



BOOKMAKER OPERATIONAL RULES

INDEX

SECTION A

1. DEFINITIONS

SECTION B

GENERAL RULES (INCORPORATING HORSERACING, SPORT EVENTS & OTHER CONTINGENCIES)

2. Cut-off time to accept and process bets
3. Collection of winning bets
4. Connected Bet
5. Related Bet
6. Key bet
7. Confidentiality of betting transactions
8. Void bets
9. Possibility to win
10. Bets after official start of a race
11. Acceptance of bets
12. Error
13. Settling
14. Rules for other contingencies

SECTION C

BETTING RULES FOR HORSERACING

15. Ante post bets
16. Display of odds
17. Betting "with a run"
18. Deductions
19. Postponed races
20. Change of venue or track
21. Dead heats
- 22 Starting prices and tote odds

23. "Open bets"
24. Place betting at fixed odds
25. Races re-run

SECTION D

BETTING RULES FOR SPORTING EVENTS (OTHER THAN HORSERACING)

26. Application of this section
27. Void bets
28. Soccer (Football)

29. Athletics and Swimming
30. Boxing
31. Cricket
32. Golf
33. Motor racing
34. Rugby
35. American Football
36. Tennis
37. Extreme Fighting
38. Aussie Rules
39. Baseball
40. Basketball
41. Darts
42. Futsal
43. Handball
44. Ice Hockey
45. Snooker
46. Volleyball
47. Cycling

SECTION E

SPREAD BETTING

- 48 Betting rules for spread betting
- 49 Sport provisions

INTRODUCTION

These rules are applicable to all bookmakers within the Republic of South Africa and seek to ensure uniformity, transparency, fairness and the protection of all participants to wagering transactions

SECTION A

1. DEFINITIONS

In these rules, unless inconsistent with the context, the word and expressions used have the meaning

assigned to them in the national or provincial laws, regulations and rules and –

“**ante post bet**” means any bet on horseracing, sport or other event or contingency accepted by a bookmaker before the final field is declared;

“**approved wagering system**” means any wagering system certified as compliant with the requirements of SANS 1718, Part IV, and approved by the relevant PLA;

“**betting in running**” is when quotes or prices on selected events or contestants are updated during the event. Thus betting occurs after the official start but before the official end of an event;

“**betting slip/ticket**” means a manual, mechanical or electronically generated document, making reference to details so as adequately to identify all information on betting transactions either physically concluded with a patron or appearing within the patron’s account information reflected on the wagering system;

“**bookmaker**” means a person who directly or indirectly lays fixed-odds bets or open bets with members of the public or other bookmakers, or takes such bets with other bookmakers or with the holder of a totalisator licence;

“**contingency**” means an event or occurrence of which the outcome is uncertain or unknown to any person until it happens;

“**Connected bet**” means a bet where the same selection is picked for two or more different events

“**Customer**” means a person who places a bet with a licensed bookmaker/totalisator operator. The words customer/punter/investor/bettor shall have a similar meaning

“**deduction**” refer to rule 18

“**fixed-odds bet**” means a bet on one or more contingencies in which odds are agreed at the time the bet is placed;

“**fixed place bet**” means a place bet at fixed odds that are agreed upon prior to the event subject to there being no deductions or dead heats;

Page 3 of 24 Approved by WCGRB on 24 April 2008

“**fixed win bet**” means a win bet at fixed odds agreed upon prior to the event subject to there being no deductions or dead heats;

“**lay a bet**” means the acceptance of a potential financial loss by a licensed bookmaker should the bet win;

A “**key bet**” means a “place bet” where the 1st two positions count;

“**match play**” means any sporting event limited to two participants;

“**match race**” means a horse race limited to two participants;

“**multiple bet**” or “**multiple event bet**” or “**all to come**” (**ATC**) means more than one selection in different horse races, sporting events or contingencies, combined to form one bet; and is subject to Rule 4 and Rule 5

“**open bet**” means—

- (a) a bet, other than a totalisator bet, taken by a bookmaker on one or more contingencies, in which no fixed-odds are agreed at the time the bet is placed; or
- (b) a bet in respect of which the payout is determined after the outcome of the contingency on which such a bet is struck became known, with reference to dividends generated by a totalisator;

“**other contingency**” means any lawful event or contingency other than horseracing or a sporting contest;

“**Provincial Licensing Authority (PLA)**” means a body established by provincial laws to regulate casinos, racing gambling or wagering;

“**place a bet**” means to anticipate a financial gain should the bet win;

“**place bet**” means a bet on a participant being placed in accordance with the rules of the particular race, sporting event or contingency;

“**related bet**” means a bet where the outcome of one part of the bet contributes directly to the outcome of the other.

“**scratching or withdrawal**” means a participant has been withdrawn from a particular race or event prior to the start thereof;

“**single bet**” or “**single event bet**” is a selection of a single contestant for a bet in a horse race, sporting event, other event or contingency;

“**society**” means any recognised Bookmakers’ Association or Society;

“**starting price win**” (SP Win bet) means a bet where the odds are the official fixed price of the selected contestant at the time of commencement of the event and the bet is successful when the selection is placed first in the event. Official Fixed price may be subject to deductions and / or dead heats

“**stake**” means the monetary outlay by the customer in placing a bet;

Page 4 of 24 Approved by WCGRB on 24 April 2008

“**totalisator bet**” means a bet placed with a licensed totalisator in a system of betting in which the aggregate amount staked on such event or combination of events, after deduction from such aggregate amount of any amounts which may in terms of legislation be deducted there from, is divided amongst those persons who have made winning bets on any event or combination of events in proportion to the amounts staked by such persons in respect of such winning;

“**win**” means the profit portion of a winning bet;

“**win bet**” means any bet where the person who placed the bet correctly predicted the result of the event or contingency or combination thereof in respect of which the bet was placed; and

“**with a run bet**” or “**given a run bet**” is any bet accepted by a bookmaker after the final field is declared;

“**wooden spoon bet**” means a fixed odds bet on a selection to finish last in a sporting event involving three or more participants and is not applicable to horse racing.

SECTION B

GENERAL RULES (Incorporating Horse Racing, Sport Events & Other Contingencies)

2. Cut-off time to accept and process bets

- (1) A bookmaker shall, subject to the provisions of the relevant legislation, close all betting on an event or a component within an event on which the bet is sought to be placed within thirty seconds after the event or component of the event has officially started, provided that where the event or component of the event is expected to last less than thirty seconds, betting shall be closed at the commencement of the event or component of the event.
- (2) In the event that a bookmaker makes use of an independent service provider to execute such a command or instruction on its behalf, the onus shall remain on the relevant licence holder to ensure that the provisions of sub-rule (1) are complied with.

3. Collection of winning bets

- (1) If any winning bet payable by a licensed bookmaker is not collected within a period of 90 days

from the date on which the event or contingency, in respect of which such bet was placed, took place, such bet shall be payable at the discretion of the relevant licence holder provided that the tax on such a bet has been paid.

- (2) The holder of a bookmaker licence shall, in a prominent position within its licensed premises or its website, if applicable, display a notice informing the public that winnings in respect of any bet must be claimed within a period of 90 days from the date on which the winnings become payable or such longer period as the bookmaker may allow.

4. Connected bet

If a connected bet is accepted the odds on that bet may be reduced by an amount agreed by the bookmaker and customer at the time the bet is struck

Page 5 of 24 Approved by WCGRB on 24 April 2008

5. Related bet

If a related bet is accepted it will be settled by equally dividing the stake unit where related outcomes clash.

6. Key bet

- (1) The odds for a key bet are calculated as a percentage of the bookmaker's fixed odds win price, depending on the number of runners.
- (2) In the event of scratching and the race has four runners or less:
 - (a) Key bets that do not form part of an ATC, are void
 - (b) Key bets that are included in the ATC will be recalculated by excluding the key bet leg.
- (3) A bookmaker laying key bet shall display his prices on a betting display indicator or his notice board

7. Confidentiality of betting transactions

All betting transactions between a bookmaker and a customer or another bookmaker shall be strictly private and shall not be divulged to any third party other than an appointed officer, an inspector appointed in terms of the relevant legislation, a police official as defined in section 1 of the Criminal Procedure Act, 1977 (Act No. 51 of 1977), or a person specially authorised thereto in terms of any legislation, where this is done in terms of an order of a competent court or where the customer has consented thereto.

8. Void bets

- (1) In the case of a void bet the stake money shall be returned to the customer.
- (2) In the case of an invalid selection in a single bet, the bet shall be void.
- (3) In the case of a scratched selection in a single bet, the bet shall be void except if the bet was ante post bet
- (4) In the case of an invalid selection and subsequent scratching in a multiple bet, the selection shall be ignored and the stake shall run onto the other selection in the bet at the price indicated on the ticket issued. These calculations are to be done at "Full Accumulative Multiple" odds.

9. Possibility to win

- (1) In all cases there must be a possibility for either party to win at the time the bet is made, failing which the bet or the affected selection, as the case may be, shall be void.
- (2) All bets on contingencies which have already arisen shall be void.

10. Bets after official start of a race

Bets placed contrary to Rule 2, shall be null and void, subject to the provisions of Rule 2.

11. Acceptance of bets

- (1) No bookmaker shall be compelled to accept any bet or any type of bet
- (2) A cash bet shall be deemed to have been concluded once a bookmaker has issued a ticket to the customer in exchange for monetary value.
- (3) A credit or deposit account bet shall be deemed to have been concluded by a bookmaker when a bookmaker has indicated to the customer that the bet has been accepted.

