a specific market (such as Total Stage wins by Team/Rider X in Tour Y) or "Head-to-Head" bet offerings involving two riders/teams’ performances in specific markets, occurrences happening in markets which are given any of the following denominations will not count towards the settlement: Prologue, Team Time Trial.

13. Cyclo Cross

1) Terms and conditions stated for Cycling apply where applicable.

14. Football

1) First/Next Goalscorer – The bet refers to a specific player being the scorer of the listed goal within the applicable timeframe, or else being the first scorer for his team (e.g., "First Goalscorer – Team X)". Bets will be voided on players who do not take part in the match or else come on the field of play after the listed goal to which the bet refers to has been scored. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the next player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no further goals, as applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost, unless an applicable option has been listed within the offer.

2) Last Goal scorer – The bet refers to a specific player being the scorer of the last goal either during a particular timeframe of the market (e.g., "Last goal in the match" or "Last goal in the 1st Half"), or else being the last scorer for his team (e.g., "Last Goalscorer – Team X)". Bets will be voided only on players who do not take part in the match at all. In all other instances bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the previous player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no previous goals, as applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost.

3) Anytime Scorer – A player is considered eligible if they have an opportunity to score anytime, regardless of the amount of time they spend on the field.

4) "Scorecast" and "Matchcast" are bet offerings where it is possible to bet simultaneously on a particular occurrence (e.g., First Goalscorer) combined with another from the same, or related market (e.g., Correct Score in the match, or match outcome). Should the bet refer to First or Last Goal Scorer, terms and conditions as stated in Section C, Para 14.1 and Section C, Para 14.2 will apply, where applicable. Bets will be voided on players who do not take part in the match at all. In all other instances bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer.

5) Unless otherwise specified, or indicated in conjunction with the bet offer, all bets placed before match start related to whether a specific player(s) will manage to score 2 or more goals, require the listed player(s) to play from the start of the match to be valid. Similar type of bets placed after the relevant match has started will be settled as void should the listed player(s) not take any further part in the match for whatever reason after bet acceptance. Own goals will never count as a goal scored for any selected player.

6) Goalscorer Double & Treble Chance
Bet is active if at least one selected player takes part.
Voided only if none play.

Wins if at least one player scores.

7) Goalscorer Doubles & Trebles
   All selected players must take part for the bet to stand.
   All must score for the bet to win.
   Voided if any player does not play.

8) Goalscorer Double Chance – 1st Half / 2nd Half / Both Halves
   Active if at least one player features in the relevant period.
   Voided only if none play in that period.
   Wins if at least one player scores in that period.

9) Goalscorer Doubles – 1st Half / 2nd Half / Both Halves
   Both players must play in the relevant period for the bet to stand.
   Voided if either does not play.
   Wins if both score in that period.

10) 1st Goalscorer Double Chance / Player to Score 2+ Double Chance
    Active if at least one player takes part.
    1st Goalscorer: at least one must score the first goal (own goals do not count).
    2+ Double Chance: at least one must score two or more goals.
    Voided if none play.

11) Player to Score / Score Two – 1st Half / 2nd Half / Both Halves
    Active if the player takes part in the relevant period.
    Voided if the player does not play in that period.
    Wins if the player scores (or scores two or more, as stated) in that period
    All bets placed before match start related to whether a specific player(s) will manage to score 2 or more goals, require the listed player(s) to take part in the game to be eligible. Own goals will never count as a goal scored for any selected player.

12) Goalscorer – Time Intervals (0–15 / 16–30 / 31–45 / 46–60 / 61–75 / 76–90 Minutes)
    Active if the player takes part during the specified time range.
    Voided if not on the field during that period.
    Wins if the player scores within the stated minutes.
    Added time counts within the 45:00 and 90:00 intervals.

13) Goalscorer Combination Markets
    (Includes: Goalscorer & Result / BTTS / Over/Under / 1st Goalscorer variations)
    Active if the player takes part.
    For 1st Goalscorer combinations, the player must play before the first goal (own goals do not count).
    Wins if both the Goalscorer and match outcome conditions are correct.
    Voided if the player does not play.

14) Goalscorer & Team Win Margin / Correct Score
    (Includes: Goalscorer & Team Wins by Two or More, or by Specific Score lines)
    Active if the player takes part.
    Wins if the player scores and their team win by the specified margin or score line.

Voided if the player does not play.

15) First Team to Score and Win/Draw/Win
Bet settled as loss if no team scores

16) On all bets related to yellow/red cards, booking points, etc., only cards shown to players which at that moment are on the pitch are valid for settlement purposes. Cards, disciplinary actions, suspensions, imposed on any other individual which at the moment of the sanction is not, or should not, be actively playing on the pitch, as well as disciplinary measures taken after the game has officially ended, are disregarded.

17) For settlement purposes, unless otherwise stated alongside the wagering market, Player Assists, Player Goals, Player Shots, Player Passes, Player to be Carded, Player Fouls and Player Tackles will include extra-time.

18) For interval markets, corner interval markets are settled based on the time the corner is taken and not the time the corner is conceded or awarded. Booking interval markets are settled based on the time the card is shown, and not the time when the infringement is made.

19) For interval markets that lead up to Half Time or Full Time (e.g., 31-45 minutes or 81-90 minutes) or interval markets that flow through Half Time, (e.g., 41-50 minutes) these include injury time.

20) Unless otherwise specified, or indicated in conjunction with the bet offer, all disciplinary-related bets placed before match start referring to individual(s) (e.g., yellow card, red card, number of fouls), require the listed player(s) to play from the start of the match to be valid. Similar type of bets placed after the relevant match has started will be settled as void should the listed player(s) not take any further part in the match for whatever reason after bet acceptance.

21) "Booking Points" are calculated according to the following rules: Yellow card = 10 points, Red card = 25 points. Maximum points for one player are 35.

22) All bets referring to aggregated Tournament Totals (such as Goals, Corners, Cards, Penalties, etc.) will be settled based on official statistics by the governing body. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Extra Time) but not Penalty Shoot Outs.

23) Unless specifically stated, all bets referring to a particular team winning a number/selection of trophies in the same season will be based on the particular team's performance within the following competitions: the domestic league, the apparent equivalent of the respective FA Cup and League Cup as well as the Champions League or Europa League. Other trophies (e.g., domestic and European Super Cup, World Club Cup) do not count.

24) The "Domestic Double" is to be considered as the team’s victory in the apparent equivalent of the respective domestic league and FA Cup.

25) For settlement purposes, bets referring to the number of cards shown by the referee will be counted as follows:

- Yellow card = 1
- Red card = 2

- One yellow and a red = 3
- Two yellow cards and a red = 3

The maximum cards for one player are 3 cards. Only cards shown to players currently eligible as per Section C, Para 14.6 will be taken into consideration.

