

Build & Bet Rules, Betonalfa Ltd Document No.: 2

License No.: A005

1. Build & Bet bets placed on Football apply to 90 minutes plus injury time, unless it is explicitly stated that the bet applies to Extra-time and/or Penalties. For all bets containing such wording, the remaining selections in the bet will be settled on the match (90 minutes plus injury time) result, unless stated otherwise. Match officials determine whether the full 90 minutes and injury time is to be played or has been played.
2. If any individual selection is void, or a player in the bet does not take any part in the match, then the whole bet will be made void, regardless of the rest of the selections within the bet.
3. For any obvious pricing errors, we reserve the right to cancel any bets placed at that wrong price, given that the company will provide satisfactory proof to the player. We also reserve the right to cancel any bets on events where the venue is changed after the publication of odds.
4. All markets will be settled on the result of the match on the day that it is played and completed. Any results that are changed retrospectively, for example: dubious goals panel reviews, results reversed for ineligible players, will not alter the settlement of the market.
5. If an event is abandoned, any bets where the outcome has already been decided e.g. half-time result or first team to score will stand. All other bets will be made void regardless of the score-line at the time of abandonment. Abandoned matches will be deemed to be matches which do not reach their natural conclusion by midnight local time. Matches where a referee removes the players from the field of play for a temporary period, but the remaining minutes of play take place by midnight local time on that same day, will not be deemed as abandoned.
6. For matches played at a neutral venue, all bets will still count regardless of the order the teams are listed and whether we have indicated it is as being played at a neutral venue.
7. Minimum selection of events 2+

Bet Period Rules

1. 90 mins This refers to the entirety of the match. All bets involving 90 min selections apply to 90 minutes plus injury time. Match officials determine whether the full 90 minutes and injury time is to be played or has been played. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle do not count.
2. 1st 10 mins This refers to the first 10 minutes of the match (00:00 and 09:59). For example, a corner awarded in this period but not taken until after 10:00 will not count. Any event that occurs 10:00 or later within the match will not count. Any event occurring before the official start of the match does not count.
3. 1st half This refers to the first half of the match only, including any injury time minutes played within it. Any event occurring before the official start of the match or during the half time break (any time after the whistle for half time) will not count.
4. 2nd half This refers to the second half of the match only, including any injury time minutes played within it. Any event occurring before the second half (first half or during the half time break) or after the final whistle will not count.
5. Each half This refers to an event happening in both halves of the match. If the chosen event happens in neither half nor within only one of the halves this will be deemed a losing selection. Any event

occurring before the official start of the match or during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.

For any player "each half"™ period bets, if the player is to participate in any part of the first half then this selection will stand. If they are not to participate in the first half, then this selection will be voided.

6. Either half This refers to an event happening in one, or both halves of the match. If the chosen event doesn't happen within the match this will be deemed a losing selection. Any event occurring before the official start of the match, during the half time break (any time after the whistle for half time and before the start of the second half) or after the final whistle will not count.

For any player related bets in relation with "either half"™, if the player participates at any point in the match then this selection will stand. For example, for a player to score either half, if they score in the first half but do not play in the second half, this will be a winning selection. If they are not to participate in the match at all then this selection will be voided.

Bet Type Settlement Rules

1. Who will win? You are betting on the result, e.g. Team A, Draw or Team B.

2. Who will score? You are betting on whether a nominated player will score a goal.

In abandoned matches, any player who has already scored at the time of abandonment will be settled as a winner (in relation to this market).

If the named player does not take part in the match, bets on that player will be made void. If the player takes any part in the match, bets will stand.

Own goals do not count.

3. Who will get carded? You are betting on whether the nominated player will receive a Yellow or Red Card. Only cards shown to players currently on the pitch within the match will count. Cards shown to managers, players on the bench or after the match do not count. If the player does not play, bets taken on the player will be made void.

4. How many corners? You are betting on whether the total number of corners will be above or below the numbers quoted. Only corners that are taken will count. If a corner is re-taken, it will only count as one corner. Extra-time does not count towards the total.

5. How many cards? You are betting on whether total number of cards is above, below or exactly the stated total. Extra-time does not count towards the total nor do bookings received after the final whistle. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total.