12. Error

- (1) Where due to a mutual error the parties to a bet are not ad idem (in agreement) as to the odds at which the bet is struck, the amount of the bet or the contingency on which the bet is placed, that bet shall be void.
- (2) Where due to a unilateral (one-sided) error the parties to a bet are not ad idem (in agreement) as to the amount of the bet or the contingency or selection on which the bet is placed, the bet may be cancelled or renegotiated by the party that did not make the error.
- (3) Should there be an official correction of a price which had earlier been wrongly transmitted, all bets struck at that price are settled at the corrected price or starting price, whichever is the greater
- (4) Should a bookmaker misstate any odds of a bet to a customer as a result of a computer malfunction the bet or selection will be deemed to have taken place on the correct price/s which were available in the general market at the time the bet was struck.

13. Settling

- (1) Bookmakers shall pay out winning bets as follows:
 - (a) in respect of horseracing after the "all clear" has been given;
 - (b) in respect of other sporting events or contingencies once the medal ceremony, prize giving or podium presentation has been concluded; and .
 - (c) subsequent disqualification, promotion of competitors, or any other change is irrelevant for the purposes of determining the betting result.
- (2) Settling of all other bets not previously paid shall take place on demand, save that –
 - (a) where a bookmaker has reason to doubt that a person who is the holder of a winning betting ticket is the person who purchased the said ticket, or where a bookmaker knows or reasonably ought to know that a person who is the holder of a winning betting ticket is not the person who purchased the said ticket, he shall require such person to furnish, in support of his or her claim for payment on the ticket, an affidavit setting out the grounds of the claim, and may thereupon withhold payment to such

person until the expiry of 90 days calculated from the date upon which the winnings became payable, or such longer period as the bookmaker may allow;

- (b) where a person who makes a claim for payment on a winning bet taken with a bookmaker, alleges that the winning betting ticket has been lost or destroyed, the bookmaker concerned shall require such person to furnish, in support of his or her claim for payment on the ticket, an affidavit setting out the grounds of the claim and the factors on which it is alleged the ticket was lost, and may thereupon withhold payment to such person until the

expiry of 90 days calculated from the date upon which the winnings became payable, or such longer period as the bookmaker may allow; and

- (c) the bookmaker shall retain along with the records required to be retained in terms of the relevant legislation, all affidavits contemplated in terms of paragraphs (a) and (b).

14. Rules for other contingencies.

In all betting relating to contingencies other than horseracing and sports the rules set out above shall apply with the necessary changes to all circumstances not specifically covered.

SECTION C

BETTING RULES FOR HORSERACING

15. Ante post bets

- (1) With the exception of starting price bets, should any selection not run for any reason other than the abandonment of the race itself –
- (a) an ante post bet shall be lost and the customer shall forfeit his stake; and
 - (b) ante post bets struck on other horses/contestants in the race concerned shall not be subject to any adjustment in betting odds.
- (2) Where a race is abandoned, all ante post selections that are still live or undetermined involving the race concerned, shall become void.
- (3) Should a selected horse/contestant in any leg of a multiple event bet be scratched, withdrawn or not accepted prior to the bet becoming void or being won, the bet shall be regarded as lost, notwithstanding the fact that any included race is abandoned.

16. Display of odds

- (1) A bookmaker laying ante post bets shall display the prices on the betting display indicator, whether on the physical bookmaker premises or an Internet Website, and indicate a price against the name of each and every horse/contestant in the race.
- (2) In all races on which a bookmaker is laying bets a price shall be shown against each and every horse not officially scratched.
- (3) Doubtful starters must be indicated as such.

17. Betting “with a run”

- (1) Where a single bet is made “with a run” and the selected horse/contestant is scratched the bet shall become void.
- (2) All bets struck “with a run” on the remaining horses/contestants in a race where one or more horses/contestants have been scratched, shall be subject to the deductions detailed in rule 18.
- (3) Where a deduction applies to remaining runners in any event of a multiple event bet “with a run”, the relevant deduction in terms of rule 18 shall be applied to the runner/contestants of the event where the scratching occurred, and the entire bet recalculated in respect of the event from which the horse was scratched.
- (4) Any bets “with a run” struck after the official announcement of the withdrawal of one or more horses/contestants shall not be subject to any deduction, unless there is a further withdrawal or withdrawals.
- (5) Where a race is abandoned, all selections “with a run” on the race concerned shall become void.

(6) In starting price multiple bets "with a run", winnings on winning bets shall be calculated and paid at the official starting prices, subject to the provisions of rule 22.

18. Deductions

(1) Where a horse/contestant is withdrawn before or after coming under starter's orders, all fixed odds bets on that horse/contestant shall be void, and all bets struck as fixed odds on the remaining horses/contestants on the day of the race or "with a run" shall be subject to deduction calculated in accordance with the following table –

ODDS OF WITHDRAWN HORSE OR CONTESTANT	DEDUCTIONS
25 /1 and bigger	No deduction
13/1 to 20/1	5 %
9/1 to 12/1	10 %
6/1 to 8/1	15 %
4/1 to 11/2	20 %
3/1 to 7/2	25 %
22/10 to 28/10	30 %
16/10 to 2/1	35 %

ODDS OF WITHDRAWN HORSE OR CONTESTANT	DEDUCTIONS
13/10 to 15/10	40 %
11/10 to 12/10	45 %
1/1	50 %
8/10 to 9/10	55 %
6/10 to 7/10	60 %
5/10	65 %
4/10	70 %
1/3 and shorter	80 %

Note: Any prices that fall between two ranges will default to the lower deduction percentage.

(2) Any bets struck "with a run" after the official announcement of the withdrawal of one of or more horses/contestants shall not be subject to any adjustment unless there are further withdrawals.

(3) Should two horses/contestants be withdrawn simultaneously and both are subject to a deduction on any winning bets, the deductions shall be applied separately and not simultaneously.

(4) Deductions shall not apply to starting price bets, unless a late withdrawal(s) occurs.

19. Postponed races

Where a race advertised to be run on a certain date is postponed to any future date –

- (1) all ante post bets on such race shall stand;
- (2) within 48 hours after the original advertised date at the same venue, all bets “with a run” shall stand;
- (3) more than 48 hours after its initial scheduling, the race shall be deemed to have been abandoned for betting purposes, and bets “with a run” shall be treated as described in rule 17.

20. Change of venue or track

Where the venue of a race or track is changed from that originally advertised, the race shall be deemed to have been abandoned and such bets shall be treated as described in rule 19 mutatis mutandis.

Page 10 of 24 Approved by WCGRB on 24 April 2008

21. Dead heats

- (1) In the case of a dead heat in a match race the bet shall be void, unless odds were offered on the outcome being a dead heat.
- (2) In the case of a two horses/contestants dead heat in races other than “match races”, and also in winning multiple event bets where one race results in a dead heat, the customer shall lose half of the amount staked and the entire bet is then recalculated as a result of the event where the dead heat occurred.
- (3) In winning multiple events bets where two races result in dead heats, the customer shall win the odds to one quarter of the stake and lose the other three quarters, and so on for further dead heats.
- (4) Notwithstanding the provisions of rule 21(2), in the case of a three horse/contestant dead heat in a multiple event bets, where one race/event results in a triple dead heat, the customer shall lose two thirds of the odds in the event where the dead heat occurs and lose two thirds of the stake and the entire bet is recalculated as a result of the event where the dead heat occurred.

22. Starting prices and tote odds

- (1) In starting price bets, the starting price shall be the last official fixed price disseminated either from the race track or recognised dissemination facility, as displayed on the betting board indicator at the start of the event.
- (2) In the event of a late withdrawal where no new betting is displayed before the start of a race, the starting price shall be the last price displayed, subject to the adjustment reflected in the deduction table in rule 18.
- (3) Unless otherwise stipulated in the form of limits, any place betting at tote odds shall be settled in accordance with tote dividends. The bookmaker can however pay more than the official tote dividend, subject to this being agreed to at the time the bet is struck.
- (4) In starting price bets and open bets, any limits to actual dividends, odds and payouts which apply, shall be prominently displayed and be made available at all times by the bookmaker.

23. Open bets

The following shall apply to “open bets” –

- (1) all open bets offered by a bookmaker shall be subject to limits as determined by the bookmaker if any;
- (2) the limits and conditions applicable to any bet type must be clearly displayed on the notice board, website or other relevant media of the bookmaker concerned.

24. Place betting at fixed odds

The following shall apply to place betting at fixed odds:

Page 1111 of Approved by WCGRB on 24 April 2008

- (1) in races of 6-7 runners the 1st and 2nd place will be payable
- (2) in races of 8 or more the 1st , 2nd and 3rd place will be payable;
- (3) all place bets are subject to the rules relating scratching, deductions and dead heats;
- (4) a bookmaker laying place bets shall display his prices on the betting display indicator or his notice board

25. Races re-run

In the event of any race being ordered to be re-run –

- (1) “starting price” bets shall be calculated and paid at the current price at the time the race is finally run;
- (2) “with a run” bets on any horse/contestant, which started on the first occasion and which were subsequently scratched, that bet shall be void and the deductions in terms of rule 18 shall apply; and
- (3) “ante-post” bets shall stand.

SECTION D

BETTING RULES FOR SPORTING EVENTS (OTHER THAN HORSERACING)

26. Application of this section

- (1) In all betting relating to sports, other than horseracing, the rules relating to betting on horses/contestants shall apply mutatis mutandis to all circumstances not covered by the provisions of this section.
- (2) The ‘Deduction Table’ as listed in rule 18 shall apply to this section.
- (3) “Betting in running” shall apply to all sports and other contingencies.
- (4) For settlement purposes in respect of sports event or contingencies the medal ceremony, prize giving or podium presentation will count as the official result.