26) Bets on whether a particular player(s) will manage to score from certain areas of the pitch (e.g., from outside the 'penalty box') will be settled based on the position of the ball at the time the shot was struck by the player, irrelevant of any further deflections which the ball trajectory might incur following the initial shot. For the sake of clarity, it is to be understood that the lines delineating the 'penalty box' are to be considered as an integral part of such area of the pitch. Thus, should a shot be struck with the ball hovering above, or touching, even partially, said lines, the shot will not be considered as having been outside the box.

27) Bets on whether a particular player(s) will manage to hit the cross bar, goal post or any other part of the frame delineating the goal area will only be settled as having accomplished such feat if the shot does not result directly in a goal being awarded exactly after the ball hits a part of the goal frame. Settlement will only take into consideration shots aimed at the goal frame defended by the opponents of the listed player(s) team. Should a player have a shot which hits the post their team defends this will not be considered as having accomplished such feat.

28) During certain markets 32Red might decide to offer for betting a reduced selection of participants (e.g., Any unlisted Team X player) or else a single participant as a representation of the whole squad (e.g., “Any Team X player”). In both cases for settlement purposes, all unlisted squad members are to be deemed as starters (and settled as such), including substitutes, regardless of whether they take part in the match or not.

29) Unless otherwise stated, bets on the performance of players require the selected player to start the match. If the selected player does not start, all bets on that player will be settled as void.

30) On offerings such as Next Goalscorer, Next Carded player, Next Assist and Man of the Match, bets will be voided should the chosen player not take part in the match at all or had no possibility to accomplish such feat during the specified timeframe.

31) Bets on “Next Assist” for a particular goal will be settled as void should the governing body declare the specified goal as having been unassisted, the specified goal is an own goal and/or no more goals are scored in the match during the specified timeframe.

32) Bets referring to penalty kicks conversion and/or outcome will be settled according to the outcome occurred on the field of play as per the rules governing that specific scenario and in cases of penalty shoot-outs will remain valid regardless of the format employed by the governing body during the shoot-out. Bets stand in case the penalty is ordered to be re-taken and will be settled with the outcome achieved from the re-taken penalty.

As a general principle, settlement will be based on the concept that unless the penalty kick results in a goal being awarded (and settled accordingly), the first person/object/location (as applicable) which the ball initially touches after being kicked will be considered as the winning outcome, disregarding any other persons/objects the ball hits in its subsequent trajectory

following any previous deflection, if any. The following examples are being issued as a general guideline on settlement:

"Goal" would be the winning outcome in case of the following scored penalties scenarios:

- Any penalty kick which ends up as a goal without it being deflected.
- Goalkeeper touches the penalty kick, but ball ends up as goal.
- Penalty kick touches the woodwork before ending up in goal.

"Save" would be the winning outcome in case of the following missed penalties scenarios:

- Goalkeeper deflects the penalty kick to outside the goal frame.
- Goalkeeper deflects the penalty kick onto the post/crossbar.

"Woodwork" would be the winning outcome in case of the following missed penalties scenarios:

- Penalty kick hits the woodwork before it is touched/saved by the goalkeeper.
- Penalty kick hits the woodwork, and ball goes outside the goal frame.

"Any other Miss" would be the winning outcome in case of any penalty kick which without any deflection either by the goalkeeper or by the woodwork ends up outside the goal frame:

Exception to the above scenarios would be in in case of penalty shoot-outs, should the ball hit the woodwork, bounce on the goalkeeper and end in goal, such penalty will be considered as having been scored while should said situation occur during any other part of the match which is not a penalty shoot-out, the penalty taker would be considered as having missed to score and "hitting the woodwork" will be considered as the winning outcome.

33) Any decision taken by the Video Assistant Referee (VAR) which conflicts with the original decision sanctioned by the officials on the pitch (including non-decisions like allowing play to continue before reviewing the video), thus altering the understood state of the match at the time of bet placement, will result in all bets placed in the timeframe between the actual occurrence of the original incident and the referee's final decision on the incident being deemed as void, unless the odds offered on the specific bet offer are unaffected by the use of VAR or have already been accounted for in the odds offered at the time of bet acceptance. Settlement on all other unrelated bet-offerings, including those determined by any play between the time of the original incident and the decision following the VAR review, which are not influenced/altered by the VAR decision will stand.

For resulting purposes VAR reviews, and the decisions emanating from said reviews, are to be considered as having happened at the time of the original incident for which the VAR would be eventually used even if play has not been immediately interrupted. 32Red reserves the right, in accordance with Section A, Para 6.2, to reverse any previously settled offerings where the settlement becomes inaccurate following the final referee decision, providing said decision is taken and communicated before the conclusion of the match and/or timeframe listed.

In order to avoid any doubts, 32Red will consider the VAR as having been used if it is understood from the referee's gestures (excluding hand gestures, stopping the match to review the incident themselves), and/or the VAR usage is confirmed by the match report issued by the official organisation. In cases where it is unclear whether the VAR has been used due to missing TV coverage and/or conflicting reports, 32Red will settle the bets based on the information acquired from feed providers and reputable online sources on the basis of equity.

34) For settlement purposes, markets referring to team to be shown the next Card (booking) and/or "Total Cards" will always consider a Red Card as 2 instances of a card being shown and will be settled accordingly. The following examples are being listed as a guideline:

- First card shown in a match is a straight Red Card. The team to which the card is awarded will be settled as the winning selection for the offerings: Cards #1 and #2.
- First card shown in a match is a Yellow Card followed by a straight Red Card to the same player without a second yellow card being shown. The team to which the cards are awarded will be settled as the winning selection for the offerings: Cards #1, #2 and #3.
- First card shown in a match is a Yellow Card followed by a second Yellow Card with the subsequent Red Card to the same player. The team to which the cards are awarded will be settled as the winning selection for the offerings: Cards #1, #2 and #3.

35) Markets referring to which specific player will be the next to be booked/receive a card are to be understood and settled as per the order of the instance in which each single player gets booked/sent off by the referee. The card colour shown by the referee will not be given any consideration in the settlement of this offer and the decisive criteria will always be the order in which the single player is considered to have gone into the referee's book. For settlement purposes it is possible for a single player to be listed twice as the "Next Carded player" as much as both bookings occur during different interruptions of play. Should 2 or more players be booked during the same interruption of play, bets on this offer will be settled as void.

36) Any reference to "Free Kicks" both when presented as a single outcome, as well as an occurrence will also take into consideration instances awarded for offsides and any other violation except those sanctioned with a penalty.

37) Offerings referring to specific player(s) playing the whole match require the specified player(s) to start the match for bets to stand. For settlement purposes, bets will be settled as YES only if the specified player(s) is/are neither substituted nor sent off during Regular Time only. Eventual extra time does not count.

38) Player Specials
All markets within the Player Specials require the selected player to start the match. Bets will be settled as void if the selected player does not start

15. Golf

1) All bets will be deemed as valid as much as the Tournament, or the relative round to which the bet refers to, is played within the same sporting season and within 3 months from the last scheduled date (as per local course time), as issued by the governing body, irrespective of any time delays, unless other arrangements have been agreed to.

2) In tournaments affected by bad weather or similar reasons, bets will be resulted on the official result regardless of number of rounds played. All outright bets are settled on the player awarded the trophy.

