

Contents

1. [General Terms and Definitions](#)
2. [General Terms](#)
3. [General Betting Rules](#)
 - 3.1. [Bet Slip Sale](#)
4. [Types Of Bets](#)
 - 4.1. [Single bet](#)
 - 4.2. [Accumulator bet](#)
 - 4.3. [System bet](#)
5. [Limitations on inclusion some event in accumulator bet](#)
6. [Funds deposit into/funds withdrawal from a gaming account](#)
 - 6.1. [ADDITIONAL RULES FOR FUNDS DEPOSIT INTO/FUNDS WITHDRAWAL FROM A GAMING ACCOUNT](#)
7. [Responsible gambling](#)
8. [Self-Exclusion](#)
9. [Adjustment of disputes](#)
10. [Proposition bets \(outcomes\)](#)
11. [Rules on sports](#)
 - 11.1. [Eurovision](#)
 - 11.2. [AFL \(Australian Football League\)](#)
 - 11.3. [American Football](#)
 - 11.4. [Badminton, table tennis, beach volleyball](#)
 - 11.5. [Basketball](#)
 - 11.6. [Baseball, Softball](#)
 - 11.7. [Biathlon](#)
 - 11.8. [Boxing, Martial Arts](#)
 - 11.9. [Cycling](#)
 - 11.10. [Waterpolo](#)
 - 11.11. [Volleyball](#)
 - 11.12. [Handball](#)
 - 11.13. [Golf](#)
 - 11.14. [Darts](#)
 - 11.15. [Curling](#)
 - 11.16. [Cricket](#)
 - 11.17. [Beach handball](#)
 - 11.18. [Beach soccer](#)
 - 11.19. [Rugby](#)
 - 11.20. [Horse racing](#)
 - 11.21. [Squash](#)
 - 11.22. [Snooker](#)
 - 11.23. [Tennis](#)
 - 11.24. [Floorball](#)
 - 11.25. [Football](#)
 - 11.26. [Futsal](#)
 - 11.27. [Field hockey](#)
 - 11.28. [Bandy](#)
 - 11.29. [Ice hockey](#)
 - 11.30. [Bowls](#)
 - 11.31. [Chess](#)

- 11.32. [Formula One, Motorcycle racing](#)
- 11.33. [Lacrosse](#)
- 11.34. [eSports](#)
- 11.35. [Olympics](#)
- 11.36. [Winter Sports](#)
- 11.37. [Gaelic Football, Hurling](#)
- 11.38. [Futsal 4x4](#)
- 11.39. [Cyber Football](#)
- 11.40. [Cyber Basketball](#)
- 11.41. [Cyber Ice Hockey](#)
- 11.42. [Counter Strike](#)
- 11.43. [Cyber Fighting UFC](#)
- 11.44. [World of tanks](#)
- 11.45. [Cyber tennis](#)
- 11.46. [Dota 2](#)
- 11.47. [Worms](#)
- 11.48. [Cyber fighting WWE](#)
- 11.49. [Cyber Cricket](#)
- 11.50. [Mortal Kombat X](#)
- 11.51. [eSports Golf](#)
- 11.52. [eSports Baseball](#)
- 11.53. [Street Fighter V](#)
- 11.54. [eSports Pool](#)
- 11.55. [CARD GAME "21"](#)
- 12. [Examples](#)
 - 12.1. [Asian handicap calculation of single bet](#)
 - 12.2. [Asian handicap accumulator bet calculation](#)
 - 12.3. [Asian total calculation](#)
- 13. [TOTO Jackpot Totalizator](#)
 - 13.1. [General terms](#)
 - 13.2. [Distribution of the prize fund and jackpot](#)
 - 13.3. [How to place a TOTO Jackpot bet](#)
- 14. [TOTO Exact Score Totalizator](#)
 - 14.1. [Distribution of the prize fund and jackpot](#)
- 15. [TOTO Hockey Totalizator](#)
 - 15.1. [Distribution of the prize fund and jackpot](#)
- 16. [TOTO Football Totalizator](#)
 - 16.1. [Distribution of the prize fund and jackpot](#)
- 17. [TOTO Cyber Football Totalizator](#)
 - 17.1. [Distribution of the prize fund and jackpot](#)
- 18. [TOTO Free](#)
- 19. [Main sources of information](#)
- 20. [Golden Race](#)
 - 20.1. [Virtual soccer](#)
 - 20.2. [Greyhound and Horse Racing](#)
 - 20.3. [Motorcycle Races](#)
- 21. [Privacy Policy](#)
 - 21.1. [Information collected and its use](#)
 - 21.2. [Disclosures](#)
 - 21.3. [Security](#)
 - 21.4. [Changes to our privacy policy](#)

22. [ANTI-MONEY LAUNDERING/COMBATING THE FINANCING OF TERRORISM](#)

23. [Casino](#)

23.1. [Promotions](#)

23.2. [Stop list of wagering games](#)

23.3. [Errors Or Omissions](#)

23.4. [Force Majeure Events](#)

1. General Terms and Definitions

General notions and terms used by MelBet betting company.

Bet	- is a risk-driven agreement for potential winnings entered into between the customer and the bookmaker under the established Rules, where the fulfillment of such agreement is conditioned by an event whose outcome is yet to be determined. Bets are accepted on the conditions offered by the bookmaker.
Outcome	- is the result of the event (events) on which the bet was placed.
Bettor	- is an individual placing a bet with the bookmaker on an outcome.
Sports	- is a combination of events, possible outcomes of these events, odds of possible outcomes of these events, their closing date and time when the company quits to take bets on outcomes of these events.
Bet cancellation	- is an outcome on which the bet is not settled and winnings are not paid. As per the Rules, in the event of "bet cancellation", an arrangement between the bookmaker and the customer shall be deemed unconcluded and the stake shall be refunded.
Regular time	- is the duration of the match subject to the regulations of the relevant sport, including time added by the referee. Regular time does not include extra time, overtime(s), penalty shootouts, etc.

2. General Terms

1. MELBET KENYA is owned by GAMETOSHA LTD and licensed by the BCLB under the lotteries and gaming act cap 131 laws of KENYA under license number BK.0001174, and casino operations under public gaming license number PG.0001176.
2. The betting company accepts bets on sports and other events. In betting shops bets are made and winnings are paid out only when the bettor brings ID.
3. Bets are accepted from individuals over 18 years old, who agree with the Rules proposed by the betting company. In the case of violation of these regulations, the company reserves the right to refuse payment of any winnings and already invested stakes as well as to cancel any bets.
4. A client is allowed to have only one account (ONLY one registration per person, family, household, computer, IP address, credit/debit card, e-wallet or electronic payment method). Persons otherwise associated with a customer will not be allowed to register on the website). Otherwise the Security Department reserves the right to block these accounts up to 2 months. All winning bets will be recalculated.
5. Conditions of bets accepting (odds, handicaps, totals, limits on maximum stake and etc.) can be changed after any bet, and the condition of the bets, which had been accepted before, remain unchanged. Before betting a client should find out all changes in the current Sports line.
6. The betting company reserves the right to decline a bet without giving a reason.
7. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void. Bet payout is made with the odds equal to "1".
8. In the event of suspicions in the unsportsmanlike format of matches the company reserves the right to block bets on sport event before final conclusion of an international organization and declare bets as invalid if the fact of an unsportsmanlike game is determined. Payment of these bets is made with odds "1". The administration is not obliged to present evidence and conclusions to the customers.
9. In the event of obviously erroneous odds, such bet shall be settled based on the final result at the effective odds applicable to the certain market.
10. If bets are settled incorrectly (e.g. the results were entered by mistake), such bets shall be recalculated. However, bets placed in the period between the erroneous settlement and recalculation shall be deemed valid. In the event the bettor's account proves to be negative after such recalculation, no bets may be placed until the bettor has made a sufficient deposit.
11. Bets placed on events, the outcome of which was known at the time of placement, shall be settled at odds of 1.
12. The "Simultaneous finish" rule is the outcome in which there is more than one winner of the event, tournament, championship etc. Should two winners be announced then stake amount is divided into 2 while calculating bets. Should three or more winners be announced then bets will be settled with odds equal to "1". This rule does not apply to the markets "To be higher".
13. Bets which are accepted from a specified date are subject to the Rules changed.
14. A client is responsible for the privacy of his/her password and the number of his/her gaming account received at the registration. All bets registered at the bookmakers company are valid. Bets cancellation is possible only in accordance with the present Rules.
15. If an Internet connection failed while accepting a bet confirmation by a client, it does not constitute grounds for a cancellation of this bet.
16. Any bet is a confirmation of the fact that a client agrees to the present Rules and accepts them.
17. The event results declared by the bookmakers company are the only grounds for calculations of bets and winnings. All claims to event results, date and actual time of an event beginning are

considered together with the package of official protocols of corresponding sports federations.

18. After receiving returns, the bettor shall check if the winnings are correct. Should the bettor disagree with the winnings, they shall give notice to the bookmaker thereof with their account number, date, time, event, stake, selection, odds, and reasons of disagreement being stated. Any claims regarding winnings may be filed within 10 (ten) days. All bet calculation claims for Cyber-Live games are accepted within 72 hours from the moment of game ending.
19. Should the bettor commit fraud in respect to the bookmaker (such as the registration of multiple accounts, the use of automated betting software, arbitrage betting, if the betting account is not used for betting, the improper use of loyalty schemes, etc.), the bookmaker reserves the right to stop such fraudulent actions by:
 - bet cancellation;
 - closure of the customer's account. Money that has been deposited into the account will be refunded;
 - filing a claim to a law-enforcement agency.
20. Voiding or recalculating results
In the event that the system experiences any kind of technical error, fault, or failure, all bets, including bets placed in the casino or in any available game, will be declared void and the company reserves the right to:
 - Adjust bets, including bets placed in the casino or in any available game, based on the actual result of the game
 - Recalculate winnings in order to determine the accurate winnings amount for any bets placed in the casino, Fast Games, or any other service provided, without providing a reason
 - Refund the customer's initial stake.
21. The bookmaker reserves the right to close a betting account immediately and void any bets placed thereon should the bookmaker establish that:
 - when the bettor placed the bet, they had information on the result of the corresponding event;
 - the bettor was able to influence the outcome due to their participation in the match (sportspeople, coaches, referees, etc.) or because they acted on behalf of participants;
 - bets were placed by a group of bettors acting in concert (as a syndicate) in order to exceed the limits set by the bookmaker;
 - one bettor has a few betting accounts (multiple registration);
 - the bettor is suspected of using special software or hardware facilitating automated betting;
 - unfair means were used to obtain information or circumvent restrictions imposed by the bookmaker.
 - In the aforementioned circumstances balances on customers' accounts shall be refunded after an investigation has been concluded. The balance shall be calculated excluding any unfair profits generated. The bookmaker reserves the right not to reimburse the bettor for any service charges imposed by payment systems while depositing and/or withdrawing monies from the MelBet account.
22. Affiliates are prohibited from betting/playing under any player account whether related or in connection to affiliate itself. In the event that an affiliate is in breach of this provision, such affiliate's account shall be deactivated accordingly and all rights and privileges including but not limited to commissions, winnings, bonus accrued shall be forfeited in favour of the company.
23. Should the bookmaker's Security Service have any concerns about the bettor's identity or their personal details (address, credit or debit card, other data), they are entitled to request any documents from the bettor substantiating their identity or other submitted data at the bookmaker's absolute discretion, as well as to cancel any payments until all such details are verified. Verification may take up to 72 hours from the receipt of documents. If it is proven that

the submitted data is false, the bookmaker is entitled to cancel all bets and suspend all transactions for an indefinite period of time and proceed with full verification of the account. The bookmaker reserves the right to request any documents required for such verification.

24. The bookmakers company is not responsible and doesn't accept any claims concerning correctness of translation from foreign languages of team names, player surnames, places where competitions take place. The information given in a tournament headline has an auxiliary character. Possible mistakes in such information do not constitute grounds for bets refund.
25. The Company reserves the right to add or update these rules at any time. In such circumstances the posting of the new rules on the website will be deemed to be the time they become effective and they will take immediate effect. Any bets placed after that time will be subject to the updated rules.
26. **MelBet** does not bear any responsibility for any losses or damages claimed as resulting from the use of this site or from its content. This provision equally applies to the use or misuse of the content of the site by any person, inability to access the site or use it, to delay in functioning or transmission of data, failures in communication lines, any errors, misprints or omissions in the content of the site.
27. A user confirms/agrees that all activities on his account are performed by himself. If it's made by third parties, the user is responsible for the account secure.
28. The Terms and Conditions are governed under the laws of KENYA.

Before using the website, the Customer must make sure that they do not breach laws and regulations related to the gambling industry in their territory of residence. Gambling on the Internet is prohibited in some countries, and consequently gambling-related payments and money transfers may also be forbidden. We recommend that you consult lawyers before registering on our website.

3. General Betting Rules

1. The betting company accepts bets given in a current Sports line – it is a list of events with corresponding winning odds.
2. The minimum stake on any single event is 22 KES.
3. A maximum stake is determined for each event by the betting company and depends on sports and an event.
4. The maximum winning for one bet is 6532860KES.
5. The betting company reserves the right to limit a maximum stake on special events as well as to limit or increase a maximum odds of a certain client without any notification and giving reasons.
6. Acceptance of accumulator bets on one outcome or a combination of outcomes from one player can be limited by a decision of the betting company.
7. A bet is accepted as soon as it is confirmed by the company. All accepted bets are displayed in the “Bet History”. In some cases there may be a delay until a bet is listed in your history. In case of any dispute the time when the bet was registered in the system of the company is considered to be its true submission time. If the User did not receive any notification about the acceptance of the bet, the rate is still considered to be accepted if it is displayed in the “Bet History.”
8. Bet made by bettor on a particular event outcome is considered to be won if all outcomes of such bet correctly predicted (exception for "system").
9. Bets are accepted before an official event beginning; event date, time and corresponding comments, given in the line, are approximate. Any bet placed after an event has started, will be cancelled, except for Live-bets, i.e. bets placed in the course of a match. Such bets are considered to be valid till the end of a match.
10. Bets placed after an event had begun are calculated with the odds equal to “1”; the winning odds on them in accumulator bets is equal to “1”.
11. If bet is recognized as invalid a return is made. If a bet on one or several events included in accumulator and system bets is cancelled, no winning calculations will be made.
12. If winnings are calculated incorrectly (e.g. event results were entered by mistake), such winnings will be recalculated.
13. All sports events are considered to be postponed and cancelled only under data of organizing official documents, official sites of sports federations, sites of sports clubs and other sources of sports information, and on the grounds of these data the events given in the line are changed.
14. A bet is to be cancelled in case a client deliberately misinformed the stuff of the bookmakers company by means of representing false information and claims in respect of bets, winning payout, event results and other information and claims of similar nature. The above mentioned incidents are valid in respect of minors under 18 and their parents as well.
15. Winning bet slips are valid within 30 (thirty) calendar days from event's official date as indicated in bet slip.
16. Sports and Live bets cannot be changed or deleted.
17. No responsibility is assumed by our company for any incorrectness of current event results on which Live-bets are accepted. Please use various independent sources of information.
18. A bet is to be cancelled in case a bet was made on known outcome (an event has happened but result haven't updated in the system).
19. Bets on regional championships are settled within 10 days from the publication of the results on official websites thereof. If one of the teams does not show up, all bets shall be settled at odds of 1 (refund). In this event the non-participant forfeits the game.
20. A bet is considered to be accepted after its registration on the server and its online confirmation. Registered bets may not be altered or revoked.

3.1. Bet Slip Sale

The Company offers a "Bet slip sale" feature. If customer does not want to wait until their bet has been settled, they can sell the bet slip back to the company in part or in full and get money in their account immediately. The service is available in "My Account – Bet History" or in the "My Bets" tab on the bet slip.

The customer can choose between a full or a partial sale in the bet slip sale dialog window. In this window, the customer can choose the part of their stake they want returned to their gaming account. The remaining part of the stake will stay on their bet slip and will be taken into account when the bet is settled. The amounts are confirmed by pressing the "Sell" button.

The minimum and maximum amounts the customer can get back into their account are determined on a case-by- case basis, dependent on the specific bet placed. In some cases the customer can only sell the bet slip in full. In other cases, depending on the bet, the customer might be able to sell the bet slip in parts, and in several transactions, within the stake amount.

The more time a customer spends on the bet slip sale dialog window once it has been opened, the greater the chance that the amount offered to sell the bet slip for will change. If the situation around the event changes, the price offered for the sale of the bet slip could change too.

Bet slip sale is possible for single and accumulator bets.

A bet slip sale is impossible if:

- The bet has been settled;
- One or more outcomes on the bet slip have been blocked;
- The bet slip contains outcomes which cannot be sold;
- The bet slip has already been sold;
- The price offered to the customer for the bet slip has changed. In this case the customer should choose new amounts in the bet slip sale dialog window.
- A bet slip sale can also be blocked at the discretion of the Betting Company.

The Company is not liable in cases where the service is not available due to technical failure. The Company reserves the right to suspend the service at any time in regard to any betting event without stating a reason. The bet slip sale transaction can be canceled if technical problems have been detected at any stage of the sale. In all such cases, bets are settled as normal based on the event outcome.

The Company does not guarantee that any bet placed on the website can be sold. The customer can only find out whether the bet can be sold after the bet has been accepted. The price of selling the bet slip offered by the Company is not up for negotiation. The customer has the right to accept the terms of sale or refuse to sell the bet slip at the specified price.

To win in the system it is sufficient that the indicated number of predictions of the total number be correct (it is defined by name, that is, for example, in the system "3 of 4" it is necessary that 3 of the 4 predictions prove correct, for "5 of 8" it is necessary properly to predict the outcome of the five events of 8 options, etc.).

It must be taken into account that because of the fact that only a part of the total bet amount is specified on each of the express of the system bet (proportional to the number of options) i.e. for one system 5 of 8 (56 options) the amount of 600 KES is set ($600 \text{ KES} : 56 = 11,16 \text{ KES}$) then the winnings by such a system bet will be less than the possible general winnings by the express bet.

Calculation options can be found in the Calculation of «Accumulator» and «System» bets section

5. Limitations on inclusion some event in accumulator bet

1. It's allowed to include only one of the dependent outcomes in an accumulator bet. In case two and more dependent events are included in one accumulator or system bet, all events with the least odds are excluded from this accumulator or system bet.
2. If there were 2 or more outcomes in accumulator or system dependent among themselves, then the Betting company reserves the right to declare this bet invalid, the winning odds on the dependent outcomes, except one with the highest odds equal to "1".
 - **Example 1:** As the score is 1:1, it is a draw, there will be at least one draw at the end of the match, and the event "The score 1:1 - Yes" and the event "draws in the tour 0.5 Over", and other similar logical (reasonable, right, logical) outcomes of the events are dependent events.
 - **Example 2:** As H. P. Montoya may not be lower than any participant in the race "Formula one" and, accordingly, will be higher than D. Coulthard, and the event "H. P. Montoya win - Yes" and "H. P. Montoya above D. Coulthard" and/or "D. Coulthard win - no" and/or "Team McLaren (D. Coulthard, K. Raikkonen) win - no" like other similar logical (reasonable, right, logical) outcomes of the events the outcomes are dependent events.
 - **Example 3:** If Chelsea wins the last match of the group stage (Chelsea-Werder Bremen) and the teams of the Group A (Chelsea, Barcelona, Werder Bremen, Levski) take the following places: 1st place - Chelsea (13 points), 2nd place - Barcelona (11 points), 3rd place - Werder (10 points), 4th place - Levski (0 points) - then the outcome of the event "Chelsea-Werder 1X (Chelsea Not To Lose)" and the outcome "Group A. Bremen To Qualify For The Next Round - No" and/or "Group A. Chelsea To Take 1st or 2nd Places - Yes" and other similar logical (reasonable, right, logical) outcomes of the events are considered dependent.
3. It's allowed to include only one of the dependent outcomes in an accumulator bet. In case two and more dependent events are included in one accumulator or system bet, all events with the least odds are excluded from this accumulator or system bet.
4. "Team will score a penalty Yes/No" bets are considered to be lost if there were no penalty kicks in regular time.
5. "Next goal", "How The Goal Will Be Scored" bets are considered to be lost if the goal the number of which was indicated in the bet slip was not scored.

6. Funds deposit into/funds withdrawal from a gaming account

1. You can deposit funds into your gaming account by all available payment systems described in the "Payments" section.
2. All withdrawal requests are processed 24/7.
3. You can only withdraw funds using the same payment details that were used for depositing funds into your account. If you use different methods to make a deposit, withdrawals should be proportionate to the deposits made using any particular method.
4. The company can check and preserve all data and ID, date of birth and other data. If there are differences between evidence and the data provided by the client, MelBet reserves the right to recalculate all bets as a return and disallow payment of winnings until the client proves its identity.
5. In the first request for cash withdrawing, a client must enter the correct passport details as it appears in the person's passport in the official language of the issuing country.
6. The Security Service reserves the right:
 - to decline cash withdrawal requests if deposits were made through e-systems;
 - to decline withdrawal requests if deposit or withdrawal sum(s) do not correspond to sum(s) of placed bets (to be able to withdraw funds you must place bets with 1.1 odds or higher in the amount of your last deposit). Criteria for withdrawal approval is the amount of bets placed within the last deposit.
7. If deposits were made with any other purpose, except for the bets, the company (in the case of suspected of fraudulent scam) reserves the right to cancel any deposit and to recover from the client all expenses incurred from the depositing.
8. Once registered a client is not allowed to create another account (under a new name, a new e-mail, etc.). If this rule is violated, the administration of the company reserves the right to block the newly registered account for a period of investigation (up to 2 months). If this incident of multiple registration is confirmed, the company has a right to cancel all bets of this new account (winnings). The administration reserves the right, at its sole discretion, to allow the customer to open a new account and close all other accounts owned by them.
9. MelBet company has a right to refuse withdrawal request on payment systems and recommend to use bank transfer withdrawal instead.
10. **ATTENTION!** The Administration does not recommend to deposit funds from foreign electronic wallets. The administration has the right to return the money to the account holders wallets without notice.
11. In some specific circumstances payment processing fees issued by payment systems for deposits and withdrawals, which are usually paid by MelBet, may be charged to the customer on certain accounts.
12. In certain circumstances we may have to contact you and ask you to provide further information to us directly in order to complete the Checks. If you do not or cannot provide us with such information then we may suspend Your Account until you have provided us with such information or permanently close Your Account. Additionally, you will have to provide identification whenever you make a withdrawal of funds amounting to or more.

6.1. ADDITIONAL RULES FOR FUNDS DEPOSIT INTO/FUNDS WITHDRAWAL FROM A GAMING ACCOUNT

1. By funding their MelBet gaming account, Players do acknowledge and agree that any payments

made with any depositing option available, in particular Debit/Credit Cards are irrevocable.

2. Withdrawals will be remitted only to the same account from which funds paid into the player's account originated subject to the payment providers' restrictions. No withdrawal will be authorized if it appears to be linked with transactions predominantly performed with the purpose of allowing the transfer of money from one payment method to the other.
3. Players may only use their own credit / debit card in their own account. In case of deposits made by credit / debit card of another individual, Players shall certify by adequate documentation proving entitlement to use that credit card.
4. MelBet reserves the right in its discretion to void any betting, winnings and confiscate any balance in the Customer's account with the company if the name on your MelBet account registration does not match the name on the credit/debit card(s) or other payment accounts used to make purchases or withdrawals at MelBet and for which supporting documentation is not provided when requested
5. In order to perform any transaction, MelBet may undertake any such verification checks as may be required by ourselves or by third parties (including, but not limited to, regulatory bodies) to confirm the legal ownership and the origin of the money implicated, the identity of the applicant and to comply with the relevant Anti Money Laundering Provisions. MelBet may suspend the availability of any withdrawal method and/or the withdrawal function available in your account until the completion of the verification checks in relation to the validity of any of the documents you send and, in some limited circumstances, suspend any activity of your account it may deem necessary should it have reasonable grounds to suspect or establishes the prohibited or illicit activity.
6. In order to withdraw your money, you will be requested to send us a copy of your Identification Card (front/rear). Whenever a transaction is made through bank transfer, credit card or electronic wallet, the first withdrawal request will be processed only after a security check has been performed and/or in any other circumstances MelBet may deem necessary (for example, large sum withdrawals). In such instances you may be required to supply any or all of the following documents together with the Identification Card, in order to comply with our security policies:
 - In case of credit card transactions, a copy of both sides of the card used to make the payment duly signed by the owner;
 - A copy of an official document showing your billing address;
 - Any other document that may be relevant in order to complete the check.Full compliance with our requests will speed up the verification process
7. If we have reasonable grounds to believe that deposits/withdrawals are made with the intention of defrauding the Company, we retain the right to cancel any transaction related to the said fraud attempt, close the account and restrict funds in the account without further recourse to you.
8. You are not allowed to use other MelBet user(s) credit cards to deposit and make withdrawals on your MelBet account and we reserve the right suspend your account and refund the deposit made to the account. Note that all winnings will be forfeited.
9. The Company reserves the right to cancel your MelBet account for any reason whatsoever at any time without notice to you and reserves the right, in its discretion, to void any betting, winnings and confiscate any balance in the Customer's account with The Company in any of the following circumstances:
 - If you have more than one active account with the same name or you use multiple account with different names at MelBet.
 - If you are found cheating or been involved in collusion with others, fraud, dishonesty or chip dumping.
 - If you have "charged back" or denied any of the purchases or deposits that you have made to your Account.

- If you fail to comply with any of the Terms and Conditions set forth.
 - If in the Company's sole determination, you are found to have cheated or attempted to defraud the Company, in any way, including but not limited to game manipulation or payment fraud, or if you make untrue and/or malicious comments with regards to Company's operation, company reserves the right to publicize your actions. Further, the Company may close accounts, and forfeit account balances, that you have at MelBet.
 - A person found to have been involved in fraud, dishonesty or online criminal acts of any kind will be required to indemnify The Company for any losses or costs sustained, arising directly or indirectly from such actions.
10. All financial transactions are constantly monitored and any suspicious transactions shall be reported to the authorities concerned

7. Responsible gambling

1. For those customers who wish to restrict their gambling, we provide a voluntary self-exclusion policy, which enables you to close Your Account or restrict your ability to place bets. If you require any information relating to this facility please speak to **block@melbet.ke**.
2. We will help you to use the self-exclusion option. However you accept that we have no responsibility or liability whatsoever if you continue gambling and/or seek to use the Website and we fail to recognise or determine that.
3. We are committed to supporting Responsible Gambling initiatives.
4. **Gambling addiction prevention.** Any advertising campaigns and promotions do not mislead users and do not distort the nature of the provided services for potentially vulnerable players. Customers are warned about the chances of winning as well as the potential risks. Services are provided depending on payment and excessive spending is not encouraged.
5. **Please answer the below questions.** If you said 'yes' you can no longer play safe and you have a problem with gambling:
 - Uncontrolled spending
 - Borrowing money or stealing in order to gamble
 - Have you noticed that you spend less time with your family
 - You have a negative response to the opinions of other people about your gambling activity
 - Loss of interest in hobbies or leisure pursuits
 - Do you feel depressed or even suicidal because of your gambling?
 - Have you ever lied to cover up the amount of money or time you have spent gambling?
6. **It's never too late to admit that you have addiction and to fight against it.** We value our customers and do not let this illness progress in any case.
7. **Please read the following information** which can help you lower the risk of getting gambling addiction:
 - Do not consider gambling as main income source.
 - Set limits for time and money to be spent. Do not break the limits.
 - Please do not gamble if:
 - You are under the influence of alcohol or any other substance.
 - You are depressed.
 - Only gamble with money that you can afford to lose.
 - Avoid chasing your losses.

8. Self-Exclusion

1. MelBet.ke offers a self-restricting option which allows you to close your account for up to 5 years. Your account will be blocked only after your request to self-exclude has been fully verified. If you activate this feature you will be unable to gamble at MelBet.ke.
2. If you want to set any kind of limits on your online activity then contact us at block@melbet.ke.
3. Once any kind of limits has been applied on your account, it will be in force until the selected time period has elapsed. Once the limit period has ended, you will be able to recommence your use of any Services on the website.
4. During the self-exclusion or cool-off period you must not attempt to open a new Account and you must accept that the Company shall have no financial liability and shall not be held otherwise accountable if you continue gambling or using a new Account with the Service under a different name or address. In exceptional cases, a customer's account may be unblocked before the self-exclusion period expires.

9. Adjustment of disputes

1. If the result of an event is reviewed later for some reason (disqualification of a team or players, refereeing against, the conditions, etc.) is avoid or modified, the bets will be paid according to the first (actual) result.
2. No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the Sports line are approximate. When calculating bets actual time of event is taken into consideration. It is determined by official match report of organizing officials.
3. Claim for result of event are accepted within 30 calendar days after the end of the event having the official documents on the outcome of the organization conducting the competition.
4. Bets placed after an event had begun are calculated with the odds equal to "1"(except for Live-bets).
5. Sports Bets. If a match or a competition is for any reason postponed or rescheduled to start more than 48 hours after the planned official start time, then all the bets will be void.
6. An event is considered postponed or cancelled if the official planned starting time is altered.
7. LIVE Bets. If a match or a competition is for some reason postponed but is resumed within 5 hours after the planned official time, then all bets will stand. If the competition or the match is not resumed within 5 hours then all bets will be void apart from those instances when the market result has already been determined. This rule is not applied to events that in their regular course take over 5 hours. (see. p.9 "Rules on sports").
8. If a match is not finished and is considered aborted (see. "Rules on sports"), the outcomes that can be settled at the time it stopped, (e.g. the outcome of the first half, the first scored goal, etc) are accepted for calculation. For all other bets, winning odds will be calculated equal to "1".
9. If a player refuses to participate in the event before starting all bets on this player will be cancelled.
10. If a participant drops out of the contest for some reason (injury, withdrawal etc.) all bets placed before the start of the last round in which this player participates are valid but the remaining bets should be cancelled.
11. Due to withdrawal one of the players, tennis match calculation is carried out by the rules p. 9.23.
12. If a player or one of the teams (football player, hockey player, basketball player, etc.) did not participate in the match, the winning odds on the rates equal to "1" unless otherwise specified.
13. If a withdrawal (disqualification) takes place before the beginning of a match the winning odds for bets are equal to "1", except for the bets on the result of a player. If a tennis match is interrupted, not completed that day and suspended, the bets on it remain in force till the end of the tournament within the bounds of which this match runs, until the end of the match or withdrawal of one of the players.
14. Due to withdrawal one of the players, tennis match calculation is carried out by the rules see. p. 9.23.
15. If one of the teams (players, fighters, etc.) to take part in an event is replaced by other team (player, fighter, etc.) all bets will be void.
16. If in team competition one or more players are substituted for any reason the bets on the match will stand.
17. If at least one of the players listed in doubles is substituted the odds will be calculated as "1". If the players have not been listed the bets will stand.
18. In "Home - Away" matches, if a match venue is changed, the following rules are applied:
 - the match is to be played at neutral venue - all bets will stand;
 - the match is to be played at initially away venue - all bets will stand.
19. If there are two or more winners of the competition, odds on these players are divided by the

number of winners. E.g. if two players are declared to be winners, odds on these bets are divided by two.