27. Void bets

Unless otherwise specified in the rules applying to a specific sport, where a fixed odds selection is taken on an individual or team and such individual or team –

- (1) is a “no show”;
- (2) is eliminated prior to the event through injury or sickness;
- (3) is eliminated from the competition due to a technical infringement, excluding mechanical breakdown, crash, fall or injury during the event;
such a selection will be void.

Page 1212 of Approved by WCGRB on 24 April 2008

28. Soccer (Football)

The following shall apply to soccer (football) –

- (1) All soccer bets shall be settled on the score at full time (90 minutes played plus referee's optional time). Extra-time, golden-goal and penalties do not count.
- (2) In the event of extra time, a new market will be created.
- (3) Where a bet is struck "to win outright", "lift the cup" or "to progress" there shall be no betting on the draw, as extra time, golden-goal or penalties may be required to decide the outcome.
- (4) Prices shall be displayed on both teams as well as the draw. The price on the home team should be displayed first and then the price on the away team or it must be clearly indicated which is the home team.
- (5) If a team plays a different opponent to that which is advertised, or if the venue of a match is the reverse of that displayed, or if the venue is changed to a neutral ground, all bets on that match shall become void. Multiple bets which include that match shall stand with that match being treated as void.
- (6) (a) Where various betting opportunities are offered for the same match (e.g. correct score, first player to score, half-time or full-time result forecast) these cannot be combined in multiple bets where the outcome is related or where the result of one part of the bet contributes or assists in determining the outcome of another part of the bet. Where a multiple bet of this type has been accepted in error, it shall be settled by equally dividing the stake unit where the related outcomes clash; for example: Chelsea to win with the exact score 3-0 (10/1) and Chelsea to win in 90 minutes (1-1) is a related bet and therefore any bets placed on this double would be amended and the stake on the double split between the two individual bets; i.e. if R200 was placed on the double, the bet would be amended to read R100 on Chelsea to win 3-0 (1000/100) and R100 on Chelsea to win in 90 minutes (100/100).

(b) Where various betting opportunities are offered for the same tournament (e.g. pick the finalists, teams to or not to proceed to further stages of the tournament, a team to win a group) these cannot be combined in multiple bets where the outcome is related. When an multiple bet of this type has been accepted in error, it will be settled by equally dividing the stake unit where the related outcomes clash.
- (7) (a) Should a match start and be abandoned prior to the completion of full time and an official result is declared by the governing association of the match or event within 24 hours, relevant bets will be determined on that result, notwithstanding any later changes to the result and/or error. However, in these circumstances, selections which are dependent upon the number of goals scored (including handicap bets) are void.

(b) If a soccer match is officially called off prior to its scheduled completion and an official match result is not declared by the relevant recognised governing body within 24 hours, selections not determined at the time the match is concluded are deemed void. This does not apply to bets already determined at the conclusion of the match (e.g. first goal scorer).
- (8) (a) Settlement of "first or last player to score" bets shall be based on the goal scorer credited with the goal. Own goals do not count.

- (b) "First player to score" selections shall become void if the selected player does not take part or takes the field as a substitute after the first goal has been scored.
- (c) If a match is abandoned "first player to score" bets will stand provided a goal has been scored.
- (d) In "first goal scorer" bets and "any other goal scorer" bets, it means any player besides those quoted (having betting next to their name) in the event. Only players NOT quoted in this event will be taken into account for the "any other player" bets.
- (9) Selections on any matches that are postponed by more than 24 hours after the advertised date, or where there is a change of venue, shall become void.
- (10) Selections are accepted up to kick-off time. Any bet inadvertently taken where the kick-off time was earlier than when the bet was accepted will be void.
- (11) Bets struck "in running" must clearly state "in-running" on the ticket.
- (12) (a) Bets relating to time will be settled according to the timing of the broadcaster's clock.

(b) Where no clock is available to us, or the game is not on television, then all related bets will be settled according to the information published on the internet or by the Press Association.

- (13) All "soccer specials" are offered as one bet and should any part of the special not be determined for whatever reason, then the whole bet is void as the option was offered as one bet (e.g. Ryan Giggs to score the first goal and Manchester United to win – if Giggs does not play then the bet is void).

General Rules

All markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Match Result

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Asian Handicap

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Handicap

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

Double Chance

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Odd or Even Total

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Half-time/Full-time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

First Goalscorer

Any selection that does not take part in the match will be void, as will selections on first player to score where the player comes on after the first goal is scored. Please note that own goals do not count.

If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

Last Goalscorer

Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do not count.

Anytime Goalscorer

The market is resulted at the end of regular time, any selection that does not take part in the match will be void. Please note that own goals do not count.

If the match is abandoned before half time then all markets will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then only the goalscorers from the first half will be resulted.

Highest Scoring Half

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

Hat-trick

The market is resulted at the end of regular time, any selection that does not take part in the match will be resulted as void. If the match is abandoned before the completion of regular time then the market will be resulted

as void.

Score in Both Halves

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

Win Both Halves

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Clean Sheet

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

Correct Score

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

Win Either Half

If the match is abandoned before half time then all markets will be voided. If the match is abandoned in the second half then only the 1st Half markets shall be resulted.

Draw No Bet

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

If regular time ends in a draw then the market will be resulted as void.

To Win To Nil

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

Half-Time Asian Handicap

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

Half-Time Correct Score

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

Half-Time Result

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

Half-time Draw No Bet

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

If the first half ends in a draw then the market will be resulted as void.

Half-time Total Goals

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void. Please note that own goals do count.

Half-Time Totals Over/Under

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void. Please note that own goals do count.

First Team To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Last Team To Score

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals count.

Both Teams To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned

after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Team Not To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Teams To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

2nd Half Result

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

2nd Half Correct Score

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Away Team Clean Sheet

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Home Team Clean Sheet

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Away Team To Score Yes/No

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Home Team To Score Yes/No

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Away Team Total Goals

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Home Team Total Goals

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Away Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Home Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Half-time Away Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Half-time Home Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Half-time Both Teams to Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Half-time Double Chance

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

Half-time First Team To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Half-time Handicap

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

Half-time Odd or Even Total

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

Total Goals

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

Winning Margin

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

29. Athletics and Swimming

For settlement purposes the podium position or medal ceremony will count as the official result.

30. Boxing

The following shall apply to boxing –

- (1) In the event of a contest being postponed for more than 24 hours or should there be a substitution for one of the boxers, all selections will be void.
- (2) A price may be offered for a draw and in the event of that occurring; bets on either boxer to win will be losing bets.
- (3) If either boxer fails to answer the bell, his opponent will be deemed to have won the contest in the previous round for betting purposes.
- (4) A points decision is effective on completion of the scheduled number of rounds. Where for any reason a points decision is awarded before the full number of rounds is completed, bets will be settled on the round in which the fight was stopped.
- (5) If for any reason the number of rounds scheduled is changed, all “round by round” selections will be void.
- (6) Notwithstanding rule 27 (c), where a boxer is disqualified by reason of technical infringement such a low-blows, eye-gouging and head butting, such boxer will be deemed

Fight Outcome 5-Way

Draw or Technical Draw - Draw is scorecard draw. Technical Draw is if the referee stops the fight before the start of the 5th round, for any reason other than Knockout, Technical Knockout or disqualification.

KO or TKO - Knockout (KO) is when the boxer does not stand up after a 10 count. Technical Knockout (TKO) is the 3 knockdown rule or if the referee steps in. Any corner retirement will be considered a technical knockout (TKO), unless the fight is subsequently decided by the judges' scorecards, or is a declared a No Contest.

Technical Decision - Decision is on scorecard points between the judges. Technical Decision is

settled by the judges' scorecards at any time other than at the end of the scheduled rounds.

All bets will have action regardless of changes to the number of rounds to be fought.

Total Rounds

For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the half to determine under or over.

If the number of rounds for a fight is changed after this market has been set then all bets will still have action unless the new number of rounds result in the quote being higher than the total number of rounds to be fought.

For UFC specifically, where a half round is stated then 2 minute 30 seconds of the respective round will define the half to determine under or over.

Round or Group of Rounds Betting

If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

For betting purposes betting on rounds or groups of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision.

In-Play

Fight Winner 3-Way - Includes quote for the draw.

Fight Outcome 5-Way - Refer to pre-game fight outcome.

Total Rounds 2-Way - Full round quotes are used. The Round in which the fight ends will be used for settlement purposes. In the event of a fighter retiring on his stool between Rounds e.g. 9 and 10, it will count as Round 9 for settlement purposes i.e. the last fully completed round.

Round Groups/Round Betting - For settlement purposes betting on rounds or groups of rounds is determined on fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a Technical Decision before the end of the fight, all bets will be settled as a win by Decision. In the event of a fighter retiring on his stool between Rounds e.g. 9 and 10, it will count as Round 9 for settlement purposes i.e. the last fully completed round. For fights where a draw is not possible e.g. the Draw or Technical Draw is not quoted.

To Go the Distance - For settlement purposes the official designated number of rounds must be fully completed for bets to be settled as Yes.

Fight Specials

To Score a Knockdown

For settlement purposes a knockdown is defined as a fighter being KO'd or receiving a mandatory 8 count (anything deemed a slip by the referee will not count).

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

to have lost and all bets shall stand.