3) Bet offerings already decided are considered as valid bets even though 36 holes are not played and/or an official result has not been issued by the organisation.

4) Any result deriving from officially sanctioned playoffs will count towards the settlement of Tournament offerings only. Unless otherwise stated, offerings referring to the performance within a specific round or hole will not take into account outcomes deriving from playoffs.
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5) Bets on players who start the tournament, but withdraw or are disqualified, will be settled as losing bets, unless the result of the offer which the bet refers to, is already determined.

6) All bets placed on participants who do not compete at all will be refunded.

7) In outright bets which include a limited selection of participants, such as Top Nationality, Group Betting, Six-shooters, etc., 32Red reserves the right to apply Tattersalls Rule 4 on any non-starter. Should it be the case that all players listed in the offer “miss the cut”, the player with the best position at the time “cut” was made will be deemed the winner. Dead heat rules will apply except for cases where a play-off has determined a better finishing position, where applicable.

8) All "Head-to-Head" bet offerings require all participants to start in the competition/round to which the bet refers to.

9) In "Head-to-Head" bets featuring only two players, bets will be voided if both participants share the same finishing position and no draw option has been offered. In "Head-to-Head" bets featuring three players, should two or more participants share the same finishing position, stakes will be divided in accordance with Section B, Para 5.19.

10) Settlement of "Head-to-Head" bet offerings involving the performance of two or more players (e.g., Best Finishing Position in the tournament) will be based upon the best finishing position/lowest score (as applicable) achieved in the relative competition/round which the bet refers to.

11) Any reference to Make/Miss the "Cut" requires an official cut/exclusion effected by the organisers for bets to stand. In the case of tournaments where players are eliminated during more than one phase, settlement will be based on a whether the player has qualified or not following the first "Cut" made.

12) Disqualification/withdrawals by a player before the "Cut" is made, will result in the player being considered as having missed the "Cut". Disqualification/withdrawals after the "Cut" being made will be irrelevant towards the original settlement of the "Make the Cut" offerings.

13) In "Head-to-Heads" based on the best finishing position in the tournament, in case one player misses the cut then the other player will be settled as the winner. If both participants fail to make the "Cut" the player with the lowest score at the "Cut" will be considered as the winner. Should both players fail to make the "Cut" with the same score then the bet will be void. A player disqualified after the "Cut" has been made is deemed to have beaten a player who has failed to make the "Cut".

14) Any reference to "Majors" will be based on the tournaments for that particular season to which the PGA attributes said definition, irrespective of any venue, date, or any other changes.

15) For Outright markets such as “Winner”, “Top X”, “Top Category”, offers will be settled depending on the outcome of the completed round. If the tournament is not completed by

round 2, to “Make the Cut” will be voided.

16) Bets referring to a specific participant placing within a predetermined position (e.g., Top 5/10/20/40) during a tournament, selection of tournaments or any particular classification will be settled as per dead heat rules should the participant tie for that particular position.

17) Offerings related to a participant occupying a particular position on the Leaderboard at a specific time (e.g., Leader at End of Round X) will be settled in accordance with the result at the end of the specified round/timeframe. Dead heat rules will apply for any tied placings.

18) In tournaments where the “Modified Stableford scoring” is used, bets will be settled on the points scored and not the strokes taken. Listed players must complete at least 1 hole for bets to stand, otherwise bets will be void.

19) Settlement of “Action-betting” offerings and similar, including but not limited to “Fairways/Greens in Regulation/Bunkers/Water Hazards”, are settled on the exact location where the ball is deemed to have come to rest. Bets will be settled according to the Official Website of the Tour/market involved and should no information for such settlement be published then TV pictures will be used to determine the outcome. The following description and settlement rules are being provided for “Action-betting” offerings:

    - Fairway in Regulation – Bet refers to a player’s tee shot on a Par 4 or Par 5 hole being deemed to have come to rest on the cut piece of grass known as the “fairway”;
    - Green in Regulation – Bet refers to a player’s approach shot being deemed to have come to rest on the cut piece of grass known as the “green” in the regulation number of strokes, which are to be understood as follows:

      Regulation number of strokes for Par 3 holes: 1 Stroke
      Regulation number of strokes for Par 4 holes: 2 Strokes
      Regulation number of strokes for Par 5 holes: 3 Strokes

    - Water Hazard on Hole – Bet refers to a player’s shot being deemed to have come to rest inside a Water Hazard or beyond the red boundary line of a Water Hazard and therefore within the Hazard.

    - Bunker on Hole – Bet refers to a player’s shot being deemed to have come to rest inside a Sand Bunker. Should a player require to stand within a Sand Bunker to play a shot that lay outside the Sand Bunker, this will NOT be deemed to have come to rest in a Sand Bunker.
    - Nearest the Pin in Regulation – Bet refers to the player who hits it the closest to the Pin with their regulation stroke. Ball must come to rest on the Green to count. Should all players miss the Green in Regulation, then bets will be void.

      Regulation number of strokes for Par 3 holes: 1 Stroke
      Regulation number of strokes for Par 4 holes: 2 Strokes
      Regulation number of strokes for Par 5 holes: 3 Strokes

20) Dead heat rules will apply on “Winner without X/named player(s) offerings” should 2 or more participants share applicable positions. Bets void should the named players not take part in the competition.

21) For “Winning Margin” bets at least 36 holes of the tournament must be played for bets to stand.

22) In “Straight Forecast” offerings, the selected participants must end the tournament in 1st and 2nd place in the order they have been listed. Dead heat rules will apply in case of any ties. Both listed players must tee off at least once more after bet acceptance for bets to stand.

23) “Winning score” bets require all scheduled holes in the Tournament to be completed. Any reduction in number of holes will result in the voiding of the offer.

24) For “Hole in One during the Tournament” at least 36 holes of the tournament must be played for bets to stand unless the outcome has already been determined and in such case will be settled accordingly. For “Hole in One during Round X” the full round must be completed by all players for bets to stand unless the outcome has already been determined and in such case will be settled accordingly.

25) Bets referring to a specific player being the “Wire to Wire Winner” require that the listed individual is leading the Leaderboard (including any eventual ties) at the end of each and all scheduled rounds of the tournament. Any reduction in scheduled holes/rounds will render the bets void.

26) “Winner to Birdie/Par/Bogey the 72nd Hole” refers to the eventual winner of the Tournament’s performance on their 18th Hole in Round 4. Bets void should there be any reduction in scheduled holes/rounds of the Tournament. In situations where play is by “Shotgun Start” in Round 4, bets will be made void.

27) “Winner to play in the Final Round Grouping” refers to whether the eventual tournament winner will be emanating from the 2-ball or 3-ball pairings that are scheduled to tee off last as per the tee times issued by the official organisation.

28) Season Bets; Player to win on a stipulated tour schedule in a stipulated calendar year.
    - Player must play a minimum of 10 markets on that Tour for bets to stand, otherwise they will be void.
    - Individual markets only will count; team markets do not count.