20. If a member of a team (football player, hockey player, basketball player, etc.) did not participate in the match, the winning odds equal to "1", unless otherwise specified.
21. In arguable unprecedented situations the final decision is made by the Betting Company.
22. In case of discrepancies in data taken from different sources (date, time, result, name of the team) the betting company suspends the payout of the winnings till it is decided that the data is reliable. The betting company makes the final decision.
23. In cases when statistics from official and independent sources differ, the company reserves the right to settle bets based on stats acquired from a video recording or an independent source (<https://whoscored.com>).
24. Rules on sports are priority than the General Rules.

10. Proposition bets (outcomes)

1. The bet "Home team to win" is designated in the Sports as "1" or "W1".
2. The bet "Draw" is designated in the Sports as "X".
3. The bet "Away team to win" is designated in the Sports as "2" or "W2".
4. The bet "Home team to win or draw" is designated in the Sports as "1X" or "No loss 1 ". To win this bet it is necessary to predict if the first team wins or there is a draw.
5. The bet "Home team to win or Away team to win" is designated in the Sports as "12" or "Win of any team" or "No Draw". To win this bet it is necessary to predict if the first or the second team wins, i.e. a draw outcome is excluded.
6. The bet "Away wins or a draw" is designated in the Sports as "X2". To win this bet it is necessary to predict if the second team wins or there is a draw.
7. **"Win in match"** - It means the advantage in scored goals (points, sets and etc.) in the final result of the match, including extra time (overtime) and shootouts.
8. **Handicap** is an advantage or disadvantage of a team (a player, a racer, etc.) expressed in goals, points, sets, seconds, etc. offered by the bookmakers company on a specified bet. The outcome of an event with allowance for handicap is determined by the addition of handicap to an actual result. If the received result is in favour of a chosen team (a player, a racer, etc.), the bet is considered to be won. If not, the bet is considered to be lost. If the received result with allowance for handicap is a draw, the winning odds equal to "1".
9. **Handicap** is a game with handicap. Besides handicap in main outcomes you can predict, which team wins with other handicap included.
Example. Match score is 2:1.
Bet "Handicap [0 : 1] W2" will be calculated as loss, as including handicap it will be 2:2.
Bet "Handicap [0 : 1] X" will be calculated as win, as including handicap it will be 2:2.
Bet "Handicap [1 : 0] W1" will be calculated as win, as including handicap it will be 3:1.
10. **Total.** This bet is on total of goals, points, games, etc. scored, collected, played by teams (players, etc.). To win this bet it is necessary to determine how many goals or points are scored, achieved, performed, over/under "Total" given in the Sports. At defining a result the company takes into account playing time of a match, which is regulated by the present Rules separately for each kind of sport, unless otherwise stated in the Sports.
If your result coincides with that offered by the bookmakers company, the winning odds on bets on "under" or "over" is equal to "1".
The bet on "individual total" includes number of goals(points, games, etc.) scored(achieved, played, etc.) by a team (player and etc.).
11. Bets on total "under", "equal", "over" are called three-way total, differ from regular total marked by (3way) and strictly calculated as:
"Total 123 under (3way)" - strictly under 123.
"Total 123 equal (3way)" - total equal.
"Total 123 over (3way)" - total strictly over"
When the final score is 123 points, only one event wins "Total 123 equal (3way)". Bets on "under" "over" marked by (3way) are non-refundable, as it happens on regular total. Bets on individual three way totals are calculated similarly.
12. **The bet «Total On The Time Interval».** It's necessary to determine common total for the game in interval of the specified parameter. For example, if a bet was placed on «Total On The Time Interval from 0 to 1», then by score 0:0 or 1:0 or 0:1, where "Total" will be 0 or 1, the bet will win, in all other cases it will lose.
13. **The bet «Correct score»** — it is necessary to predict a score of a match on regular time (not including OT, penalty shootouts).
14. **The bet "Half time - Match"** is designated in the Sports as "W" - "win" and "X" - "Draw",

provided that an outcome of the first half goes first and an outcome of a match goes second. For example, W1W2 means a victory of the first (W1) team in the first half of a match and a victory of the second (W2) team in a match.

Kind of sports with 4 quarters (Basketball, Water polo, etc.) - bets "Halftime/Match" are considered on half of match (2 quarters) and on the result of match (regular time).

15. **The bet "Result + Total Goals"**. It's necessary to predict the winning of the match by one of the team and total goals.
16. **The bet "Goal () will be scored up to 78:00 minute - Yes"** it's necessary to predict that team will score a goal up to 78:00 minute (inclusive).
17. **"The first goal from ()to () minute"**. it is necessary to determine that the first goal will be scored in the specified time interval. If there are no goals, bets are lost.
18. **"The last goal from () to () minute"**. it is necessary to determine that the last goal will be scored in the specified time interval.
19. **"The last goal-No"**. The bet is winning, if the game score is (0:0).
20. **The bet "Half time - Team comparison** (periods, quarters, sets, games, innings)". To win this bet it is necessary to predict which of both halves, periods, quarters and etc. in a match is the highest scoring one or which of them have similar results.
21. **The bet "Players comparison by score"** on tournament results".
To win this bet it is necessary to predict which of the players scores more on the results of a tournament. At comparison of players scoring (number of scored goals, pucks, points and so on) on the results of a tournament, in case of equality of these parameters, the winning coefficient is equal to "1". Shootouts are not included. Number of matches played by a competitor is not included. If a player does not take part in any match, the winning odds equal to "1".
22. **The bet "Head-to-head on the results of a championship"**.
To win this bet it is necessary to predict which team has the best final position in a tournament table of a championship.
If number of points is equal, the winning odds equal to "1".
In case a team does not take part in any match of a tournament, the winning odds equal to "1".
23. **The bet "Home - Away "**.Victory of Home(a home team) or Away(an away team) is determined by goals (points) difference scored correspondingly by Home and Away with "handicap" included. If in the framework of the day's play at least one match is cancelled, postponed, not completed and is considered to have failed, the calculation of bets on the event "Home-Away" is equal to "1".
24. **Total "Goal Minutes"**. (Time total of all goals scored in the match).
Calculated as the sum of minutes of all the scored goals in regular time. Example: the goals were scored on 13, 25 and 47 minutes. Total result will be equal to $13+25+47=85$).
25. **The bet "Points"** (volleyball, table tennis, squash, badminton). Point - a rally point in specified set or party.
Example: "Volleyball. Point 19 (1st set) will win 1", score of 1st set at the moment of bet is (8:9), then score is (8:10) - as a result of drawing 2nd team is won, then (9:10) it means, that 19th point (a rally point) was won by 1st team. Bet is won.
26. The bet "Total of the effective quarter" () Under. Highest scoring quarter - scored the most goals, compared to other quarters. It's necessary to predict that quarter will be less than specified total. Two or more quarters with the similar highest scoring total do not constitute grounds for bets cancellation and a bet will stand. In this case bets are calculated on the basis of total.
27. **The bet «Race to points»**. It is necessary to determine which of the players is the first to score the specified number of points in a set. Example:
"Race to 15 points wins 1". by score 15-13 - winning; by score 12-16 - loss; score 10-12 - loss.
"Race to 15 points no one wins". by score 15-13 - loss; by score 12-16 - loss; score 10-12 - winning.

In case one of the players for any reason refuses to play further before he or his rival scores the specified number of points, the winning odds equal to "1".

28. **First goal** - it is necessary to predict, which team is the first to score in a match. If there are no goals (regular time), the bets are considered to be lost. Own goal is counted as a goal of the team, to the score of which this goal is credited.
29. **Both teams to score** - it is necessary to predict, whether both teams score or at least one of them does not score.
30. "Draw In Either Half".
Example. By score (1-0; 0-0) - bet will be calculated as loss. By score (1-0; 0-1) - bet will be calculated as win.
31. "**() start with the center of a soccer pitch**".-It is necessary to determine which team will start a match with the center of a soccer pitch.
32. **First substitution** - it is necessary to predict, which team is the first make a substitution. If substitutions are made by both teams simultaneously (at equal time under a match protocol), bet calculations are made with the odds equal to "1". If there are no substitutions, bet calculations are made with the odds equal to "1".
33. **Time of the first substitution ("First substitution - Time")** - it is necessary to predict, in which half or interval of a match the first substitution is made. If there are no substitutions, bet calculations are made with the odds equal to "1".
34. **"Penalty: Yes/No"** - it is necessary to predict, whether penalty kick is awarded in a match or not.
35. **"Red card: Yes/No"** - it is necessary to predict, whether a red card is shown in a match or not. Only red cards of field players are rewarded.
36. **First yellow card** - it is necessary to predict, a player of what team receives the first yellow card. At mutual caution to both teams (at equal time under a match protocol) the winning odds equal to "1". If there are no yellow cards, bet calculations are made with the odds equal to "1".
37. **Last yellow card** - it is necessary to predict, a player of what team receives the last yellow card. The second caution when a player is set off the field is not included. At mutual caution of both teams (at equal time under a match protocol) bet calculations are made with the odds equal to "1". If there are no yellow cards, bet calculations are made with the odds equal to "1".
38. **Teams comparison** - it is necessary to predict, which team scores more goals or points.
39. **Individual player total** (basketball, volleyball) - it is necessary to predict an individual total of a player by particular parameters: scored points, rebounds, assists, etc. All bets on individual total of players are accepted with overtime or a golden set included. If a participant, a member of a team, didn't take part in a match, the winning odds equal to "1".
40. **Individual player total** (handball, futsal, bandy) - it is necessary to predict an individual total of a player by a number of scored goals. All bets on individual total of players are accepted on regular time. If a participant, a member of a team, didn't take part in a match, the winning odds equal to "1".
41. **First to happen:** a yellow card/a goal - it is necessary to predict, what happens first - a yellow card is shown or a goal is scored. In case there are no yellow cards/a goal, bet calculations are made with the odds equal "1".
42. **Double** (hatrick, poker) in the match - it is necessary to predict, whether one soccer player scores exactly 2 goals (double), 3 goals (hatrick), 4 goals (poker). Own goal is not included.
43. **The bet "Strong-willed victory"**(regular time plus official added time)- A strong-willed victory is an outcome when the team wins, but was losing at least at one moment during the match. If there are no goals or there is a draw, the bet "Strong-willed victory- YES" is lost.
44. **First goal will be Header** - it is necessary to predict, whether the first goal of a match will be Header. If there are no goals in a match or the first goal of a match is an own goal (inc. own goal as a Header), the bet "First goal will be Header - No" will win.
45. **Scores first and wins the match** - it is necessary to predict, which team is the first to score a

goal and wins a match. Bets on NHL and KHL, other international championships, contests are accepted on regular time. If there are no goals on bet «Scores first and wins the match-Yes», the bet is lost.

46. **"Clean sheet"** means a match where at least one team misses no goals at all.
47. **Second clean sheet - Yes** - this bet is win if the score is 0:1, 0:2 etc. The bet "The second clean sheet - No" is win by any score than 0:1, 0:2 etc.
48. **Run of play** (Lead - Win, Lead - Draw, Lead - Lose) - bets are accepted on a regular time plus official added time. This bet will be settled on the first team to take the lead in combination with the final result, regardless of how often the lead may change in between.
49. **The Bet "Win in time interval"**.
Bet "W1 from 10:00 to 14:59" will be calculated as win, if in this time interval first team scored at least 1 goal.
Bet "X from 10:00 to 14:59" will be calculated as win, if in this time interval teams have played in a draw.
Bet "W2 from 10:00 to 14:59" will be calculated as won, if in this time interval second team scored at least 1 goal.
50. **The Bet "Leader and draw duration"**. Bet is accepted on a regular time.
Example. During a match (ice hockey) 1st team scored on 16 minute, 2nd team scored a goal on 21 minutes and 1st team scored a goal on 36 minute.
Total of draw minutes is calculated: 15 min + 15 min (36-21)=30 min.
Total time of 1st team leadership (21-16) + (60-35)=5+14=19 min.
Bet "Draw for 19.5 minutes Under" will be calculated as loss.
Bet "1st Team time leadership 13.5 minutes Over" will be calculated as win.
51. The bet "Win at the remaining time after the score". It's necessary to predict the following events after the score. Example, 1X after 3-2, the bet will be calculates as a win, if the score is the same till the end of the match, the score is 0-0(draw) after 3-2; the bet will be calculated as a loss, if the score is 3-3, after 3-2, the second team scored.
52. Bets on total playing time are made in minutes. If the total playing time is predicted exactly, bets will be settled at odds of 1. For example, the bet "Total Kyrie Irving Over (39.5)" will be settled at odds of 1 if the player's total playing time amounts to 39 minutes 30 seconds.
53. The market "Win Or Draw". The market includes only two outcomes. For example, the bet "X Or 2 (Home Win - Refund) - 2" means that the bet is made on a draw or win of Team 2 and the selected outcome is the win of Team 2. The bet will win if Team 2 wins, and lose if the match ends in a draw. If Team 1 wins, the bet will be refunded (according to the condition specified in the market). Bets are accepted on regular time.
54. The betting company can also offer other types of bets.
55. Accepted abbreviations for events:
 - CK - corner kicks
 - ACE - aces
 - RC - send off
 - P - penalties
 - YC - yellow cards
 - YRC - cards (yellow and red cards)
 - MS - misses
 - SG - Shots On Target
 - OFF - offsides
 - F - fouls
 - SG - Shots On Target
 - EB - extra bets
 - S - series

- FT - free throws
- 2P - 2-Point Field Goals
- 3P - 3-Point Field Goals
- R - rebounds
- AST - assists
- TOV - turnovers
- BLK - blocks
- DF - double faults
- I - icing
- C - checking
- BS - blocked shots
- PB - posts and crossbars

11. Rules on sports

11.1. Eurovision

1. Match-Ups. The Customer should predict which of the two named participating countries will finish higher in the Grand Final. If both participating countries have an equal score, bets will be settled at odds of 1.
2. Bets are settled subject to information on www.eurovision.tv.

11.2. AFL (Australian Football League)

1. The bookmaker accepts bets:
 - on regular time of 80 minutes (four quarters of 20 minutes each or two halves of 40 minutes each)
 - on regular time including overtime (labeled "Including Overtime").
The bookmaker bears no responsibility for any inaccurate declaration of the duration of a match. Details shown in the "Sports" and "Live" sections are indicative only. The Customer should check the rules against official sources.
2. If a match is abandoned before 80 mins are played, all bets on that match are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
3. If a match venue is changed then bets already placed will stand providing the home team is still designated as such.
4. **First Goalscorer.** Bets on players not taking part in the match will be void as will bets on the first goalscorer where the selection comes on after the first goal is scored. Players that are substituted or sent off before the first goal are losers. If the first goal was scored by a player not quoted then all bets are losers that were placed on any other named player subject to the previous rules, unless an "any unquoted" selection is offered. If the match is abandoned before a goal is scored all First Goalscorer bets will be void.
5. A goal (6 points) is scored when a football is propelled through the goal posts by a way of kick from the attacking team without touching any other player. The attacking team is awarded 6 points.
6. Behind (1 point) it is the case in which a ball passes directly between a goal post and behind postpost,if the ball hits a goal post and passes through.
7. "Half time - Match" bets can be placed for the first half and the whole match.

11.3. American Football

1. Bets on matches are accepted on:
 - regular time (60 minutes, 4 quarters per 15 minutes);
 - regular time including overtime (OT).
2. In the event of a match starting but not being completed, all bet calculations are made with the odds equal to "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
3. A match must be played for at least 55 minutes for bets to stand. In this case all bets will be

settled on the results at the moment of a match interruption.

4. As for the bets "Head-to-head on the results of the championship" if teams finish their competition within a group and don't play at further stage, the priority is given to their place (in this group) and after that to points they got.
5. The bet "Total of the highest scoring quarter". Two or more quarters with the similar highest (lowest) scoring total do not constitute grounds for bets cancellation. In this case bets are calculated on the basis of total.
6. The bet "The highest scoring quarter". In case it is impossible to state what quarter has a majority of points (two or more quarters are ended with the same result), then bet calculations for such quarters are made with the odd equal to "1". Bets for other quarters are considered to be lost.
7. The bet "The highest scoring half". In case both halves have similar result, bet calculations are made with the odds equal to "1".
8. If after extra time the match is a draw, the bets on W1 and W2 will be calculated with the odds equal to "1". Bets on totals and handicaps will be calculated according to the match results.

11.4. Badminton, table tennis, beach volleyball

1. If a match is delayed or postponed for any reason then all bets will stand until the end of the match or the end of the tournament, when this match will be finished, or one of players will be out of the event.
2. If a match is suspended or the team is disqualified or refuses to play in first set, all bets will be settled with odds equal to «1», except for the bets that definitely determined by the time of a match interruption. In this case, all bets will be settled with odd equal to «1».
3. If a team retires or is disqualified bets on the match result will stand as long as one set has been completed, otherwise these bets will be settled with the odds equal to «1».
4. If a match has started and is not played to its end for some reason (e.g. one of the players refuses to play further or disqualified) or played more than 2 sets, all bets which are definitely determined by the time of its interruption according to the match format (e.g. outcome of the first set, total of the first set, etc.), are accepted for bet calculations. For other bets the winning odd is equal to "1", except for winner of the match bets. The team that progresses to the next round or is awarded the victory after the first set has been completed will be deemed the winner.
5. In case there is a spelling error of sportsman initials in the line (e.g. Ivanov A. is written as Ivanov B.), it does not constitute grounds for bet cancellation and a bet will stand.
6. Match win. If one of the specified players in the event will be replaced, before the match start, all bets will be void.
7. Handicap and total on these sports are specified in points, except cases «handicap by sets» and «total by sets».
8. The bet "Winner". A winner is a sportsman (team) that takes the first place in a tournament. In case a sportsman refuses to take part in a tournament before its beginning, the winning odds on the bets on him is equal to "1".
9. The bet «Who passes further». It is necessary to name a player in the specified pairs, who will pass further in a tournament draw. If both players are disqualified from this tournament, the best player shall be considered the one, who has passed further in a tournament draw; if both players are disqualified in one round, the winning odd is equal to «1». In case a player refuses to play in a tournament before its beginning, the winning odd is equal to «1».

11.5. Basketball

1. The bookmaker accepts bets:
 - on regular time (the time of play may be 48 minutes consisting of four quarters of 12 minutes each or 40 minutes consisting of four quarters of 10 minutes each; NCAA – two halves of 20 minutes each);
 - on regular time including overtime (labeled “Including Overtime”). Bets on Stats include OT unless stated otherwise. Other betting terms may be specified in the betting section.
2. If a match starts but is not completed, all bets on the match will be settled at odds of 1, except for those markets which had already been determined at the time the match was interrupted.
3. If the duration of a match is 40 minutes, at least 35 minutes must be played for bets to stand. If the duration of a match is 48 minutes, at least 40 minutes must be played for bets to stand. In these cases, all bets will be settled based on the results at the time the match was interrupted.
4. In basketball matches (for events labeled “Including Overtime”) bets on handicap and total markets in the fourth quarter and the second half are settled excluding overtime.
5. NBA teams may be shown in a direct order (home-away), as well as in a reversed order. If the latter is the case, no stakes are refunded.
6. "Higher At The End Of The Tournament". Should the teams fail to qualify from their group, bets will be settled based on the place they finish within the group. Should the teams take equal places within the group, then bets will be settled based on their score.
7. The Customer should check the rules of basketball friendlies (whether cup or club friendlies) through official sources. If a friendly ends in a draw (the rules of the match have been changed), bets on the winner will be settled at odds of 1. However, bets on total and handicap markets will be settled on the result.
8. If overtime is played in cup ties due to the aggregate result of a two-legged match, overtime will be taken into account to settle bets on the second match. Likewise, overtime played due to the aggregate result of a two-legged match is also included in “To Qualify”, “To Be Promoted/Relegated”, “Tournament Winner” and other similar bets.
9. Should a basketball match end in a draw, the “Will There Be Overtime? - Yes” bet wins and the “Will There Be Overtime? - No” bet loses.
10. "Half-Time/Full-Time" bets. In the Sports section, “W” represents a win and “X” represents a draw. The outcome of the first half is shown first, followed by the outcome of the game after regular time. For example, W1W2 means that Team 1 won (W1) the first half, while Team 2 were the winners (W2) at the end of regular time.
"Half-Time/Full-Time" bets including overtime. The customer must predict which team will win the first half and which team will win the game with overtime included. Customers may not bet on a draw.
11. "Highest (Lowest) Scoring Quarter – Total". If two or more highest (lowest) scoring quarters have the same total, no stakes will be refunded. In this event bets will be settled based on the total (when the total of the fourth quarter is settled, no points scored in overtime will count).
12. "Highest Scoring Quarter". If the highest scoring quarter is impossible to determine unconditionally (i.e. when two or more quarters have ended with the same result), bets on such quarters will be settled at odds of 1. Bets on other quarters will lose (when the total of the fourth quarter is settled, no points scored in overtime will count).
13. "Highest Scoring Half". If both halves have ended with the same result, bets will be settled at odds of 1 (when the total of the second half is settled, no points scored in overtime will count).
14. "Team... To Win Both Halves – Yes". When the total of the second half is settled, no points scored in overtime will count. "Team... To Win Both Halves – No". The bet will win if the team specified has drawn or lost at least one half.
15. "Each Team Will Score Over 72.5 – Yes". The bet will win if the total scored by each team during the match amounts to 73 or more.
16. "Each Team Will Score Over 72.5 – No". The bet will win if at least one of the teams has not

reached the quoted total.

17. "Total For Each Quarter Over 32.5 - Yes". The bet will win if the total number of points scored in each quarter is 33 or more.
18. "First Foul", "Total Fouls". When settling bets, only personal fouls committed by players on the court are taken into account. Technical fouls committed by a coach, team officials, or bench players are not counted.
19. "First Rebound". Predict which team will be the first to have a rebound.
20. Bets on "Turnovers" markets are only settled based on the individual statistics of players rather than on team statistics.
21. Bets on "Rebounds" markets are settled based on the individual statistics of players and the team statistics. For NBA, WNBA, French league (men) matches only personal rebounds are considered.
22. Bets on the "Race To ... Points" markets in the "Sports" section may be available with:
 - two outcomes (W1, W2). For such bets, if neither team scores the specified number of points, bets on a winner will be void (for example, if the score is 19-19, "Race to 20 Points W1" bets will be void).
 - three outcomes (W1, W2, Neither), in which case, bets will be settled according to the results.
23. The "Score By Quarters 2-0" bet will win if Team 1 has won two quarters out of four and the remaining two quarters have ended in a draw. The "Score By Quarters 1-1" bet will win if one team has won one quarter, the other team has won another quarter, and the remaining two quarters have ended in a draw.
24. "Handicap By Quarters". For example, "2 Handicap By Quarters -2.5". The final score is 81:102 (17:22, 26:25, 18:20, 20:35), the score by quarters is therefore 1:3 (0:1, 1:0, 0:1, 0:1 respectively). The bet loses as when the handicap to Team 2 is applied, the score by quarters is 1:0.5.
25. The "Total Drawn Quarters", "Handicap By Quarters", "Score By Quarters" and "Win By Quarters" markets are only settled on the result at the end of regular time.
26. The "1 Winning Margin In Points Interval From -1 to 9" bet wins if the difference in the number of points scored by Team 1 and Team 2 falls within the interval of -1 to 9 points. For example, the score is (85:90) so the winning margin of Team 1 is -5 and thus the bet loses.
27. Bets on the "2-Point Field Goal Percentage", "3-Point Field Goal Percentage" and "Free Throw Percentage" markets are settled based on the statistics from the official website whereby the percentage values are rounded to the nearest whole number.
28. Bets on the "Total Play Time" market should be specified in minutes. If the total has been named exactly, bets will be settled at odds of 1. For example, in respect to the bet "Total Kyrie Irving Over 39.5", if the player's total play time amounts to 39 minutes 30 seconds, the bet will be settled at odds of 1.
29. Netball is a type of women's basketball (with four quarters of 15 minutes each). Bets are made and settled on regular time and regular time including overtime (labeled "Including Overtime").
30. **Basketball. Results. Team To Be Higher At The End Of The Tournament.** Bets on this market are settled based on statistics available on the official website.
31. "SuperTotal () Over/Under". The Customer should predict whether the teams will score more or fewer points than the quoted total. For example, "SuperTotal: (166-167 Refund) 167.5 Over". The bet will win if the teams score more than 167.5 points in total. If the teams score 166 or 167 points in total, stakes will be refunded.
32. "SuperHandicap 1/2 ()". The Customer should predict whether the team will win taking into account the quoted handicap. For example, "SuperHandicap 2: (-4; -3 Refund) -4.5". The bet will win if the score difference amounts to 5 points or more in favor of Team 2. If there is a draw after the handicap values (-4) or (-3) have been applied, stakes will be refunded.
33. Bets on average player statistics during the regular NBA season (points, rebounds, assists, block

- shots, etc.) are settled based on statistics available on the official website of the tournament.
34. Double-double (triple-double) in the match. For this bet it is necessary to predict whether or not the player will have a double-digit performance in two (double-double), three (triple-double) categories in the match. Statistical categories: points, rebounds, assists, block shots. If the sportsman had a triple-double, then the double-double bet on this player will be settled as a win.
 35. Score in the interval. For this market it is suggested to guess whether the quarter score will be in the selected interval. In the left part, the range for the first team score is pointed out, in the right part - the range for the second team score. Example. "Score in the interval 3rd quarter. 22-33: 8-19 - Yes." The bet wins if the 3rd quarter ends with the score of 24-15.
 36. **Alternative matches.** In this type of event, the teams' results in the specified matches are compared (regular time only). If one team forfeits any of the matches, bets on the alternative matches will be settled at odds of 1.00 (refunded).
 37. Basketball 3x3. Games consist of one period lasting 10 minutes. Teams play until the end of regulation time, or until one of them wins 21 points. If a game ends in a tie, overtime will be played until one team is leading by a margin of 2 points.
Key differences in the game:
 - A standard goal is worth 1 point.
 - A field goal (from the 3-point line) scores 2 points.
 - Teams have 12 seconds to shoot during an offensive.
 38. Basketball 4x4. Games consist of two periods lasting 10 minutes each. If a game ends in a tie, 5 minutes of overtime is played.
Key differences in the game:
 - A standard goal is worth 2 points.
 - A field goal (from the 3-point line) scores 3 points.
 - A slam dunk scores 3 points.
 - Teams have 24 seconds to shoot during an offensive.

11.6. Baseball, Softball

1. Bets on baseball matches are accepted with extra innings included, unless otherwise specified. All baseball betting is offered on the basis that both the listed pitchers at the time a bet was struck start the game. Both named pitchers must start and throw at least one pitch for bets to stand. Should either listed pitcher fail to start the game for any reason, all bets on that game will be void. If no names of the starting pitchers are listed, all bets are accepted irrespective of the starting pitchers.
2. The home team in a match will be the second batting team regardless of the venue.
3. All bets (except those bets on the parts of the match) are based on the official match result, including all additional innings.
4. A match must be played for at least 5 full innings or 4,5 innings. If 4,5 or less innings have been played, then best will be calculated as: to win; to qualify; markets which have been unconditionally determined at the moment of a match interruption. All the rest bets on this match will be calculated with the odds equal to «1».
5. **SPORTS Bets.** If the baseball match has not started in specified time and there is rescheduled confirmation on official site, all bets in that match are calculated with the odds equal to «1».
6. **LIVE Bets.** If match is postponed or cancelled and restarted within 72 hours, the bets count for the restarted betting event. If a betting event is not completed within 72 hours, all bets will be void, except for those markets which have been unconditionally determined at the moment of a match interruption.
7. For Nippon Professional Baseball (NPB) matches if there is a draw, then bet calculations are

made with the odds equal to "1".

8. The bet "Players comparison". It is suggested to name a player in the specified pairs, who gets the best result. If results are equal, the winning odds on the bet is equal to "1".
9. In MLB pre-season matches in case of number of points is equal in the end of 9th inning an extra 10th inning is played. If in the 10th inning neither Team wins, the match ends as draw and bet W1 and W2 are calculated with the odds equal to «1» (refund).
10. If in the course of the match day at least one match is cancelled, postponed, not played to its end and is considered to be failed (less than 5 complete innings was played), bet calculations on the event "Home team - Away team" are made with the coefficient equal to "1".
11. **Softball** is a variant of baseball played with a larger ball on a smaller field. The game is played in usually 7 innings. If the game is tied, extra innings are played.