31. Cricket

The following shall apply to cricket –

- (1) Limited Overs (one day matches)
 - (a) In any limited-overs match, all bets will be settled in accordance with official competition rules including matches where a reduction of overs takes place.
 - (b) If a match is abandoned due to outside interference and no official result is declared, all selections will be void.
 - (c) In a weather affected match, where the minimum number of overs necessary to declare a match or result, has not been bowled, all selections on the game will be void, except those bets where the contingency bet on has already been concluded.
 - (d) Bets on matches that are reduced in length but not abandoned, including “in-running” bets, will stand provided that the match has been completed and an official result declared. This applies whether the result is determined by the Duckworth/Lewis method or any other form of calculation used to determine the official result.
 - (e) All total runs bets on a single innings will stand regardless of how many overs have been bowled so long as an official result is declared.
 - (f) Bets will stand for all postponed matches so long as they are played within 24 hours. If there is a change of venue or team selection, selections will be declared void.
 - (g) When a match is tied –
 - (i) top batsman, bowler and total bets shall stand;
 - (ii) match selections are void unless tie betting is quoted.
 - (h) In “top batsman” and “top bowler” betting, and “runs scored by an individual batsman” or “wickets taken by individual bowlers” –
 - (i) selections on any player not in the starting eleven shall be void;
 - (ii) selections shall become void in a match where at least one ball has not been bowled to both sides
 - (iii) top batsman and bowler bets will stand so long as the player is picked to play in the match irrespective of whether he bats/bowls or not and such players will be deemed to have scored zero runs and taken zero wickets respectively;
 - (iv) head to head bets in this sub rule require at least one ball to have been bowled and a minimum of 25 overs to have been bowled or the relevant innings to have been completed to stand. In the event of a tie, head- to- head selections will be void.
 - (v) selections on an individual batsman’s runs will be void if he does not face at least one ball;
 - (vi) dead-heat rules apply for “top batsman/bowler” and “catches” betting;
 - (vii) if a match is abandoned before a bowler can complete his allotted overs or take more wickets than the other bowler then selections are void

- (i) Total Runs
This is a spread on the total number of runs in an innings. In limited overs, bets are void if less than 90% of the scheduled overs are bowled. In a Test Match, an “incomplete 1st innings” is defined as any 1st innings in which a team has lost less than 8 wickets or fewer than 80 overs are bowled. A batsman who has retired hurt and does not return to the crease is considered out for the purpose of this rule. An “incomplete 2nd innings” is defined as any 2nd innings in which a team is not bowled out and fewer than 20 overs are bowled. In any Test Match innings, all open or closed bets will be void on the Innings Run Market if the innings is incomplete, according to the definition above.
An innings in which a team is bowled out is obviously complete, however many overs have been bowled.

(2) Five day matches –

- (a) Top batsman/bowler rules apply as for limited overs matches.
- (b) At least one ball must be bowled for bets to stand, otherwise affected selections are void.

- (c) If a match is officially abandoned due to outside interference and no official result is declared, then undecided selections on the match are void.
- (d) In the event of a tie, i.e.: both teams have completed two innings each and have the same score, dead-heat rules will apply, and bets on the draw will be losing bets.

(3) Series betting: test or one day–

- (a) Selections are void if the designated number of matches in the series is not completed, unless a sufficient number of matches have been played to determine the series.
- (b) Correct score selections shall become void if the stipulated number of matches is not played.

(4) Tournament or Series

In a tournament or series, where a bet on an outright winner has been taken and the trophy is shared due to a tie or a no result, dead-heat rules apply. However, selections on a team to win a final are void if the match ends in a tie.

(5)

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

If an event is affected by external factors (such as bad weather) and is not declared as a 'no result' then Interbet will result markets based on the official competition rules according to the events governing body. Please note that this includes events where the result is determined by the Duckworth-Lewis method and where the scheduled number of overs is reduced.

1 Day Match

This market is resulted at the end of the match. In the event that the teams are tied at the end of 1 Day Match then this market will be treated as a Dead-heat and Interbet will result both tied selections as winners. If the event is declared a 'no result' then this market will be resulted as void.

Twenty20 Match

This market is resulted at the end of the match. In the event that the teams are tied at the end of Twenty20 Match then this market will be treated as a Dead-heat and Interbet will result both tied selections as winners. If the event is declared a 'no result' then this market will be resulted as void.

5 Day Match

This market is resulted at the end of the match. If the event is declared a 'no result' then this market will be resulted as void.

5 Day Match Draw No Bet

This market is resulted at the end of the match. In the event that the teams are tied at the end of 5 Day Match then this market will be resulted as void. If the event is declared a 'no result' then this market will be resulted as void.

4 Day Match

This market is resulted at the end of the match. If the event is declared a 'no result' then this market will be resulted as void.

4 Day Match Draw No Bet

This market is resulted at the end of the match. In the event that the teams are tied at the end of 4 Day Match then this market will be resulted as void. If the event is declared a 'no result' then this market will be resulted as void.

Team With Most Run Outs

This market is resulted at the end of the match. If the event is declared a 'no result' then this market will be resulted as void.

Most Sixes

This market is resulted at the end of the match. If the event is declared a 'no result' then this market will be

resulted as void.

First Innings Lead

This market is resulted at the end of the first Inning. In the event that the teams are tied at the end of the first Inning then this market will be treated as a Dead-heat and Interbet will result both tied selections as winners.

Highest Opening Partnership

This market is resulted at the end of the first Inning. In the event that the teams are tied at the end of the first Inning then this market will be treated as a Dead-heat and Interbet will result both tied selections as winners.

Top Match Batsman

This market is resulted at the end of the first Inning. If the match is abandoned before completion of the first Inning then then the market will be resulted as void. Players who are in the starting 11 but do not bat will be settled as losers. Please note that Dead-heat rules apply.

Top Match Bowler

This market is resulted at the end of the first Inning. If the match is abandoned before completion of the first Inning then then the market will be resulted as void. Players who are in the starting 11 but do not bowl will be settled as losers. Please note that Dead-heat rules apply.

Top Home Team Batsman

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bat will be settled as losers. Please note that Dead-heat rules apply.

Top Home Team Bowler

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bowl will be settled as losers. Please note that Dead-heat rules apply.

Top Away Team Batsman

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bat will be settled as losers. Please note that Dead-heat rules apply.

Top Away Team Bowler

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bowl will be settled as losers. Please note that Dead-heat rules apply.

32. Golf

The following shall apply to golf -

(1) (a) Where a tournament which is scheduled for 72 holes and play is abandoned for any reason, all selections on the outcome of the tournament are void, unless an official result is declared by the relevant recognised governing body within 48 hours.

Page 1616 of Approved by WCGRB on 24 April 2008

(b) In the event that a tournament is abandoned prior to completion of the scheduled number of holes any selections placed after the point in the tournament where no further play occurred are deemed void

(2) Where a tournament is suspended by the recognised governing body and no official result declared under circumstances where the balance of the tournament is intended to be rescheduled, all bets not yet determined are to be held in trust by the bookmaker until a result is declared by the relevant recognised governing body. In these circumstances, if a result is not declared within 7 days of the original scheduled commencement date; all selections not yet determined are deemed void.

(3) (a) All outright bets are settled on the player who wins the trophy and any play-off holes will be taken into account when determining the winner of a tournament.

(b) In the case of place bets where there is a tie after completion of the predetermined number of holes (subject to rule 32 (1) and 32 (2) herein), the revised payout payable

Page 1717 of Approved by WCGRB on 24 April 2008

shall be calculated by the following method:

- (i) divide the face value of the sports bet (the original payout and the original stake) by the number of competitors involved in the tie, draw or dead-heat, then
- (ii) multiply the figure obtained in (i) by the number of official placings to be filled by the competitors involved in the tie, draw or dead-heat.

Example 1: Tiger Woods wins a tournament, Ernie Els comes 2nd and Adam Scott, Retief Goosen, Vijay Singh and Michael Campbell finish in a tie for 3rd place. If you have selected Scott to finish in the placings at 5/1 and you wagered 1000/200 the original payout of 1000 would be divided by 4 leaving the face value of the bet at 250/50. The official placings filled by the competitors who have tied is 2 (assuming you are paying the top 4 places), viz: 3rd and 4th place, so the bet would become 500/100.

Example 2: Woods wins a tournament, Els and Scott tie for 2nd, Goosen, Singh, Campbell and Garcia tie for 4th. Your wager is 2000/500 on Garcia to finish in the top 4. Your bet would be 500/125.

- (4) selections shall become void on any player failing to tee off in the first round and subsequent withdrawals shall be deemed to be losers.
- (5) A player who tees off is deemed "under orders" and all outright and match bets stand.
- (6) The following applies to "make the cut" betting -
 - (a) for selection to stand the selected player must play 36 holes (or 54 holes where the cut is made at that point);
 - (b) if a player is deemed to have made the cut if the player is eligible to play in the round after the cut has been made (even if he chooses not to). If a player is not eligible to do so (even if

the rules for the cut have been changed during the tournament) that player is deemed to have missed the cut.

(7) The following applies to tournament group betting -

(a) this is the betting on specified groups of players to achieve the lowest individual aggregate (or the best placing) for the whole tournament irrespective of how far each player progresses;

(b) selections shall become void on any player in that group who fails to start the tournament and deduction rules shall apply on the remaining players in that group; and

(c) dead heat rules applicable to horse racing shall apply if two or more players tie for 1st place in the group.