    To finish Top 5, 10, 20 in individual or ALL majors in a stipulated calendar year. Dead heat rules will apply for tied positions.

16. Handball

1) All bets referring to aggregated Tournament Totals will be settled based on official statistics by the governing body. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g., Extra Time) but not Penalty Shoot Outs.

2) Settlement of player related bets in a specific match will be based on the result after the end of the 2nd half (Regular Time), unless otherwise stated.

17. Ice Hockey

1) Team/match markets which do not refer to a specific timeframe (e.g., Period 1, Regular Time, etc) will also include the outcomes emanating from any eventual Overtime and Shootouts, to decide the outcome. Any team winning during Overtime/Shootouts will only be credited as having scored one goal, regardless of the number of goals scored during the eventual

prolongations.

2) Settlement of player related and team markets (such as Goals, Assists, Points, Penalty Minutes, Shots on Goal, etc.) will be settled based on official statistics by the governing body. Unless otherwise stated, settlement of such bets will include eventual prolongations (e.g., Over Time) but not Penalty Shoot Outs.

3) Settlement will be based on configuration for settlement rules for abandoned events. In the case of an abandoned match that is not considered official, all undetermined markets are considered void unless the match continues to an official result on the scheduled day. All entirely determined markets will be settled. No exceptions for NHL and NCAA events.

4) Unless specifically stated or implied in the offer characteristics, settlement of Season bets will be based as per the classifications, definitions and tie-breaking rules as per the official website of the competition (as applicable).

5) Season bets, regardless of whether these include outcomes obtained during Playoffs or otherwise, as well as offerings referring to particular teams or player performances, will remain valid irrespective of eventual player trades, team movements or name changes during any point in the season.

6) Player props and other stats-based offerings will be settled according to the official match reports as published after the game by the governing body.

18. Motor Sports

1) This section is valid for all sports related to Motor Racing, such as: Formula One, A1 GP, CART, Indy Car, Nascar, Circuit Racing, Touring Cars, DTM, Endurance, Rally, Rally-cross, Motorcycling, Superbike.

2) For Formula 1, if a race is postponed to another day (to be determined within the UTC time zone), all markets are considered void.

3) For all other motorsport, if a specific event is postponed or abandoned, then bets remain valid provided that the event is completed within 72 hours.

4) Bets are settled according to the publication of live timing and classification as shown on TV at the time of podium presentations, or at the end of the session/race/market (as applicable). Should the information required for the settling of the offer be missing/not shown and/or incomplete, the first official information on the official site will be deemed binding, regardless of subsequent promotions, demotions, appeals and/or penalties inflicted after the termination of the session/race which the bet refers to.

5) Markets being shortened due to weather conditions or other situations but are deemed official by the governing body will be settled accordingly, regardless of any changes which said associations might make due to the incompletion of the race.

6) Should a competition/race/session/lap/heat be restarted from the beginning, bets will stand and will be settled according to the result issued after the restart, except for those bets the outcome of which has already been determined.

7) For settlement purposes, a driver/rider who has taken part in an officially sanctioned practice or qualification session is considered to have taken part in the competition, regardless of his eventual participation in the actual race.

8) In "Head-to-Head" bets all listed participants must take part in the session to which the bet refers to for bets to stand, irrespective of whether a driver manages to get an official time.

9) In "Outright" or "Place" bets, no refunds will apply to those participants who do not take part for any reason, for the session/competition/championship to which the offer refers to.

10) Settlement for any offer with reference to "Race completion" will be based on official regulations as issued by the governing body.

11) A "Head-to-Head" bet where both drivers/riders fail to complete the race is determined on the basis of the most laps completed. In case the participants fail to complete the race and are recorded for the same number of laps, the bet is declared void, except in cases of Rally where at least one of the listed participants must complete the competition, otherwise the bets will be declared void.

12) Time penalties inflicted by the governing body during the qualifying session(s) will count. Other grid demotions/promotions are disregarded.

13) The warmup lap is not considered for settlement purposes. If a driver starts from the pit lane in F1, they are still classified should they complete a certain percentage of the race distance, which is 90% of the distance covered by the winner.

14) Settlement of seasonal markets will take into account the classification issued exactly after the completion of the last race of the season including any decisions taken by the organising body during the season, given that said decision is issued before the last race of the season. Any decision (even on appeal) taken after the end of the last stipulated race is deemed as irrelevant.

15) All bets which refer to teams' performances will stand regardless of any driver/rider changes.

16) Bets referring to specific teams' performance during the race require the initially stipulated number of vehicles from each team to start the race for bets to stand, otherwise they will be declared void (e.g., in Formula 1, two cars from each team should start the race).

17) Settlement of bets referring to the inclusion of the "Safety Car" will not consider those occurrences in which the actual race starts behind the "Safety Car".

18) Settlement of offerings on the first driver/car to retire will be based on the actual lap in which the driver is considered to have withdrawn from the race. Thus, if two or more drivers retire during the same lap bets will be settled in accordance with Section B, Para 5. 14.

19) Bets on the First/Next Driver to retire during the race will include only the outcomes deriving after the official start of the race. Any retirements/withdrawals previous to the actual start of the GP (including those during the warm-up lap) will not be considered for settlement purposes.

20) In NASCAR Top 3 Outright betting, if the number of finishers is less than 3, the last participant to retire will be declared the winner. This applies until 3 competitors have officially finished in the winning positions.

19. Netball

1) Unless otherwise stated, settlement of bets on will be determined based on the result after the extra (over) time.

2) "Margin Betting" and "Half/Time Full Time" offerings are settled with the outcome at the end of the 80 minutes play.

3) A match must be completed for bets to stand, except for those offerings the outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome.

4) Offerings referring to individual player performances in a single match (e.g., Total Points Scored by Player X) or confronting performances from 2 individual players during the course of a match (e.g., Which of Player X or Player Y will score most points), require all listed individuals to participate in at least one more play in the match, after bet acceptance, for bets to stand.

5) Offerings referring to individual player performances over a particular period (e.g., Total Points Scored by Player X during the Regular Season) or confronting performances from 2 individual players during the course of the season (e.g., Which of Player X or Player Y will score most Points during the Regular Season), require all listed individuals to be an active participant in at least one more match applicable for the offer after bet acceptance for bets to stand.

20. Pesäpallo (Finnish Baseball)

1) All bets on Pesäpallo are determined based on the result after the first two rounds (innings). Unless otherwise stated, any scores deriving from prolongation periods (e.g., Supervuoropari) are not taken into consideration.

21. Rugby League

1) Unless otherwise stated, settlement of bets on Rugby League is determined based on the result after 80 mins

2) "Margin Betting" and "Half/Time Full Time" offerings are settled with the outcome at the end of the 80 minutes play.

3) Certain competitions/markets might have offerings that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the dead heat rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Player's stake.

4) For Try Scorers (First/Last/Anytime/Team), all bets do not include any potential extra (over) time. Any bets placed on players in the game day 17 stand, regardless of the player's participation (or lack thereof) in the match. Stakes on players not included in game day 17 will be refunded.