11.7. Biathlon

1. "Head-to-head". It is necessary to name a participant (or a team) from the specified pairs, who takes the highest position in a final ranking. If both participants falls out of a race or one of participants has not started the winning odds on the bets on him is to be equal to "1". If one of participants did not finish, all bets are lost.
2. "Shots missed". Total amount of misses of race participants is compared. It is necessary to name a sportsman with the most shots missed. At hit in handicap the winning odds is to be equal to "1". If a participant falls out of a race without having shot at all shooting ramps, the winning odd is to be equal to "1".
3. "Misses in relays". Number of misses in a relay race is counted by adding of a penalty circles number to additionally used cartridges of all members of a team.
4. "Best national representatives head-to-head". It is necessary to name a country from the specified pairs, whose best representative takes the highest position in a final ranking of a race.
5. "Winner". The winner is considered to be a participant who takes the highest position in a final ranking. If there are two or more winners of the competition, the winning odds is to be equal to "1".
6. "Leader after the 1st (2nd, etc.) leg". The leg winner is considered to be a participant who takes the highest position in a final ranking. If there are two or more winners of the corresponding leg, the winning odds is to be equal to "1".
7. The bet "Biathlon. Winner. Men. Pursuit. 12,5 km. Hochfilzen. 1-0 place (08.12.2013 | 16:30) - To win (Daniel Mesotitsch) Yes". The bet slip will be calculated as won if Daniel Mesotitsch will be in the top ten.
8. The bet "Extra cartridge Sweden (13.12.2013 | 17:25) Total 7.5 Under". The bet will be calculated as won if Swedish biathlons will used 7 or less extra cartridges.
9. The bet "Team's second place margin 0 - 20 seconds - yes". The bet will be calculated as won, if team's second place margin is 20 or less seconds.
10. The bet "**the World Cup IBU**". The bet will be calculated according to the results of the season.

11.8. Boxing, Martial Arts

1. A fight is defined as having started once the bell is sounded for the beginning of the first round.
2. In the event of a 'no contest' being declared, or a fight being abandoned for any reason before the completion of the contest, all bets will be made void. If the result of the market has already been determined, bets will be settled by received result.
3. If a number of rounds has been changed, the bets on outcome of a fight will stand and the bets

on a number of rounds are to be refunded with the odds "1".

4. The bet "Duration of the fight" is designated in the line as "Total rounds". To win this bet it is necessary to predict a number of rounds in a fight. The round in which an outcome of a bout is determined (i.e. when a bout is finished) is also taken into account at calculation of a number of rounds.
5. In case a boxer at the beginning of the next round has not come out after a gong has rung, it is considered that this match is finished in a previous round.
6. The bet "Victory of the first (second) sportsman". It is designated in the line as "1" ("2") and includes the following items:
 - "Victory on the points".
 - "Victory by a knock-out";
 - "Victory by a technical knock out";
 - "Disqualification of the opponent or his refusal during the fight".
7. The bet "Draw". It is designated in the line as "X", it is determined by a decision of judges if a number of points scored by boxers is equal when all rounds of a bout are over.
8. The bet "Points victory". A winner is determined by judges decision when all rounds of a bout are over.
9. The bet "Win inside distance". It includes knockout, technical knockout, disqualification of an opponent or his refusal during a bout.
10. The bet "Win 2 in 3rd Round". The bet will be calculated as won if second win by KO in the 3rd round.

11.9. Cycling

1. The competition is deemed to have started once the first qualifying round begins.
2. For bets comparing individual athletes or teams against one another (Match-Ups), the participants in question must start the race for bets on them to remain valid.
 - If one or more of the specified participants does not start the race, bets will be settled at odds of 1.00.
 - If one or both of the riders drop out of the race, bets are settled according to the final standings.
 - If both participants start a multi-day cycling event, but are absent from the final standings, the participant who took part in more stages will be deemed to have finished higher.

11.10. Waterpolo

1. All bets are settled on the result at the end of normal time for each relevant period, (32 minutes play, 4 quarters of 8 minutes). **No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the line are approximate. Please use various independent sources of information.**
2. Extra time and 5-meter shoots count on bets for bets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 30 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.

11.11. Volleyball

1. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
2. In the event of the set not being completed, outcomes that already determined at the moment of a match interruption will be accepted for bets calculation. Other bets will be settled with odds is equal to "1". If a specified set is completed and the match is not completed, all bets on this set are valid.
3. Bets on CEV and Challenge Cup will be calculated including "golden" set, if it will be offered such choice of event ("golden set" (up to 15 points) is assigned), if the rivals at any stage of the European cups have equal points).
4. Handicap and total on these sports are specified in points, except cases "handicap by sets" and "total by sets".
5. The bet on "Sets score". The corresponding columns are designated in the line as 3:0, 3:1, etc.
6. As for the bets "Head-to-head on the results of the championship" if teams finish their competition within a group and don't play at further stage, the priority is given to their place (in this group) and afterwards to points they got.
7. The bet "Duration of the match". It is necessary to predict, over or under the specified minutes a match lasts. To determine it you should sum the duration in minutes of all sets of a match. Sets duration is taken from an official protocol.
8. Three points race (five points and etc.) - it is necessary to determine which of the players is the first to score the specified number of points in a set. In case one of the players for any reason refuses to play further before he or his rival scores the specified number of points, the winning odds is equal to "1".
9. The bet "Leader after scored points". It's necessary to determine teams standing after specific number of points. Example. The bet "After 10 points W1". Let's consider several options: match score (6:4), played 10 points, 1st team is lead - bet wins. match score (3:7), played 10 points, 2nd team is lead - bet is lost. match score (5:5), played 10 points, draw - bet is lost.
10. The bet "Extra points". It's necessary to determine whether extra points in set. "Extra points in set - Yes" bet, will be settled as won, in case the win one of the teams after score 24:24.
11. "Tie-Break - Yes/No". The Customer should predict whether there will be a fifth set. The bet "Tie-Break - Yes" will win if there is a fifth set.
12. The bet "Total of the highest scoring set" (without 5th set). Example, the bet "Total of the highest scoring set 47.5 U", by score (25:23,26:24,23:25,23:25,18:16) will be lost.
13. The bet "Total of the lowest scoring set" (including 5th set). Example, the bet "Total of the lowest scoring set 40.5 U", by score (25:23,26:24,23:25,23:25,18:16) will be won.

11.12. Handball

1. Bets are settled on the result at the end of regular time (60 minutes of play consisting of two periods of 30 minutes each).
2. Overtimes and penalty shootouts will only count for the following markets: "To Qualify For The Next Round", "To Qualify For Another League", "Win" and similar.
3. In-Play Betting. If a match is not concluded, all bets thereon will be settled at odds of 1, except for those markets which had already been unconditionally determined at the time the match was interrupted.
4. Bets on the "Top Goalscorer" market are settled including overtimes, but excluding penalty shootouts.
5. Under the rules of the China Championship, the match ends if the score difference amounts to

- 15 points and at least 30 minutes of play have elapsed (the Mercy rule applies).
6. In bets on yellow cards, the Customer should predict the number of yellow cards given to the players.
 7. In bets on seven-meter penalty shots, the Customer should predict the number of awarded penalty shots (goals).
 8. "2-Minute Suspension" bets. Only two-minute suspensions are counted. Penalty minutes awarded before the start of a period or after the conclusion of a half (match) which are included in the final match record are counted when the bet is settled. The bookmaker offers the following bets: "First 2-Minute Suspension"/"Last 2-Minute Suspension" and "Total 2-Minute Suspensions"/"Total 2-Minute Suspensions (by team)".
 9. **"Alternative matches"**. This includes bets on the match-ups of teams whose matches are being broadcast live. If a match is forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).
 10. "Handball. Statistics". Bets are settled including overtimes, but excluding penalty shootouts.

11.13. Golf

1. Big golf tournaments can last for 3 or 4 days and total number of holes is 72.
2. A player is deemed to have played once they have teed off. In the event of a player refuses to play after having teed off, bets will be lost.
3. "The winner of the tournament". The winner is a golfer, who takes the first place in a tournament.
4. If two leading participants (or several) show equal results by the end of regular time, the winner of a tournament is usually determined by "sudden death elimination". In this case the winner of "play-off" is considered to be the winner of a tournament and totalizator. All other participants take the second place.
5. Tournament Match Betting: The winner will be the player achieving the highest placing at the end of the tournament, including play-off. If one player misses the cut, the other is deemed the winner. Where both players miss the cut the lowest score after the cut has been made will determine settlement. If one player is disqualified, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when his opponent has already missed the cut, the disqualified player is deemed the winner. If a price for the tie is not offered a match involving players achieving the same placing will be void.
6. Handicap Match Betting: One player will be given a handicap start against another which will be added their final score. If any player misses the cut, withdraws or is disqualified, they will be deemed losers. If both players miss the cut, the handicap applies to their score at the time. The match is void if both players withdraw or are disqualified or one player does not start the tournament. If the scheduled number of rounds are not played handicap bets will be void unless the outcome of the match has already been determined.
7. Group Betting/Top U.K Players etc: The winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. Non-starter no bet, rule 4 may apply. Dead heat rules apply except where the winner is determined by a play-off.
8. Handicap Group Betting: A list of players will be allocated handicaps. Their final scores are adjusted by their handicap to determine the winner. Any players missing the cut will be losers unless insufficient players make the cut for the defined number of places. In such cases these scores with their handicaps will be taken into account to determine placings behind those players who made the cut.

9. In some tournaments officials can offer to contestants to go the specified number of additional holes to get the title of a winner. In such cases the winner is considered to be a participant, who scored the fewest points as a result of going the specified number of holes, and the second place is taken by other participants.
10. "18 holes bets". If in two player events odds for a draw were not offered and both of the players show equal results such bets will be void. Dead heat is applied to all bets on three (or more) player events. If a player does not take part in a competition all such bets will be void.
11. To Make/Miss the Cut: If a player withdraws or is disqualified before the cut is made then they will be deemed a loser. Any player making the cut, and then withdraws or is disqualified, will be deemed a winner. The bet is void if the player takes no part in the tournament.
12. "Head-to-head". It is necessary to name a golfer who plays better in the specified pairs. The best golfer shall be the one, who goes the complete circle (18 holes) with the fewest points.
13. If a participant, who started a game, drops out of it before going all 18 holes, he suffers a defeat regardless of his score. The beginning of a game is considered to be a tee shot in a hole direction. If a participant drops out of a competition before its beginning, all bets on all players of the given group are calculated with the odds equal to "1".
14. In tournaments affected by adverse weather, bets will be settled on the final placings providing a minimum of 36 holes have been played, unless the tournament is played on more than one course.

11.14. Darts

1. Match Betting. In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. However set, leg, handicap and special betting will be void unless the outcome of a particular market has already been determined.
2. Handicap and total on darts matches are specified in the sets, unless otherwise specified in the line. «180 points» in darts - the maximal result of three scoring shots for one attempt.
3. Checking out - is a certain level of number of points by which player can finish the game. This term is used for the variety of darts, where players are awarded with points in the start of play (301 or 501) and they have to reduce their score to zero. When a player's score is 170 points, theoretically he can finish the game unless he will score 170 points at the first try.
4. Darts. PDC World Darts Championship. "To Be Higher At The End Of The Tournament". The winner is determined subject to the following successive criteria: elimination stage, number of sets won, number of legs won, number of 180s, highest checkout.

11.15. Curling

1. All bets are accepted including extra-ends included, unless otherwise specified. The game is consist of 10 ends. If number of points is equal after 10 ends an extra-end is awarded, the winner of extra-end wins the match.
2. If none of stones not getting the "house" or two stones of opposing team are closer to the center of the house and removed from it equally spaced, then it may be score 0:0 declared in "end".
3. In the event of a match starting but not being completed, all bets are calculated with odds equal "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
4. All bets stand providing there have been at least 5 full ends played, unless the market has already been determined.
5. A team loses a match, regardless of the current score, if it did not have time to complete all

their throws.

6. All bets (except those bets on the parts of the match) are based on the official match result, including extra ends if played.

11.16. Cricket

1. Bets are settled based on the official result declared by the governing body of the match or tournament in question.
2. If a match is interrupted and is not completed, bets thereon will be settled at odds of 1.
3. There are several types of cricket tournament:
 - A Twenty20 International is a form of cricket where the game lasts three and a half hours on average;
 - A One Day International (ODI) is a form of cricket where the game lasts over eight hours;
 - A Test Match is a form of cricket that can last up to five days with a minimum 90 overs per day where each side gets the opportunity to bat twice.
4. If the official result of the match is a draw and no prices have been offered for this outcome, any tiebreaker will count, for example, bowl-out, super over, etc. (Bowl-outs and super overs do not count for the settlement of other bets).
5. In matches with a limited number of overs, bets on the statistics for a team or the whole match will be canceled if less than 80% of a team's overs or the total overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the innings ended.

6. "Team's Top Batsman".

A team's top batsman is determined by the player who scores the most runs. Runs scored in a super over do not count. If two or more players score the same number of runs, the "Dead Heat" rule is applied.

If a batsman withdraws due to injury, but then returns to the pitch, the total number of runs scored by that batsman in the inning is taken into account. If the batsman does not return to the pitch, their total is the number of runs they scored before withdrawing from play.

If a certain batsman does not appear in the team's starting XI, bets on them will be voided. Bets on batsmen who do not bat or do not enter play will be deemed to have lost.

In matches with a limited number of overs, bets will be voided if less than 50% of a team's overs are played due to external factors, including adverse weather conditions, except in cases where the result had been determined by the time the inning ended.

Bets on top batsmen in test matches are accepted before each team's first inning and will be voided if fewer than 50 overs are played, except in cases where the result of these bets has already been determined.

7. Team's Best Bowler A team's best bowler is the player with the most individual wickets in an individual innings. Bets on players who do not bowl or do not enter play will be deemed to have lost. In the event that two or more players finish a match with the same number of wickets, the player with the fewest runs scored against them will be deemed the best bowler. If two or more players are equal on both wickets and runs, the Dead Heat rule applies. If no bowlers take a wicket, all bets will be settled at odds of 1.00. Bets placed on any player who does not appear in the starting 11 or who appears as a substitute will be voided. Wickets taken in a super over do not count. If a player appears in the starting 11 and is subsequently substituted off, both this player and the player who replaces them will count. Best Bowler bets in Test matches only apply to the first innings of each team and will be voided if fewer than 60 overs are played, except in cases where the bets had already been settled. Bets on matches with a limited number of overs will be canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already

been established before the innings was interrupted.

8. Bets on a player who is not listed in the starting 11 will be deemed void. Bets on players who have been selected for the starting line-up, but do not bat, will be settled at odds of 1.
9. "Runs At Fall Of Wicket". Bets win if the following criteria are predicted correctly: wicket taken and total runs. If the wicket is not taken and the total is higher than the designated minimum total, the bet is settled as a loss. If the wicket is not taken and the total runs exceeds the designated maximum total, the bet is settled at odds of 1.00.
10. Race to 10 runs. Bets stand, unless the listed players do not bat first - in which case, all bets will be void. Bets stand regardless of which of the listed players bats the first ball. If neither player scores 10 runs, bets on a "Neither" outcome win. In matches affected by the weather, if neither batsman scores 10 runs and neither of them is dismissed, bets will be void. If neither batsman scores 10 runs and both are dismissed, bets on a "Neither" outcome win.
11. "() Individual Total Runs First () Overs Over/Under ()".
If the selected number of overs is not played due to external factors or adverse weather conditions, bets will be voided, except in cases where the result had already been determined. If the selected number of overs is not played in an inning (e.g. because a whole team is bowled out or reaches the required number of runs before the selected number of overs have been played), bets remain valid.
Extra runs are included when settling bets, regardless of the reason for which they were awarded.
In a test match, the full number of overs specified must be played in full for bets to stand, with the exception of cases where a whole team is bowled out or reaches the required number of runs in fewer overs than specified.
12. Team's Individual Total Runs. Bets on this market are settled based on the final score of the team in bat. In the event of a draw, or if any additional overs are played (super over or golden ball), bets on the outcome of the match in question are settled based on the number of runs scored during regular time. Bets on matches with a limited number of overs are canceled if less than 80% of the team's scheduled overs are played due to external factors, including inclement weather, except in cases where the result had already been established before the inning was interrupted. Bets on test matches are canceled in the event of a draw, provided that fewer than 60 overs were played, except in cases where the results had already been established.
13. Highest Individual Score (Player's Runs); Player's Total Runs; Player's Number Of Runs. In test matches, such bets are settled according to the highest number of runs scored in an innings. Runs from two innings are not added together unless otherwise stated.
14. Over, delivery, total runs team 1/2. For bet settlement purposes, deliveries which are re-bowled - and any additional runs awarded for them - count. For example, if the over starts with: Wide - No Ball - Four, then "Four" is considered to be the third delivery in the over.
15. Certain markets may only be settled after all the statistics have been published by the official source, which may take 10-12 hours.
16. Best Batsman In The Match:
The best batsman in a match is the player who scores the most runs. Runs scored in super overs are not counted. If two or more players score the same number of runs, Dead Heat rules apply.
If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.
In matches with a limited number of overs, bets will be voided if less than 50% of the specified number of overs is played by either team due to external factors, such as inclement weather, except in cases where the bets had already been settled.

Best Batsman bets on Test matches only apply to the first innings of each team and will be voided if either team plays fewer than 50 overs, except in cases where the bets had already been settled.

17. Best Batsman's Team

The team with the best batsman is determined based on the number of runs scored by various players. Runs scored in super overs are not counted. If two batsmen from different teams score the same number of runs and no "Draw" outcome is offered, Dead Heat rules apply.

If a batsman withdraws due to injury, but then returns to the field, the total number of runs scored by this batsman in the innings is taken into account. If the batsman does not return to the field, their total runs will be the number of runs they scored before withdrawing from play. If a batsman does not appear in the starting 11, bets on them will be voided. Bets on batsmen who appear in the team but do not bat will be settled as a loss.

In matches with a limited number of overs, all bets will be voided if the match is interrupted due to external factors, except in cases where the bets had already been settled by the end of the innings, or where all of the batsmen are out.

Bets on the Best Batsman's Team in Test matches only apply to the first innings of each team, unless otherwise specified. If either team plays fewer than the specified number of overs in their innings (unless they declare or the innings comes to its natural conclusion), all bets will be voided, except those that had already been settled. Bets stand, however, if they had already been settled by the time of the interruption.

18. These markets use a points based scoring system to determine their outcome. The point schedule is as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

- Stakes refunded on non-selected players.
- In One Day matches both teams must face at least 40 overs each, otherwise bets void, unless settlement of bets is already determined.
- In Test and First Class matches, the whole match counts. In drawn games a minimum of 200 overs must be bowled, otherwise bets void, unless settlement of bets is already determined. In Twenty20 matches the match must be scheduled for the full 20 overs and there must be an official result unless settlement of bets is already determined.

19. First Innings Lead / Handicap. Betting on this market involves determining the difference in runs scored by the two teams in their first innings in Test matches.

If a match ends in a draw and fewer than 200 overs were played by each team, bets will be settled at odds of 1.00. This does not include instances where the result of the bet was determined at the end of the first innings. If a declaration occurs in the first innings, bets will be settled according to the results as they stood when the declaration took place.

GOLD LEAGUE is a regional league played according to the rules of indoor cricket. Teams must play all scheduled overs, or until 5 wickets fall.

1. Scoring rules:

- if the bail is knocked off the wicket as the result of a bowler's direct hit, the batsman will be dismissed
- if the batsman does not hit the ball after it is bowled and the wicket-keeper catches (does not catch) the ball, the batsman gets 0 points
- if the batsman hits the ball and the fielders or the wicket-keeper catch it without it touching the floor, the batsman will be dismissed
- if the batsman hits the ball and the ball touches the floor, in the event that the batsman or non-striker have not reached their respective crease (territory), the batsman will be dismissed if the fielding team knocks the bails off the wicket with the ball
- when the batsman hits the ball into certain zones, they are awarded points as follows:

- A - 0 points
 - B,C (up to the middle of the field) - 1 point
 - B,C (past the middle of the field up to zone D) - 2 points
 - D (without touching the floor) - 6 points, or if the ball touches the floor - 4 points.
2. If the ball first lands in zone B,C past the middle of the field (2 points), and then goes on to land in zone D (a further 1 point), the team gets 3 points in total. If the ball lands in zone B,C up to the middle of the field (1 point), and then goes on to land in zone B,C past the middle of the field, 2 points are awarded in total.
 3. For a dead ball (when the ball is thrown up to and including the center line), 0 points are awarded and the ball is bowled again. If the next ball is also a dead ball, the batsman is awarded 5 points.
 4. For physical interference against the batsman, the batsman is awarded 5 points.
 5. For a good ball (when the ball is thrown through the batting area without touching the batsman), 0 points are awarded.
 6. For a wide ball (when the ball is bowled outside the batting area or crosses the batting crease), the batsman is awarded 2 points.
 7. For a leg bye (when the ball hits the batsman's body), 0 points are awarded and the game continues. If the batsman and non-striker have changed places, 1 point is awarded.
 8. For a no ball (when the bowler steps behind the bowling crease; the ball is thrown above the wicket directly, without touching the ground; the ball is thrown and rebounds from the floor to above shoulder-level; the ball is thrown off the pitch), the batsman is awarded 2 points.
 9. Team () to Save Follow On. You need to determine if follow-on could be enforced for the team batting second, regardless of whether it is enforced or not. Both teams must complete their first innings (including declarations) for bets to be considered valid, otherwise bets will be settled at odds of 1.

Cyber Indian League 22, Cricket22 Cyber League

1. Each match consists of a single innings, with a maximum of 20 overs for each team. Each over consists of six deliveries.
2. A coin is tossed at the start of the match. The team that wins the toss decides if they want to bowl or bat first.
3. The team that bats first scores runs until they have played the full 20 overs, or until the bowling team has taken 10 wickets. When the other team comes to bat, they play until they have scored more runs than the opposing team did in the first half of the inning, until they have played the full 20 overs of six deliveries each, or until the bowling team takes 10 wickets.
4. The team that scores the highest number of runs wins. If both teams score the same number of runs, a super over is played. In this case, the team that scores the most runs in the super over wins.
5. Bet settlement
 - "Match Winner" bets are settled taking into account the result of the super over.
 - "Over, Individual Total Runs" bets are settled based on the number of runs scored by the teams, including extras. In the event that the over in question is not played, bets on it will be refunded.
 - "Will A Wicket Fall In Over" and "Extra In Over" bets are settled based on the result of the over in question. If the over in question is not played, bets on it will be refunded.
 - "Total", "Individual Total", and "Individual Total Runs" bets are settled based on the number of runs scored by the teams, including extras, but not including super overs.
 - "Who Will Lose More Wickets", "Total Wickets", and "Team Total Wickets Lost" bets are settled based on the number of wickets taken, not including super overs.
 - "Super Over" and "Winner In Super Over" bets are settled as a loss in the event that no

super over is played.

- Will An Extra Run Be Awarded In Over - an extra run is awarded to the batting team in the event of an illegal delivery (e.g., a no-ball or wide) from the bowling team. After an extra (i.e. via a no ball or a wide) has been awarded, the bowling team has to deliver another throw before the end of the over. An extra is not awarded for an lb.

11.17. Beach handball

1. All bets are settled on the result at the end of normal time for each relevant period, (20 minutes play, 2 halves of 10 minutes).
2. Penalty shootouts count on bets for markets To Qualify, Winner etc.
3. If a match is interrupted and suspended, the bets on it will stand till the end of the tournament within the bounds of which this match runs, until the match is played to its end or one of the players refuses to play.
4. A match must be played for at least 18 minutes for bets to stand, unless the market has already been determined at the moment of a match interruption.
5. If the game is a draw by the end of the period, then the “golden goal” rule is accepted and the winner will be the team who has scored the first goal. If both periods are won by one team, it is declared the winner with the score 2:0.
6. If each team wins a period the result will be a draw. To define the winner the “kick-out” rule is accepted and one of the players should play against the goalkeeper.

11.18. Beach soccer

1. All bets are settled on the result at the end of normal time for each relevant period, (36 minutes play, 3 periods of 12 minutes). **No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the line are approximate. Please use various independent sources of information.**
2. Extra time and penalty shootouts count on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 30 minutes for bets to stand, unless the market has already been determined at the moment of a match interruption.

11.19. Rugby

1. All bets are settled on the result at the end of normal time for each relevant period, (80 minutes play, 2 halves of 40 minutes). **No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the line are approximate. Please use various independent sources of information.**
2. Extra time and penalty shootouts count on bets for markets To Qualify, Winner etc.
3. A match must be played completely for bets to stand, unless the market has already been determined at the moment of a match interruption.

11.20. Horse racing

1. If a race is postponed to another day and it's stated in official sources all bets will stand. However, single bets are void, any of outcomes from accumulator bet will be considered as incompleting if:
 - a race is abandoned
 - a race is officially declared void
 - race conditions are changed after bets were placed (in compliance with rules)
 - venue changing
 - court surface replacement (i.e. turf – dirt, any weather conditions and conversely)
2. If a race is cancelled all bets are void. If a race or meeting is re-scheduled to later in the day, all bets stand.
3. The bet "Top 3" will be calculated as win if horse will finish in the top three.

11.21. Squash

1. If a match starts, but is not completed for any reason (for example if a player retires or is disqualified), the outcomes which had already been unconditionally determined at the time the match was interrupted (for example, the outcome of the first game, first game total, etc.) will count for settlement purposes. All other bets will be settled at odds of 1.
2. Should a match be interrupted due to the withdrawal or disqualification of either team, **the first game/set must have been completed** for bets on the winner of the match to stand, otherwise all bets on this outcome will be settled at odds of 1. In the event of the withdrawal or disqualification of a player, a forfeit will be declared.
3. By the decision of the body which organizes the event, the number of games in a match may vary from three to five and the match continues until three games are won.
4. Each game continues up to 11 points. The player who is the first to score 11 points will be declared the winner unless the score is 10:10. In this event the game will continue until the score difference amounts to two points. The player who beats their opponent by a two point margin will be deemed the winner.

11.22. Snooker

1. Match Betting. In the event of a match being abandoned the player progressing to the next round will be deemed the winner providing at least one full frame has been completed.
2. Frame Betting, Handicap Betting and Special Betting: The full number of frames must be played for bets on these markets to stand. In matches where, for any reason, the match is awarded to a player before this is achieved, then all frame betting, handicap and special betting on that match will be void, unless the result of that market had already been determined.
3. If in any frame one of the player was awarded the walkover, then handicap and total for this frame will be calculated with the odds equal to "1".
4. "Head-to-head" - it is necessary to name a player from the specified pairs, who takes the best final position in a tournament draw. If both players are disqualified from a tournament, the best is considered to be the one who is higher in a tournament draw; if both of players fall out in one round, the winning odd is equal to "1". In case a player refuses to take part before the beginning of a tournament, the winning odd is equal to "1".
5. The bet "Total 100th series". It's necessary to predict that player will score 100 points or more at the first attempt.
6. Bet "First ball - blue". The bet will be calculated as won if a blue ball is the first to be knocked out among coloured balls (yellow, green, brown, blue, pink, black).

7. **Shoot-Out. The best player of the tournament.** The sequence of criterias: elimination stage from the tournament; the number of winning frames; total of points.

11.23. Tennis

1. If a refusal (disqualification) takes place before the beginning of a match, all bets will be refunded.
2. If a match is delayed or postponed for any reason then all bets will stand until the end of the match or the end of the tournament.
3. In the event of the following circumstances taking place, all bets will stand:
 - a change of playing surface;
 - a change of venue;
 - a change from indoor court to outdoor court.
4. If a tennis match is suspended or the team is disqualified or refuses to play in first set, all bets will be settled with odds equal to «1», except for played games bets and results for that outcome has already been determined at the moment of a match interruption.
5. If a player retires or is disqualified bets on the match result will stand as long as one set has been completed. Otherwise these bets will be void. Bets on other outcomes will be void unless a definitive result for that outcome has already been determined at the moment of a match interruption.

If a player retires or is disqualified walkover is awarded.

Example 1. The match Rodriguez vs. Herbert is interrupted with the score at 1:0 (6:2, 0:3) due to the withdrawal of Rodriguez. The following bets will be settled at odds of 1: Handicap 1 (-2.5) Games, Handicap 2 (+2.5) Games, Total Games (21.5), Sets Score 2:0, 2:1 and 1:2. All bets on the first set will be settled. The bet "W2" on the match will win. The bets "W1" on the match and "Sets Score 0:2" will lose.

Example 2. The match Benneteau vs. Klein is interrupted with the score at 1:1 (6:4, 0:6, 0:1) due to the withdrawal of Benneteau. The bet "Total Games Over 21.5" will win, while the bet "Total Games Under 21.5" will lose as the minimum number of games possible to determine a winner is now 22: 1:2 (6:4, 0:6, 0:6). All bets on the first and second sets will be settled. The bet "W2" on the match will win, while the bets "W1" on the match and "Sets Score 0:2 and 2:0" will lose. The following bets will be settled at odds of 1: Games Handicap, Sets Score 2:1, 1:2.

6. Should a match format (number of sets) change, all bets on the following outcomes are valid and calculated on the basis of a match result:
 - Player wins in a match;
 - Player wins the first set;
 - Game handicap on 1st set;
 - 1st set total;
 - Who is the first to send;
 - Who will win first game in match
 - The winning odds on other bets is equal to "1".

7. Handicap and total on a tennis match are specified in games.
8. When a game is not over for some reason (a match is suspended, one of the players is disqualified or refuses to play further), the winning odds on the bets is equal to "1".
9. In tennis matches during the final set (super tie-break) handicap and total are calculated by points, but for whole match super tie-break is 1 game.

Example. Grönefeld/Peschke - Niculescu/Zakopalova. Bet "Total 21.5 Under". Game score (6:3; 3:6; 4:10 points). 3rd set will be calculated as 1 game. Total will be calculated as: $6+3+6+3+1=19$. The bet is won.

10. **In tennis matches marked "champ. tie-break" or "super tie-break",** handicap and total

for the whole match will be calculated with the super tie-break score.

Example. Grönefeld/Peschke - Niculescu/Zakopalova (champ. tie-break). The bet "Total 21.5 Under". Game score (6:3; 3:6; **4:10 points**). Total will be calculated as: $6+3+6+3+4+10=32$. The bet is lost.

Super tie-break (champ. tie-break) is played in some tournaments instead of decisive set. The winner of the match will be a player (pair) who wins 10 points providing that he (she) will score 2 points more than the opponent.

11. The bet on "The sets score". The corresponding columns are designated in the line as 2:0, 2:1, etc.
12. The bet "Who passes further". It is necessary to name a tennis player in the specified pairs, who will pass further in a tournament draw. If both tennis players are disqualified from a tournament, the best tennis player shall be considered the one, who has passed further in a tournament draw; if both tennis players are disqualified in one round, the winning odds is equal to "1". In case a tennis player refuses to play in a tournament before its beginning, the winning odds is equal to "1".
13. The bet "Winner". A winner is a tennis player (team) that takes the first place in a tournament. In case a tennis player refuses to take part in a tournament before its beginning, the winning odds on bets on him is equal to "1".
14. The bet "Winner of a game". It is necessary to name a player who wins in a game.
15. Tie-break is considered to be a separate game.
16. The bet "Points". Point – ball drawing (who will win one point by serve).