(8) The following applies to tournament match betting -

(a) this is betting on specified pairings to achieve the higher placing (or the lowest individual aggregate score) for the whole tournament, on a selected day or a number of selected days;

(b) prices are quoted for the tie in match betting (i.e. both players to achieve the same overall score after 72 holes, inclusive of when the number of holes has been reduced

Page 1818 of Approved by WCGRB on 24 April 2008

providing that it is not fewer than 36 holes and an official result has been declared by the recognised governing body);

(c) and if either player fails to take any part in the tournament, or if the specific round is abandoned, selections on that match shall become void; and

(d) play-off holes do not count; unless the bet was made specifically to exclude the tie; i.e. one player to win outright against another in the tournament match betting scenario.

(e) If one player misses the cut, the other is deemed the winner and where both players miss the cut, the player with the lowest score when the cut is made cut will be the winner.

(9) The following applies to two, three and four balls matches: -

(a) all bets are settled on the lowest single round score over the specified 18 holes play and all 18 holes must be completed;

(b) if a player starts a round but fails to complete it, all bets on that player will be deemed losers regardless of score;

(c) all selections shall become void if the specified round is abandoned or if any one of the players fails to start the round;

(d) dead-heat rules applicable to horse racing shall apply for three and four balls if more than one player achieves the lowest score, unless a tie is quoted;

(e) a tie will be quoted for two-ball betting and where a tie occurs all bets on players are losers, unless it clearly states that betting is quoted with no tie;

(f) in the event of a player listed in a three or four-ball withdrawing before the event has started all selections on that specific three or four ball are void;

(g) If for any reason a player withdraws or is disqualified during the tournament after he has teed off (i.e. played one stroke), all bets will stand on that three or four ball;

(h) If 2 or 3 players are tied on the same score they will be settled as a dead heat for betting purposes, unless they are involved in a playoff, where the winner of the three or four ball is the golfer with the lowest finishing score. If all three or four golfers miss the cut the player with the lowest score will be deemed the winner.

General Rules

A player is deemed to have started once they have teed off. If the player withdraws after teeing off then the selection will be resulted as a loser.

Winner

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void.

All bets are settled on the player awarded the trophy. Please note that the result of the play-off is taken into account.

2 Ball

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

2 Ball (Draw No Bet)

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

3 Ball

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void. If two or more players have the same highest score at the end of the round Interbet result the market as a Dead-Heat.

4 Ball

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

End of Round Leader

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void. In the event that two or more players are tied at the end of the round then this is treated as a Dead-heat and Interbet will result all tied selections as winners.

Foursome

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

Matchplay

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

Matchplay (Draw No Bet)

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

Miss The Cut

The market is resulted at the end of the 2nd round. If the the tournament is abandoned before the completion of the 2nd round then the market is resulted as void.

Place Top 2

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 2 with the same score then Interbet will apply the Dead-Heat rules.

Place Top 3

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 3 with the same score then Interbet will apply the Dead-Heat rules.

Place Top 4

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 4 with the same score then Interbet will apply the Dead-Heat rules.

Place Top 5

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 5 with the same score then Interbet will apply the Dead-Heat rules.

33. Motor racing

The following shall apply to motor racing –

(1) In the case of championship betting –

(a) bets stand on all drivers whether or not they participate; provided that drivers must start at least one race.

(b) results will be determined based on the official points standings upon the initial declaration of the official result by the relevant recognised governing body of the final

Page 1919 of Approved by WCGRB on 24 April 2008

event for championship purposes. The championship result will not be affected by any subsequent protests, processes or amendments to placings.

(2) In the case of Grand Prix betting -

(a) for settlement purposes the podium position or medal ceremony immediately after the race shall count as the official result. The result will not be affected by any subsequent protests, processes or amendments to placing;

(b) in the event that the number of laps in the race is reduced for any reason, bets will stand and the podium finish applied to determine the outcome of the event;

(c) selections will be void on any driver who withdraws from the race prior to the commencement of the warm-up lap (also referred to as the formation or practice lap). Once the warm-up lap is underway, all contestants are “under starter’s orders” and all bets stand.

(d) In the case of “head-to-head” betting between two drivers or cars, if either or both fails to finish, the outcome will be determined in accordance with which car or driver completes the most laps, even if the number of laps is reduced for any reason. In the event that both are accredited with completing the same number of laps, dead heat rules apply.

(3) Any selections on the constructors’ title will stand whether they participate or not provided that one of the constructors’ cars must start at least one race.

34. Rugby

The following shall apply to rugby –

(1) All rugby bets shall be settled on the score at full time (80 minutes play), plus referees optional time. Extra-time and penalties do not count.

(2) In the event of extra time, a new market will be created.

(3) Where a bet is struck “to progress” or “lift the cup” or “to win outright” there shall be no betting on the draw, as extra time or penalties may be required to decide the outcome. In the event of both teams tied after extra time has been played, dead heat rules apply for betting purposes.

(4) Prices shall be displayed on both teams as well as the draw if applicable, and it shall be clearly indicated which is the home team.

(5) A handicap tie price if applicable will be quoted and if the game is a tie on handicap after 80 minutes, then all bets on both sides for the win will be deemed losers.

(6) If a team plays a different opponent to that which is advertised, or if the venue of a match is the reverse of that displayed, all selections on that match shall become void.

(7) Where various betting opportunities are offered for the same match (e.g. correct score, first player to score, half-time or full-time result forecast) these cannot be combined in multiple bets where the outcome is related or where the result of one part of the bet contributes or assists in determining the outcome of another part of the bet. Where an

multiple bet of this type has been accepted in error, it shall be settled by equally dividing the stake unit where the related outcomes clash.

- (8) Where various betting opportunities are offered for the same tournament (e.g. a team to win a group, a team to progress or not to progress to further stages of the tournament, pick the finalists or semi-finalists) there cannot be combined in multiple bets where the outcome is related or where the result of part of the bet contributes or assists in determining the outcome of another part of the bet. Where an multiple bet of this type has been accepted in error, it shall be settled by equally dividing the stake unit where the related outcomes clash.
- (9) Should a match be incomplete, abandoned or postponed all selections shall become void, unless it is resumed or played within 24 hours of the original scheduled date.
- (10) In the case of "first try-scorer bets" –
- (a) selections shall become void if the selected player does not take part in the starting line-up;
 - (b) if a match is abandoned "first player to score" bets shall stand provided a try has been scored;
 - (c) in cases where a price is offered on a penalty try within the relevant market, all bets on players to score the first try will be losers;
 - (d) in the event that betting on a penalty try is not included within the relevant market and the first try awarded is a penalty try, then the relevant bet will be determined on the basis of the try following the penalty try;
 - (e) bets stand regardless of whether the player who is the subject of the bet or any other player takes or leaves the field or is dismissed from the game; and
 - (f) "any other try scorer" means any player besides those quoted (having betting next to their name) in the event. Only players NOT quoted in this event will be taken into account for the "any other player" bets.
- (11) "Half-time/full-time" betting is applied to which team is winning at half-time and which team wins the match at full-time, with the option of the draw included in bet permutation.
- (12) Any matches that are postponed by more than 24 hours after the advertised date or where there is a change of venue will be void for betting purposes.
- (13) The provisions of rule 17 shall apply mutatis mutandis.

Rugby League

General Rules

All match markets are based on the result at the end of 80 minutes; this includes any added stoppage time but does not include extra time or penalties.

Match

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Match (Draw No Bet)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Match Result (Draw No Bet Inc. Overtime)

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Handicap (No Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Half-Time Handicap

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half

then the market will be voided regardless of whether the outcome has already been determined.

Half-Time Handicap (No Draw)

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be voided regardless of whether the outcome has already been determined.

2nd Half Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

2nd Half Handicap (No Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

Anytime Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match is void. For the Australian NRL and State of Origin competitions we result all other selections as losers regardless of whether they were on the field of play or not at the time of the try.

If the match is abandoned before half time then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then only the try Scorers from the 1st half will be resulted as winners and the rest of the selections will be voided.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

First Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Team to Score

This market is resulted at the end of the 2nd Half. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

For the Australian NRL and State of Origin competitions we result all other selections as losers regardless of whether they were on the field of play or not at the time of the first try.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

Half-Time Result

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

Half-Time Result (Draw No Bet)

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

2nd Half Result

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void.

Half-Time Total Points Over/Under

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined.

2nd Half Total Points Over/Under

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined.

Hat-trick (Players)

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. Penalty tries do not count. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined.

Highest Scoring Half

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

Highest Scoring Half Team

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

Half-Time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

Half-time/Full-time (Exc. Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

Last Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do count.

Last Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

For the Australian NRL and State of Origin competitions we result all other selections as losers regardless of whether they were on the field of play or not at the time of the last try.

To Win Both Halves

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. If neither team wins both halves, then the market is resulted with no winner.

2nd Half First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

2nd Half Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Away Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that

a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

For the Australian NRL competition we result all other selections as losers regardless of whether they were on the field of play or not at the time of the first try.

Please note that penalty tries do not count.

Away Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Away Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Away Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Away Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

First Scoring Play

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

First Team to Score Wins Match

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

First Team to Score Wins Match Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

First Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that penalty tries do count.

Half-time First Try Converted Yes/No

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

Half-time Total Points Odd/Even

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

Home Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has

already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

For the Australian NRL competition we result all other selections as losers regardless of whether they were on the field of play or not at the time of the first try.

Please note that penalty tries do not count.

Home Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Home Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Home Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Home Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Last Team to Score a Try

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Last Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Player to Score 2 Tries

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Race to 10 Points

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

To Score First, Lead at Half-time and Win

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

To Win Both Halves Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

To Win To Nil

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Tries Under/Over

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Will There Be A Drop Goal?