5) All bets stand, regardless of change of venue.

22. Rugby Union

1) Unless otherwise specified all bets referring to the match and team performances, etc. are settled in accordance with the result at the end of the 2nd half (after 80 minutes play).

2) Certain competitions/markets might have offerings that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the dead heat rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Player's stake.

3) Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in the match day squad stand regardless of the player's participation (or lack thereof) in the match. Stakes on players not included in the match day squad will be refunded. Penalty Tries will be settled on the "penalty try" outcome listed for each team. In the event of no try scored in the match no bets shall be refunded.

4) All bets stand, regardless of change of venue.

23. Lacrosse

1) A two-point goal counts as two goals.

2) "Total Goals" Refers to the Sum of the Final Score.

3) For player props, "Total Goals Scored by the Player" = Points - Assists.

4) All games must go for the full 60 minutes for bets to be valid.

5) Overtime is included for wagering purposes if there is no draw line.

24. Speedway

1) All offerings will be settled based on the official result declared by the governing body at the completion of the last scheduled heat. Subsequent promotions, demotions, appeals and/or penalties inflicted after the termination of the market which the bet refers to are disregarded.

2) "Match" bets between two teams/riders are settled according to the official result, regardless of the number of heats completed.

3) "Over/Under" offerings on unfinished matches/markets the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offerings, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion, will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. See examples from the tennis-section for reference.

4) "Handicap" offerings require all scheduled heats to be completed for bets to stand except in those markets the outcome of which is already determined before the interruption and/or any

further continuance of play could not possibly produce a different outcome to said offerings which will be settled accordingly. See examples from the tennis-section for reference.

5) All "Head-to-Head" and “Over/Under” bets featuring the performance of one or more riders in a competition/heat are considered valid given that all listed riders take part in at least one heat for bets to stand.

6) Bets referring to a specific heat require the specific heat to be completed and all listed participants to take part in the particular heat for bets to stand.

25. Surfing

1) All bets stand, regardless of any postponement, change of venues, etc., granted that the market is held within the official waiting period as declared by the governing body.

2) Matchups referring to the performance of one or more surfers are considered valid given that all listed surfers start in the listed heat/competition.

3) Certain competitions/markets might have offerings that are relevant to the performance in a market where two or more listed surfers are eliminated in the same stage. In this case bets would be settled according to the dead heat rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Player's stake. Should such provision be in place it would be listed in conjunction with the bet offer

26. Swimming

1) Unless otherwise stated, all bets on Swimming are determined on the basis of the result after the final stage of that competition. If neither of the listed participants takes part in the final stage, all bets will be void, unless the governing body follows specific tie-breaking procedures, in which case, these will be deemed valid.

2) All bet offerings will be settled based on the first official result being presented. However, 32Red will settle/re-settle accordingly, any changes to the official result issued within 24 hours after the market has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the competition, such as a lane infringement or an early start in a relay race, etc. No doping cases will be considered. The result available at the end of the 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc.

3) If two or more participants take part in different heats during a competition, all Head-To-Head-offerings between them will be considered void, unless there is a later stage in the competition that at least one of them qualifies for.

4) A participant who is disqualified due to the infringement of the start procedure (false start) will be deemed to have taken part in the competition.

27. Tennis and Racket Sports (Badminton, Jai-Alai, Squash, Padel, Pickleball & Table Tennis)

1) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes (either before or during the match), in conditions (indoor/outdoor) and/or surface types, unless other arrangements have been agreed.

2) Bets on the match winner, current set, and game (if the first point is scored) will be settled on the player progressing, while undecided markets will be void.

3) “Over/Under” and "Handicap" markets must be entirely determined for settlement. For e.g., if the match ends via retirement in the first set with the score at 4-4, the first set total 9.5 line would be voided, as the actual number of total games at the time of retirement was only eight.

4) All “Correct Score” (namely Set Betting and Game Betting), “Odd/Even”, and those offerings which refer to the winner of a particular period in the match (e.g., “Which player will win the first set?” and “Set 2 – Game 6: Winner” require the relevant part of the match to be completed.

5) All type of offerings not specified above require at least one set to be completed for bets to stand, except for those offerings the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

6) In a Doubles match, all bets will be declared void if any of the stated players are being replaced.

7) Any reference to "Grand Slams" will be based on the tournaments for that particular season to which the ITF attributes said definition, irrespective of any venue, date, or any other changes.

8) Bets on doubles matches in the Round Robin stages of the Davis Cup Finals, Billie Jean King Cup Finals and ATP Cup will always stand, even if the score in the tie is 2-0. For all other Davis Cup, ATP Cup and Billie Jean King Cup ties, the doubles matches will be void, if the tie has already been decided.

9) Results acquired in a "Pro Set" will be valid only for the following offerings: "Match", "Set Handicap", "Set Betting" and "Total Sets". All other types of offerings will be settled as void, except for offerings the outcome of which is already determined.
Should a match be played in a format/number of sets different than that presumed at time the market was published, 32Red will void the applicable markets pertaining to X, Y, Z unless the necessary number of occurrences has already been achieved regardless of the change in format/number of sets.

10) As a general rule "tie-breaks" are always considered as 1 game only, regardless of the number of points needed to win or whatever the format of the "tie-break". The following tie-break scenarios will be settled as follows:

- "Match tie-break": Normally played instead of the decisive set when both participants have won the same number of sets. For settlement purposes, this is considered as a full set as well as a game and counted accordingly. However, it will not be considered as a tie-break for the settlement of the relevant offerings.
- "Tiebreak at 6-6 in a set, first to 7 points": For settlement purposes, this is 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offerings.
- "Tiebreak at 6-6 in a set, first to 10 points": For settlement purposes, this is 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offerings.

- "Tiebreak at 12-12 in a set, first to 7 points": For settlement purposes, this is 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offerings.
- "Tiebreak at 3-3 in a set, first to 7 points" (aka Fast 4 format): For settlement purposes, this is 1 game and counted accordingly as well as a tie-break for the settlement of the relevant offerings.
- "Tiebreak Tens": A match which consists solely of a tie-break with the winning participant being the one to first reach 10 points and lead by a margin of 2. This is considered both as a tie-break and as a full match for the settlement of the relevant offerings.

Should any match include a tie-break format not listed above, offerings will be settled according to the definitions as described by the ITF, or in absence, the closest in principle to the examples listed above.

11) Win/Place and Each-Way bets referring to the Tournament Winner placed between the time of the first publication of the main draw by the governing body and the start of the competition, will be refunded should the listed participant not take any further part in the Tournament. Exception will be done for any participants still involved in the Qualifying stages as these will be considered as active participants.

12) Bets on season related performances (e.g., “number of Grand Slam titles won” or “to finish top 20 yes/no” will be void if the player does not play at least 5 ranking point awarding markets during the season.

28. Volleyball

1) Any points tallied during the “Golden Set” will not count for the settlement of the offerings relating to that particular match, except for any bets referring to tournament progression and Tournament Totals.