Example: "Point 4th (8 game) wins 2" (Second player wins 4th point (serve) in 8 game). 8th game is played in the following way:

 - 1st point: 0-15 (second won)
 - 2nd point: 15-15 (first won)
 - 3rd point: 15-30 (second won)
 - 4th point: 15-40 (second won) – bet is won.
17. The bet "Score of the first set". It is necessary to predict an exact score of the first set. If the first set is not over, the winning odds on the bet is equal to "1".
18. The bet "Tie-break in the match". If a match is not played to its end for any reason and a tie-break is played, the bets "Tie-break in the match - Yes" are successful and the bets "Tie-break in the match - No" are lost. If a match is not played to its end for any reason and a tie-break is not played either, the winning odds on the bet is equal to "1".
19. The bet "A player is the first to use Electronic Review". It is necessary to name a tennis player who is the first to use Electronic Review. If both tennis players do not use Electronic Review, the winning odds on the bet is equal to "1".
20. In case there is a spelling error of sportsman initials in a tennis match in the line (e.g. Muller J. is written as Muller D.), it does not constitute grounds for bet cancellation and a bet will stand.
21. "Tie-Break Score In Set". The Customer should predict the correct score of a tie-break. A tie-break is played in order to determine the winner of a set when the score in the set reaches 6:6. A tie-break must be played up to 7 points (the tie-break score can be 7:5, 7:4 etc.).
22. "W 1/2 With Any Other Score". This bet implies that a player will win a tie-break after a score of 6:6 (or a super tie-break after a score of 9:9).

Example 1. Klein (Australia) vs. Klec (Slovakia). W1 With Any Other Score.

 - The tie-break ends with the score (7:3) – the bet loses.
 - The tie-break ends with the score (8:6) – the bet wins (as Player 1 won after a score of 6:6).
23. The bet "Tie-break in the match". It's necessary to determine the correct score that tie-break is end.

In this bet tie-break is played up to 10 points (the score may be 10:8, 10:6 etc.)
24. The bet "To win () with another score". In this bet it's necessary to determine the win of one of

the players in tie-break after score 9:9.

Example. Klein (AUS) – Klec (SVK). The bet: Tie-break score is 7:10. Tie-break was played by score 6:10. The bet is considered to be lost.

25. If a match is not played to its end for any reason and a tie-break in match or set is not played either, the winning odds on the bet is equal to "1".
26. The bet "Set Finish 6:0 (0:6) In The Match - Yes". The bet is considered to be won if set score will be (6:0) or (0:6).
27. Player Trail With 0-1 Sets Back And Win. The bet will be calculated as won if one of the players will lose first set, but will win the match.
28. Bets on "Scoring times". **Example "1st>2nd"**, bet will be calculated as won if it was played more games in the 1st set then in the 2nd one.
29. Match statistics (number of aces, double faults, percentage of the first serve winning etc.) are taken from official sites of tournaments.
30. Extra bets (number of aces, double faults, percentage of the first serve winning etc.) are calculated in the following way: events, which are definitely determined by the time of a match interruption are accepted for bet calculations. For other bets the winning odds is equal to "1".
31. Match point - the final point that must be won to win a match in tennis.
32. The Bet "1 break - 1 Player". Bet will be calculated as win if 1st Player won game 1st on opponent's serve (break-point - is an opportunity win game on opponent's serve).
33. "Total Points In First Game Over (5.5)". This is a bet on the number of points in the first game. For example, if the game is won after the score (40:30), there have been 6 points and the bet wins.
34. For bets "Highest scoring period" only 1st and 2nd sets are taken into account. The bet "The highest scoring period - Draw" will be calculated as win if the score is, for example, 6:3, 3:6, 6:4.
35. Bet "Total of the highest/lowest scoring set". Bets on totals will be calculated according to the tennis tournament regulations (game up to 2 or 3 victories).
36. The bet "**Highest number of brakes for a match**" is in the Sports line in three outcomes: "Player 1" "Player 2", "No". In case of tie breaks, the bet "No" is winning.

11.24. Floorball

1. Floorball - a type of floor hockey, is an indoor team sport.
2. All markets are based on the result at the end of normal time for each relevant period, (60 minutes play, 3 periods of 20 minutes). **No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the line are approximate. Please use various independent sources of information.**
3. Extra time and penalty shootouts count on bets for markets To Qualify, Winner etc.
4. In the event of a match starting but not being completed, all bets will be calculated with odds "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
5. A match must be played for at least 50 minutes for bets to stand. In this case all bets will be settled on results of a match interruption.
6. As agreed with the organizing officials, it allowed shortening time, however no less than 2 times of 15 minutes and intermissions may be given by the administrating authority. Please use various independent sources of information.

11.25. Football

1. All markets are based on the result at the end of full time (90 minutes play, 2 halves of 45 minutes plus official added time), unless specifically detailed otherwise ("extra time"). Extra time and penalty shootouts count on bets for markets To Qualify, To Be Promoted, Winner etc.
2. A match must be played 80 minutes for bets to stand, unless the market has already been determined.
3. The format of friendlies
 - FIFA regulations in accordance with matches duration:
 - 1st 2nd 3rd junior teams 80 minutes (2x40),
 - 1st children's teams 70 minutes (2x35),
 - 2nd and 3rd children's teams 60 minutes (2x30).
 Regulations are applied before the beginning of the tournament. Before placing a bet on friendlies, it's necessary to specify regulations of a game on independent sources of information.
4. The calculation of corners in RPL (Russian Premier League) is produced on the third day of the match end. In the absence of official data on the number of corners on the websites that indicated in p.17 "Main sources of information", bet calculations are made with odds is equal to "1".
5. As for the bets "Head-to-head on the results of the championship" for tournaments with the participation of football national teams the priority is given to a stage reached by teams.
6. Such bets as "What team will score more goals", "What team will score (miss) the fewest (the most) goals" for soccer World and European Championships are calculated including extra time, not including penalty shootouts. At equal number of scored (missed) goals bets calculated with the odd equal to "1".
7. Bets on football matches marked by "extra time" are calculated not including penalty shootouts. Bets on penalty shootouts are accepted separately (penalty shootout).
8. Bets "Home - Away" are valid only for the championship and date that indicated in the coupon. (see. Example of the bet slip). The bet "Home - Away (09.02.2014 | 04:30)" - this bet is valid for football matches that will start February 9th in 4:30.
9. First corner - it is necessary to predict, which team is the first to send a corner kick.
10. More corner kicks will be sent - it is necessary to predict, which team sends more corner kicks during a match.
11. "Total corners" - it is necessary to predict, over or under of the specified total both teams send a number of corner kicks during the match.
12. **"Bet on yellow cards (marked YC)".** Yellow card totals, yellow card handicaps - cautions to field players and a goalkeeper are only rewarded. By calculation the number of yellow cards in the match, second sending-off is ignored.
13. Yellow and red cards shown to field players and a goalkeeper after the final whistle are not considered by calculations of bets.
14. **Bets on yellow and red cards (abbr. YRC or cards)** are considered as: a yellow card is 1 card, red card is 2 yellow cards. Second yellow card is ignored and considered as 1 red card. i.e. one player can have no more than 3 cards for match.
15. **"Player () receive a yellow or red card "**. It is necessary to determine whether a particular player will get a yellow or red card. Yellow and red cards shown to field players and goalkeeper. If a player did not appear in the lineup, the winning odds will be equal to "1".
16. **The bets "Next Corner () Team ()" and "Next () Y/C Team ()"**. If the outcome specified on a bet slip does not take place, bets will be refunded.
17. The number of yellow and red cards, corners, goalposts and crossbars is determined by the video broadcast. If the broadcast was interrupted or was not carried by the channels, the number of yellow, red cards and corners is taken from the official sources. All the other

statistics (offsides, fouls, substitutions, etc.) are taken from official sources only. Substitutions made in the 46th minute according to the official source are considered to be made at the half-time break. A corner which was replayed counts in the calculations as one shot.

18. **"Posts and Crossbars"**. The ball is considered to have hit the post or crossbar when it remains in play after touching a player, the referee, or another post or crossbar. Posts and crossbars are not counted if the match is stopped before the ball hits the post or crossbar, or if after the hitting the post or crossbar the ball goes out of bounds, or enters the goal (a goal is awarded).
19. For bets on "Shots On Target", posts and crossbars are not taken into account.
20. **"Official injury time"** - you need to determine more or less the proposed value will be added to the compensated minute of the injury time in each half.
21. Bets on statistical indicator can be settled within 1 hour at the moment of a match ended.
22. Bet "First team will score 1st goal to 78 minute - Yes" - It is necessary to predict that first team will score their first goal in this time interval. If a goal will score on 78 minute, goal will be considered by calculating of bets.
23. **FAST OUTCOMES bets**: "Total In The Interval From () To () Minute", "Handicap In The Interval...", "Time Interval Result". The bettor must predict total goals in a specified time interval.
In the interval from (40:00) to (44:59) minute the bet will be settled without taking injury time into account.
In the interval from (85:00) to (89:59) minute the bet will be settled without taking injury time into account.
In the interval from (10:00) to (19:59) minute, if a goal is scored in the 20th minute, the goal will be considered as scored in the (10:00) to (19:59) time interval.
24. The bet "To score a goal (player)". The bet will be calculated as win, if the player takes the field and will score a goal. Own goal is not included. If the player does not take field then the bet is calculated as refund with the odds is equal to "1".
25. The bet "Will score 1st Goal (Player)". The bet will be calculated as win if the player takes the field and will score 1st goal. Own goal is not included. If the player takes field when the score was opened or has not taken the field, then the bet is calculated as refund with the odd is equal to "1".
26. **PRE-MATCH bets**: "Goal In Time Interval", "First Goal Time", "Team to Score First\Last Goal Up To () Minute" are settled with stoppage time taken into account unless otherwise stated in the Sports section.
27. Bet "Player will score under/over 0,5". Bets are valid for players of main lineup (if it were bets on substituted player, then such bet slips will be calculated with the odds equal to "1").
28. Time of First/Last Goal. If a match is abandoned before the first goal is scored, all bets placed on the first goal being scored in the period of time (1-30 minutes etc.), up to but not including the time of abandonment are lost.
29. **Double (hatrick, poker) in the match** - it is necessary to predict, whether one soccer player scores exactly 2 goals (double), 3 goals (hatrick), 4 goals (poker). Own goal is not included. If the hatrick was scored the bet on "Double - Yes" will be calculated as lost.
30. **Penalty: Yes/No** it is necessary to predict, whether penalty kick is awarded in a match or not.
31. **Penalty or sending off (yes)**. The bet will be calculated as won, if it was penalty and sending-off in the match.
32. Bet on **"Half: 1x2"**. Bets are accepted on the 1st half.
Example. "The first half tow in 2 - yes". Bet will be calculated as won, if the 2nd team will win 1st half.
33. **Multi corners**. In this bet the number of corners in the first half multiplied by the number of corners in the second half. For example, there were 5 corners in the 1st half and 7 corners were in the second half. Accordingly, the result will be $5 \times 7 = 35$.

34. **Bet "Second team wins in penalty - Yes"**. The bet is calculated as won if there was a penalty shootout and the second team won. The bet will be calculated as lost if there was no penalty shootout or the second team did not win in it.
35. **Bet "The effective Period"**.
 "The effective half - 1st Half" - goals total in 1st half is more than that in 2nd half.
 "The effective half - 2nd Half" - goals total in 2nd half is more than that in 1st half.
 "The effective half - Draw" - goals total in 2nd half is equal to that in 1st half.
36. For bets on **"To Score/Not Score A Penalty"**, the bettor must predict whether or not a penalty will be scored. If there are no penalties in a match, bets on "To Score A Penalty -Yes " and "To Score A Penalty - No" are settled as losses.
 For example, the bet "Team 2 To Score A Penalty - No" wins if Team 2 is awarded a penalty and does not score it. The bet loses if Team 2 is not awarded a penalty, or if Team 2 scores a penalty.
37. For the **"Free Kick"** markets both direct and indirect free kicks are valid (including free kicks after an offside)
38. **Russian Championship. Premier League.** Bets on "Home-Aways" will be calculated at the end of the tournament.
 The bet "Russian Championship. Premier League Home (goals) - Away (goals) (21.03.2014 | 19:00), Draw 2-2 yes" will be calculated as won if at least one of the game of this tour will come to an end with the score 2:2.
 The bet "Russian championship. Premier League Home (goals) - Away (goals) (21.03.2014 | 19:00), 1st goal from 1 up to 5 min - Yes" will be calculated as won, if at least in one of the game of tour will the 1st goal scored from 1 up to 5 min.
 The bet "Russian championship. Premier League Home (goals) - Away (goals) (21.03.2014 | 19:00), Time-Match W2W1 or W1W2 - yes" will be calculated as won if at least in one of the game of tour the leader will change.
39. Bet "After the final whistle ... has the ball". It is necessary to predict the player of which team will have the ball at the moment of the final whistle.
40. **Bets on a certain player "First to happen"**: (Kosta D.) does not score a penalty; (Kosta D.) YC or sending-off; (Kosta D.) will be substituted; (Kosta D.) scores a goal. The winning bet will be the one, which has predicted the event that was the first to happen. E. g. at 15th minute Kosta D. was given a yellow card; he scored a goal at 30th minute, at 40th minute he was substituted. Bet "(Kosta D.) YC or sending-off" will be calculated as won, all the other outcomes will be lost. If the player has not taken the field, all the bets will be refunded (calculated with the odds equal to "1").
41. "Position Of Goalscorer". Bets on this market will be settled based on the official position of a player. The positions are determined according to the "Position" information on <http://www.transfermarkt.co.uk/>.
42. **"VAR To Be Used By A Referee - Yes/No"** - the referee consults the VAR screen.
"VAR To Be Used - Yes/No". The use of video review is determined based on the video stream if one of the following occurs:
 - the referee makes the video review sign (a rectangle);
 - the referee consults the VAR screen;
43. **Accumulator outcomes**
 It is a bet on football, which includes two or three outcomes, for example:
 2.5 goals under and 4 cards under
 W2 and 10 corner kicks under and 4 cards under.
 The bet is considered to be won if all outcomes specified in this event coincide.
 Bets on matches are accepted and calculated on regular time plus official added/injury time.
 "Extra time" is not counted.
 If one of the parameters of the bet coincides with the offered option, there is no a return with

the odds equal to "1" for the "Accumulator outcomes" bet. Example: "10 corner kicks under and 4 cards under" - 9 corner kicks and 4 cards on the statistics. The bet will be calculated as win. If one of the parameters of the bet coincides with the offered option, there is no a return with the odds equal to "1" for the "Accumulator outcomes" bet. Example: Example: " 10 corner kicks under and 4 cards under" - 9 corner kicks and 4 cards on the statistics. The bet will be calculated as loss.

44. **Special bets. Coach's next resignation.** If there were more than one coach's resignation a day, the one that was published at the team's official site first is considered to be the first. All bets, placed after the coach's resignation, are calculated with the odds equal to "1". Time and date of the resignation are taken from the official site of the team, which has cancelled the contract with the coach.

45. **Football. Head coaches.** A coach, appointed to the post, is not taken into account.

46. **Football. Players.** Rent is not counted.

47. **Bets on penalty shootouts.** If 5th shootout is not scored then, according to the game situation:

"Team 2 scores its 5th penalty - No" - refunded;

"Team 2 scores its 5th penalty - Yes" - refunded.

48. **Score cast and team will win with score.**

To win this bet it is necessary to name the player, who will score the first goal and the match score (including the additional time). If the player has not participated in the match or has taken the field after the first goal the bet will be calculated with the odd equal to "1". If the first goal is an own goal, the bet on the player who has scored this goal will be calculated with the odd equal to "1". If the match was interrupted after the first goal and not finished within the period stated by the rules, the bets on the player who scored this goal will be calculated with the odd equal to "1".

Bet 1 "Adam Lallana will score 1st goal and Team 1 will win with the score 1-0 - Yes"

Bet 2 "Dejan Lovren will score 1st goal and Team 1 will win with the score 1-0 - Yes"

Example 1.

Adam Lallana has scored 1st goal and Team 1 has won with the score 1-0:

Bet 1 - won

Bet 2 - lost

Example 2.

Adam Lallana has not taken the field and Team 1 has won with the score 1-0:

Bet 1 - refunded

Bet 2 - lost

49. **Football 8x8. Playing time** - two equal halves of 30 minutes (if a referee and both participating teams have not agreed). Any agreement on changes in playing time (i.e. the reduction of each half up to 25 minutes because of insufficient light) should be reached before the beginning of the game and must comply with the competition rules.

Half-time should not exceed 10 minutes. Duration of half-time may vary according to agreement between referee with teams.

Duration of added time can be determined only by referee.

To perform **10 meter kick** at the end of each half of the main or added time, extra time is assigned.

Added time. Game policy may contain provisions of two added equal halves.

50. **Results. Higher On The Results Of The Championship (Players).** Results are decided in this order: stage of elimination, conference position, regular season points, regular season goal difference, regular season goals scored.

51. **Alternative matches.** In these bets the results of teams in stated matches are compared. If one of the matches was postponed (did not take place), if there was a technical failure, then bets on alternative matches will be calculated with the odds equal to "1" (return).

Alternative doubles. All the teams, listed in this type of event, play at the same time. The final score of the specified team is taken into account.

Example

Eintracht/Borussia - Schalke/Hoffenheim Total 2.5 Under

Eintracht-Schalke ended with the score 0:0, Borussia-Hoffenheim ended with the score 2:1. Total score Eintracht/Borussia will be (0+2=2). Total score **Schalke/Hoffenheim** of this double will be 1 goal=0+1. The total score of the double match **Eintracht/Borussia - Schalke/Hoffenheim** will be 2:1. Victory of the first double by 1 goal superiority. Total of the Alternative double match was 3 goals.

52. **Alternative outcomes. Total points received for cards in the match.** This bet offers to predict the number of points scored by teams in the match. Bets are accepted on regular time.
1. Cards shown to players on the field are counted.
 2. For each yellow card are credited = 10 points.
 3. For each red card are credited = 25 points.
 4. Maximum points for the second violation, which is the cause of a card, will be equal to 25 points - it will be given, if the red card are shown after the yellow one.
53. **Alternative outcomes. Team`s performance.** This bet offers to predict a number of points scored by a team in the match. Bets are accepted on regular time. Cards shown to players on the field are counted. A re-shot off corner kick will not be counted as the next corner kick, and the new 3 points are not charged.
- Points are credited in the following way:
1. For each goal scored = 10 points
 2. Will not score = 5 points
 3. For each corner = 3 points
 4. For each red card = - (minus) 10 points
54. **Alternative outcomes. Points, the first 5 minutes.** Bets placed on the first 5 minutes will be settled on the basis of the events from 0:00 to 4:59.
1. A re-shot off corner kick (and etc.) will be counted only once.
 2. A penalty, which is re-shot by the referee's decision, will be counted once.
 3. Maximum points for the second violation are 10 points. These points can be earned, if a red card is shown immediately after a yellow card. The cards shown to players on the field are counted.
- Points are credited in the following way:*
- For each goal scored = 10 points
 - For each corner = 3 points
 - For each awarded penalty = 10 points
 - Each red card shown = 5 points
55. **Alternative outcomes. Total Points In Match.** The bettor must predict the number of points that will be scored by the teams in a match.
1. A retaken corner kick (etc.) is only counted once.
 2. A penalty that is retaken by the decision of the referee is only counted once.
 3. The maximum number of points awarded for a second violation is 13, which is awarded if a red card (10 points) is shown immediately after a yellow card (3 points). Only cards shown to players on the pitch are counted.
- Points are credited in the following way:*
- Each goal scored is worth 10 points
 - Each corner is worth 3 points
 - Each awarded penalty is worth 10 points
 - Each yellow card shown is worth 3 points
 - Each red card shown is worth 10 points
56. **Cards. Statistics.** Bets are settled on the basis of the regular time. The cards shown to players

on the field are counted.

The first card. Bets are settled on the basis of occurred events within the limited period in the match. Red or yellow cards must be shown in the defined period in the match. The card will not be counted, if it is not shown in a certain period of time, it is shown after it.

Total cards. It includes additional/injury time. Overtime is not counted, unless otherwise specified. Only one card will be considered for the second violation, i.e. only one card is counted, if a red card is shown immediately after a yellow card. It means, that the maximum number of cards, which can get one player, is equal to 2.

The last card. If there are no cards in the match, a winning choice - No cards. The other bets will be settled as loss. If two or more players are involved in the same incident, the market will be calculated according to the last shown card.

57. Time Periods With No Goals. The duration of time period with no goals is settled as the difference between the minutes of the first goal and the beginning of the match, the minutes of the following scored goals and the minutes of the end of the match and the last goal. The beginning of the match - 0 min. Goals scored in official added time are considered goals scored in 45th and 90th minutes respectively. If there were no goals in the match, it is considered that time period with no goals is 90 minutes. Example. If 3 goals scored in the match in 10th, 30th and 90th minutes, then there were only 4 time periods with no goals in the match: 10 minutes (from 0 to 10th minutes), 20 minutes (from 10th to 30th minutes), 60 minutes (from 30th to 90th minutes) and time period of 0 minutes (90th-90th).
58. Multi goal - it is necessary to predict the number of goals scored during the match based on the different ranges offered. For example, Multi goal 2-4. The bet will win if 2, 3 or 4 goals are scored in the match.
59. The medical team is only deemed to have entered the field of play if they have permission from the referee to do so and if they actually provide medical assistance to a player on the pitch (applying dressings, treating a sudden loss of blood circulation, cardiopulmonary resuscitation, medical evacuation, etc.). In the event that two medical teams are called in by the referee - one to each team - this will be counted as a single medical team entering the field of play.

11.26. Futsal

1. All markets are based on the result at the end of normal time for each relevant period, (40 minutes play, 2 halves of 20 minutes). **No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the line are approximate. Please use various independent sources of information.**
2. Extra time and 6-meter shootouts count on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are void, except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 35 minutes for bets to stand, unless the market has already been determined.

11.27. Field hockey

1. All markets are based on the result at the end of normal time for each relevant period, (70 minutes play, 2 halves of 35 minutes or 4 quarters of 17 minutes 30 seconds). **No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the line are approximate. Please use various independent sources of information.**

2. Extra time and penalty shootouts count on bets for markets To Qualify, Winner etc.
3. In the event of a match starting but not being completed, all bets are calculated with odds equal to "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 60 minutes for bets to stand, unless the market has already been determined.
5. Indoor hockey. The game is divided into 2 periods of 20 minutes.

11.28. Bandy

1. All markets are based on the result at the end of normal time for each relevant period, (90 minutes play, 2 halves of 45 minutes or 3 periods of 30 minutes). **No responsibility is assumed by the company for the mismatch of date and time to an actual beginning of an event. Date and time of an event beginning represented in the line are approximate. Please use various independent sources of information.**
2. Extra time counts on bets for markets To Qualify, To Be Promoted, Winner etc.
3. In the event of a match starting but not being completed, all bets are calculated with the odds is equal to "1", except for those markets which have been unconditionally determined at the moment of a match interruption.
4. A match must be played for at least 80 minutes for bets to stand. In this case all bets will be settled on the results at the moment of a match interruption.
5. Inline hockey. The game is divided into 4 periods of 12 minutes.

11.29. Ice hockey

1. Bets on matches are accepted on regular time (60 minutes of play consisting of 3 periods of 20 minutes each), unless labeled otherwise ("With OT" if overtime is included, "Including Overtime And Penalty Shootouts" if overtime and penalties are included):
 - Regular time
 - Regular time (With OT)
 - Regular time (Including Overtime And Penalty Shootouts)

Example 1: Buffalo Sabres vs Toronto Maple Leafs (Including Overtime And Penalty Shootouts). Bets are accepted on regular time including overtime and penalties. If the score in the match is 2:3 (1:0, 1:1, 0:1, 0:0, 0:1), all bets will be settled based on a final score of 2:3. The total number of goals is 5.

Example 2: Buffalo Sabres vs Toronto Maple Leafs (With OT). Bets are accepted on regular time including overtime. If the final score in the match is 2:2 (1:0, 1:1, 0:1; 0:0), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.

Example 3: Buffalo Sabres vs Toronto Maple Leafs. Bets are accepted on regular time only. If the final score in the match is 2:2 (1:0, 1:1, 0:1), the total number of goals is 4. Bets on a win by Team 1 or Team 2 are settled as a loss.
2. If a match starts but is not completed, all bets thereon will be settled at odds of 1, except for those markets which had already been determined at the time the match was stopped.
3. At least 55 minutes of play must elapse for bets to stand. In this case all bets will be settled based on the result at the time the match was stopped.
4. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams may be shown in a direct order (home - away) and in a reversed order. If the latter is the case, no stakes are refunded.
5. "Total". Where penalty shootouts are taken into account, all goals scored in the shootout by the winning team will be regarded as one goal for settlement purposes, while the goals scored in

the shootout by the losing team will be regarded as zero goals.

6. "Goal From 1 To 7 Minute". If the goal is scored at 7 minutes 00 seconds, it is deemed to have been scored in the 8th minute.
7. Bets on the following markets are settled based on the final record or bracket of the body that officially organizes the event: "Higher At The End Of The Tournament", "Winner Of The Championship", "Winner Of The Group", "Scored Points", "Scored Goals" and "Conceded Goals".
8. The bet "Period () > Period () - Yes" will lose if an equal number of goals has been scored in both specified periods.
9. Bets on "Top Goalscorer (Points)" markets are settled based on statistical "goals + assists" data available on the official tournament website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
10. "Team To Win And Total Under/Over". The Customer should predict which team will win the match and how many goals will be scored (more or fewer than the specified number). Bets on NHL and KHL matches, as well as on matches which form part of other championships and international tournaments, are accepted on regular time.
11. "Race To 3 (5 etc.) Points". The Customer should predict which participant will be the first to score the specified number of points in the match. If any participant refuses to continue for any reason before they or their opponent scores the specified number of points, bets will be settled at odds of 1.
12. "Team 2 To Win In Overtime - No". The bet will win if either no overtime takes place or Team 2 loses in overtime. Bets on the win in a penalty shootout are settled in the same manner.
13. "Overtime win". The winner must be determined in overtime (OT).
The score is (0:0; 1:1; 1:0) – the bet loses.
The score is (0:0; 1:1; 0:0; 0:1) – the bet wins.
The score is (0:0; 1:1; 0:0; 0:0; 1:0) – the bet loses.
14. Bets on markets labeled "**Total Penalty Time**" are made on the number of minutes that an offending player must spend in the penalty box for an infraction. Only **two-minute minor penalties** will count. Double minor penalties (2+2) are treated as two separate penalties. Penalty minutes awarded before the start of a period (match) or after the completion of a period (match) and which are specified in the final record of said match will count for betting purposes. The number of penalty minutes will only be determined based on the official record. Bets on markets labeled "**Total Minor Penalties**" are made on the number of minor penalties.
15. Bets on markets labeled "Shots On Goal". The number of shots on goal will be determined only on the basis of the official record.
16. Player's Individual Total (in ice hockey). The Customer should predict the total number of points scored by a player, where points are awarded for goals and assists. All bets on a player's individual total number of points are only accepted on regular time. Should a player fail to take to the ice, bets on them will be settled at odds of 1.
17. Bets on "To Score First And Win The Match" are accepted on regular time.
Example: The bet "Team 1 To Score First And Win The Match - No" will be settled as a loss if that team does not score first or if they do not win the match.
18. "Total Interval From 6 To 8 - No"
Example:
"Total Interval From 6 To 8 - No". The score is (2:3). The total amounts to 5. The bet wins.
"Total Interval From 6 To 8 - No". The score is (3:4). The total amounts to 7. The bet loses.
19. Total Goals Scored During Power Play. The Customer should predict the number of goals scored in power play situations.
Example. Team 1 scored one goal while in a power play. Team 2 scored no goals while in a power play. Accordingly, there was only one goal scored in total during power play in the match. The bet "Total Goals Scored During Power Play UNDER 1.5" wins.

The bet "Total Goals Scored During Power Play OVER 1.5" loses.

20. "Empty Net Goal Will Be Scored". The bet will win if, at the time a goal is scored, the goaltender is not on the ice (i.e. if the goaltender has been replaced by a skater).
21. "Total Hat-tricks (3 Goals By One Player) Over 0.5". Only scored goals will count (no assists will be taken into consideration when determining a hat-trick).
22. "Highest Scoring Period".
 - "Highest Scoring Period - 1" - the teams will score more goals in the first period than in the second or third period.
 - "Highest Scoring Period - 2" - the teams will score more goals in the second period than in the first or third period.
 - "Highest Scoring Period - 3" - the teams will score more goals in the third period than in the first or second period.
 - "Highest Scoring Period - Draw" - the teams will score an equal (highest) number of goals in at least two periods.
23. Bets on matches within the KHL Nadezhda Cup are only accepted on regular time. The result of a match is determined at the end of regular time (a match may end in a draw).
24. Bets on "Match Winner" are settled based on the rules of the tournament the match is part of.
25. **Alternative matches.** For this market the results of the matches that are broadcast live are compared. Should any match be forfeited, bets on alternative matches will be settled at odds of 1 (stakes will be refunded).

Example. Alternative match. Avangard - Sibir. Total Over 5.5. The actual matches are Avangard - Salavat Yulayev, which finishes with a score of 4:1 and Metallurg - Sibir, which finishes with a score of 1:2. The score of the alternative match **Avangard - Sibir** will therefore be 4:2. The bet will win as the total number of goals in the alternative match equals 6.

Alternative double matches. All teams specified in this type of market play simultaneously. The scores with which the said teams end their true matches count for betting purposes.