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Winning Margin

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be voided.

Rugby Union

General Rules

All match markets are based on the result at the end of 80 minutes; this includes any added stoppage time but does not include extra time or penalties.

Match

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

Match (Draw No Bet)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Handicap (No Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Half-Time Handicap

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be voided regardless of whether the outcome has already been determined.

Half-Time Handicap (No Draw)

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be voided regardless of whether the outcome has already been determined.

2nd Half Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

2nd Half Handicap (No Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

Anytime Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match is void.

If the match is abandoned before half time then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then only the try scorers from the 1st half will be resulted as winners and the rest of the selections will be voided.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

First Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Team to Score

This market is resulted at the end of the 2nd Half. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

Half-Time Result

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

Half-Time Result (Draw No Bet)

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

2nd Half Result

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void.

Half-Time Total Points Over/Under

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined.

2nd Half Total Points Over/Under

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined.

Hat-trick (Players)

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. Penalty tries do not count. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined.

Highest Scoring Half

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

Highest Scoring Half Team

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

Half-Time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

Half-time/Full-time (Exc. Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

Last Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do count.

Last Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

To Win Both Halves

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. If neither team wins both halves, then the market is resulted with no winner.

2nd Half First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

2nd Half First Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

2nd Half Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Away Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

Away Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Away Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Away Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Away Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

First Scoring Play

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

First Team to Score Wins Match

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

First Team to Score Wins Match Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

First Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that penalty tries do count.

Half-time First Try Converted Yes/No

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

Half-time Total Points Odd/Even

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

Home Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

Home Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Home Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Home Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Home Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Last Team to Score a Try

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Last Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Player to Score 2 Tries

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Race to 10 Points

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

To Score First, Lead at Half-time and Win

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time

then the market will be resulted as void.

To Win Both Halves Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

To Win To Nil

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Tries Under/Over

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Will There Be A Drop Goal?

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Winning Margin

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

35. American Football

The following shall apply to betting on American football –

- (1) The score at the end of play, including overtime, will be taken as the final result.
- (2) Notwithstanding the provisions of paragraph (a), "first half/second half" double bets shall be settled at the conclusion of regulation time.

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Money Line

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.

Match Result

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Point Spread

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.

Handicap Result

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.

Total Points

This market is resulted including Overtime. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.

Half-time Result

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.

Half-time/Full-time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Highest Scoring Half

This market is resulted at the end of the regular time. In the event that both halves have the same highest score Interbet will push the selections. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Highest Scoring Quarter

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-heat and Interbet will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.

First Team To Score

If either team has scored and the game is abandoned then the market is resulted. If the game is abandoned before either team has scored then the market is resulted as void. Please note that safety goals count.

Last Team To Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that safety goals count.

First Team To Score Wins Game

The market is resulted at the end of regular time. If the game is abandoned before the completion of regular time then the market is resulted as void. Please note that safety goals count.

1st Half Handicap

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be voided regardless of whether the outcome has already been determined.

1st Half Money Line

This market is resulted based on the first half score. If the first half ends in a draw then the market is resulted as void. If the match is abandoned before the completion of the first half then the market will be resulted as void.

1st Half Point Spread

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.

1st Half Total Points

This market is resulted based on the first half score. If the match is abandoned before completion of the first half then the market will be voided regardless of whether the outcome has already been determined.

1st Quarter Money Line

This market is resulted based on the first quarter score. If the first quarter ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.

1st Quarter Point Spread

This market is resulted based on the first quarter score. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.

1st Quarter Total Points

This market is resulted based on the first quarter score. If the match is abandoned before completion of the first quarter then the market will be voided regardless of whether the outcome has already been determined.

2nd Half Money Line

This market is resulted based on the second half score. If the second half ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the second half then the market will be voided.

2nd Half Point Spread

This market is resulted based on the second half score. If the match is abandoned before the completion of the

second half then the market will be resulted as void.

2nd Half Total Points

This market is resulted based on the second half score. If the match is abandoned before completion of the second half then the market will be voided regardless of whether the outcome has already been determined.

2nd Quarter Money Line

This market is resulted based on the second quarter score. If the second quarter ends in a draw then the market is resulted as void. If the match is abandoned before the completion of the second quarter then the market will be resulted as void.

2nd Quarter Point Spread

This market is resulted based on the second quarter score. If the match is abandoned before the completion of the second quarter then the market will be resulted as void.

2nd Quarter Total Points

This market is resulted based on the second quarter score. If the match is abandoned before completion of the second quarter then the market will be voided regardless of whether the outcome has already been determined.

3rd Quarter Money Line

This market is resulted based on the third quarter score. If the third quarter ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the third quarter then the market will be resulted as void.

3rd Quarter Point Spread

This market is resulted based on the third quarter score. If the match is abandoned before the completion of the third quarter then the market will be resulted as void.

3rd Quarter Total Points

This market is resulted based on the third quarter score. If the match is abandoned before completion of the third quarter then the market will be voided regardless of whether the outcome has already been determined.

4th Quarter Money Line

This market is resulted based on the fourth quarter score. If the fourth quarter ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the fourth quarter then the market will be resulted as void.

4th Quarter Point Spread

This market is resulted based on the fourth quarter score. If the match is abandoned before the completion of the fourth quarter then the market will be voided.

4th Quarter Total Points

This market is resulted based on the fourth Quarter score. If the match is abandoned before completion of the fourth Quarter then the market will be voided regardless of whether the outcome has already been determined.

36. Tennis

The following shall apply to betting on tennis –

Page 2020 of Approved by WCGRB on 24 April 2008

- (1) A tennis match is deemed to have commenced with the first serve. However, if a match ends prematurely due to either player's retirement or disqualification all match selections are void.
- (2) If a match is postponed and rescheduled, all bets stand. If the match is not played within 24 hours, match selections are void.
- (3) Bets stand regardless of any change of venue or court surface.
- (4) For sets betting, if the match does not start or is unfinished due to either players' incapacity or disqualification, the selections are void.
- (5) In the event of a change in the total number of sets played, match bets will stand but set betting will be void.

- (6) Ante post bets struck on an outright winner for any Grand Slam or Championship title will be subject to a three-day run and deduction rule, i.e. if a tournament starts on a Monday, bets taken from and including the Friday before the commencement of the tournament, should the player withdraw from that time (the Friday) until the Monday it commences and the balance of the field subject to existing horse-racing deduction rules. Any bets taken before the Friday (i.e. prior to three days before the scheduled start of the tournament) will be deemed losers should a player withdraw for any reason whatsoever.

General Rules

Match

The market is resulted at the end of the match. In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner.

Set Betting

The market is resulted at the end of the match. If the match is abandoned before completion then the market is void regardless of whether the outcome has already been determined.

Game Handicap

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

Game Handicap (With Draw)

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

Set Handicap

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

Most Games

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.

Total Games Over/Under

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

Total Games Odd or Even

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

Total Sets

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

First Set Winner

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.

Lose 1st Set & Win Match

The market is resulted at the end of the match. If either player withdraws from the match before the first set finishes, then we will result the market as void. If the player who loses the 1st Set is then awarded the victory then the market will be resulted as a winner.

Win 1st Set and Win Match

The market is resulted at the end of the match. If either player withdraws from the match before the first set finishes, then we will result the market as void. If the player who wins the 1st Set is then awarded the victory then the market will be resulted as a winner.

First Set Correct Score

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.

First Set Total Games Over/Under

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then all markets will be voided regardless of whether the outcome has already been determined.

Second Set Correct Score

The market is resulted at the end of second set. If the match is abandoned before completion of the second set then the market will be voided.

Second Set Winner

The market is resulted at the end of second Set. If the match is abandoned before completion of the second set then the market will be voided.

Third Set Correct Score

The market is resulted at the end of third Set. If the match is abandoned before completion of the third set then the market will be voided.

Doubles Match

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

Doubles Set Betting

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

Doubles Game Handicap

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

Doubles Win 1st Set

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.

37. Extreme Fighting

The following shall apply to betting on Extreme fighting –

- (1) All wagers on either fighter to win will be decided by the judges' decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.
- (2) If a price is offered for the draw, in the event of a draw all wagers on either boxer to win will all be losing bets and the draw will be the winning option. If there is a "technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded.
- (3) For all wagers on a boxer to win by Points Decision, the full scheduled number of rounds must take place for the wagers to be deemed winners.
- (4) The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.
- (5) If the referee, corner or doctor calls a stop to the fight due to injury, laceration, vision or dislocation, the winner will be deemed winner by Technical KO. If the fight has gone to the 3rd round (non title fight) or 5th round (title fight) and this happens, it will go to the judges' scorecards for a Technical decision.
- (6) If the scheduled duration of the fight is altered in time or number of rounds then all bets will be void, with the exception of bets on match odds markets which will stand.

38. Aussie Rules

General Rules

All match markets are based on the result at the end of 80 minutes play.

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Match

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided. If the match ends in a draw then Interbet will void (push) the market.

Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular

time then the market will be voided regardless of whether the outcome has already been determined.

Odd or Even Total

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Half-time Result

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void. If the first half ends in a draw then Interbet will void (push) the market.

Half-time Handicap

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.

Half-time/Full-time

This market is resulted at the end of the regular time. If the game is abandoned before completion of regular time then the market is resulted as void.

Highest Scoring Half

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Highest Scoring Quarter

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-heat and Interbet will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be voided.

First Team to Score

If the game is abandoned before any team has scored then the market is resulted as void. If the game is abandoned after a team has scored then the market is resulted.