2) “Over/Under” and "Handicap" offerings on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offerings, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the tennis-section for reference.

3) All “Correct Score” offerings, “Odd/Even”, and those offerings which refer to the winner of particular period/timeframe in the match (e.g., “Which team will win the 1st set?” and “Set 2 – Race to 15 points” require the relevant part of the match to be completed.

4) All type of offerings not specified above require at least one set to be completed for bets to stand, except for those offerings the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

29. Winter Sports

1) This section is valid for the following sports: Alpine Skiing, Biathlon, Cross Country Skiing, Freestyle, Nordic Combined, Short Track, Ski Jumping, Snowboard & Speed Skating.

2) Results from a competition will be deemed valid if it is declared as a valid competition for the relevant category, by the governing body for that sport. This applies in case of a market being shortened, such as only consisting of one run/jump instead of two, or a market being moved to another venue.

3) In cases of abandoned/uncompleted markets, all those offerings the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome are deemed valid and will be settled accordingly.

4) All offerings will be settled as void if the original/stated format of a market is completely changed, like the size of hill in Ski Jumping, style in Course Country Skiing, etc.

5) 32Red reserves the right to apply Tattersalls Rule 4 in case of a non-starter in a “Group Betting” (“Best of X”) offer.

6) Bets related to specific Winter Sports markets (excluding overall classifications, Olympic, World, and Continental competitions) are offered with the assumption that the event will be the next one held in that sport or discipline. If a specific event is rescheduled for any reason, and a similar event in that sport or discipline takes place in the same location within 72 hours, the bets will be transferred to the next scheduled event. E.g., If two races are scheduled for the same sport on Friday and Saturday, and the Friday race is moved to Saturday or Sunday, bets on the Friday race will be settled based on Saturday's event.
If only one event is scheduled in that sport or discipline and its start time is changed but remains within 72 hours, bets will still be valid and settled accordingly. However, if no similar event takes place within 72 hours of the original schedule, all bets will be declared void.

7) In a "Head-to-Head" between two or three participants, at least one of the listed participants must complete the final run/stage/jump which the bet refers to, for bets to be considered valid. Such provision is not applicable for Cross-country Sprint markets which include different elimination stages as well as Ski Jumping. In such cases, settlement will be based on the official classification irrespective of whether any of the listed participants completes the final run/stage/jump.

8) All bet offerings will be settled based on the first official result being presented. However, 32Red will take into account and settle/re-settle, accordingly, following any changes to the official result issued within 24 hours after the market has taken place. For such eventuality to be considered, the protest must be attributable to incidents happening exclusively during the competition, such as a line infringement, pushes or a false handover in a relay race, etc. No doping cases will be considered. The result available at the end of the 24 hours will be deemed as binding regardless of any further protests, changes to the official result, etc

30. Other (Non-Sport/Special Bets/Politics)

1) The conditions stated in this section refer to all offerings which would not be reasonably classified under the different sports categories (e.g., TV Programs, Politics, Awards & Prizes,

Beauty Contests, Entertainment and similar). Whenever applicable, and unless otherwise stated in this section or in the offer, settlement of these offerings will be based on the 32Red Rules under Section B, Para 5.

2) Unless otherwise specified below or in conjunction with the bet offer, all bets which fall under this section are valid until a result is officially declared regardless of any delays in the announcement, extra voting rounds, etc. which would be needed for the outcome to be announced.

3) All open offerings involving participants who withdraw/have been evicted from TV shows (either departing voluntarily or following an organiser's decision), will be settled as lost. Should the same participant re-enter the same competition at a later date, he/she will be treated as a new contestant thus previous bets will be settled as lost.

4) Bets referring to the removal of a participant are only valid for the next scheduled show. Any changes to the methods of eviction, amount and/or line-up of participants eliminated during the same program, or any other factors which were not reasonably expected will result in the bets referring to "Next eviction" or "Next Elimination" to be voided.

5) In the event of the show terminating before an official winner is declared, bets will be settled as a tie (i.e. dead heat) between the contestants who have not been eliminated. Win/Place bets on contestants who have been already eliminated will be settled as lost.

6) a. Politics markets will be settled in accordance with the result as confirmed, after it was first published by the government organisation responsible for holding the election, within that particular jurisdiction, on its official website/social media.

b. 32Red reserves the right to use information collected from a consensus of recognised national broadcasters, to settle markets before the official result as described in Section C, Para 31. 6(a) is proclaimed and confirmed. Any public concession by an opposing contender will also be considered grounds for settlement to occur.

c. Changes in a declared or published official result deriving from eventual protests, disputes, sub-judice results and/or successive changes to the official result, after it has been issued/confirmed will not be considered.

31. Mixed Martial Arts

1) All offerings will be settled according to the official result of the relevant governing body immediately as declared by the ring announcer at the end of the fight. No amendments made to the official result after being first announced will be taken into consideration except for those which the official organisation effects to rectify clear cases of human errors by the ring announcer.

2) Unless clearly specified that the fights are unconfirmed, bets are only valid should the fight take place on the card/date it was announced for irrespective of any change in venue/location. Bets will be settled as void should there be any official announcement by the organising body of a date postponement, re-scheduling to a different card or change in fighters even if said match ends up taking place as originally announced.

3) Addition or removal of title stipulations (e.g., a match initially announced as a non-title match gets changed into a title match) or changes in weight classes as well as either/both of the fighters fail to make the pre-established weight, will not result in the voiding of the offerings as much as the fight takes place on the card it was announced for.

4) If for any reason, the number of scheduled rounds in a fight is changed between the time of bet acceptance and the actual fight, offerings which make specific reference to rounds, such as "Round betting", "Group of Rounds", "Over/Under", "Winning Method" and “To go the distance”, or other offerings which would be affected by such change, will be declared void.

5) For settlement purposes, in case the fight is interrupted for any reason in between rounds, e.g., retirement before the start of a round, disqualification, failure to answer the bell, the fight will be deemed to have finished at the end of the previous round.

6) Offerings on fights declared as a "No Contest" or where neither fighter is declared as the only winner of the fight, will be settled as void, except in cases where such outcome was offered for betting purposes or for those offerings the outcome of which has been decided prior to the decision and could not possibly be changed regardless of future markets, which will be settled according to the decided outcome.

7) The following descriptions are to be considered as the applicable outcomes for the different scenarios:

   - “Finish”: A win by KO (Knockout), TKO (Technical Knockout), DQ (Disqualification), Submission, ‘throwing of the towel’ from either fighter’s corner, any referee stoppage which declares either fighter as the only winner of the fight.
   - “Points/Decision”: Any win based on the judges’ scorecards.
   - “Unanimous decision”: A decision where all judges declare the same fighter as the winner.
   - “Majority decision”: A decision where the majority of judges declare the same fighter as the winner while the minority of the judges declare the fight as a draw.
   - “Split decision”: A decision where the majority of judges declare a particular fighter as the winner while the minority of the judges declare the other fighter as the winner.
   - “Majority draw”: A decision where the majority of judges declare the fight as a draw while the minority of the judges declare a particular fighter as the winner.
   - “Split draw”: A decision where each of the judges’ scorecards declare a different outcome of the fight and no outcome prevails over the other.