Example. Torpedo/SKA - Dinamo/CSKA Total Under 7.5
The match Torpedo - CSKA ended 3:2. The match SKA - Dinamo ended 2:1. The combined score Torpedo/SKA equals 3+2=5. The combined score Dinamo/CSKA equals 1+2=3. The combined score Torpedo/SKA - Dinamo/CSKA is therefore 5:3. The total number of goals in the alternative match equals 8. The bet loses.
26. **For bets on "Top Goalscorer (Goals)",** the bettor must predict who will score the most goals. Bets are settled based on statistical data available on the official league (tournament) website. If a player does not take part in the tournament, bets on them are settled at odds of 1.00.
27. **"Total Minor Penalties".** The Customer should predict the total number of minor penalties in the match.
28. "Total Goals Scored By A Player". The Customer should predict the total number of goals scored in the opposing team's net by a specific player.
29. "Top Statistic Plus-Minus (Including Overtime)". Bets are settled subject to the following rules: a team which has fewer members or the same number of members as the opposing team scores a goal (scored penalty shots do not count), and players of this team being on the ice at the time of the goal get one "plus". It does not matter whether the opposing team's goaltender is in-goal at this time or whether they have been substituted by a skater and the net is empty. Accordingly, the team which has more members on the ice or the same number of members as the scoring team gets one "minus", when they concede a goal. The statistics shall be gleaned from the official sources.
30. Duel of the players. Points (goal + assist). In this type of game, in the bets on the "Next goal" both goal and assist will count.
31. The "VAR To Be Used" market includes any use of VAR to replay a disputed incident.

11.30. Bowls

1. Set and Match Betting: The full number of sets required to win the match must be achieved. If circumstances, for whatever reason, prevail so the match is awarded to a contestant before this is achieved, the set betting on that match will be void unless further play could not affect the result.
2. In the event of a match being awarded to a player before the full number of sets is played, the match bets will stand on the official winner, so long as at least (one end) has been completed.
3. In the event of any of the named players in a match changing before the match starts then all bets will be void.
4. In the event of a match starting but not being completed, the player that progresses to the next round will be deemed the winner.

11.31. Chess

1. All bets are based on the official game result. The match result is decided by the results of all games of the match.
2. If upon the completion of a tournament several players share first place, and a tie-break for first place is not played, then the dead heat rule applies (Rule 7.3.3).
3. Number "1" denotes the player, having white pieces, regardless of the location of the game.
4. If a game is delayed or postponed for any reason then all bets will stand until the end of the game or the end of the tournament.
5. Handicap Betting (0). If a game finishes in a Draw all bets will be void.

11.32. Formula One, Motorcycle racing

1. If the race is not completed and an official result is not declared then all bets will be void, except those the outcome is already determined.
2. All race bets are settled on the official classification from the Federation Internationale de l'Automobile (FIA), the sports governing body, at the time of the podium presentation.
3. Qualification bets. For bets settlement FIA official qualifying time will be used. The time of 3rd Stage will be used for bet "Fastest racer". If there is no 3rd Stage, calculation of bets will be made in accordance official network formed FIA. In bets calculation penalties do not count. However, in accordance with FIA, time penalties in the qualifying race is taken in consideration. For bets to stand, pilots should start the 1st Stage. For bet "Fastest qualification lap 1 and 2" both pilots should start special stage for bets to stand.
4. Classification. To pass classification pilot should turn 90% of laps, which were turned by a winner. The pilot that withdraw from the race after 90% of laps turned by a winner is considered as to be classified.
5. "The race winner" (in a final ranking). The winner is a racer, who takes the first place in a race (in a final ranking).
6. "Particular place of a racer in a final protocol".
7. "Head-to-head". It is necessary to name a racer in the specified pairs, who turns faster a distance. The best racer shall be the one, who gets the best final position in a race (in a final ranking). If both racers fall out of a race, the best racer shall be considered the one, who turns more laps; if both fall out in one lap, the winning odd is to be equal to "1". If in a final ranking a racer does not turn his fastest lap (i.e. does not exceed the test time), then his place is

determined by the protocol of a final ranking.

8. "Shall complete the race – shall not complete the race". It is necessary to predict, whether a particular racer shall or shall not finish. At the same time it is considered that a racer has finished, if he is classified with fall of laps behind a leader.
9. "The fastest lap". It is necessary to predict, which of the racers turns one of the laps faster than other racers.
10. A warm-up lap is counted.

11.33. Lacrosse

1. Bets on lacrosse matches are taken with overtime included.
2. If a goal is scored at 9 min. 00 sec., then it is considered that it is scored from the first until the ninth min., if a goal is scored at 1 min. 00 sec., then it is considered that it is scored at the first minute.

11.34. eSports

1. All bets on "Total of rounds" in Counter-Strike are accepted including overtime.
2. If one of the players (or teams) has been eliminated (by any reason) then he or team will be awarded walkover in rest rounds/maps.
3. In case a match is postponed within 24 hours and more, all bets are refund with the odds is equal to "1".
4. If there is a misprint in player name, all bets are stand including players who are using smurf accounts.
5. In case of match stoppage and setting of rematch, the result of stoppage game is not considered.
6. Handicap and total for a match are stated at cards, except cases when there is total or handicap on a specific card or the match takes place with the bo1 system.
7. The bet "Card will be completed afternoon" is based on the in-game day. The first day in the game starts at 0 minute and changes with 4-minute-period at night. Artificial night, which is the ability of the Night Stalker hero, is a day.

11.35. Olympics

1. The start of the first qualifying round during Olympic Games is deemed the start of competition.
2. Bets on the number of medals will be settled on the official medal standings at the Closing Ceremony.
3. If an event is postponed, abandoned or rescheduled to another venue or day all bets will stand.
4. Head to Head Betting (athlete or team). Both competitors must start the event for bets to stand. If one competitor is forced to withdraw for any reason, their opponent will be considered the winner. If neither competitor completes the event then all bets on that match are void.

11.36. Winter Sports

1. The start of the first qualifying round is deemed the start of competition.
2. Head to Head Betting (athlete or team): Both competitors must start the event for bets to stand. If one competitor is forced to withdraw for any reason, their opponent will be considered

the winner. If neither competitor completes the event then all bets on that match are void.

11.37. Gaelic Football, Hurling

Gaelic football - is a kind of football and rugby.

1. All bets are settled on the basis of the results at the end of regular time (70 minutes of the game, 2 halves of 35 minutes or 60 minutes of the game, 2 halves 30 minutes each). For all bets to stand a match must be played up to the end, except when the results are determined at the moment of the match interruption.
2. All bets are settled on the basis of the match final score: Goal - 3 points (when the ball was kicked in the net) Point - 1 point (when the ball goes over the crossbar) The goalpost is similar to that in football only the posts go higher above the net.

Example: Team 1 has scored 0-12 (0 is the number of goals, 12 is the number of points), and Team 2 has scored 2-5 (2 goals worth 3 points each and 5 points - 11 points altogether). The final score will be 12-11 and Team 1 wins.

11.38. Futsal 4x4

1. It is obligatory for both goals to be equipped with a net. The absence of court marking (either full or partial) cannot be considered as grounds to cancel a match.
2. Matches feature 2 teams of no more than 4 players each.
3. The number of substitutions. Teams are allowed to make an unlimited number of substitutions. Players who have been substituted may later re-enter the field of play.
4. If there are more than 4 players from either team on the pitch at any one time, the last player(s) to enter the field of play will receive a yellow card.
5. Matches last for 2 13-minute halves (running or actual playing time).
6. If the ball touches a player from the opposing team and goes into the net from a throw-in, it counts as a goal.
7. The winning team. The team who scores the most goals in a match is deemed to be the winner. If both teams either score an equal number of goals, or no goals are scored, the match ends in a draw.
8. Players are sent off for 2 minutes if they receive a red card. Once this time has passed, they must be replaced by another player.
9. A free-kick is awarded to the opposing team in the event that a player commits any of the following six infringements and the referee deems their actions to be either careless, reckless or excessively aggressive: kicking/attempting to kick an opponent, tripping/attempting to trip an opponent, stamping on an opponent, hitting/attempting to hit an opponent with their hand, pushing an opponent or a tackle, where there's contact. Free-kicks are awarded from where the infringement in question took place.
10. A penalty (a shot at an open goal from the half-way line) is awarded to the opposing team if a team commits 3 fouls in a half (the penalty will be awarded after the 4th foul) or if a player handles the ball in the penalty area.
11. The penalty area has a radius of 50 cm. Players defending a goal, except for the goalkeeper, cannot use their hands. No more than one player can be in the penalty area at any time.

11.39. Cyber Football

Cyber Football - broadcast of multiplayer game (football simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Bets are accepted on regular time.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between a line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live on Champions League. All the matches are broadcasted Online.
7. **Available types of bets** (full time)
 - Win;
 - Double chance;
 - Handicap;
 - Total (over; under);
 - Individual total of team (over; under);
 - Total (odd, even);
 - Correct score;
 - Next goal.

11.40. Cyber Basketball

Cyber Basketball - broadcast of multiplayer game (basketball simulator).

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Bets are accepted on regular time.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
7. **Available types of bets** (regular time)
 - Win;
 - Handicap;
 - Total (over; under);
 - Individual total of team (over; under)

11.41. Cyber Ice Hockey

Cyber Ice hockey - broadcast of multiplayer game (ice hockey simulator).

Bets are accepted on Stanley Cup.

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Bets are accepted on regular time.
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
7. **Available types of bets** (regular time)
 - Regular time win;
 - Double chance;
 - Handicap;
 - Total (over; under);
 - Win;
 - Will There Be Overtime? - Yes/No.

11.42. Counter Strike

1. Counter-Strike - broadcast of multiplayer game (game simulator).
2. Bets are accepted on teams. Up to 11 wins (maximum 21 rounds).
3. All bets are settled on the result at the end of full time.
4. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
5. A stake can be limit on a certain event without any notification and giving reasons.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bet "Bomb Has Been Planted Yes/No" - it doesn't matter in which round the bomb has been planted (before or after killing of all counter terrorists). The point is - planting of the bomb.
8. Bets W1 and W2 in Round, in case of «bomb has been planted» are calculated as follows:
 - If "the bomb has been defused" - W1 - win, W2 - loss;
 - If "the bomb exploded", W1 - loss, W2 - win.
9. Bets are accepted only in Live. All the matches are broadcasted Online.
10. **Available types of bets**
 - Win;
 - Handicap;
 - Total (over; under);
 - Individual total of team (over; under);
 - Bomb planting;
 - Round win;
 - Total Round;
 - Handicap Round;
 - Total headshots in round;
 - Total of frags un round;
 - Total frags in round (even/odd)

- Type of win in round
 - Duration of round
 - Bomb defusion
 - Round win
 - First frag* of team in round
 - Suicide*** in round
 - Total headshots** in round
 - Win to nil in Round
- *Frag - point for killing of an enemy
 **Headshot - a shot in head
 ***Suicide - falling from a height, death from a bomb

11.43. Cyber Fighting UFC

Ultimate Fighting Championship - Mixed Martial Arts.

- **Submission** - armlock win.
- **Takedown** - any successful throw.
- **Knockout** - a fighter is unconscious as a result of the permitted impact.
- **Knockdown** — a situation in which a fighter under the effect of a strike touched the flooring of the ring by a third support point (knee, hand)
- **Technical knockout** - stoppage of a fight by a third party due to the loss of the ability to continue the fight by fighters. Technical knockouts can be divided into three categories:
 - Stoppage by a referee. The referee decides that one of fighters is unable intelligently to defend himself and stops the fight.
 - Stoppage by a physician (physician present a ringside, decides that the further participation of one of the fighters places the life or health of the participant in danger).
 - Stoppage by "corner". The corner second of a fighter signals stoppage of the fight.

Types of markets:

- Win
- The type of win (Win on points; Knockout win; Technical knockout win; Armlock win)
- The type of fighter's win (Win on points; Knockout win; Technical knockout win; Armlock win)
- Duration of a fight (fight will finish in () round)
- Totals (number of knockdowns () U/O; number of takedowns () U/O)

11.44. World of tanks

"World of tanks" - broadcast of multiplayer game.

1. All bets are settled on the result at the end of full time.
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such

terms void.

5. In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies or a team kill, the bookmaker is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).
6. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
7. Winning team is a team that destroyed all enemy tanks (15) or captured a base.
8. If at the end of the match both bases were captured or either team destroyed all enemy tanks, a draw is counted.
9. Bets are accepted on a random tank battle in the multiplayer online game "World of tanks", where players are selected at random.
10. Score of each team - the number of destroyed (by any way) enemy tanks.
11. **Available types of bets:**
 - Win
 - Handicap
 - Total (over; under)
 - Capture the flag

11.45. Cyber tennis

Cyber tennis - broadcast of multiplayer game (tennis simulator).

1. All bets are settled on the result at the end of full time
2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. Duration of a game -1 set
5. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
6. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
7. Double Fault, Ace, and Out markets are settled based on precedent. Even if an event is canceled by umpire's decision, it will still be deemed to have occurred.
8. **Available types of bets. Handicap and Total are calculated by games**
 - Win;
 - Handicap;
 - Total (over; under);
 - Individual total of team (over; under)
 - Correct score
 - Total (odd, even)
 - Win in game

11.46. Dota 2

1. Dota 2 and League of Legends - broadcast of multiplayer game.
2. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play,

breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

3. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
4. Dota 2 and League of Legends are settled on the fall of the throne or nexus of one of the parties.
5. The match is considered as incompleted if its duration is 15 minutes.
6. The match is considered as incompleted if one of players leaves a game before "FirstBlood".
7. If one or more players leave a game before completion, it is no a return. The match is calculated in all cases.
8. Random match, it broadcasts online, — it is played by real random players.
9. **Available types of bets:**
 - W1 and W2 - the winner is a team destroyed a competitor's throne;
 - Total U/O frags - total of frags of teams to the outcome of the match;
 - Frags race - the first team that reaches the maximum number of frags;
 - Who will kill Roshan? - the bet on the first team that will kill Roshan;
 - FirstBlood - the bet on a team that will make the first frag.

11.47. Worms

1. Worms - broadcast of multiplayer game(game simulator).
2. Two teams on four worms make moves by taking turns using various weapons.
3. The object of the Game - destruction of the enemy team.
4. The game is till a victory of one of the teams.
5. All bets are settled on the result at the end of full time.
6. A maximum stake is determined for each event by the betting company.
7. A stake can be limit on a certain event without any notification and giving reasons.
8. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
9. Handicap, Total and Correct score bets are accepted on worms frags.
10. If at least one worm survived by the time of death of all worms of your opponent, the team wins.
11. A draw is possible, if the last worms of both teams die at the same time - in the same move.
12. **Available types of bets**
 - Win;
 - Handicap;
 - Total (over; under);
 - Total(odd, even);
 - Correct score

11.48. Cyber fighting WWE

World Wrestling Entertainment - professional wrestling(game simulator).

1. All bets are settled on the result at the end of full time.

2. A maximum stake is determined for each event by the betting company.
3. A stake can be limit on a certain event without any notification and giving reasons.
4. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
5. Bets are accepted before an official event beginning and in Live. All the matches are broadcasted Online.
6. Boxing ring is a higher fenced by ropes space.
7. **Available types of bets**
 - Win. The winner is the fighter who won the belt with a suspension hanging over the ring.
 - Item Will Be Taken (Yes/No). Item is taken from under the boxing ring.
 - Fight On The Stairs (Yes/No). The first bump on the stairs, if both fighters are on it.
 - Table Will Be Broken. The table is broken into pieces. The folding table is not counted. (foreign broken table is not counted).
 - Second Stairs Will Be Taken(Yes/No). There are 2 stairs in the boxing ring. The same stair two or more times thrown into the ring is considered as one stair.
 - Steps Will Be Broken(Hes/No). The moment in which the steps on the corners of the boxing ring will be broken.

11.49. Cyber Cricket

1. 5 Matches (Cyber Cricket) consist of one innings, maximum 5 overs per team. An over has 6 innings.
2. There is a draw ("toss") at the beginning of the match. The winning team decides whether to field (bowl) or bat first.
3. The team bowling first scores runs in its 5 overs. The other team in its half of the inning plays until they score more runs than the first team or until all 5 overs are bowled in 6 innings.
4. The team who scores the highest number of runs wins. If both teams score the same number of runs, the team who destroys more wickets than the other wins (who had fewer dismissals of batsmen from the match). The match ends on a draw when both teams have the same number of runs and bowled (?) wickets.
5. To calculate bets on total matches, team total, total runs and delivery the number of runs including extras are used.
6. Total Fours bets are calculated on the basis of exactly 4 scored runs without extras. Fours can be scored either when a ball is not caught by the bowling team or when a batsman scores 4 runs while the ball is not out of play.
7. Total Sixes bets are calculated on the basis of exactly scored 6 runs without extras. Sixes can be scored either when a ball is not caught by the bowling team or when a batsman scores 6 runs while the ball is not out of play.
8. Highest Opening Partnership bets are calculated on the basis of the number of scored runs (without extras) until a batsman is dismissed the first time. If no batsman is dismissed, the result of the First Partnership is the total runs scored by the team without extras.
9. All bets are settled on the result at the end of full time.
10. A maximum stake is determined for each event by the betting company.
11. A stake can be limit on a certain event without any notification and giving reasons.
12. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming

incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.

11.50. Mortal Kombat X

1. Bets are accepted on fights of two opponents. The game continues until 5 victories, maximum 9 rounds.
2. All bets are settled after the end of the fight.
3. The winner is the fighter killing the opponent.
4. A maximum stake is determined for each event by the betting company.
5. A stake can be limit on a certain event without any notification and giving reasons.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted in Live. All the matches are broadcasted Online.
8. **Available types of bets**
 - **On a round:**
 - Win in round;
 - Duration of round* (over/under);
 - Will there be Flawless Victory? - Yes/No (the winner received no damage from the opponent);
 - Types of finishers: Brutality, Fatality or no Fatality(Faction Kills are considered Fatalities).
*Duration of a round is the number of seconds since the start which is obtained by subtracting the lowest number on the timer from 90 seconds (standard number on the timer at the start). Example: if the countdown stops on 74, the duration of the round is $90 - 74 = 16$ seconds.
 - **On a tournament:**
 - Win in tournament;
 - Total (over/under);
 - Fighter's total (over/under);
 - Total finishers by type (over/under).

11.51. eSports Golf

1. eSports Golf involves the streaming of a golf simulator.
2. All bets are settled after an event ends.
3. The maximum stake is determined by the bookmaker for each selection individually.
4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
5. Two players take part in a match and must play four holes each.
6. The player who completes all four holes in the fewest number of strokes is deemed the winner. If both players shoot an equal number of strokes, the match ends in a draw.
7. The player who shoots fewer strokes while completing a single hole will be deemed to have won that hole. If both players shoot an equal number of strokes, they will be deemed to have tied.

8. A par is assigned to each of the four holes. Par is the number of strokes that a player must make to complete the hole according to the rules. The par of each hole is shown in the table of results. The Customer may place bets on the "Total Over/Under Par" market.
9. The result of a match is determined according to the final statistics table. No issues with the game graphics will result in the cancellation of bets.

11.52. eSports Baseball

1. eSports Baseball involves the streaming of a multiplayer game (a baseball simulator).
2. Bets are accepted on a traditional type of baseball where each team has nine members.
3. All bets are settled after an event ends.
4. The maximum stake is determined by the bookmaker for each selection individually.
5. The bookmaker may change stake limits without prior notice.
6. If a match ends in a draw in regular time (three innings), an extra inning takes place. In this case, all bets will be settled including extra innings.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets are accepted before the start of a match as well as during the course of a match (Live bets). All matches are streamed online.
9. **The following markets are available:**
 - Win;
 - Team Handicap;
 - Total (Over/Under);
 - Team Total.

11.53. Street Fighter V

1. Street Fighter V involves the streaming of a multiplayer game.
2. Bets are accepted on a match between two fighters. A match continues up to two victories; the maximum number of rounds is three.
3. All bets are settled after an event ends.
4. The fighter who has killed their opponent will be deemed the winner.
5. The minimum stake, The maximum stake is determined by the bookmaker for each selection individually.
6. The bookmaker may change stake limits without prior notice.
7. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.
8. Bets on fighters are only accepted LIVE. All matches are streamed online.
9. **The following markets are available:**
 - **In the round:**
 - Win In Round;
 - Round Duration (Over/Under)*;
 - "Win in Round - P" - the winner receives no damage from their opponent;
 - Regular Win In Round (V)?
 - Type Of Finishing Move: EX (Enhanced Special Move), C (Charge Move), CA (Critical

Art). The finishing move is displayed at the top of the screen near the timer.

* Duration of the round means the number of seconds which have elapsed since the fight started. This number is calculated by deducting the number at which the timer stops from 99 seconds (the standard number on the timer at the start).

For example, if the countdown stops at 59, the duration of this round will be $99-59=40$ seconds.

11.54. eSports Pool

TOURNAMENT: EIGHT-BALL POOL.

1. eSports Pool is a stream of multiplayer game (pool simulator).
2. Bets are accepted on a pool game for two rivals. The game is played until the win of one of the rivals.
3. All bets are settled on the result at the end of full time.
4. The minimum stake and maximum stake are determined by the bookmaker for each selection individually.
5. A stake can be limited without any notification and giving reasons.
6. In case the company staff makes mistakes at bets accepting (obvious misprints in a betting list, odds mismatch between Sports line and a bet, etc.) or there are any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming incorrectness of bets, the bookmakers company reserves the right to declare bets on such terms void.
7. Bets are accepted only in Live. All the matches are streamed Online.
8. Methods of win:
 - There are 4 ball types in the game: cue ball (white ball), solid-colored balls, striped balls and black (eighth) ball. The game ends when a black ball potted or jumped out of the table. Solid-colored and striped balls are given to opponents by the results of break shot.
 - Regular win is counted if a player pots a black (eighth) ball after potting all his seven object balls (solid-colored or striped).
 - Auto win is counted if a rival pots a black (eighth) ball before he pots all his seven object balls (solid-colored or striped), pots a black ball together with a white one or a black ball jumps out of the table.
9. The following markets are available:
 - Win.
 - Method Of Win.
 - One or More Balls Potted With Break Shot (That is true if one or more balls, except the white ball, potted with the first break shot. The next break shots are not counted).
 - Jumped Ball (That is true if one or more balls, except the white ball, jumped out of the table during the game).
 - Exact Number Of Unpotted Balls On The Table At The End Of The Game (without a white ball).

11.55. CARD GAME "21"

1. The object of the game is to score no more than 21 points, but more than the opponent. The bust over 21 points counts as a loss. The player and the dealer take part in the game. "21" is played with a standard 36-card deck.
 - Cards ranking: 6, 7, 8, 9, 10, J, Q, K, A.
 - Value of cards according to their rank: 6, 7, 8, 9, 10, 2, 3, 4, 11.
2. "Golden Point" is a winning combination when the player / the dealer holds in his hand two Aces

(that are counted as 21).

3. The following markets are available:

- Win;
- Total (Over; Under);
- Individual Total (Over; Under);
- Dealer/Player To Score 21 Points;
- Dealer/Player To Get A Card (Suit);
- Dealer/Player To Get A Card (Rank);
- Dealer/Player To Bust;
- Game To Be Finished On Bust. The bet wins if the total value of player's cards is over 21;
- Game To Be Finished On Deal. The bet wins if one of the player scores 21 points after the first deal.

4. Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints in the odds, inconsistencies between the odds displayed in the Sports/Live sections and on the bet slip etc.), or should there be other indications of bets accepted incorrectly, the bookmaker is entitled to declare such bets void.

12. Examples

12.1. Asian handicap calculation of single bet

When You place «Asian handicap» bet, bookmaker takes two, actually. The bet with odds (+1,25) corresponds collection of two bets: on handicap (+1) and on handicap (+1,5). The sum on these bets is equal a half of the whole handicap's sum. Total handicap's win will be equal to win's sum of two bets. Depending on result, you can win both bets; one win bet, another one is refunded; lose both of them.

See the variants of Asian handicap bet calculation:

event	handicap
Villarreal CF	+0.75
Real Madrid	-0.75

I.e, if we place **bet+0,75 on Villarreal CF**, it's divided on: bets with handicaps (+1) and (+0,5).

Let's see some variants:

1. match score (0:1) – handicap (+0.5) - loss, handicap (+1) - refund.
2. match score (1:1) – handicap (+0.5) - win, handicap (+1) - winning.
3. match score (0:2) – bet is lost.

If we place bet on **Real Madrid Handicap (-0,75)**, we get two bets with handicap (-0,5) and (-1).

Let's see some variants:

1. match score (0:1) – handicap (-0.5) - win, handicap (-1) - refund.
2. match score (1:1) – bet is lost.
3. match score (0:2) – bet is win.

12.2. Asian handicap accumulator bet calculation

If bet is a part of accumulator or system bet on Asian Handicap the number of variants is doubled.

For example, we have placed accumulator bet on 60 KES consists of two events with total 3.25. Both pair have played with the match score 3-0. How much do we get? Actually, it will be 4 accumulators here: >3,>3; >3,>3.5; >3.5,>3; >3.5,>3.5, therefore we receive 15 KES back by one accumulator bet, all other bets are lost.

12.3. Asian total calculation

Bets on total, accumulator 0.25 (but not 0.5). Such bet is calculated, as two bets at the rate of half of the sum, with equal odd and nearest values of «common totals» (integer-valued or accumulator 0.5).

For example, bet on total 1.75 under – 60 KES with odds 1.4.

By calculation the bet is split into two: total (1.5) Under and total (2) Under. The sum of bet is split in two (in 30 KES)

Let's see some variants:

1. match score (0:0) or (0:1) – both totals have passed, a bet is won ($60 \text{ KES} \times 1.4 = 84 \text{ KES}$)
2. match score (1:1), (0:2) – bet on total (1.5) Under – loss; bet on total (2) Under – refund is 30 KES.
3. match score (1:2) – a bet is lost.

For example, a bet on total 1.75 Over – 60 KES. with odds 1.4

By calculation the bet is split into two: total (1.5) Over and total (2) Over. The sum of bet is split in two (in 30 KES)

Let's see some variants:

1. match score (0:0) or (0:1) – bet is lost.
2. match score (1:1), (0:2) – bet on total (1.5) Over – win; bet on total (2) Under – refund 30 KES ($30 \text{ KES} \times 1.4 + 300 \text{ KES} = 420 + 300 \text{ KES} = 720 \text{ KES}$)
3. match score (1:2) – bet is won ($60 \text{ KES} \times 1.4 = 84 \text{ KES}$)

13. TOTO Jackpot Totalizator

Basic terms

1. A TOTO Jackpot totalizator is a game in which the organizer accepts bets from participants on the outcomes of competitions offered within the totalizator, on the basis of the TOTO terms and the legislation regulating this type of activity, and distributes the funds received in the form of stakes (the pool) between the winning participants according to the terms of the game.
2. A totalizator participant is an individual who places a totalizator bet in accordance with the procedure and terms defined in these MelBet terms.
3. An event here means a match or competition.
4. An outcome is one possible outcome of an event, which participants may bet on within a totalizator.
5. A totalizator bet slip is a list of 15 events with their outcomes. Participants must fill one out in order to place a bet:
 - A "1" means a win by team 1
 - A "2" means a win by team 2
 - An "X" means a draw
6. A totalizator bet consists of all the event outcomes (one for each event in the totalizator) on which a participant wagers money, together with the value of the bet.
7. The pool is the total sum of money received in the form of stakes from participants in a totalizator draw.
8. The prize fund is the portion of the pool designated to be paid out as winnings.
9. A participant's bet wins if they correctly predict the outcomes of 9 or more events. Their bet loses if they correctly predict the outcomes of fewer than 9 events.
10. A totalizator participant may select multiple outcomes for each event. This increases the number of bets and the minimum stake.
11. If a bet loses, the stake is lost. If a bet wins, the stake is included in the prize fund paid out to the participant.

13.1. General terms

1. Bets on all totalizator events are accepted for the regular time of the event, unless otherwise agreed.
2. Bets are accepted until the start of the draw. The start of the draw is the actual start time of the first event in the draw. Events that are declared void are not counted. The start date and time of an event shown in the sportsbook are for informational purposes only. An incorrect start time in the sportsbook is not a basis for bet cancellation.
3. An event in a totalizator is considered void if it is recognized as such in accordance with MelBet's Terms and Conditions.
4. If an event is declared void, all bets on all outcomes of the event are deemed to have won.
5. In the event that reliable information is received before the start of a draw regarding the cancellation of one of the events, or if errors are discovered in the events shown in the sportsbook (incorrect teams or athletes, or incorrectly labelled hosts), and in the event of unforeseeable circumstances (force majeure), including technical failures which completely prevent individuals who wish to place bets on the draw from doing so, the administration has the right to (but is not obliged to) declare the draw void, refund all bets, and create a new draw based on the one that was canceled.

13.2. Distribution of the prize fund and jackpot

The **prize fund** is divided out between the winning bets in proportion to the value of each stake.

1. If all matches are played, the prize fund is distributed according to the following categories:

- 15 outcomes predicted - 10% of the prize fund
- 14 outcomes predicted - 10% of the prize fund
- 13 outcomes predicted - 10% of the prize fund
- 12 outcomes predicted - 10% of the prize fund
- 11 outcomes predicted - 10% of the prize fund
- 10 outcomes predicted - 18% of the prize fund
- 9 outcomes predicted - 32% of the prize fund

2. Prize fund distribution categories if 3 matches are declared void:

- 15 outcomes predicted - 5% of the prize fund
- 14 outcomes predicted - 10% of the prize fund
- 13 outcomes predicted - 10% of the prize fund
- 12 outcomes predicted - 15% of the prize fund
- 11 outcomes predicted - 20% of the prize fund
- 10 outcomes predicted - 40% of the prize fund
- 9 outcomes predicted - no payout

3. Prize fund distribution categories if 4 matches are declared void:

- 15 outcomes predicted - 5% of the prize fund
- 14 outcomes predicted - 10% of the prize fund
- 13 outcomes predicted - 15% of the prize fund
- 12 outcomes predicted - 25% of the prize fund
- 11 outcomes predicted - 45% of the prize fund
- 10 outcomes predicted - no payout
- 9 outcomes predicted - no payout

4. If five or more matches in the draw are declared void, the draw is considered to be void and all bets are refunded.

Jackpot

1. The jackpot is an additional prize, which is distributed between bets proportionally, according to their value.
2. The jackpot is made up of the prize funds from previous totalizator draws in which one or more prize funds were not won, i.e. where fewer than 15 events were predicted correctly in the best bet slip.
3. The jackpot cannot be won and increases with every draw until a participant correctly predicts the results of all 15 matches.
4. The organizer of the totalizator may increase the jackpot using their own funds.
5. **Distribution of the jackpot in case of void events:**
 - 1 void event – 35% of the jackpot is paid out
 - 2 void events – 20% of the jackpot is paid out
 - 3 void events – 10% of the jackpot is paid out
 - 4 void events – 5% of the jackpot is paid out

Payment and disputes

1. The jackpot is paid out once the administration has received the participant's passport information and bank account details. The name of the bank account holder must match the passport

information provided.