Yellow Card = 1 & Red Card = 2. If a player receives 2 yellow cards and is consequently shown a red card, the player receives a total of 3 cards. No player can receive more than 3 cards for settlement purposes. For example, a player receiving a yellow card then a straight red card receives 3 cards for settlement purposes. A player receiving two yellows and consequently a red card receives 3 cards for settlement purposes, also. A straight red card counts as 2 cards for settlement purposes.

6. Will both teams score? You are betting on whether both teams will score at least one goal each.

7. What will the score be? You are betting on what the score will be.

8. How many goals? You are betting on how many goals will be scored.

Whether the total number of goals will be above or below (over/under) the stated total. Exactly - How many goals exactly will be scored in the match, e.g. no goals, exactly 1 goal etc.

9. What else will happen? You are betting on whether a nominated match event will occur including:

1. Penalty awarded - Whether a penalty will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection.
2. Penalty missed - Whether a penalty will be missed. This is any penalty taken that does not result in a goal from that kick. If a penalty is ordered to be retaken, the original penalty will not count towards any official settlement. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
3. Penalty scored - Whether a penalty will be scored. This is any penalty taken that results in a goal directly from this kick. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
4. 2+ penalties taken - Whether two, or more, penalties will be taken (and subsequently missed/scored). Penalties awarded but rescinded and subsequently not taken will not be deemed as a penalty awarded.
5. 2+ penalties scored - Whether two, or more, penalties will be scored.
6. Free-kick goal - Whether a free kick will be scored. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count. The player taking the free-kick must be the scorer of the goal.
7. Header goal - Whether a header will be scored over the course of the match. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
8. Outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area). Own goals are excluded.
9. Own goal - Whether an own goal will be scored.
10. Sending off - Whether a player is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or because of two yellow cards.
11. Woodwork - Whether the woodwork is hit during active play.

10. How many team goals? You are betting on how many goals a nominated team will score, including:

1. How many team goals - Whether the total number of team goals in the match will be above or below the stated total.
2. How many goals exactly the nominated team will score in the match, e.g. No Goals, Team A Exactly 1 Goal, Team B Exactly 3 Goals etc. (own goals are included).

11. How many goals will a team win by? You are betting on by what margin a nominated team will win.

12. How many team cards? You are betting on whether the total number cards for your nominated team/teams is above or below the stated total. Only cards shown to players currently on the pitch will count. Cards shown to managers or substitutes do not count towards the total. Neither extra-time nor cards shown after the final whistle count towards the total.

Yellow Card = 1 & Red Card = 2. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 3 team cards.

13. How many team corners? You are betting on whether the total number of corners taken by your nominated team/teams will be above or below the numbers quoted.

Only corners that are taken will count. If a corner is re-taken, it will only count as one corner.

14. What else will happen to teams? You are betting on whether a nominated match event will occur to a nominated team (within 90 minutes plus injury time, Extra-Time and/or Penalties do not count), including:

1. Team penalty taken - Whether a penalty will be taken over by your nominated team. Penalties awarded but rescinded and subsequently not taken will not be deemed a winning selection. Only a completed penalty outcome is applicable.
2. Team penalty missed - Whether a penalty will be missed by your nominated team. This is any penalty taken that does not result in a goal from that kick by the nominated team. Missed penalties that are then re-taken do not count. Only a completed penalty outcome is applicable. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
3. Team penalty scored - Whether a penalty will be scored by your nominated team. If a penalty rebounds from either the woodwork or the goalkeeper and is touched again before a goal is awarded, this will be deemed as a miss.
4. Team 2+ penalties taken - Whether two, or more, penalties will be taken by your nominated team.
5. Team 2+ penalties scored - Whether two, or more, penalties will be scored by your nominated team.
6. Team free-kick goal - Whether a free kick will be scored by your nominated team. Any bets involving free-kick goals must be scored directly from a free-kick. Penalties do not count.
7. Team header goal - Whether a header will be scored by your nominated team. A headed goal is a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not. Own goals are excluded.
8. Team outside box goal - Whether a goal will be scored from outside of the 18-yard box/penalty area by your nominated team. Own goals are excluded. Any goal from outside of the box will be classed as a winner, intentional or not. Free-kicks are included.
9. Team sending off - Whether a player, for your nominated team only, is sent off. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or automatically resulting from 2 yellow cards.
10. Team clean sheet - Whether your nominated team will keep a clean sheet. For example, 0-0, 1-0 to your team, 2-0 to your team etc. would be winning selections.
11. First team to score - Which team will score the first goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
12. Last team to score - Which team will score the last goal. Rescinded and/or disallowed goals do not count, only official goals count. If no goal is scored in the match, this market will be resulted as a loser.
13. First corner - Which team will be awarded and subsequently take the first corner. If no corners are awarded in the specified period, this would be a losing selection.