8) A fight will only be considered as having gone "the distance" only if a points/judges’ decision is awarded after the full duration of all scheduled rounds has been completed.
   If a judges or referees’ decision is awarded, before the full number of scheduled rounds are completed (Technical Decision or No Contest) offerings such as “Alternate Round Betting”, “Group of rounds” and “Over/under” will be declared void, unless the outcome is already determined. For settlement purposes, betting on rounds or groups of rounds is for a fighter to win by KO, TKO, disqualification or submission during that round/group of rounds. In the event of a Technical Decision before the end of the fight, all bets will be settled as a “Win by Decision”.

9) In offerings where a draw/tie is possible and odds have not been offered for such outcome; bets will be settled as void should the official result be declared as such. For settlement purposes,

fights the outcome of which is declared as either a “Majority draw” or a “Split draw” are to be considered as a drawn/tied outcome, and offerings will be settled accordingly.

10) Bets referring to round/fight duration represents the actual time passed in the round/fight, as applicable, depending on the scheduled round/fight duration. e.g., a bet on Over 4.5 Total Rounds will be settled as Over once two minutes and 30 seconds in the 5th Round has passed.

11) Settlement of statistics-based offerings such as "Fighter to have most takedowns" or "Fighter to have most significant strikes" will be settled based on the results issued by the governing body or its recognized official partner for such statistics. Settlement will be based according to the definition with which the official governing body issues said statistics. In cases where both fighters are declared as having accomplished the same result and said outcome not having been available as a possible outcome for betting purposes, bets will be voided.

12) Markets which confront or tally different fights from the same card such as “Total KOs/TKOs on the card” or “Total matches to end by decision on the card” will indicate the number of fights required to take place on a card, or list specifically the section of the card the bet relates to. Bets will remain valid should any applicable fight be cancelled yet the number of fights on the card or the applicable specific section of it remain the same (e.g., re-booking, replacement fighter or undercard/preliminary matches being pushed to the main card). Should for whatever reason the listed number of fights not take place during the card or the specific section of it for which the bet refers to, bets will be settled as void.

32. Snooker and Pool

1) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, etc.

2) “Match” bet offerings are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one frame to be completed for bets to stand.

3) “Over/Under” offerings on unfinished matches/markets the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offerings, will be settled based on the result achieved until the interruption has occurred. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of frames which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. See examples from the Tennis section for reference.

4) “Handicap” offerings require all scheduled frames to be completed for bets to stand except in those markets the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offerings which will be settled accordingly. See examples from the Tennis section for reference.

5) All “Correct Score”, “Odd/Even” and those offerings which refer to the winner of a particular period in the match (e.g., Player to win the first set” or "First Player to reach X Frames") require the relevant part of the match to be completed.

6) All types of offerings not specified above require at least one frame to be completed for bets to stand, except for those offerings the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

7) In cases of a re-rack all bets on that specific frame will be settled as void and a new market will be opened. An exception will be done for those offerings the outcome of which is already determined before the re-rack and any further continuation of play could not possibly produce a different outcome.

8) All offerings that refer to a “{x}+break” will be settled as yes on occurrences of the break of {x} or more inclusive. e.g., the offer “100+ Break in Frame 1” will be settled as yes, if there is exactly a 100 break in frame

33. Darts

1) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, etc.

2) “Match” bet offerings are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc, granted that the match starts.

3) “Over/Under” offerings on unfinished matches/markets the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offerings, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of legs which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. See examples from the Tennis section for reference.

4) “Handicap” offerings require all scheduled sets to be completed for bets to stand except in those markets the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offerings which will be settled accordingly. See examples from the Tennis section for reference.

5) All “Correct Score”, “Odd/Even” and those offerings which refer to the winner of a particular period in the match (e.g., Player to win the first set” or "First Player to reach X Sets") require the relevant part of the match to be completed.

6) All types of offerings not specified above require at least one set to be completed for bets to stand, except for those offerings the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

7) Offerings combining a number of occurrences by a specific player within a match/market (e.g., King of the Oche, etc), require that all connotations related to the offer bet must be fully and unquestionably complied with. Should 1 or more parts of the offer end in a tie, bets will be settled as LOST.

8) All offerings that refer to a "{x}+checkout" will be settled as yes on occurrences of the checkout of {x} or more inclusive. For e.g., the offer "100+Checkout – Leg 1" will be settled as yes, if there is exactly a 100 checkout in Leg 1

9) Checkout on the bullseye – only inner red counts

34. Sport Specific Limits

1) As mentioned in Section A, Para 4.1, 32Red reserves the right to limit the net payout (the payout
after the stake has been deducted) on any bet or combination of bets, by one Player or any group of Players acting together.

2) Unless explicitly agreed upon, winnings in excess of the limits listed below will be disregarded.

3) Limits vary depending on the sport, the type of competition and the type of bet offer. Should a bet
contain a combination of offerings from different sports/categories/matches and/or offer types, the payout
will be limited to the lowest level included in the combination, as specified below.

Sport	**Competition/All Market Offerings**	**Maximum Payout Limit**
Football	English Premier, La Liga, Ligue 1, Seria A, Bundesliga, Eredivisie, UEFA Champions League, Europa and Conference (excluding qualifiers), FIFA World Cup, UEFA European Championship (excluding qualifiers)	£500,000
Football	All other leagues and tournaments - Match Betting/Outright only	£250,000
Football	All other leagues/tournaments markets	£100,000
Football	Specials (Transfer, Managers, Awards)	£25,000
Basketball	NBA, Euro League, Olympic, World and Continental Tournaments for Men governed by FIBA	£250,000
Basketball	All other leagues	£100,000
Tennis	Grand Slams and ATP/WTA Tour	£250,000
Tennis	All other	£100,000
American Football	NFL	£250,000
Baseball	MLB	£250,000

Ice Hockey	NHL	£250,000
Ice Hockey	All other	£100,000
Cricket	All	£250,000
Australian Rules Football	All	£100,000
Darts	PDC tournaments	£250,000
Darts	All other	£50,000
Golf	Majors, PGA, DPWT, LIV and Ryder Cup	£250,000
Golf	All other	£100,000
Rugby Union	All	£250,000
Rugby League	All	£250,000
Snooker	All	£100,000
Motor Sports	All	£100,000
Boxing/UFC	All	£100,000
Politics	All	£25,000
	All other sports/leagues/competitions not listed above, including Esports, Virtual, TV and Novelty	£25,000

Section D Esports

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1. Introduction

1. 32Red may offer bets on Esports titles or genres not explicitly listed. Future or past versions of the same game/series will follow the same rules, regardless of numbering or naming. If no specific rules exist, settlement follows general principles in these Terms & Conditions.