2. The administration must transfer the winnings to the specified bank account no later than 30 calendar days after the receipt, verification, and release of all the documents required to process the payment.
3. When paying out the jackpot, the administration follows current legislation and the regulatory documents that are valid at the time of making the payment.
4. In general cases and disputes relating to a totalizator, the organizer of the games applies the relevant clauses of MelBet's Terms and Conditions, unless these contradict the TOTO terms.

13.3. How to place a TOTO Jackpot bet

1. To place a bet, participants must select one or more outcomes for each of the 15 matches on the bet slip.
2. The minimum and maximum stakes are determined by the company and may vary depending on exchange rates.
3. The winnings for each bet are calculated by multiplying the odds for 1 unit of the currency of the stake by the stake amount. The odds for 1 unit of the currency of the stake are calculated by dividing the prize fund for the relevant category by the total sum of the stakes placed on correctly predicted outcomes (i.e. the larger the stake, the greater the winnings).
4. Participants can place multiple bets on a single bet slip by marking 2 or 3 outcomes for one or more of the 15 matches. In this case, the total number of bets and the minimum value of the bet increase proportionally. The total value of the bet slip is distributed evenly between all the stakes in the bet slip.
5. If multiple bets are included in a single bet slip, winnings from the winning bets on the bet slip are paid out proportionally, according to the value of each stake.
6. Bets are accepted until the start of the first match in the totalizator. Any bets placed after the actual start of the first match in the totalizator are considered void.
7. **Batch bet.** This feature allows participants to place multiple random TOTO bets. To do this, participants must specify the amount they would like to spend on a single bet slip and the number of bets, and then select "Place a batch bet". The selected number of bets will be placed automatically. These bets can be checked by going to: Bet History - TOTO JACKPOT - List of Draws.

14. TOTO Exact Score Totalizator

1. An Exact Score totalizator allows participants to place bets on the exact score of multiple matches.
2. The bet slip contains 8 matches with options for the exact score of each one. If a participant correctly predicts the results of two or more events, their bet slip wins.
3. To place a bet, participants must select one result for each of the 8 events shown on the bet slip. To place multiple bets on a single bet slip, participants should mark 2 or more exact score options for one or more events. In this case, the total number of bets and the minimum stake of the bet slip will increase proportionally.
4. If an event is declared void, all bets on all outcomes of the event are considered to have lost.
5. A match is declared void if the start time of the match is postponed beyond the date of the last match in the Exact Score totalizator.
6. The minimum stake is determined by the company and is indicated on the TOTO Exact Score page.

HOW TO PLACE A BET

1. Go to the TOTO Exact Score page.
2. A bet slip containing 8 events will open.
3. Press "Select" next to the name of the event.
4. Choose any of the available scores. Press "Clear all" to remove your selections.
5. You have a choice of several outcomes:
 - W1 - team 1 win
 - W2 - team 2 win
 - X - draw
 - >2.5 - total over 2.5
 - <2.5 - total under 2.5
 - X and >2.5 - any outcome with a draw and a total over 2.5
6. Your chosen score is displayed in the column.
7. Enter the stake amount in the "Amount" field.
8. Press "Place a bet".
9. The bet slip will appear in Bet History - Exact Score.

14.1. Distribution of the prize fund and jackpot

1. The pool is the total sum of money received in the form of stakes from participants in a TOTO Exact Score draw
2. The prize fund is the portion of the pool (95%) designated to be paid out as winnings.
3. **If all matches are played, the prize fund is divided into 7 winning categories:**
 - results of 8 matches predicted - 5% of the prize fund
 - results of at least 7 matches predicted - 5% of the prize fund
 - results of at least 6 matches predicted - 7.5% of the prize fund
 - results of at least 5 matches predicted - 10% of the prize fund
 - results of at least 4 matches predicted - 12.5% of the prize fund
 - results of at least 3 matches predicted - 20% of the prize fund
 - results of at least 2 matches predicted - 35% of the prize fund
4. **Distribution of the prize fund in case of 1 void match:**
 - results of 7 matches predicted - 5% of the prize fund
 - results of at least 6 matches predicted - 5% of the prize fund
 - results of at least 5 matches predicted - 7.5% of the prize fund
 - results of at least 4 matches predicted - 10% of the prize fund

- results of at least 3 matches predicted – 12.5% of the prize fund
 - results of at least 2 matches predicted – 55% of the prize fund
- 5. Distribution of the prize fund in case of 2 void matches:**
- results of 6 matches predicted – 5% of the prize fund
 - results of at least 5 matches predicted – 5% of the prize fund
 - results of at least 4 matches predicted – 7.5% of the prize fund
 - results of at least 3 matches predicted – 10% of the prize fund
 - results of at least 2 matches predicted – 67.5% of the prize fund
6. If there are 3 or more void matches in the draw, the draw is declared void and all bets are refunded.
7. In the event that no bets correctly predict more than 1 exact score, 95% of the pool (the entire prize fund of the draw) rolls over to the jackpot for the next draw.

Jackpot

1. The jackpot is an additional prize, which is distributed between bets proportionally, according to their value.
2. The jackpot is distributed between bets where the results of 7 or 8 matches are predicted correctly, according to the value of the stakes, i.e. the larger the stake, the greater the winnings.
3. The jackpot cannot be won until 7 or 8 matches have been predicted correctly.
4. 95% of the jackpot is shared out between bets with the correct exact score in all 8 matches.
5. Bets with the correct exact score in 7 matches share out 5% of the jackpot between them.
6. **Distribution of the jackpot in case of void events:**
 - *1 void match - 25% of the jackpot is distributed (only for 7 predicted events)*
 - *2 void matches - no jackpot*

15. TOTO Hockey Totalizator

1. In a TOTO Hockey totalizator, participants can place bets on the results of hockey games. Bets are only accepted for regulation time (overtime and penalty shots are not counted).
2. A totalizator bet slip contains 5 games with a choice of scores for each one.
3. To place a bet, participants must select one outcome for each of the 5 games shown on the bet slip.
4. To place multiple bets, participants can mark two or more score options for one or more games on a single bet slip. The total number of bets and the minimum stake of the bet slip increase proportionally.
5. The minimum stake is determined by the company and is displayed on the TOTO Hockey page.
6. In order for a participant's bet to win, they must predict the exact scores of 2 or more games.
7. If a game is declared void, all bets on the outcome of the game are deemed to have lost. The minimum number of correctly predicted options remains the same: 2 games must be predicted correctly.
8. A game is declared void if the start time of the game is postponed beyond the start date of the last game in the Hockey totalizator.

15.1. Distribution of the prize fund and jackpot

1. The pool is the total sum of money received in the form of stakes from participants in a TOTO Hockey draw
2. The prize fund is the portion of the pool (95%) designated to be paid out as winnings.
3. **Prize fund distribution categories where all games are played**
 - results of 5 games predicted - 5% of the prize fund;
 - results of at least 4 games predicted - 10% of the prize fund
 - results of at least 3 games predicted - 25% of the prize fund
 - results of at least 2 games predicted - 55% of the prize fund
4. **Prize fund distribution categories in case of 1 void game**
 - results of 4 games predicted - 10% of the prize fund
 - results of 3 games predicted - 12.5% of the prize fund
 - results of 2 games predicted - 70% of the prize fund
5. If there are 2 or more void games in a draw, the draw is declared void and all bets are refunded.

Jackpot

1. The jackpot is distributed between bets where the results of 4 or 5 matches are predicted correctly, proportionally according to the value of these stakes, i.e. the larger the stake, the greater the winnings.
2. The jackpot cannot be won until the results of 4 or 5 games have been predicted correctly.
3. 95% of the jackpot is shared out between bets which correctly predict the score in all 5 games. 5% of the jackpot is distributed between bets which correctly predict at least 4 results.
4. **Distribution of the jackpot in case of void games:**
 - 1 void game - 25% of the jackpot is distributed (only for 4 correctly predicted game results)
 - 2 void games - no jackpot

16. TOTO Football Totalizator

1. A TOTO Football totalizator is a game where participants can place bets on the outcomes of 14 football matches.
2. Bets are only accepted from participants who have read and agreed to MelBet's Terms and Conditions.
3. A Football totalizator bet is a set of outcomes - one for each match - along with a certain amount of money wagered on these outcomes.
4. There are 3 possible outcomes for a match:
 - A "1" in the sportsbook means a win by Team 1
 - A "2" in the sportsbook means a win by Team 2
 - An "X" in the sportsbook means a draw
5. For each match in the draw, participants can choose between one and three possible outcomes, with each bet paid and settled separately. When a bet is placed, the total number of bets and the total stake are shown. The stake for each bet is calculated by dividing the total stake by the number of bets.
6. Bets on football matches are accepted for regular time (including injury time). If a match ends before 90 minutes have been played, or is postponed for more than three days, all bets are refunded, with the exception of any bets for which the result was unequivocally decided.
7. A match in a totalizator is considered void if it is interrupted, postponed, or abandoned, or if it starts before the deadline for accepting bets in the draw. Bets on all outcomes of the void match are considered to have won.
8. If there are 4 or more void matches in a draw, the draw is considered void and all bets are settled at odds of 1.00.
9. Winnings from successful bets are credited within 1 hour after the end of the last match in the Football totalizator, and no later than 12 hours after the end of the last match in the draw in case of force majeure.
10. The minimum stake is determined by the company and is displayed on the TOTO Football page.
11. All bets in the totalizator can be checked by going to TOTO - TOTO Football - List of Draws.

16.1. Distribution of the prize fund and jackpot

1. The pool is the total sum of money received in the form of stakes from participants in a TOTO Football draw.
2. The prize fund is the portion of the pool (90%) designated to be paid out as winnings.
3. **Prize fund distribution categories (including with 1 void match):**
 - results of 14 matches predicted - 10% of the prize fund
 - results of at least 13 matches predicted - 10% of the prize fund
 - results of at least 12 matches predicted - 10% of the prize fund
 - results of at least 11 matches predicted - 15% of the prize fund
 - results of at least 10 matches predicted - 20% of the prize fund
 - results of at least 9 matches predicted - 35% of the prize fund
4. **Prize fund distribution categories with 2 void matches:**
 - results of 14 matches predicted - 5% of the prize fund
 - results of at least 13 matches predicted - 10% of the prize fund
 - results of at least 12 matches predicted - 15% of the prize fund
 - results of at least 11 matches predicted - 25% of the prize fund
 - results of at least 10 matches predicted - 45% of the prize fund
5. **Prize fund distribution categories with 3 void matches:**

- results of 14 matches predicted – 10% of the prize fund
 - results of at least 13 matches predicted – 15% of the prize fund
 - results of at least 12 matches predicted – 25% of the prize fund
 - results of at least 11 matches predicted – 25% of the prize fund
 - results of at least 10 matches predicted – 50% of the prize fund
6. A cumulative jackpot made up of the prize funds from previous draws is allocated for bet slips where the outcomes of all 14 matches are predicted correctly.

Jackpot

1. The jackpot is an additional prize, which is distributed between all bets where the results of 14 matches are predicted correctly, proportionally according to the value of these bets (i.e., the larger the stake, the greater the winnings).
2. The jackpot is made up of prize funds from previous totalizator draws in which one or more prize categories were not won, i.e. when fewer than 14 events were predicted correctly. In this case, the prize fund for this category is rolled over as a cumulative jackpot for the next draw.
3. The jackpot cannot be won and increases with each draw until the results of all 14 matches are correctly predicted.
4. The organizer of the totalizator may increase the jackpot using their own funds.
5. **Distribution of the jackpot in case of void matches:**
 - *1 void match – 35% of the jackpot is distributed*
 - *2 void matches – 20% of the jackpot is distributed*
 - *3 void matches – no jackpot*

17. TOTO Cyber Football Totalizator

1. A TOTO Cyber Football totalizator is a game in which the organizer accepts bets from participants on the outcomes of matches offered within the totalizator, on the basis of the TOTO terms and the legislation regulating this type of activity. The funds received in the form of stakes (the pool) are distributed between the winners.
2. A totalizator bet slip contains 15 matches with their outcomes. Participants must fill out a bet slip in order to place a bet.
3. There are 3 possible outcomes for each match:
 - A "1" means a win by Team 1
 - A "2" means a win by Team 2
 - An "X" means a draw
4. Participants can choose multiple outcomes for each event. This increases the number of bets and the minimum stake.
5. A participant's bet wins if they correctly predict the results of 9 or more matches and loses if they correctly predict fewer than 9 matches.
6. If a participant's bet loses, the stake is lost. If their bet wins, the stake is paid out as part of the prize fund.
7. All totalizator bets are accepted for the regulation time of a match unless otherwise agreed.
8. Bets are accepted until the start of the draw. The start of the draw is the actual start time of the first match in the draw. Matches that are declared void are not counted.
9. A match in a totalizator is considered void if it is recognized as such in accordance with MelBet's Terms and Conditions.
10. If a match is declared void, all bets on all outcomes of the match are considered to have won.
11. In the event of unforeseeable circumstances (force majeure), including technical failures that may completely prevent anyone wishing to place bets on a draw from doing so, the administration has the right to (but is not obliged to) declare the draw void, refund all bets, and create a new draw based on the one that was canceled.

17.1. Distribution of the prize fund and jackpot

1. The prize fund is divided between the winning bets proportionally according to the value of each stake.
2. **Prize fund distribution categories where all matches are played:**
 - results of 15 matches predicted - 10% of the prize fund
 - results of 14 matches predicted - 10% of the prize fund
 - results of 13 matches predicted - 10% of the prize fund
 - results of 12 matches predicted - 10% of the prize fund
 - results of 11 matches predicted - 10% of the prize fund
 - results of 10 matches predicted - 18% of the prize fund
 - results of 9 matches predicted - 32% of the prize fund
3. **Prize fund distribution categories in case of 3 void matches:**
 - results of 15 matches predicted - 5% of the prize fund
 - results of 14 matches predicted - 10% of the prize fund
 - results of 13 matches predicted - 10% of the prize fund
 - results of 12 matches predicted - 15% of the prize fund
 - results of 11 matches predicted - 20% of the prize fund
 - results of 10 matches predicted - 40% of the prize fund
 - results of 9 matches predicted - no payout

4. Prize fund distribution categories in case of 4 void matches:

- results of 15 matches predicted - 5% of the prize fund
- results of 14 matches predicted - 10% of the prize fund
- results of 13 matches predicted - 15% of the prize fund
- results of 12 matches predicted - 25% of the prize fund
- results of 11 matches predicted - 45% of the prize fund
- results of 10 matches predicted - no payout
- results of 9 matches predicted - no payout

Jackpot

1. The jackpot is an additional prize, which is distributed between bets proportionally, according to their value.
2. The jackpot is made up of the prize funds from previous totalizator draws where one or more prize funds were not won, i.e. where fewer than 15 matches were predicted correctly.
3. The jackpot cannot be won and increases from draw to draw until the results of all matches are predicted correctly.
4. The organizer of the totalizator may increase the jackpot using their own funds.
5. **Distribution of the jackpot in case of void matches:**
 - *1 void match - 35% of the jackpot is distributed*
 - *2 void matches - 20% of the jackpot is distributed*
 - *3 void matches - 10% of the jackpot is distributed*
 - *4 void matches - 5% of the jackpot is distributed*

18. TOTO Free

1. TOTO bet slip – the customer must determine the results of the 12 events specified, submitting this as a free prediction once done. On the TOTO bet slip, results are represented as:
 - "1" for Home Win
 - "2" for Away Win
 - "X" for Draw
2. Only one outcome can be selected for each event.
3. Predictions are accepted until the first match included in the TOTO starts. Bet slips submitted after the first TOTO match has started will be deemed invalid.
4. A TOTO bet slip goes live when the first match included in the TOTO selection starts (actual time, not scheduled time). Matches deemed void are not taken into account. The start dates and times of the matches shown on the bet slip are for information purposes only. An incorrectly stated event time is not regarded as a reason for cancellation of the bet.
5. If an event is considered void, all the outcomes of this event in all bet slips are considered winning.
6. If one or more events are considered void:
 - If 4 or more events are considered void, a TOTO bet is regarded as canceled.
 - If 3 events are considered void, no points are awarded for 8 and 9 correctly predicted outcomes.
 - If 1 or 2 events are considered void, no points are awarded for 8 correctly predicted outcomes.
7. A match included in a TOTO bet slip is considered void if it is regarded as void according to the rules of MelBet Betting Company.
8. Winnings distribution:
 - 100 bonus points are awarded for 8 correctly predicted outcomes
 - 250 bonus points are awarded for 9 correctly predicted outcomes
 - 1,000 bonus points are awarded for 10 correctly predicted outcomes
 - 3,000 bonus points are awarded for 11 correctly predicted outcomes
 - 7,000 bonus points are awarded for 12 correctly predicted outcomes
9. How does it work?
 - A new round of TOTO is held every day.
 - Make your prediction for free.
 - Before a TOTO draw starts, confirm your free TOTO prediction by placing a bet on a sporting event. The minimum stake to confirm your prediction is 2.3 EUR, and the odds must be 2 or higher.
 - Only the first bet placed after your TOTO prediction has been made will count as confirmation of that prediction. Please note that bets placed with the use of promo codes and bonus points, as well as Advancebets, sold bets, refunds at odds of 1.00 and System bets will not count as confirmation of your TOTO prediction.
 - You can make only one prediction per day.
 - Wait for the daily TOTO draw.
10. A list of previous rounds can be found on the TOTO "List of draws" page.
11. Receive your bonus points in your Promo Code Store account within an hour after the last TOTO match has ended.
12. TOTO Terms and Conditions
 - MelBet reserves the right to refuse a free TOTO bet to a customer where the Betting Company reasonably believes that such customer has historically or is currently abusing or defrauding the betting system, for example by engaging in arbitrage.
 - You must be over 18 years of age to open an account with the Betting Company.

- The Company has the right to cancel or withdraw this offer or change any of its terms at any time without notifying or giving a reason. The company also reserves the right not to allow certain account holders to take part in this promotion.
13. The company maintains a strict policy of only one account per customer and uses a number of internal security systems to identify this. In this regard, in order to avoid the potential for abuse, we reserve the right, in our sole discretion, to refuse to provide a free bet bonus in the following cases:
 - accounts sharing same IP addresses;
 - accounts belonging to the same family and/or household;
 - accounts sharing common contact details or an identifier (e.g. e-mail address, telephone number, credit/debit card number or other payment details);
 - multiple accounts belonging to the same person;
 - breach of any of our bonus terms and conditions;
 - evidence of collusion between customers in placing of bets.
 14. The present offer is valid only for MelBet customers.
 15. MelBet is the sole arbiter of this promotion and its decision is final and binding. MelBet further reserves the right to request satisfactory ID documentation from any customer prior to them being credited with the free bet.
 16. This offer only applies to a customer's first account (their profile in My Account must be completed in full and their phone number must be activated) and will not apply to any subsequently opened accounts. This offer cannot be used in conjunction with any other offers. If you have any questions regarding MelBet bonuses, please contact our customer support.
 17. You must agree to participate in sports betting bonus offers on the 'Account Settings' page in the My Account section.

19. Main sources of information

<p>1. Basketball: www.euroleague.net - ULEB Euroleague www.ulebcup.com - ULEB Cup www.fiba.com - FIBA Tournaments www.aba-liga.com - Adriatic League www.bbl.net - Baltic League www.russiabasket.ru - Russia www.nba.com - NBA www.wnba.com - WNBA www.ncaa.com - NCAA www.nbl.com.au - Australia https://basketballitalia.it - Austria www.esasycredit-bbl.de - Germany www.esake.gr - Greece www.acb.com - Spain www.legabasket.it - Italy www.kl.lt - Lithuania www.plk.pl - Poland www.kss.rs - Serbia https://www.ltd.org.tr - Turkey www.basket.com.ua - Ukraine http://www.liga.fr, http://www.lfb.com - France www.cif.cz - Czech Republic</p> <p>2. Volleyball: www.cev.eu - European Cups www.fivb.com - International www.volleyball-bundesliga.de - Germany www.volleyball.gr - Greece www.rfevb.com - Spain www.legavolley.it - Italy (Men) www.legavolleyfemminile.it - Italy (Women) www.pls.pl - Poland (Men) https://www.zps.pl - Poland (Women) www.volley.ru - Russia https://lvtf.org.tr - Turkey http://www.liv.fr - France www.cvf.cz - Czech Republic</p> <p>3. Handball: www.ihf.info - IHF Tournaments www.eurohandball.com - EHF Tournaments https://ehfcl.eurohandball.com - European Championships www.handball-bundesliga.de - Germany https://www.dhf.de/ - Denmark www.asobal.es - Spain www.rushandball.ru - Russia https://www.rhandball.fr - France www.svenskhandboll.se - Sweden</p> <p>4. Other types of sports: www.nfl.com - American Football NFL www.mlb.com - Baseball MLB www.koreabaseball.com https://biathlonresults.com, https://www.biathlonworld.com - Biathlon https://wptba.com - Billiards, Snooker www.bores.com - Bowling www.iaaf.org - Athletics www.fis-ski.com - Ski www.atptour.com - Tennis, ATP, Challengers. www.wtatennis.com - Tennis, WTA https://www.iftf.fr www.iftennis.com/en/ift-tours/mens-world-tennis-tour/ - Tennis ITF www.espn.com/f1, www.formula1.com - Formula-1 www.rusbandy.ru - Bandy www.fide.com - Chess</p> <p>5. Ice hockey: www.khl.ru - KHL www.nhl.com - NHL www.theahl.com - AHL https://www.eshockey.at - Austria www.hockey.by - Belarus www.penny-del.org - Germany www.ishockey.de - Denmark www.hockey.no - Norway www.fhr.ru - Russia https://www.hockeyslovenska.sk - Slovakia https://www.frihockey.fi - Finland www.hockeyfrance.com - France www.hokej.cz - Czech Republic www.sihf.ch - Switzerland www.swehockey.se - Sweden</p>	<p>6. Soccer: http://www.fifa.com - International Matches http://www.uefa.com - International Matches, Europe http://www.uefa.com - UEFA Champions League, UEFA Europa League http://www.concacaf.com - CONCACAF Champions League http://www.cafonline.com - CAF Champions League http://www.theafc.com - AFC Champions League https://www.premierleague.com - Premier League https://www.a-league.com.au - A-League https://www.nationalpremierleagues.com.au - National Premier Leagues http://www.bundesliga.at - Austrian Football Bundesliga http://www.afa.org.ar - Superliga Argentina http://www.fthf.org/index.php/sj/ - Albanian Superliga http://www.ffa.am - Armenian Premier League http://ibff.by - Belarusian Premier League http://www.sport.be - Belgian First Division A http://fplleague.bg/bg - First Professional Football League (Bulgaria) http://www.nfsbih.ba - Premier League of Bosnia and Herzegovina https://www.cfl.com.br - Campeonato Brasileiro Série A http://www.msz.hu - Nemzeti Bajnokság https://www.fv.com.ve - Venezuelan Primera División https://www.guatemalafutbol.com - Liga Nacional de Fútbol de Guatemala http://www.kicker.de - Bundesliga http://www.hkfa.com - Hong Kong Premier League https://www.superleaguegreece.net - Super League Greece https://www.slgr.gr - Super League Greece 2 http://www.lnhn.com - Liga Nacional de Fútbol Profesional de Honduras http://erovnulliga.ge - Erovnuli Liga http://www.knrb.nl - Eredivisie http://www.dbu.dk - Danish Superliga http://www.dfa.com.eg - Egyptian Premier League http://football.org.il - Israeli Premier League http://www.the-alf.com - I-League http://www.persianleague.com - Persian Gulf Pro League https://www.ksl.is - Úrvalsdeild karla https://jflfz.kz - Kazakhstan Premier League http://www.canadiansoccerleague.ca - Canadian Soccer League http://www.qfa.com.qa - QNB Stars League http://sports.sina.com.cn/csl/ - Chinese Super League http://www.cfa.com.cy - Cypriot First Division http://www.unafut.com - Liga FPD http://simayor.com.co - Categoría Primera A https://kuwait-fa.org - Kuwait Premier League http://www.lff.lv - Latvian Higher League http://www.lff.mk - Macedonian First Football League https://www.malaysianfootballleague.com - Malaysia Super League http://www.mfa.com.mt - Maltese Premier League http://www.fmf.mn - Bole https://fnt.mx - Liga MX http://www.nzfootball.co.nz - New Zealand Football Championship http://www.football.no - Eliteserien http://www.proleague.ae - UAE Pro-League http://www.fff.pt.com - Liga Parameta de Fútbol http://www.apf.org.py - Paraguayan Primera División http://www.ekstraklasa.org - Ekstraklasa https://premierliga.ru - Russian Premier League http://www.lfr.ru - Russian Football National League https://www.lfr.ro - Liga 1 http://www.spl.com.sa - Saudi Professional League http://infoballleague.com - NFL Premiership http://www.superliga.rs - Serbian SuperLiga http://www.futbalftz.sk - Slovak Super Liga http://www.rss.si - Slovenian PrvaLiga https://www.missoccer.com - MLS https://www.thaileague.co.th - Thai League 1 http://www.lff.org.tn - Tunisian Ligue Professionnelle 1 http://www.iftf.org.tr - Super Lig https://liga.ua - Ukrainian Premier League https://faw.cymru - Wales Premier League http://www.auf.org.tj - Uragayan Primera División http://www.veikkausliiga.com - Veikkausliiga http://www.lfp.fr - Ligue 1 https://lff.hr - Croatian First Football League http://fscg.me - Montenegrin First League http://fthf.cz - Czech First League http://www.football.ch - Swiss Premier Division www.ailoenskan.se - Allsvenskan https://spfl.co.uk - SPL https://www.lft.ec - Ecuadorian Serie A http://www.ligaball.ce - Mestizoga http://www.psl.co.za - South African Premier Division http://www.kleague.com - K League 1 https://www.jleague.jp - J1 League http://www.boff32.ru - Football championship of Bryansk region</p>
--	---

20. Golden Race

GoldenGames – present multimedia events with deliberately unknown results, which are broadcast via Internet to a chain of betting shops.

Any player can learn the results of the events filtered by date, time, type, and number in online mode.

20.1. Virtual soccer

There is a new virtual 3-D football match held every five minutes. A match lasts 90 seconds.

Types of bets:

- *Home (1)*- win of the first (home) team in match;
- *Draw (X)*- a result in competitions that reveals no winner;
- *Away (2)*- win of the second (away) team;
- *Double Chance*

1X - the first team wins the match or draw;

12 - the first team wins or the second team wins;

X2 - draw or the second team wins;

- *Half-time/ Full-time*- how the first half ends and how the whole match ends:

1/1- the first team wins the first half and the first team wins the match;

1/X- the first team wins the first half, the match ends in a draw;

1/2- the first team wins the first half; the second team wins the match;

X/1- the first half ends in a draw; the first team wins the match;

X/X- the first half and the match end in a draw;

X/2- the first half ends in a draw, the second team wins the match;

2/1- the second team wins the first half, the first team wins the match;

2/X- the second team wins the first half, the match ends in a draw;

2/2- the second team wins the first half and the match;

- *Match score* - you need to predict the correct score in the match, list of suggested score bets is displayed on the screen before the beginning of the match;
- *Number of goals* - you need to predict the number of scored goals in the match, suggested numbers of possible scored goals is displayed on the screen before the beginning of the match;
- *Over 2,5/Under 2,5* - you need to predict whether the number of scored goals will be over 2.5 or under 2.5;
- *No goals/One team to score* - you need to predict whether there will be no goals or only one team to score;
- *Both teams to score* - you need to predict whether both teams will score at least one goal;

Betting options:

Single bet - one or several bets in one bet slip. Events are independent from each other. Winning on a single bet is equal to the product of the amount of bet on the outcome for your present odd.

The maximum total for a ticket - indicates the bid amount of each single bet multiplied by an odd.

For a single bet it is possible to set individual bet amounts for each outcome as well as entering total amount, which is automatically divided into the number of bets in the ticket.

20.2. Greyhound and Horse Racing

6 hounds or horses take part in each race. There is a new race held every 2-5 minutes.

Betting options:

- **Winner** - you pick the first place in the race - the starting number will finish in the first place.
- **Double or Exacta** - the picked numbers will finish in the first and the second places correspondingly.
- **Quinella** - you pick the numbers that will finish in the first or in second the place in any order.
- **Triple** - you pick the first, second and third places in the correct order - the numbers will finish

in the first, second and third places correspondingly.

- **Place1-2** - you pick the number that you think will finish in the first or second place.
- **Place1-3** - you pick that number that you think will finish in the first, second or third place.
- **System Double and Triple** - You can bet on all combinations of numbers at the racing event. With Double you have to bet on minimum 2 start numbers. With Triple you have to bet on minimum 3 start numbers.

Extrabets:

- **Odd/Even** - bet on a participant with an even number (2, 4, 6) or odd (1, 3, 5);
- **Over/Under** - bet on a participant with the number larger than 3 (over - 4, 5, 6) or smaller (under - 1, 2, 3);

Example: Double system

First 2 numbers - 2 combinations (1-2/2-1)

First 3 numbers - 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)

First 4 numbers - 12 combinations

First 5 numbers - 20 combinations

First 6 numbers - 30 combinations

Example: Triple System

First 3 numbers - 6 combinations (1-2-3/1-3-2/2-1-3/2-3-1/3-1-2/3-2-1)

First 4 numbers - 24 combinations

First 5 numbers - 60 combinations

First 6 numbers - 120 combinations

20.3. Motorcycle Races

Four motorcycles participate in each race. Races start every 2-5 minutes.