1st Quarter Result

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void. If the first quarter ends in a draw then Interbet will void (push) the market.

1st Quarter Handicap

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be voided regardless of whether the outcome has already been determined.

39. Baseball

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

If one or both of the starting pitchers are changed prior to the event then Interbet will void all pitcher specific markets and create new markets with the new starting pitchers. If the listed pitcher does not start the game then the results for the pitcher specific markets will be sent through as void.

Money Line

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

Run Line

This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

Total Runs Over/Under

This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

Double Result

This market will be resulted based on the score after 5 Innings and the final score of the match. Please note that Overtime is included. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

First Team To Score

This market is resulted including Overtime. If the game is abandoned before any team has scored then the market is resulted as void. If the game is abandoned after a team has scored the first goal then the team who scored is resulted as the winner.

Last Team To Score

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

1st Innings Result

This market is resulted at the end of the 1st Inning. If the match is abandoned before the completion of the 1st Inning then the market will be resulted as void.

1st 5 Innings Money Line

This market is resulted at the end of the 5th Inning. If the 5th Inning ends in a draw then Interbet will void (push) the market. If the match is abandoned before the completion of the 5th Inning then the market will be resulted as void.

1st 5 Innings Run Line

This market is resulted at the end of the 5th Inning. If the match is abandoned before the completion of the 5th Inning then the market will be voided regardless of whether the outcome has already been determined.

1st 5 Innings Total Runs Over/Under

This market is resulted at the end of the 5th Inning. If the match is abandoned before the completion of the 5th Inning then the market will be voided regardless of whether the outcome has already been determined.

40. Basketball

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Money Line

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

Match Result

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Point Spread

This market is resulted including Overtime. If the match is abandoned before the completion then all markets will be voided regardless of whether the outcome has already been determined.

Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Total Points

This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Double Result

This market is resulted including Overtime. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Half-Time Result

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.

Half-Time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Highest Scoring Half

This market is resulted at the end of the regular time. In the event that both halves have the same highest score then this is treated as a Dead-heat and Interbet will result both halves as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Highest Scoring Quarter

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-heat and Interbet will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.

First Team To Score

This market is resulted at the end of regular time. If the match is abandoned before a point was scored then the market is resulted as void. If the match is abandoned after the first team has scored then the first team who scored will be resulted as the winner.

Last Team To Score

This market is resulted including Overtime. If the match is abandoned before the completion then the market will be resulted as void.

1st Half Handicap

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.

1st Half Money Line

This market is resulted at the end of the first half. If the first half ends in a draw then Interbet will void (push) the market. If the match is abandoned before the completion of the first half then the market will be resulted as void.

1st Half Odd or Even

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.

1st Half Point Spread

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.

1st Half Total Points

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.

1st Quarter Handicap

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market is voided regardless of whether the outcome has already been determined.

1st Quarter Match Result

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.

1st Quarter Money Line

This market is resulted at the end of the first quarter. If the first quarter ends in a draw then Interbet will void (push) the market. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.

1st Quarter Point Spread

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.

1st Quarter Total Points

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market is voided regardless of whether the outcome has already been determined.

2nd Quarter Money Line

This market is resulted at the end of the second quarter. If the second quarter ends in a draw then Interbet will void (push) the market. If the match is abandoned before the completion of the second quarter then the market will be resulted as void.

2nd Quarter Point Spread

This market is resulted at the end of the second quarter. If the match is abandoned before the completion of the second quarter then the market is voided regardless of whether the outcome has already been determined.

2nd Quarter Total Points

This market is resulted at the end of the second quarter. If the match is abandoned before the completion of the second quarter then the market is voided regardless of whether the outcome has already been determined.

3rd Quarter Money Line

This market is resulted at the end of the third quarter. If the third quarter ends in a draw then Interbet will void (push) the market. If the match is abandoned before the completion of the third quarter then the market will be resulted as void.

3rd Quarter Point Spread

This market is resulted at the end of the third quarter. If the match is abandoned before the completion of the third quarter then the market is voided regardless of whether the outcome has already been determined.

3rd Quarter Total Points

This market is resulted at the end of the third quarter. If the match is abandoned before the completion of the third quarter then the market is voided regardless of whether the outcome has already been determined.

4th Quarter Money Line

This market is resulted at the end of the fourth quarter. If the fourth quarter ends in a draw then Interbet will void (push) the market. If the match is abandoned before the completion of the fourth quarter then the market will be resulted as void.

4th Quarter Point Spread

This market is resulted at the end of the fourth quarter. If the match is abandoned before the completion of the fourth quarter then the market is voided regardless of whether the outcome has already been determined.

4th Quarter Total Points

This market is resulted at the end of the fourth quarter. If the match is abandoned before the completion of the fourth quarter then the market is voided regardless of whether the outcome has already been determined.

41. Darts

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then Interbet will update the start-time of the event and leave the markets open.

Match Result (No Draw)

This market is resulted at the end of the match. In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner. If the match is abandoned before completion then the market will be resulted as void.

Match Result (With Draw)

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be resulted as void.

Draw No Bet

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be resulted as void.

Handicap

This market is resulted at the end of the match. If the match is abandoned before completion then the market is voided regardless of whether the outcome has already been determined.

Handicap (No Tie)

This market is resulted at the end of the match. If the match is abandoned before completion then the market is voided regardless of whether the outcome has already been determined.

Total Legs Over/Under

This market is resulted at the end of the match. If the match is abandoned before completion then the market is voided regardless of whether the outcome has already been determined.

Totals Sets Over/Under

This market is resulted at the end of the match. If the match is abandoned before completion then the market is voided regardless of whether the outcome has already been determined.

Total 180s Over/Under

This market is resulted at the end of the match. If the match is abandoned before completion then the market is voided regardless of whether the outcome has already been determined.

Correct Score

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be resulted as void.

Correct Score 4 Legs

This market is resulted at the end of the fourth leg. If the match is abandoned before the completion of the fourth leg then the market will be resulted as void.

1st Leg Winner

This market is resulted at the end of the first leg. If the match is abandoned before the completion of the first leg then the market will be resulted as void.

1st Set Winner

This market is resulted at the end of the first set. If the match is abandoned before the completion of the first set then the market will be resulted as void.

42. Futsal

General Rules

All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Match Result

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Draw No Bet

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Odd or Event Total

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Total Goals Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

43. Handball

General Rules

All match markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include overtime.

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Match Result

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Draw No Bet

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Double Chance

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Handicap

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Handicap (With Draw)

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Total Goals Over/Under

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Total Goals Odd or Even

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

First Team To Score

This market is resulted at the end of the regular time. If the match is abandoned before the first goal then the market is resulted as void. If the match is abandoned after the first goal has been scored then the market will be resulted.

First Team To Score 3 Goals

This market is resulted at the end of the regular time. If the match is abandoned before either team has scored 3 goals then the market is resulted as void. If the match is abandoned after either team has scored 3 goals then the market is resulted.

First Team To Score 5 Goals

This market is resulted at the end of the regular time. If the match is abandoned before either team has scored 5 goals then the market is resulted as void. If the match is abandoned after either team has scored 5 goals then the market is resulted.

Last Team To Score

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Half-Time/Full-Time

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Half-Time Result

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.

Half-Time Result (Draw No Bet)

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.

Half-Time Total Goals Odd or Even

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.

Half-Time Handicap

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then all markets will be voided regardless of whether the outcome has already been determined.

Half-Time Handicap (With Draw)

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then all markets will be voided regardless of whether the outcome has already been determined.

Half-Time Total Goals Over/Under

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then all markets will be voided regardless of whether the outcome has already been determined.

2nd Half Total Goals Over/Under

This market is resulted at the end of the second half. If the match is abandoned before the completion of the second half then all markets will be voided regardless of whether the outcome has already been determined.

2nd Half Result

This market is resulted at the end of the second half. If the match is abandoned before the completion of the second half then the market will be resulted as void.

2nd Half Handicap

This market is resulted at the end of the second half. If the match is abandoned before the completion of the second half then all markets will be voided regardless of whether the outcome has already been determined.

44. Ice Hockey

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

The markets that include Overtime and Shootout will be resulted by Interbet by adding on a single goal to the team who wins the shoot-out.

Money Line

This market is resulted including Overtime. If the match is abandoned, then the market is void. Please note that this includes any subsequent shootout.

Match Result

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Puck Line

This market will be resulted including Overtime. If the match is abandoned, then the market is void. Please note that this includes any subsequent shootout.

Handicap

If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

Total Goals Over/Under

This market will be resulted including Overtime, please note that this includes any subsequent shootout. If there is no score in the game then this will be resulted as normal. If the match is abandoned then the market is void regardless of whether the outcome has already been determined.

Total Goals Odd or Even

If there is no score in the game then all markets will be resulted as normal. This market is resulted based on the score at the end of Overtime. If the match is abandoned then the market is void regardless of whether the outcome has already been determined. Please note that this includes any subsequent shootout.

Correct Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

Highest Scoring Period

In the event that two or more periods have the same highest score then this is treated as a Dead-heat and Interbet will result the two or more periods as winners. Please note that this excludes Overtime. If the match is abandoned during the regular time, then the market is void. If the match is abandoned during the Overtime then the market is resulted.

1st Period Money Line

This market is resulted at the end of the first period. If the first period ends in a draw, then the market is void. If the match is abandoned before the completion of the first period then the market will be resulted as void.

1st Period Puck Line

This market is resulted at the end of the first period. If the match is abandoned before the completion of the first period then the market will be resulted as void.