2. By betting, players confirm they have read and agree to these rules, as well as 32Red General Terms & Conditions.

3. In case of conflicting rules, priority is:

i. Campaign/offer rules

ii. Game-specific rules

iii. Genre-specific rules

iv. General Result Settlement rules

v. 32Red General Terms & Conditions.

4. If none resolve the issue, 32Red may settle individually at its discretion, following fair betting norms.

2. General Result Settlement Rules

1. Results are settled using official sources (broadcasts, APIs, official sites). If these conflict or are unavailable, public sources may be used.
2. Bets are not adjusted for later disqualifications, penalties, protests, or appeals. Example: A team reaching semifinals is settled as a winner even if later disqualified.
3. Information like venue or team order is for guidance only. Venue or home/away changes do not void bets.
4. Stats shown on 32Red are unofficial and cannot be used to cancel bets.
5. Name/nickname errors do not void bets if the intended participant is clear.
6. Cut-off times are indicative. 32Red may suspend betting at any time.
7. 32Red may void bets if:
    - Data delays cause incorrect odds.
    - Bets placed using unfair/private information.
    - Bets placed after an advantage is gained but not reflected in odds.
8. Matches starting at a different time remain valid if the same match in the intended round.
9. Extra rounds, overtime, or qualifiers count unless stated otherwise.
10. Matches not played or decided by walkover = void. Action is deemed to have started once the clock runs or a player makes an in-game action.
11. Abandoned matches: if no result is declared within 36 hours → refunds. Already-decided bets (e.g., first blood) stand.
12. First official result within 36 hours stands, including disqualifications or concessions. If a draw wasn't offered → refunds.

13. If an abandoned match resumes within 36 hours → bets stand.
14. If an abandoned match restarts from the beginning within 36 hours → unsettled bets void.
15. If a team plays another opponent before continuation → unsettled bets void.
16. Tournament bets remain valid if completed in the same year, even if teams withdraw later.
17. Example: In a best of 5, if Team A leads 2–0 and Team B concedes → Team A = winner. If score is 1–1 and a winner is declared, bets void.
18. Bets on counters/statistics follow official definitions only. Disputes based on personal interpretation are invalid.
19. Outright/Place bets: refunds if a participant withdraws before the event starts, unless Tattersalls Rule 4 applies.
20. Bets on a team's progress require the team to compete at least once after bet placement.
21. Winning outcomes not listed remain valid. Players may request odds on unlisted outcomes, but 32Red may decline.
22. Head-to-head bets are settled only on the listed participants; others in the event are ignored.
23. Disqualification/withdrawal counts only from the time of official announcement. Past results remain unchanged.
24. Ties follow the Dead Heat rule.
25. For 2-participant comparison bets: refunds if no draw was offered and no tiebreak is used; or if a participant does not continue; or if neither achieves the condition.
26. For 3-participant comparisons: same as above, but ties follow the Dead Heat rule.
27. For 4+ participants ("Group Betting"): Outright/Place rules apply. Refunds if any listed participant does not continue.
28. Bets on totals/handicaps/races are void if match format changes in a way that affects the counter (e.g., Bo3 → Bo2). Example: "Win 1st Map" still valid; Total Maps = void.
29. Bets are void if odds/lines were based on the wrong scheduled format (e.g., listed as Bo3 but actually Bo5) and the change affects the counter. Example: "Win 1st Map" remains valid; Total Maps = void.
30. "Field/Any Other" bets include all unlisted participants. If a newly listed participant wins, they count as unlisted until added.
31. Bets referring to a participant vs "The Field" are void if that participant never plays after the bet was placed.
32. Matches starting with fewer players than required = bets void. If players drop out mid-match, bets stand.
33. Bets stand if players use different nicknames/smurfs, unless it's clearly not the intended participant.
34. Bets on teams remain valid even if stand-ins/replacements are used, provided the organizer accepts the result.

35. Qualifiers count as part of the competition. Eliminated players are considered to have lost to those who advanced.
36. Timeframe bets follow the in-game clock (e.g., “within 30 minutes” = up to 29:59; “10–20 minutes” = 10:00–19:59).
37. Duration bets = actual time elapsed in the map/round.
38. Winner/Upper-bracket references remain valid regardless of advantages given.
39. Advantages awarded by the format count for settlement, unless stated otherwise. Example: In a Bo3 where Team A starts 1–0, “Map 1” bets refer to the first map actually played.

B. Genre/Game-Specific Rules

1. FPS (e.g., CS:GO, Valorant, COD, Overwatch, Rainbow Six)

- Overtime/extra rounds count unless otherwise stated (not for Correct Score).
- First map must start; awarded maps (winner/upper bracket) count.
- Map bets require all maps to finish; abandoned maps = void unless outcome already decided.
- Duration bets include overtime.
- Specific map/round/kill/ace bets require that map/round to finish.
- CS:GO:
    - All rounds must finish unless line already decided.
    - Awarded maps count as 0 rounds.
    - Round-specific bets require completion. Kills include those after bomb explosions/defuses.

2. MOBA (e.g., LoL, DOTA2, Smite, Wild Rift)

- Same map start/award rules as FPS.
- Bets void if abandoned unless result already certain.
- Kills only count against opponents, not environment.
- Objectives (e.g., Dragon, Roshan, Barons, Towers, Barracks) must be destroyed for settlement.
- Example: “Ace” in LoL = one player kills last champion alive.
- Assists: awarded maps = 0 assists.
- Special DOTA2 items (Aegis, Courier, Divine Rapier, etc.) and LoL items (Barons, Rift Herald, etc.) follow same completion rules.

3. Fighting Games (e.g., Street Fighter, Tekken, Smash)

- First game must start.
- Abandoned matches void unless outcome already decided.
- Awarded rounds count as 0.
- All scheduled rounds must complete for Total Rounds/Handicap bets unless line already met.

4. Battle Royale (e.g., PUBG, Fortnite)

- Winner = last standing team/player.
- Series winner = most points across matches.
- Overtime/tiebreakers count. If unresolved and draw not offered, refunds apply.
- Duration/kills must complete unless outcome already decided.
- Kills in “red zone” don’t count; vehicle kills credited to driver.

5. RTS (e.g., StarCraft, Warcraft)

- First map must start; awarded maps count.
- Replayed maps replace originals.
- Abandoned matches void unless line already settled.
- Duration includes overtime.
- First X bets = first to reach condition. If no one does, refunds apply.

6. Card Games (e.g., Hearthstone, MTG)

- Replayed games replace originals.
- First game must start.
- Abandoned matches void unless line already settled.
- Game X bets require completion of that game.

7. FIFA

- Match odds/handicap/total goals = regular time only (not extra time).
- To qualify = extra time included.
- Correct Score = regular time only.
- Abandoned matches = void unless outcome already settled.

8. Rocket League

- Overtime counts unless stated.
- Draws not offered = refunds.
- Abandoned matches = void unless outcome already decided.

9. NBA 2K

- Overtime counts unless stated.
- Handicap bets void if result equals spread.
- Partial/timeframe bets only count events in listed interval.
- Bets stand unless abandoned before outcome determined.