Types of bets:

- *Winner* - bet on a number of a participant, who the player believes should come first;
- *Double* - the player choose two numbers of participants, who should come first and second in chosen order.
- *Double System* - the player can place bet on all suggested outcomes in Double System for certain numbers of the participants. The player should choose minimum two participants.

Example: Double System

First 2 numbers - 2 combinations (1-2/2-1)

First 3 numbers - 6 combinations (1-2/1-3/2-1/2-3/3-1/3-2)

First 4 numbers - 12 combinations

First 5 numbers - 20 combinations

First 6 numbers - 30 combinations

21. Privacy Policy

This Privacy Policy describes the way in which MelBet (otherwise referred to herein as "we" or "us") deal with the information and data you provide to us to enable us to manage your relationship with MelBet.

We will process any personal information provided to us whether via the MelBet website (the "Website"), or otherwise held by us relating to you in the manner set out in this Privacy Policy. By submitting your information to us and using the Website you confirm your consent to the use of your personal information as set out in this Privacy Policy. If you do not agree with the terms of this Privacy Policy please do not use the Website or otherwise provide us with your personal information.

21.1. Information collected and its use

The information and data about you which we may collect, use and process includes the following:

1. Information that you provide to us by filling in forms on the Website or any other information you submit to us via the Website or email.
2. Records of correspondence, whether via the Website, email, telephone or other means.
3. Details of the transactions you carry out with us, whether via the Website, telephone or other means.
4. Details of your visits to the Website including traffic data, location data, weblogs and other communication data.

We may use your personal information and data together with other information for the purposes of:

1. processing your bets, including card and on-line payments;
2. setting up, operating and managing your account;
3. complying with our legal and regulatory duties;
4. carrying out customer analyses;
5. providing you with information about promotional offers and our products and services, where you have consented;
6. monitoring transactions for the purposes of preventing fraud, irregular betting, money laundering and cheating.

21.2. Disclosures

We are entitled to share the information we hold on you which includes personal data and betting history with the regulator, sporting bodies and other bodies, including the police, in order to investigate fraud and money laundering.

21.3. Security

We will take all reasonable steps as required by law to ensure that the personal information the we collect is accurately recorded and kept securely. All personal information will be destroyed when it is no longer required to be retained or by law.

MelBet utilizes the latest 128-bit Secure Socket Layer (SSL) encryption and firewall technology to ensure that sensitive data is transferred securely over the internet to our protected servers.

We do not warrant the security of any information which you transmit to us over the Internet. Any information which you transmit to us is transmitted at your own risk. However, once we receive your transmission, we will take reasonable steps to protect your personal information from misuse, loss or unauthorised access.

21.4. Changes to our privacy policy

Any changes we may make to our Privacy Policy in the future will be posted on this page and any such changes will become effective upon posting of the revised Privacy Policy.

22. ANTI-MONEY LAUNDERING/COMBATING THE FINANCING OF TERRORISM

MelBet betting company carries out all appropriate measures to combat money laundering and international terrorism (AML Policy). Thus, the Company has a strong position to prevent all kinds of illegal activity. To fulfill these obligations, the Company is bound to inform competent authorities if there is a reason to suspect that funds which were deposited by the User into his account are related to illegal activity or terrorism financing. The company is also obliged to block such funds and to undertake measures provided for by the rules of the AML policy.

Money laundering means:

- hiding or keeping privacy regarding the information about the real source, location, disposal, movement, ownership or other property rights related to property obtained as a result of illegal activity,
- conversion, moving, obtaining, possession or use of property which was got as the result of criminal activity for the purpose of concealing the illicit source of such property or assisting persons involved in crime to avoid legal consequences of their actions,
- a situation in which the property was obtained as a result of criminal activity committed on the territory of another state.

In order to prevent the infiltration of criminal capital into the economy of the state, many countries fight against money laundering and the terrorism financing.

The company applies internal laws and regulations and special measures to help international organizations in combating money laundering and the terrorism financing around the world.

When you open an account, you agree to undertake the following obligations:

- You agree that you comply with all applicable laws and regulations on combating money laundering and terrorism financing, including the AML Policy.
- You confirm that you have no information or any suspicions about the fact that funds used for depositing in the past, present or future, are received from any illegal source, or have any relation to legalization of income obtained illegally, or other unlawful activity prohibited by applicable law or the instructions of any international organizations;
- You agree to immediately provide any information we think fit to require according to applicable laws and regulatory requirements in respect of combating the legalization of funds obtained illegally.

The company collects and keeps the passport or other ID of the User, and reports on all changes made in the account;

The company monitors any suspicious activity on the User's account, as well as operations carried out under special conditions;

The company has the right to ban the User at any time, if the Company has grounds for supposing that this operation has any relation to money laundering and criminal activity. In accordance with international law the Company is not obliged to inform the User about his suspicious activity and let him know that it has been passed to relevant authorities.

In accordance with the internal AML procedures the Company performs initial and ongoing personal identity verification procedures as provided by the level of risk of each User.

- The company will ask you to provide the minimal information to confirm your identity.
- The company will record and preserve all data and ID, as well as which methods of confirmation have been used and the results of verification procedures.
- The company will check your personal data to match the list of persons suspected of terrorism,

which is formed by the authorized state and independent authorities. A minimum set of identification data includes: the User's full name; date of birth (for individuals); residential address or registered address of the User;

- sources of funds that you plan to Deposit into the account.

To verify and confirm the authenticity of the above-mentioned data, the Company may require the following documents:

- passport or identification card, or other document equivalent that meets the following requirements: contains the name, date of birth and a photograph of the document holder;
- issued by the national public authorities, a recently obtained receipt for the payment of utility bills (not older than 3 months) or other documents confirming the address of the User.

The company may also require other additional information, confirmed by relevant documents. In certain cases, the Company may also require notarized copies of documents from the User.

23. Casino

1. The industry of gambling, betting, and eGaming is an area where a variety of special words and terms are used. If the Customer has any doubts regarding the meaning of a particular term, they should refrain from placing bets in the games that apply this term.
Hence, the Customer should make bets only when he/she clearly understands what each word means exactly. The Bookmaker explicitly disclaims any responsibility for situations when the Customer misunderstands the meaning of words used in games they play.
2. Before proceeding with any game, the Customer is strongly advised to read and carefully examine its rules to the fullest extent possible.
3. The Customer participating in a tournament, live table game or game of any kind on the platform, acknowledges that they fully understand, accept and agree to comply with the Terms & Conditions (hereinafter referred to as "T&C") of each respective tournament, live table game or game of any kind.
4. The Customer is not allowed to enter into collusion with other Customers. Whether it is a direct or indirect collusion scheme, any action of this kind is strictly prohibited. This statement is valid concerning any games made available by the Bookmaker, both now and in the future, without any exceptions.
5. If the Customer is intending to start playing and place bets, he/she is obliged to examine whether it is legal to take part in gambling activities in their jurisdiction. They are also obliged to clarify whether it is legal to use the required software to join any game made available by the Bookmaker. Thus, the Customer must first dispel any possible doubts that his/her actions may be violating any applicable laws, norms, and regulations in their respective jurisdictions.
6. All winnings exceeding €10,000 are viewed and processed as Big Wins. In accordance with this policy, such winnings are to be approved and confirmed by the Bookmaker's partners before they can be added to the Customer's account and withdrawn.
7. Any bet is treated as an accepted one only after it is registered by the Bookmaker's server. Corresponding online confirmations are also needed. After that, registered bets can be neither canceled nor changed.
8. The Customer's stakes can never exceed their account balances. Once the bets have been registered, those stakes will be debited from the Customer's account. As for winning, these finds will be credited to the Customer's account after the bets have been properly settled in compliance with these T&C.
9. The Bookmaker explicitly rejects any complaints or disputes related to any facts or events concerning bets made more than 10 (ten) days prior.
10. If the Customer wants to submit a complaint related to the way the Bookmaker's service functions, he/she must immediately contact the Customer Support Service. If such a complaint is found to be valid, it will then be submitted for further consideration to the Bookmaker's responsible department so that the final decision can be made.
11. **Fairness & RNG Testing Methods**
All online products and other offerings made available by the Bookmaker are licensed from Curaçao eGaming. It means that thorough testing and QA rounds - together with comprehensive verification - are always run and successfully accomplished before products go live onto the eGaming platform.
Using the platform, means that the Customer confirms that he/she is fully informed that independent third-party testing organizations carry out external compliance QA and testing rounds to ensure accurate functionalities, proper display, and flawless processing of transactions, together with the strictest adherence to the legally applicable and mandatory rules and math.
The Return to Player (RTP) rates mean a theoretical calculation of the expected percentage

concerning the wagers that a specific game will return to the Customer after a reasonable amount of gaming rounds and/or spins. That is to say, while the gameplay and outcomes can never be predicted or foreseen - and the Customer can both win or lose large amounts of money - the average return of any game will universally be reflected by its theoretical RTP indicator. An RTP indicator is calculated either via theoretical calculations or on the basis of virtual approaches fitting the method of the particular type of game. By playing any game, the Customer explicitly agrees to that.

12. The Customer taking part in the Bookmaker's games and bets realizes and agrees that the result of such activities is determined by a random number generator only. As an outcome, the Customer is ready to accept any result of this kind. In addition, the Customer accepts the fact that, in the unlikely event of discrepancies between the results displayed on the screen and the results recorded by the server, the game server will take precedence. Thus, the Customer agrees that the tech records kept by the server will be the ultimate source to determine any conditions, circumstances, and game results.
13. The Customer can get in touch and communicate with the Customer Support Service. The Customer can discuss any questions he/she might have via both an Live chat or email at support.

23.1. Promotions

BONUSES

1. Any bonus is viewed and treated as a special deal between the Bookmaker and the Customer. Under this deal, the Bookmaker provides the Customer with certain funds to be used for playing and placing bets. At the same time, the Customer assumes full responsibility to meet the wagering requirements before he/she can request to withdraw his/her respective funds.
2. The Bookmaker's bonuses might imply special T&C. That is why the Company urges the Customer to read the T&C carefully, in order to stay informed to the fullest extent possible and prevent any misunderstandings.
3. Bonuses can be used exclusively by a single individual Customer, via a single unique device, at a single IP address, and via the same single Internet browser.
4. Any individual account is permitted to have only one single activated bonus at a time. Deposit-specific bonuses are not of the cumulative type. Hence, they can only be used in the order of precedence, i.e. one after another. That is to say, the Customer's next bonus becomes available only after his/her preceding bonus is already revoked or, alternatively, redeemed.
5. Bonuses provided by the Bookmaker are exclusively available only to the Customer who has already entered all the required personal data via his/her Account. The Customer's telephone phone number must be activated as well. The Customer is also required to agree to the T&C of the bonus program during the registration process. The minimum amount of the Customer's deposit needed to take part in the bonus program is contingent on a particular bonus.
6. As for the Customer's bonus amount, it is placed into his/her Bonus Balance. It means that the bonus amount will be separated from the Cash Balance.
7. Both the Customer's bonus and winnings generated with it will be lost as soon the bonus expires. The typical validity period associated with bonuses lasts for 30 (thirty) days starting from the day of crediting. The Customer is responsible to carefully study the T&C of any given bonus.
8. As for the validity periods of various bonus freespins, the time frames depend on particular providers. Hence, they are not and cannot be regulated by the Bookmaker.
9. The Bookmaker reserves the right to alter the T&C related to all the bonuses, to temporarily suspend them, or even indefinitely terminate them at any moment in time.

10. The General T&C stipulated by the Bookmaker always apply with no exceptions.

REQUIREMENTS RELATED TO BONUS WAGERING

1. While playing with an activated bonus, the Customer is authorized to place his/her bets with funds from both his/her bonus account and the main personal account. At the same time, the Customer needs to be aware of the fact that having an active bonus on his/her account prevents him/her from withdrawing money. Such requests are declined until the requirements related to bonus wagering are fully complied with. Alternatively, the Customer may reject bonuses available to him/her.
2. As for redeeming a bonus, the Customer is ought to place a required amount of money in bets. Unless it is explicitly stipulated otherwise by the bonus T&C, the Customer is to place enough bets to reach the total bonus amount multiplied by a specified number of times. That is to say, the rule is as follows: wagering requirement = bonus amount X required number of times.
3. Any deposit bonus is subject to being redeemed by wagering a corresponding bonus amount.
4. Until the Customer's bonus is redeemed, the stakes are not allowed to be higher than €5.
5. Once the Customer's bonus has been redeemed, the main personal account is to be credited with the remaining bonus funds. They cannot exceed the Customer's total bonus amount. In case the Customer's bonus account balance is still below the minimum possible stake after his/her bonus becomes redeemed, such a bonus is treated as a lost one.
6. All bets place in the games under the categories of Table Games, Baccarat, Roulette, Blackjack, Keno, Scratch, Bingo, Poker, and "Others" are not subject to the wagering rule. The applicable list of games, excluded from bonus offers, can always be downloaded by the Player p. 25.2. In addition to the explicitly excluded games, that range also covers all the games taking part in any tournament at the moment the wageing takes place. The Bookmaker reserves the right to impose restrictions concerning any possible participation in individual bonuses. All the relevant information can be found on the individual bonus cards in the "Bonuses and Gifts" section.
However, please note that this list may be subject to change from time to time. To find out the most recent list of games, please contact Customer Support
7. The Customer is authorized to request for withdrawal before his/her bonus becomes redeemed. At the same time, in this case, both the bonus amount and the winnings received while redeeming this bonus are subject to cancellation.
8. Any winning obtained with bonus funds and requested to be withdrawn will be checked and verified by the Bookmaker. It is only after that when such payments can be processed. In some cases, that are conditional to the results of a verification process, the Bookmaker has the full right to and will request personal data from the Customer and additional details to confirm his/her payment methods.

CANCELLATION OF BONUSES

1. The Customer has the full right to give up all the bonuses or any single bonus promotion. It can be done via contacting the Bookmaker's Customer Support at , through an online chat, or by taking the necessary measures in their Personal Accounts.
2. If the Customer rejects or wishes to cancel a bonus, the corresponding bonus balance will become 0 (zero). As a result, the Customer is no loner required to meet wagering requirements.
3. The Customer has the right to stop continuing to meet bonus wagering requirements. It can be done in the Customer's Account. It should be noted that if a bonus is declined after being partially redeemed, any winnings made while redeeming such a bonus are subject to cancellation.

ABUSE OF BONUSES

1. The Customer is strictly prohibited from abusing bonuses. As for the definition of “abuse” in this context, the following ratios of bonuses received, in their relation to deposits, are defined as abuse. 70% bonus funds obtained on between 5 and 9 deposits; 50% bonus funds obtained on 10 or more deposits. If any kind of abuse takes place, the Bookmaker has the full right to ban the Customer from obtaining any bonuses. It can also annul any winnings received with bonus funds both in the course of wagering and after it ends.
2. The Bookmaker is always fully authorized to examine and scrutinize transaction histories and the Customer's accounts and logs at any moment and for any reason. If such checks detect any kind of bonus misuse done by the Customer, the Bookmaker reserves the full right to nullify the bonuses provided by the Customer.
3. If the Bookmaker detects that the Customer resorts to the gaming strategies prohibited by the Bookmaker when redeeming a bonus, the Bookmaker reserve the right to take penalty measures and exclude the Customer from both currently available promotions and all the future ones.
4. The following are some of the examples of possible strategies viewed as prohibited by the Bookmaker when it comes to clearing bonuses' wagering requirements:
 - Placing high volume of bets without any serious impact on the Customer's balance. This strategy can be exemplified by placing bets on every roulette number or placing bets on red and black simultaneously.
 - Placing big bets (i.e. those exceeding €5 (five euros)) with the goal to increase the Customer's bonus balance quickly and then seriously reducing the volume of stakes made (i.e. over twofold) for no clear reason while having an appropriate account balance. Each of the aforementioned cases will be thoroughly examined by the Bookmaker.
 - Betting big in those games that presuppose a low contribution (i.e. stake percentage that counts towards the requirements related to wagering) and then betting small in those games that presuppose a larger contribution
 - Postponing any game round, concerning bonuses and freespins, to a later moment while facing no wagering requirements and/or imposed limits on making new deposits, with freespins and bonuses being still available
 - Any combinations of the aforementioned gaming techniques and strategies.
5. Whenever any case of bonus abuse committed by the Customer is revealed and identified, the Bookmaker has the full right to take the following measures: canceling and nullifying all available bonuses together with winnings generated from those bonuses as well as blocking the Customer's account completely.
6. The Bookmaker recommends the Customer to enter his/her real phone number while registering: the Bookmaker may use it later to confirm the Customer's true identity. In case it turns out to be impossible to contact the Customer, the Bookmaker has the full right to restrict the Customer's use of bonuses and even totally block his/her personal account.

WELCOME PACKAGES FOR CUSTOMERS

1. Before the Customer can add a deposit into his/her account, they are required to agree to receive casino bonuses. It can be done on the 'Account Settings' page under the 'My Account' section. Alternatively, it can be done on the 'Deposit' page directly.
2. The bonus is subject to automatic activation and will be credited to the Customer's account within 1 day, i.e, 24 (twenty-four) hours after the moment when all the requirements associated with the Bookmaker's offer and stipulated in paragraph 27.1 are met.
3. Being entitled to receive the 1st Deposit Bonus requires making a deposit equal to or exceeding €10 (ten euros); as for the 2nd, 3rd, and 4th Deposit Bonuses, the deposit amount is to be equal to or to exceed €15 (fifteen euros).
4. The ceiling for the 1st Deposit Bonus to be claimed is equal to €300 (three hundred euros); for

the 2nd Deposit Bonus it is €350 (three hundred and fifty euros); for the third Deposit Bonus it is €400 (four hundred euros); as for the 4th Deposit Bonus, it is €450 (four hundred and fifty euros).

5. All deposit bonuses are to be redeemed by wagering the bonus amount 35 (thirty-five) times.
6. Any activated bonus is subject to being redeemed within 7 (seven) days.
7. Freespins can be granted exclusively after the Customer's deposit bonus becomes redeemed.
8. Winnings gained from freespins will be credited to the main account. Hence, it is not necessary to redeem them.
9. Until the bonus is redeemed, stakes are not allowed to exceed €5 (five euros).
10. In case the Customer switches between different types of bonuses (although he/she has already made a choice), drop them, or get an opposite sort of bonus, such users cease to be entitled to take part in the Bookmaker's bonus offers covering their subsequent deposits. This rule fully applies to welcome packages as well as to a 50% 10th deposit bonus.

TENTH DEPOSIT WITH THE 50% BONUS ON IT

1. In case the Customer switches between different types of bonuses (although he/she has already made a choice), drop them, or get an opposite sort of bonus, such users cease to be entitled to take part in the Bookmaker's bonus offers covering their subsequent deposits. This rule fully applies to welcome packages as well as to a 50% 10th deposit bonus.
2. Bonuses are subject to automatic activation as well as to being credited to the Customer's account within 1 (one) day or 24 (twenty-four) hours since the moment all the requirements related to the bonus offer (described in paragraph 27.1) have been satisfied.
3. Being eligible for receiving a bonus on the 10th Deposit requires the Customer to add a deposit of at least €10 (ten euros).
4. When it comes to the maximum bonus amount that the Customer can possibly claim, it is €300 (three hundred euros).
5. The bonus is subject to being redeemed by wagering the bonus amount 35 (thirty-five) times.
6. As for the time limits, any activated bonus is subject to being mandatory redeemed within 2 (two) days, or 48 (forty-eight) hours.
7. The number of available freespins is defined on the basis of the Customer's balance account at the moment of time he/she makes the deposit. The Customer receives 1 (one) freespins per every €5 (five euros) of their main account balances. It is noteworthy that the deposit itself is not taken into consideration while calculating the number of freespins to be granted. Freespins are granted within 15 (fifteen) minutes after the deposit is made (to actually get freespins, the Customer must simultaneously meet all requirements of the Bookmaker's bonus offer in their entirety).
8. As for the winnings gained from the Customers' freespins, they will be credited to the main account. Hence, it is not necessary to redeem them.
9. Until the bonus is redeemed, stakes are not allowed to exceed €5 (five euros).

GIFTS

1. A gift must be understood as a special sort of bonus. As such, it requires no deposit and is exclusively available to those Customers who agree to take part in the bonus offers made available by the Bookmaker.
2. At the same time, some special T&C may be applied to such gifts. That is why the Bookmaker urges the Customer to carefully examine those T&C before activating available gifts (such T&C may describe bonus amounts, requirements related to wagering, etc.). The Customer should visit the corresponding section of "My Account" to read those T&C so that complete information regarding gifts can be obtained and avoid any possible misconceptions, miscommunications, and misunderstandings.

3. At any moment of time, only one single gift per one gaming account is allowed to be active. Hence, gifts are not subject to accumulation. Consequently, gifts can only be used on the basis of the so-called "queuing principle". That is to say, every next gift becomes available only after the preceding one becomes redeemed. Alternatively, the preceding gift may also be either canceled or suspended during wagering.
4. Any gift, together with any winnings obtained using it, will be lost once this gift has expired. If the Customer wants to be sure about the applicable validity periods, he/she should visit the 'My Account' page (which can be found under the "Bonuses and Gifts" website section). Any gift becomes active starting exactly from the moment it is awarded to a Customer. Please note that suspending the wagering bonus will not extend the validity period of a gift offer made available.
5. Even while having an activated gift, the Customer has the right to place his/her bets with the funds available with their main accounts.
6. All the Bookmaker's T&C in their entirety, including all the other T&C of the Bookmaker's bonus policy always apply as long as they do not contradict the aforementioned stipulations.

23.2. Stop list of wagering games

In order to redeem winnings from a bonus, players are subject to wagering the amount won depending on the terms of every individual bonus. Players can wager the winnings in various video slot games with a list of exceptions. The following list includes games to which the wagering norms do not apply.

10c Min - European Roulette, 10P Roulette, 12 Number Roulette, 1429 Uncharted Seas, 1524 Golden Quest, 20 Flaring Fruits, 20 Super Stars, 21 Burn Blackjack, 3 Amigos, 3 Card Blackjack, 3 Card Poker, 3-Hand Casino Hold'em, 3- Hand Casino Hold'em, 300 Carat BJ, 300 Carat European Roulette, 3D Baccarat, 3D Blackjack, 3D European Roulette, 3D Lucky Number, 4 Dragon Kings, 4 of a Kind Bonus Poker, 4H Steam Joker Poker, 5 Flaring Fruits, 50 Flaring Fruits, 6 Bingo, 6 Card Poker, 7 11 21, 7 Days Anotherland, 7 Fruits, 7 Handed Blackjack (European), 7 Handed Blackjack American, 7 Solitaire, 7-UP, 777, 8 Leprechauns: Scratch Card, 88 Bingo 88, 88 Golden 88, 88 Riches, 888 Dragons™, 888 Gems 3x3, 888 Gems Pull Tabs, 8th Wonder, 9 Pots of Gold HyperSpins™, A Christmas Carol, A Night In Paris JP, Ace Bonus, Aces & Deuces Bonus Poker, Aces & Eights, Aces & faces poker, Aces and Eights 1 Hand, Aces and Eights 10 Hand, Aces and Eights 100 Hand, Aces and Eights 5 Hand, Aces and Eights 50 Hand, Aces And Eights Poker, Aces and Faces, Aces And Faces HD, Aces and Faces Poker, Aces&Faces, Acey Deucey, Action!, Africa, After Night Falls, Age of Asgard, Age of Knights, AirCombat 1942, Aladdin's Lamp, Alchemy Blast, Alchymedes, Alien Hunter, Alkemor's Tower, All Aces, All American, All American 4 Hands, All American HD, All American Poker 1 Hand, All American Poker 10 Hand, All American Poker 100 Hand, All American Poker 5 Hand, All American Poker 50 Hand, Allstar Knockout, Alter World, Amaterasu Keno, Amazing Link Riches, American Blackjack, American Gold Poker, American Poker II, American Poker V, American Roulette, American Roulette 3D, American Roulette Gold Series, American Roulette High Stakes, American Roulette Privee, American Roulette Pro, Ancient Magic, Andar Bahar, Andar Nights, Angel & Devil, Animal Fishing, Apollo, Aquarium, Arabeska, Arabian, Arabic Roulette, Argentina League, Argo, Asia Wins, Astro Legends: Lyra & Erion, AstroBoomers: To The Moon!, AstroBoomers: TURBO!, At The Copa, Atlantic City Blackjack, Atlantic City Blackjack Elite Edition, Atlantic City Blackjack Gold, Atlantis, Atlantis Bingo, Atom, Aura of Jupiter, Auto-Roulette, Auto-Roulette La Partage, Auto-Roulette VIP, Avalon Scratch, Awesome Money, Aztec, Baccarat, Baccarat - Punto Banco, Baccarat 777, Baccarat Babes, Baccarat Deluxe, Baccarat Mini, Baccarat No Commission, Baccarat Pro, Baccarat Super 6, Baccarat Supreme, Baccarat Supreme No Commission, Baccarat VIP, Baccarat Wheel, Baccarat Zero Commission, Back Blackjack, Back to the Fruits Respins of Amun Re, Balloon, Balloon Run, Banana Bingo, Bank Job, Bank of Gold, Bank Robbers, Barn Ville, Baron Samedi, Basketball, Basketball Strike, Battleships, Beauty and the Beast,

Bee Fab Pull Tab, Beer Party, Beer Tycoon, Belangkai, Bet Velodrom 3D, Biergarten Fest Scratch Card, Big Apple Wins, Big Win Baccarat, Bikini Party, Billion Llama, Bingo 3, Bingo 37, Bingo 37 Ticket, Bingo 75, Bingo 90, Bingo Bruxaria, Bingo Cientista Doidão, Bingo Gatinho, Bingo Gênio, Bingo Halloween, Bingo Hortinha, Bingo Iglu, Bingo Pilipino, Bingo Pirata, Bingo Pop, Bingo Saga Loca, Bingo Samba Rio, Bingo Señor Taco, Bingo Señorita Calavera, Bingo Soccer, Bingo Trevo da Sorte, Bingole, Bingolícia, Bingote, Birds and Animals, Birds Slot, Birds!, Bit Blackjack, Bit Holdem, Black Beauty, Black Jack, Black Jack 21, Black Jack VIP, Blackjack, Blackjack (3 Hand), Blackjack - Multi-hand, Blackjack - Single Deck™, Blackjack 21 + 3, Blackjack Atlantic City, Blackjack Bonus, Blackjack Classic, Blackjack Classic™, Blackjack Double, Blackjack Double Exposure, Blackjack Double Exposure 3 Hand, Blackjack European, Blackjack Fast, Last updated: June 2022 Blackjack Gold 5, Blackjack High, Blackjack Lucky Sevens, Blackjack Mh, Blackjack Multihand, Blackjack Perfect Pairs, Blackjack Platinum 1, Blackjack Royal Pairs, Blackjack Single Deck, Blackjack Supreme Multi Hand, Blackjack Supreme Single Hand, Blackjack Surrender, Blackjack Switch, Blackjack Touch - Single Deck, Blackjack Vegas Strip, Blackjack VIP, Blackjack Xchange, BlackJack™, Blazing Fruits, Blazing Fruits 3x3, Blazing Fruits Pull Tabs, Blood Eternal, Blood Queen Scratch, Blood Suckers, Blood Suckers™, Blossom Wings, Blue Beard, Board Games, Boat Trip Mississippi, Bomb Squad, Bonanza Wheel, Bonus Deuces Wild, Bonus Deuces Wild 1 Hand, Bonus Deuces Wild 10 Hand, Bonus Deuces Wild 100 Hand, Bonus Deuces Wild 5 Hand, Bonus Deuces Wild 50 Hand, Bonus Deuces Wild Poker, Bonus Poker, Bonus Poker 1 Hand, Bonus Poker 10 Hand, Bonus Poker 100 Hand, Bonus Poker 5 Hand, Bonus Poker 50 Hand, Book of Bastet, Book Of Crazy Chicken, Book of Juno, Book Of Keno, Book of Madness, Book of Madness Respins of Amun Re, Book of Oasis, Book of Romeo & Julia, Book of Romeo and Julia Golden Nights, Book of Shadows, Book of Slingo, Book of Win, Books & Bounties, Books & Bulls Golden Nights, Books & Pearls, Books & Temples, Books And Bulls RHFP, Books and Pearls Respins of Amun Re, Booming Bananas, Booming Seven, Booming Seven Deluxe, Boss The Lotto, Boto Bingo, Boxes, Break Da Bank Again Respin, Bubble Mania, Buffalo Spirit 3x3, Buffalo Spirit Pull Tabs, Bull Cards, Bull Fight, Bun in the Oven, Burning Ice, Burning Ice 10, Burning Ice 40, Burning Keno, Burning Pearl Bingo, Cabaret Dancing Bones, Cai Shen Bingo, Cai Shen Fishing, Caishen Dao, Calavera Bingo, Candy, Cappadocia, Captain Domino, Card Roulette, Caribbean Beach Poker, Caribbean Blackjack, Caribbean Hold'em, Caribbean Poker, Caribbean Saga, Caribbean Stud, Caribbean Stud Poker, Carnaval Bingo, Carnaval Forever, Carnaval Scratchcard, Carol Of The Elves, Carousel, Cash Cuisine, Cash or Crash, Casino, Casino Battle, Casino Hold'em, Casino Holdem, Casino Holdem 1, Casino Hold`em, Casino Roulette, Casino Slot, Casino Stud Poker, Casino War, Caterpillars, Cazino Cosmos, Celebrity Zoo Scratch Card, Champions, Champions Bingo II, Champions Ondemand, Charming Wheel, Charms & Clovers, Chefs Menu, Cherry Blast, Cherry Blast Scratch, Cherry Bomb Deluxe, Cherry Cherry Scratchcard, Chicago Bang Bang!, Chicago Nights, Chilli Pop, Chilling Tiger, Christmas Party, Christmas Slot, Chuck a Luck, Circus, Circus Bingo, City Slot, Classi Keno, Classic 1, Classic 2, Classic Blackjack, Classic Blackjack Gold Series, Classic Cars Deluxe, Classic Mario, Classico, Coils of Cash, Coin Conqueror, Coin Field, Coin Vault, Coins, Color Champion, Colours, Cool Buck - 5 Reel, Copa Libertadores, Cops & Robbers, Cosmic Crystals Scratch, Courier Sweeper, Cowboy, Craps, Crazy Mice, Crazy Monkey, Cricket X, Crown & Anchor, Crypto Mania Bingo, Crystal Ball Golden Nights, Crystal Ball Red Hot Firepot, Crystal Burst XXL, Cup Cakes, Cupid's Scratch, Curious Machine Plus, Cute Cats, Cutie Cat, Cutie Cat Crazy Chicken Shooter, Cyber Catz: Scratch Card, Dark, Dark 100, Dark Joker Rizes, Dark Vortex, Darts 180, Dashing Derby, Dazzling 7, Dead or Alive™, Delighted Dragon, Deuces & Jokers, Deuces and Joker, Deuces Wild, Deuces Wild 1 Hand, Deuces Wild 10 Hand, Deuces Wild 100 Hand, Deuces Wild 4 Hands, Deuces Wild 5 Hand, Deuces Wild 50 Hand, Deuces Wild HD, Deuces Wild Video Poker, Deutsches Roulette, Diamond, Diamond Deal, Diamond Rich Life 3x3, Diamond Rich Life Pull Tabs, Diamond Valley, Diamonds, Diamonds are Forever 3 Lines, Dice, Dice Bingo, Disc of Athena, Disco Keno, Disco Night, Disco Spin 3x3, Disco Spin Pull Tabs, Divine Fire, Dog 6 H.Odds, Dog H.Odds On Demand, Dog Racing, Dogs 3D, Domino QiuQiu, Donut City, Donut Rush, Double Aces & Faces, Double Bonus, Double Bonus Poker, Double Bonus Poker 1 Hand, Double Bonus Poker 10 Hand, Double Bonus Poker 100 Hand, Double Bonus Poker 5 Hand, Double Bonus Poker 50 Hand, Double Bonus Poker HD,