1st Period Result

This market is resulted at the end of the first period. If the match is abandoned before the completion of the first period then the market will be resulted as void.

1st Period Totals Over/Under

This market is resulted at the end of the first period. If the match is abandoned before the completion of the first period then the market will be resulted as void.

1st Period Correct Score

This market is resulted at the end of the first period. If the match is abandoned before the completion of the first period then the market will be resulted as void.

2nd Period Money Line

This market is resulted at the end of the second period. If the second period ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the second period then the market will be resulted as void.

2nd Period Result

This market is resulted at the end of the second period. If the match is abandoned before the completion of the second period then the market will be resulted as void.

2nd Period Totals Over/Under

This market is resulted at the end of the second period. If the match is abandoned before the completion of the second period then the market will be resulted as void.

3rd Period Money Line

This market is resulted at the end of the third period. If the third period ends in a draw then the market is resulted as void. If the match is abandoned before the completion of the third period then the market will be resulted as void.

3rd Period Result

This market is resulted at the end of the third period. If the match is abandoned before the completion of the third period then the market will be resulted as void.

3rd Period Totals Over/Under

This market is resulted at the end of the third period. If the match is abandoned before the completion of the third period then the market will be resulted as void.

45. Snooker

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Match Result (No Draw)

In the event of a match taking place and not being completed then the player progressing to the next round or is awarded the victory will be resulted as the winner.

Match Result (With Draw)

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

Draw No Bet

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

Frame Betting

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

Handicap

This market is resulted at the end of the match. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Handicap (With Draw)

This market is resulted at the end of the match. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

Double Result

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

Total Frames Over/Under

This market is resulted at the end of the match. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

1st Frame Winner

This market is resulted at the end of the 1st Frame. If the match is abandoned before the completion of the first frame then the market will be voided.

1st Frame Handicap

This market is resulted at the end of the 1st Frame. If the match is abandoned before the completion of the first frame then the market will be voided.

1st 4 Frames

This market is resulted at the end of the 4th Frame. If the match is abandoned before the completion of the first four frames then the market will be voided.

1st 4 Frames Score

This market is resulted at the end of the 4th Frame. If the match is abandoned before the completion of the first four frames then the market will be voided.

1st 8 Frames

This market is resulted at the end of the 8th Frame. If the match is abandoned before the completion of the first eight frames then the market will be voided.

1st 8 Frames Score

This market is resulted at the end of the 8th Frame. If the match is abandoned before the completion of the first eight frames then the market will be voided.

46. Volleyball

General Rules

All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future.

Match Result

This market is resulted at the end of the match. In the event of a match taking place and not being completed then the team progressing to the next round or is awarded the victory will be resulted as the winner.

Set Betting

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be resulted as void.

Set Handicap

This market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

Point Handicap

This market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

First Set Winner

This market is resulted at the end of the first Set. If the match is abandoned before completion of the first set then the market will be resulted as void.

First Set Points Handicap

This market is resulted at the end of the first Set. If the match is abandoned before completion of the first set then all markets will be voided regardless of whether the outcome has already been determined.

First Set Total Points Odd or Even

This market is resulted at the end of the first Set. If the match is abandoned before completion of the first set then the market will be resulted as void.

First Set Total Points Over/Under

This market is resulted at the end of the first Set. If the match is abandoned before completion of the first set then all markets will be voided regardless of whether the outcome has already been determined.

Total Points Over/Under

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be resulted as void.

Total Points Odd or Even

This market is resulted at the end of the match. If the match is abandoned before completion then the market will be resulted as void.

Lose 1st Set & Win Match

This market is resulted at the end of the match. If either team withdraws from the match before the first set finishes, then we will result the market as void. If the team who loses the 1st Set is then awarded the victory then the market will be resulted as a winner.

Second Set Winner

This market is resulted at the end of the second set. If the match is abandoned before completion of the second set then the market will be resulted as void.

Second Set Total Points Odd or Even

This market is resulted at the end of the second set. If the match is abandoned before completion of the second set then the market will be resulted as void.

Third Set Winner

This market is resulted at the end of the third set. If the match is abandoned before completion of the third set then the market will be resulted as void.

Third Set Total Points Odd or Even

This market is resulted at the end of the third set. If the match is abandoned before completion of the third set then the market will be resulted as void.

Fourth Set Winner

This market is resulted at the end of the fourth set. If the match is abandoned before completion of the fourth set then the market will be resulted as void.

47. Cycling

General Rules

The Winner of the race or stage will be settled on the result of the podium presentation. If there is no podium presentation then Interbet will result markets based on the results published by the official governing body.

Any bets on individual riders will be void if the rider fails to start the competition or stage. Please note that bets will stand if the rider withdraws once the competition or stage has started.

Stage Winner

This market is resulted at the end of the stage. If 2 riders cross the line at the same time then this is treated as a Dead-heat and Interbet will result both riders as winners. If the stage is abandoned, then the market is voided.

Stage Top 3

This market is resulted at the end of the stage. If the stage is abandoned before completion then the market will be resulted as void.

Stage Team Winner

This market is resulted at the end of the stage. If the stage is abandoned before completion then the market will be resulted as void.

Stage Team Top 3

This market is resulted at the end of the stage. If the stage is abandoned before completion then the market will be resulted as void.

(7) If the scheduled venue is changed after a bet is placed so that the new venue is changed to a venue in a different country then all bets will be void. For all other changes to the scheduled venue bets will stand.

(8) If a fight is declared a 'no contest' then all bets will be void.

(9) If a fight is declared a 'no contest' then all markets will be void.

(10) If the fight is declared a 'Technical Draw' it will be settled as a 'Draw'.

(11) All bets will have action regardless of changes to number of rounds to be fought.

- f) **“make-up”** is the final settlement price of a spread bet.
 - g) **“mid-point”** is the average of the bid and offer price or the “go-high” and “go-low” price.
- (2) A spread bet is placed by the customer staking a stated amount of money per point and going high or low (buying or selling) and the amount won or lost is directly related to the fixed amount per point wagered.
- (3) Each spread bet shall be subject to the stop loss/win set by the bookmaker on each type of spread betting market offered by him.
- (4) All stop losses/wins shall be displayed at all times in the betting room or displayed on the website of such a bookmaker and, at the request of the player, shall be read out to the player.
- (5) A player shall lose if the outcome of the event falls within the spread margin or the side of spread margin opposite to that on which he wagered.
- (6) The **size of a player's win** shall be determined by taking the lesser of –
- a) the number of points difference between that point of the spread margin at which the player wagered and the stop loss/win on that side; and
 - b) the number of points difference between that point of the spread margin at which the player wagered and the outcome of the event.
- (7) The **size of the player's loss** shall be determined by taking the lesser of –
- a) the number of points difference between that point of the spread margin opposite to that on which the player wagered and the stop loss/win on that side; and
 - b) the number of points difference between that point of the spread margin opposite to that on which the player wagered and the outcome of the event.
- (8) (a) In certain events the bookmaker may allow the player to close his bet by either taking a profit or cutting a loss.
- (b) If a player has gone high and he takes his profit or cuts his loss, the size of the player's win or loss, as the case may be, shall be calculated not with reference to the actual outcome of the event, but with reference to the difference between –
- the high point of the spread margin applicable when the bet was struck; and
 - the low point of the spread margin applicable at the time that the profit is taken or the loss is cut, as the case may be.
- (c) If a player has gone low and he takes his profit or cuts his loss, the size of the player's win or loss, as the case may be, shall be calculated not with reference to the actual outcome of the event, but with reference to the difference between –
- (i) the low point of the spread margin applicable when the bet was struck; and

- (ii) the high point of the spread margin applicable at the time that the profit is taken or the loss is cut, as the case may be.

49. Sport provisions

Notwithstanding the provisions of rule 28 to rule 36 the following provisions shall apply to Sports spread betting –

- (1) In the case of football –
- (a) for any bets on the time of an event (such as first goal, first throw) occurring in the match, settlement shall be determined by the official timing of the match where available, alternatively bets will be settled on market consensus.
 - (b) a bet on the total number of points that a team will attain during the season shall not be affected by any points deducted after the completion of the season; and
 - (c) in any bet on the total shirt numbers of the goal scorers in a match, the shirt number of any scorer of an own goal shall be added to the total of shirt numbers of the team which is credited with the goal.
- (2) In the case of cricket –
- (a) all bets struck on the number of runs to be scored in the first innings of a one-day match shall be void if the side has not completed 90% of the original allocated overs or 90% of any reduction of overs, unless the team has been dismissed; and
 - (b) in respect of a bet on a match between two batsmen, each shall go in to bat, and at least one ball shall be bowled to each for the bet to be valid.
- (3) In the case of golf, in a bet on finishing positions where a position is tied, the average of the number of places allocated to the players involved in the tie for such position shall be used: Provided that in a playoff, the winner of the playoff shall be the winner.
- (4) In the case of motor racing in any bet involving the winning margin of a Grand Prix race, that margin shall be rounded up or down to the nearest 1000th of a second.
- (5) In the case of rugby –
- (a) eight points shall be awarded for a penalty try on bets struck on the jersey numbers of try scorers; and
 - (b) every player shall retain his original number for the duration of the match.
- (6) In the case of boxing in any bet involving the finishing time of the fight, all rounds shall be three minutes, and the finishing time shall be rounded up or down to the nearest minute.
- Page 2626 of Approved by WCGRB on 24 April 2008
- (7) In the case of horse racing, a bet on finishing positions across a race day shall be void should the race meeting be abandoned.