Double Double Bonus, Double Double Bonus Poker, Double Last updated: June 2022 Double Bonus Poker 1 Hand, Double Double Bonus Poker 10 Hand, Double Double Bonus Poker 100 Hand, Double Double Bonus Poker 5 Hand, Double Double Bonus Poker 50 Hand, Double Dragons, Double Exposure, Double Exposure Blackjack mh, Double Joker, Double Joker Poker HD, Double Your Dough, Dr. Jekyll & Mr. Hyde, Draculars Blood Bank Scratch, Dragon Dance, Dragon Fishing, Dragon Fishing II, Dragon Kings™, Dragon Master, Dragon Of The Princess, Dragon Scrolls, Dragon Tiger, Dragon's Cave, Dragons Tomb, Draw High Low, Duck Shooter, Duck Shooter Crazy Chicken Shooter, Duobao Baccarat, Dwarf's Gold, Dynamic Paytable Roulette, E-Bingo, E.T. Races, E.T.Races, Easter Island, Easter Island 2, Easter Pick, Egg Hunter, EggOMatic™, El Porko Mafioso, Elephant Scratchcard, Elite of Evil: The First Quest, Elusive Gonzales, England League, England League Ondemand, English Fast League, English Soccer, Epic Gems, Escape from Alcatraz, Euro Cup 2020, Euro Cup 2020 Ondemand, Euro League Legends, Euro Roulette, Euro Twins Roulette, European Blackjack, European Blackjack Elite Edition, European Blackjack Mh, European Roulette, European Roulette Christmas Edition, European Roulette Dark Mode, European Roulette Gold Series, European Roulette High Stakes, European Roulette Low Stakes, European Roulette Pro, European Roulette Small Bets, European Roulette VIP, Evolution, Explodiac Red Hot Firepot, Explosive Cocktail, Exposure Blackjack, Extra Bingo, Extra Clovers, Extreme, Extremely Rich, Ez2 Lotto, F777 Fighter, Fa-Fa Twins, Faces & Deuces, Faerie Spells™, Fair Roulette, Fair Roulette Privee, Fair Roulette Pro, Fall of the Beast, Fan Tan, Fancy Fruits Crazy Chicken Shooter, Fancy Fruits Golden Nights, Fancy Fruits Respins of Amun Re, Fancy Fruits RHFP, FanTan, Fashion, Fashion TV Nations League, Fervent Diamond, Fervent Diamond Nudge, Fire & Steel, Firefly Keno, Firestorm Bingo, Firing Hot, First Person American Roulette, First Person Baccarat, First Person Blackjack, First Person Craps, First Person Dragon Tiger, First Person Dream Catcher, First Person Football Studio, First Person Golden Wealth Baccarat, First Person Lightning Baccarat, First Person Lightning Roulette, First Person Mega Ball, First Person Roulette, First Person Blackjack, Fish Prawn Crab, Fish-Prawn-Crab Dice, Fishermen Gold, Fishing Expedition, Fishing God, Fishing Kingdom, Fishing War, Five Aces, Five Ball Fiesta, Five Dragons Fishing, Five Hand Vegas Blackjack, Five Hand Vegas Blackjack V2, Flame Roulette, Flash Winnings, FLG Game, Fly Jet, Fly Piggy Fly, Football, Football 3x3, Football Bet, Football Hub, Football League Round, Football Penalty Duel, Football Pro Scratchcard, Football Slot, Football Streak, Football Strike, Force Of Dragon, Forest Animal, Forest Party, Forever Diamonds, Fort Brave, Fortuna, Fortune, Fortune 18, Fortune black, Fortunes, Four Aces, Four Seasons, Frankenslot's Monster, Freecell, Freeway Poker, French Keno, French Roulette, French Roulette Privee, French Roulette Pro, Frenzy Discs: Twin Numbers, Frog Creek, Fruit, Fruit Bat Crazy™, Fruit Casino, Fruit Casino 3x3, Fruit Casino Pull Tabs, Fruit Cocktail, Fruit Fashion, Fruit Heat, Fruit Love, Fruit Mania, Fruit Mania Golden Nights, Fruit Punch Up, Fruit Rush, Fruit Scapes, Fruit Scapes 3x3, Fruit Scapes Pull Tabs, Fruit Snapz, Fruitoids, Fruitomatic, Fruits Bar, Fruits Bar Pull Tabs, Fruits Fortune Wheel, Fruits Fortune Wheel 3x3, Fruits Fortune Wheel Pull Tabs, Fruitsie, Fruity Flurry, Fruity Taste, Fun Fruit, Gagarin-61, Galaxy, Galaxy Roulette, Gambeta Bingo, Gangsters, Gates of Persia, Gem Fishing, Gem Riches, Gem Roulette, Genie Wishes, Germany League, Germany League Ondemand, Ghost Pirates™, Gifts of Ostara Scratch, Giovanni's Gems, Global American Roulette, Global Bet, Global Euro Roulette, Global Poker Roulette, Go Go Magic Cat, Go Go Magic Dog, Go Gold Fishing 360, Goal, Goal Football League Round - Italian, Goal Football League Round - Spanish, Goblin Run, Gods Slash Fish, GodzFishing, Gold and Money, Gold Bars & Rounds, Gold Cai-Shen Fishing, Gold Cai-Shen Fishing 2, Gold Canyon™, Gold Digger: Mines™, Gold Dragon 360, Gold Rooster Lottery, Gold Roulette, Goldaur Last updated: June 2022 Guardians, Golden Chip Roulette, Golden Clover, Golden Crab, Golden Dragon, Golden Dragon Club, Golden Egg Keno, Golden Egg Of Crazy Chicken, Golden Egg of Crazy Chicken Crazy Chicken Shooter, Golden Garuda, Golden Girls, Golden Hook™, Golden Joker Dice, Golden Lemon, Golden Lemon Deluxe, Golden Lucky Cat, Golden Potion, Goldfire 7s, Good Girl/Bad Girl, Gorgeous Diamond, Gorgeous Diamond 3x3, Grand Crown, Grand Riches, Great Warrior, Greedy Goblins, Green Grocery, Greyhound Races, Greyhound Streak, Greyhounds, Greyhounds Ondemand, Guess Train, Gypsy Rose, Hallow Pick, Halloween, Halloween Keno, Halloween Lotto, Halloween Money, Halloween Scratch Card, Halloween Slot, Happy

10, Happy Beast Cards, Happy Birds, Happy Cards, Happy Holidays Scratch, Happy Lottery, Happy New Year, Haunted Money, Haunted Money 3x3, Haunted Money Pull Tabs, Havana Club, Heads & Tails, Heads and Tails, Heads and Tails XY, Heart Of Princess, Hearts, Hearts of Three, Hellfire, Hi-Lo Blackjack, Hi-Lo Switch, High Hand Holdem Poker, High low, Highway Stars, Hilo, HiLo Gambler, Hockey, Holdem Poker, HollyWood Bingo, Holmes & The Stolen Stones, Holmes and the Stolen Stones, Horse 6, Horse 6 Ondemand, Horse Racing Real, Horse Racing Roulette, Horse Racing Virtual, Horses 10 Flat, Horses 10 Flat Ondemand, Horses 10 Sprint, Horses 10 Sprint Ondemand, Horses 12 Flat, Horses 12 Sprint, Horses 6 H. Odds, Horses 6 H. Odds Ondemand, Horses 8 Flat, Horses 8 Flat Ondemand, Horses 8 Sprint, Horses 8 Sprint Ondemand, Horses Streak, Horseshoe, Hot Fruits Wheel, Hot Fruits Wheel 3x3, Hot Fruits Wheel Pull Tabs, Hot Keno, Houdini, Huaguoshan Legends, Hugo 2, Hyper Burst, Immortal Romance, In Between Poker, Infinitely Hot, Instant Bingo, Instant Football, Instant Greyhounds , Instant Horses, Instant Speedway, Instant Trotting, Instant Velodrome, Irish Charms, Irish Story 3x3, Irish Story Keno, Irish Story Pull Tabs, Island 2, It Came From Venus JP, Italia 3x3, Italia League, Italian Fast League, Italian Roulette, Italian Soccer, Italy League Ondemand, Jack Hammer 2: Fishy Business™, Jack Hammer™, Jackpot, Jackpot 6000™, Jackpot Cherries, Jackpot Poker, Jackpot Roulette, Jackpot Stud Poker, Jacks or Better, Jacks or Better 1 Hand, Jacks or Better 10 Hand, Jacks or Better 100 Hand, Jacks or Better 4 Hands, Jacks or Better 5 Hand, Jacks or Better 50 Hand, Jacks or Better Double Up, Jacks Or Better HD, Jacks Or Better Poker, Jacks or Better Saloon, Jade Butterfly™, James Cook, JetX, JetX 3, Jewel, Jingle Up, Jogo Do Bicho, Joker Dice, Joker Factor, Joker Poker, Joker Poker 100 Hand, Joker Poker 4 Hands, Joker Poker Aces HD, Joker Poker Kings HD, Jokerizer, Joker's Wild, Jolly Poker, Just a bingo, KA Fish Hunter, Kawaii Kitty, Keno, Keno Deluxe, Keno Fortunes, Keno Live, Keno Neon, Keno Night, Keno Pop, Keno Rush, Keno T+, Keno Universe, Keno Vegas, Keno80, King & Queen, King Octopus, King of Fruits, King of Jumping Scratch, King of Jungle, King of the Jungle, King Of The Jungle Golden Nights, Kingly Crown, Kitten Rest, Kitty Cash, Kitty Cash Scratch, Kitty Puzzle, La Dolce Vita, La Dolce Vita Golden Nights, La Dolce Vita RHFP, Land Of Heroes, Land of Ozz, Las Vegas, Lava Lions, Le Kaffee Bar, Legend of Erlang, Legend Of The Nile™, Let It Ride Poker, Let's Enhance, Libertadores Ondemand, Lightning Joker, Lightning Lucky Six, Lightning Roulette, Limbo Cat, Limoncello, Live Lotto, Live Roulette, Live Slots, Livegames 37, Locomodin, London Hunter, Loot or Boot, Lost Treasure, Lost Vegas Zombies Scratch, Lottery Wheel, Lotto Lucky, Lotus Love, Love Magic, LoveYa, Low Roulette, Lucky 3, Lucky 5, Lucky 7, Lucky 7 Blackjack, Lucky Card, Lucky Cat Blackjack, Lucky Christmas, Lucky Clover, Lucky Coin, Lucky Coins, Lucky Day: Cheltenham Champions, Lucky Day: Christmas Cashcade, Lucky Day: Eggstravaganza, Lucky Day: Football Gold, Lucky Day: Mega Halloween, Lucky Day: Summer Spike, Lucky Drink, Lucky Drink In Egypt, Lucky Green 777, Lucky Keno, Lucky Ocean, Lucky Pigs, Lucky Riches Hyperspins, Lucky Roulette, Lucky Sevens, Lucky Six , Lucky Spin European Roulette, Lucky Tanks, Lucky Trick Pull Tabs, Lucky Wheel, Lucky X, Ludo, Last updated: June 2022 LUX Roulette, Luxor Scratch, Luxurious World, Luxury Lux, Maaax Diamonds Golden Nights, Mafia: Syndicate, Magic, Magic Garden, Magic Garden 10, Magic Garden 40, Magic Luck, Magic of Christmas, Magic Poker, Magic Rush Deluxe, Magic Rush Win, Magic Shoppe, Magic Stone, Magic Wheel, Magnificent Fruits, Magnify Man, Mahjong, Majesty Fruits, Marswood Party, Martians Attack, Match Day, Match Mania, Max Car Motor Racing, Maxi Roulette, Maya Mystery, Mayan Fire, Mega, Mega Gems, Mega Glam Life, Mega Jack HD, Mega Joker, Mega Love, Mega Score, Megamoney, Mehen, Melbet European Roulette, Mermaid Hunter, Mighty Dragon, Million Coins Respin, Mine Field, Miner Babe, Mines, Minesweeper XY, Mini Roulette, Moirai Blaze Scratch, Money Matrix, Money Tree, Money Wheel, Monkey Mania, Monster Blast, Monster Legend, Monsters, Monsters' Scratch, Moon Stone, More Cat Mania, More Gold Diggin', More Or Less, Motorbike V2 Ondemand, Motorbikes, Mr Chu Tycoon, Mr. Vegas, Muertitos, Muertitos: Video Bingo, Multi Hand Atlantic City Blackjack, Multi Hand Classic Blackjack, Multi Hand European Blackjack, Multi Hand Vegas Downtown Blackjack, Multi Hand Vegas Single Deck Blackjack, Multi Hand Vegas Strip Blackjack, Multi-Hand Blackjack, Multi-Hand Blackjack V2, Multifire Roulette, Multihand - Jacks or Better Poker, Multihand Blackjack, Multihand Blackjack Pro, Multiplayer Bull Cards, MWA, Mysteries of the East, Nang Kwak, Nascar Streak, Nektan Blackjack, Nektan Roulette, Neon Jungle Scratch, Neon

Keno, Neon Roulette, Neon Shapes, Neptune Treasure Bingo, Nerves of Steel, New Triple, New Triple HD, Next Six, Night Wolves, No Commission Baccarat, No Zero Roulette, Nordic Quest, Number Bonus, Number Game, Nuwa, Oasis Poker, Oasis Poker Classic, Ocean Pearl, Ocean Ruler, Ogre Empire, Old Fisherman, Ole Bingo, Olympus Treasures, One More Poker, Oracle Real Casino Roulette, Orient Express, Ozwin's Jackpots, Pachinko, Pachinko 2, Pachinko 3, Pai Gow, Pai Gow Poker, Paint Scratch, Paris Nights, Partick's Pick, Party Pop, Patrick's Magic Field, Penalty, Penalty Series, Penalty Shoot-Out, Penguin City, Persian Nights, Phantom's Mirror, Pharaoh's Riches, Pharaoh's Riches Golden Nights, Pharaoh's Riches RHFP, Pharaoh, Pharaoh, Phoenix's Fruits, Pick Your Way to a Winner, Piggy Bank, Piggy Bank Scratch, Piggy Picker, Pinocchio, Pip's Quest, Pirate 21, Pirate Cave, Pirate Cave 3x3, Pirate Cave Pull Tabs, Pirate Island, Pirates Bay, PK10, Planet 67, Planets, Platinum Bullions, Platinum Hounds, PlingoBall, Plinko, Plinko XY, Pok Deng, Poke The Guy, Poker King, Poker Race, Poker Roulette, Poker Teen Patti, Pompeii, Pontoon, Pontoon 21, Pop 'til You Drop, Portomaso Real Casino Roulette 2, Poseidon's Secret, Power Balls (CD), Power Balls Light, Prehistoric Story, Premier Blackjack with Lucky Lucky™, Premier Blackjack with Side Bets, Princess of Swamp, Pro-Pong Table Tennis, Pull A Cracker, Pull Tab Cashing Rainbows, Pull Tab Go Wild on Safari, Pull Tab Hot Cross Bunnies, Pull Tab Jewellery Box, Pull Tab Shore Thing, Pull Tab Sunset Reels, Pumpkin Patch, Pumpkin Win, Puppy Payday Scratch, Purple Brilliant, Pyramid, Pyramid Treasures, Queen of Gold™, Racing Dogs, Racing Horses, Raid the Piggy Bank, Rainbow 3x3, Rainbow Blackjack, Rainbow Wilds Scratch, Ramses Book Golden Nights, Ramses Book Respins of Amun Re, Ramses Book RHFP, Rasta Bingo, ReTrigger Happy Pull Tab, Real Christmas Roulette, Real Fighting, Realistic Roulette, Red Card, Red Chilli Luck, Red Dog, Red Hot Sevens, Red Hot Sevens Pull Tabs, Red Queen, Red Queen Blackjack, Red Square Games, Reel Extreme, Reel Gems, Reel Gems Deluxe, Reel Hot Respin™, Reel Riches, Reel Steal™, Reels of Wealth, Retro Reels, Retro Solitaire, Rich Life, Rich Life 3x3, Rich Life Pull Tabs, Riches, Ride 'Em Poker, Ride'm Poker, Rio Bingo, RNG-WAR, Roasting Hot, Roasting Hot 100 Lines, Roasting Hot 40, Robin Hood: Shifting Riches™, Rock VS Paper: Vikings Mode, Rocket Dice, Rocket Dice XY, Rocky Mocky, Roll To Luck, Roman Legion Extreme Red Hot Firepot, Roman Legion Golden Nights, Romance of the Three Kingdoms, Romeo, Rooftop Fight, Roulette, Roulette Last updated: June 2022 Advanced, Roulette Adviser, Roulette American Pro, Roulette Classic, Roulette Common Draw 12 Numbers, Roulette Euro Pro, Roulette Grand Croupier, Roulette Grand Croupier Chiquito, Roulette Grand Croupier Rebeca, Roulette Royal, Roulette Silver, Roulette Single Zero Roulette, Roulette with track, Roulette X2, Roulette X5, Roulette - American, Roulette™, Royal Court, Royal Riches, Royal Seven Golden Nights, Royal Seven Ultra, Royal Seven XXL, Royal Wealth, Royal Wins, Run Amuck, Russian Keno, Russian Poker, Safari Sam, Saloon, Samurai, San Gong, Santa's Village, Santa's Wild Pick, Santa's Workshop, Sapphire Roulette, Savanna Moon, Scalding Hot, Scarab Treasure, Scout Gaming, Scratch Dice, Scratch Match, Scratchy Bit, Scroll Of Anubis, Scrooge, Scudamore's Super Stakes™, Seasons, Secret Agent, Secret Cupcakes, Secret of the Stones, SEDIE, Sequential Royal, Sevens, Sevens & Books, Sevens Fire, Sheriff Jack, Shogun Secret Crazy Chicken Shooter, Showball 3, Showdown, Showhands, Si-Xiang Scratch, Sibyl, Sic Bo, Sic bo 888, Sic Bo Dragons, Sic-Bo, Sicbo, Sicbo Australia, Signs Of Fortune, Simply The Best, Sin City Nights, Single Deck Blackjack, Single Deck Blackjack Elite Edition, Single Deck Blackjack Gold Series, Single Deck Blackjack Mh, Single Hand Blackjack, Siren's Kingdom Scratch, Six Card Charlie Blackjack, Six Shooter, Sizzling Crown, Sizzling Crown Pull Tabs, Slice And Dice, Slingo Advance, Slingo Ante Up, Slingo Berserk, Slingo Big Wheel, Slingo Cascade, Slingo Classic 20th Anniversary, Slingo Fire & Ice, Slingo Fluffy Favourites, Slingo Lightning, Slingo Lucky Larry's Lobstermania, Slingo Lucky Streak, Slingo Reel King, Slingo Reveal, Slingo Showdown, Slingo Starburst, Slingo Wild Adventure, Slingo Xing Yun Xian, Slot Car Races, Slot It In!, Slots Angels, Snack Blast, Snakes And Ladders, Snow Scratcher, Solar Goddess, Solitaire, Space Cat, Space Cowboy, Space Force, Space Hunters: Scratch Card, Space XY, Spaceship, Spain League, Spain League Ondemand, Spanish Fast League, Speed Cricket Baccarat, Speedway, Speedway Ondemand, Spider Solitaire, Spin 2 Wheels, Spin 2 Win, Spin 2 Win American, Spin 2 Win Royale, Spin 2 Win Royale American, Spin and Win, Spin Dizzy Pull Tab, Spin Payday, Spin X, Spina Colada, Spinball, Spinfinity Man, SpinLotto Scratch, Spino Greyhounds, Spino Horses, Spinola Lottery, Spooky

Scary Scratchy, Sport Slot, Squeaky Blinders, Stack'em Scratch, Stacks of Jacks, Stampede, Stardust, Steam Joker Poker, Sticky Diamonds, Sticky Diamonds RHFP, Stuffed with €100s, Sugar Pop, Sugar Pop 2™, Sumi-e, Summer Cocktail, Summer Scratch, Sunny Shores, Suntechnik Classic, Super 6, Super 7 Blackjack, Super Baccarat, Super BarX Pull Tab, Super Bola, Super Duper Cherry, Super Duper Cherry RHFP, Super Fast Hot Hot Respin, Super Graphics Upside Down Pull Tab, Super Keno, Super Las Vegas HD, Super Lucky Reels, Super Mask, Super Multitimes Progressive HD, Super Sevens, Super Shamrock, Super Super Fruit, Super Video Poker, Super7, Superb Keno, Swedish Roulette, Sweet Alchemy Bingo, Sweet Candy Slot, Tai Xiu, Take 5, Take 5 Golden Nights, Take 5 RHFP, Taxi Movida, Teen Patti, Teen Patti Face Off, Temple Stacks: Splitz™, Tennis, Tens or Better, Tens or Better 1 Hand, Tens or Better 10 Hand, Tens or Better 100 Hand, Tens or Better 5 Hand, Tens or Better 50 Hand, Tens Or Better HD, Texas Hold'em Bonus, Texas Hold'em Poker, Texas Hold'em Poker, Texas Hold'em, Texas Hold'em Poker 3D, Thai HiLo, The Alchemist, The Angler, The Book Beyond, The Charm of Cleopatra, The Curious Cabinet Scratch, The Dark Joker Rizes, The Deep Monster, The Dollar Game, The Expandable, The Exterminator, The Ghost Walks, The Glam Life, The Gold of Poseidon, The Golden Owl of Athena™, The Harvest Wheel, The Incredible Balloon Machine, The Kingdom Of The Elves, The Land Of Heroes Golden Nights, The Link Scratch, The Moneymania, The One Armed Bandit, The Pesos game, The Saloon HD, The Shield of Zeus, The Slotfather JP, The Slotfather: Part II, The Smart Rabbit, The Thimbles, The Topsy Tourist, The True Sheriff, The Wish Master™, Thimbles, Three Card Poker, Three Card Poker Deluxe, Three Card Last updated: June 2022 Rummy, Three Cards, Thrones Of Persia, Tiger Scratch, Tiger's Claw, Tomatina Bingo, Top Secret, Tower of Power, Treasure Island, Treasure of Horus Scratch, Treasure Room, Treasure Tombs, Tree of Fortune, Trevo da Sorte Scratch Card, Trey Poker, Triple 7, Triple Bonus, Triple Bonus HD, Triple Bonus Poker, Triple Double Bonus Poker, Triple Edge Poker (Three Card Poker), Triple Tigers™, Troll Dice, Tron Race, Tropical Fruitsie, Turbo 90, Turbo Keno, Turbo Poker, Turbo Roulette, Turkish Blackjack, Turkish Roulette, Turtle and Phoenix, Tut's Twister, Tutan keno, TV Roulette, Tycoons, Ultimate Baccarat, Under the Bed, Undersea Battle, Untamed - Giant Panda, Upper Hot, Valley of Pharaohs, Valley Of The Gods, Valley Of The Gods 2, Vampire The Masquerade - Las Vegas, Vampires, Vegas, Vegas 2, Vegas Downtown Blackjack, Vegas Single Deck Blackjack, Vegas Strip Blackjack, Vegas Strip Blackjack Elite Edition, Vegas Strip Blackjack Gold Series, Vegas VIP Gold, Vegas Wins, Victorious™, Video Poker Jacks or Better, Viking, Viking Runecraft Bingo, Viking Voyage™, Viking Wilds Scratch, Vikings Go Berzerk, Vikings go to Hell, Village Fun, Violet Vacation, VIP Keno, VIP Roulette, Virtual Baccarat, Virtual Burning Roulette, Virtual Challenge Cup, Virtual Classic Roulette, Virtual Cup, Virtual Euro Trophy, Virtual Football, Virtual Football Cup, Virtual Football Pro, Virtual Golf, Virtual Greyhound Races, Virtual Horse Races, Virtual Motorcycle Speedway, Virtual Racing, Virtual Roulette, Virtual SicBo, Virtual Soccer, Virtual Tennis, Wai-Kiki Scratch, Walking Death, War, Way of the Warrior: Scratch Card, Wealth Club, Weekend In Vegas, Western Jack, Wheel of Africa, Wheel of Fortune, Wheel of Fruits, Wheel of Hounds, Wheel of Monsters, Wheel of Steal, Wheel of Winners, Wheely Wheely Big, Wicked Circus, Wild Bonus Re-Spins, Wild Extra Cats, Wild Heroes, Wild Jester, Wild Orient, Wild Pops, Wild Rapa Nui, Wild Robo Factory, Wild Rubies Christmas Edition, Wild Rubies Golden Nights, Wild Rubies Red Hot Firepot, Wild Spin, Wild Texas, Wild Water King, Wild West, Wildlife 2, Wilds Gone Wild, Win Blaster, Win Shooter, Windjammer, Winter Night, Winterberries, Wolf Hunters, Won Won Catching, World Cup, World Cup Keno, World Cup Ondemand, World Football, World Hockey League, World of Fruits, World War, XKeno, Xmas 3x3, Xmas Keno Cat, Xmas Luck, XXXtreme, Yak Yeti & Roll™, YaSunHi, Yatzy, Yukon 21, Zeppelin, Zodiac Signs, Zombie Hoard, Zombie Moon, Zombie Party, Zoom Roulette

23.3. Errors Or Omissions

1. If both the software and hardware used by the Bookmaker start to malfunction, the Bookmaker will resort to reasonable measures to solve the problem and address its consequences as soon

as possible. If problems of this sort interrupt any game to the extent that the Customer cannot restart the game from precisely the very moment it has been interrupted without incurring irreversible data losses, the Bookmaker will pursue the most adequate, reasonable, and just policies to handle such a situation (these measures might cover restoring the Customer's Account balance to the state before his/her most recent bet was logged on the server and prior to the occurrence of the technical issue).

2. If, as an outcome of a technical error, any funds are added to the Customer's account and he/she places bets with such funds or somehow participates in the games made available by the Bookmaker with such funds, the Bookmaker reserves the full right to nullify and cancel such bets. The Bookmaker is also authorized to withhold any winnings stemming from such funds. When the Bookmaker pays winnings received as an outcome of such bets or games, the Bookmaker has the full right to request the Customer to have them returned.
3. Whenever the Customer accesses services provided via the Internet, he/she shall fully understand that:
 - It is always possible that the Customer may face system issues, service malfunctions, defects, or errors of any other sort. If the Customer faces any technical issues, should reach out to the Bookmaker's Support Service ;
 - As for the Customer's success in promotions which are carried out at speed, it is directly related to and dependent on the equipment used by the Customer and the quality of his/her connection to the Internet;
 - All the rules, with no exception, related to any game and promotion are constantly available. At any moment, the Customer can review and revisit them. The Bookmaker urges the Customer to read them attentively and thoroughly before they begin to play the games and use the Services made available by the Bookmaker.
4. In case the Customer places a bet related to a live event, this Customer might not be in the right position or location to see or otherwise receive the latest information regarding this event within a relevant space of time. The Bookmaker cannot be held liable for any losses and shall not be expected to compensate for any losses incurred as an outcome of a delay related to the transmission of digital data covering such events.
5. By starting to play any game made available by the Bookmaker, the Customer assumes full and sole personal responsibility for the speed and quality of his/her connection to the Internet as well as for the technical condition and efficiency of the equipment used to get access to the internet. The Bookmaker explicitly rejects any liabilities for any losses the Customer incurs (as an outcome of service issues, poor connection, weak signals, loss of service, or otherwise) because of their internet service providers or telecom providers.

23.4. Force Majeure Events

1. The Bookmaker cannot be held liable or anyhow responsible for any failure to perform or for delaying to perform any of its functions and obligations, stipulated by these T&C, if such a situation arises from any events taking beyond reasonable and exercisable control. These events include, without limitation, any technical issues and interruptions concerning the telecom networks the Bookmaker and the Customer depend on; issues with electricity supply; issues with PCs, smartphones, tablets, or any other gadgets that belong to any third parties; fires, lightning, and storms; explosions; floods, extreme snowfalls, and other extreme weather conditions; strikes, riots, blockages, mutinies, civil unrests, military actions, or any relevant acts of sovereign governing bodies or other competent authorities (i.e. "Acts of God" or "Force Majeure").
2. If a Force Majeure period starts and an Act of God takes place, the Bookmaker's functions are automatically viewed as entirely suspended for the entire duration of this period. As for the

Bookmaker, it will attempt to use any endeavors, within a reasonable framework, to effectively deal with the consequences of such Force Majeure events. The Bookmaker will also attempt to identify a way by which the obligations may be fulfilled in spite of the Force Majeure event and its practical consequences.