14. Last corner Which team will be awarded and subsequently take the last corner of the match. If no corners are awarded in the specified period, this would be a losing selection.
15. Most corners Which team will take the most corners in the match. If the match corner count is level at full-time, the selection will be a losing one. Your nominated team needs to get more than the opponents for this to be a winning selection.
16. First card - Which team will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.
17. Last card - Which team will be awarded the last card, yellow or red, in the match. If no cards are awarded in the specified period, this would be a losing selection.
18. Most cards - Which team will receive the most cards in the match. If no cards are shown in the match, this will be resulted as a loser. Your nominated team must receive more cards than the opponent for this to be a winning selection.

Yellow Card = 1 card & Red Card = 2 cards. If a player receives 2 yellow cards and is therefore subsequently shown a red card, they receive a total of 3 cards. The maximum cards one player can receive is 3. A straight red card would equate to 2 cards.

15. Which player will score first/last? You are betting on which player will score the first/last goal within the match.

Bets will be settled according to which player scores the first/last goal for their own team during the match.

Own goals do not count. For example, if you backed a player to score the first goal in the match and the first goal was an own goal, then the bet will be settled on the next goal that is scored. In this same scenario the scorer of the first goal, which is not an own goal, will be settled as the first goal scorer.

If your player has not participated in the match at the point the first goal is scored, bets will be made void.

If your player has participated in the match before or during the time the first/last goal is scored, related bets will stand.

If no goal is scored in the match, any selections on a player to score first or last will be resulted as losing selections.

16. How many player goals? You are betting on whether the nominated player will score 1+ / 2+ or 3+ goals in the match. Own goals are excluded.
17. How will a player score? You are betting on the method by which the nominated player will score, with the following options available (own goals are excluded):
 1. Header the nominated player scores a goal that is classed as coming off the player's head or shoulder, whether it is intentional or not.
 2. Free Kick - the nominated player scores a direct free kick for their own team.
 3. Outside of the box the nominated player scores from outside of the 18-yard penalty area for their own team.
 4. Penalty the nominated player scores a penalty for their own team. The goal must be scored directly from this penalty. A re-bounce from a penalty will not be classified as a goal scored by penalty.
18. Who will get carded or sent off? You are betting on (for the carded element) whether a nominated player will receive a yellow or red card.

You are betting on (for the sent off element) whether a nominated player will receive a red card. Only cards awarded once the player is active in the match will count. Any cards shown after the final whistle or during the half time period do not count. A player to be sent off is settled on any active player that receives a red card, whether that is a straight red card or 2 yellow cards and is therefore subsequently shown a red card.

Cards shown before kick-off, during the half time interval or after full time will not count. Cards shown to players or officials who do not constitute active on-field players do not count.

1. First player carded Which player will be awarded the first card, yellow or red, in the match. If no cards are awarded in the specified period, these selections will be losing selections.
2. First team player carded Which player will be awarded the first card, yellow or red, for their team only in the match. If no cards are awarded in the specified period, these selections will be losing selections.

19. How will a team win? You are betting on different markets relating to how a team will win, including:

1. Winning margin - By what margin the nominated team will win by.
2. Win to nil - Whether the nominated team wins to nil. For example, your nominated team winning 1-0, 2-0 etc. would result in this being a winning selection.
3. Win from behind - Whether the nominated team wins the match (or specified period) from behind.
4. Win in extra-time - Whether your nominated team wins the tie in extra-time. To be a winning selection your team must win the extra-time period (2 x 15 minutes plus injury time unless otherwise stated). If the match does not go to extra-time this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
5. Win on penalties - Whether your nominated team wins the tie on penalties. Bets are settled only on fixtures that go to penalties. If the match does not go to penalties this will be a losing selection. If a fixture is postponed, normal postponed match rules apply. If a fixture is abandoned, normal abandoned match rules apply.
6. Qualify - Whether your nominated team qualifies to the next round of the next round of fixtures in the specified tournament/cup/league. If a fixture is postponed normal postponed match rules apply. If a fixture is abandoned normal abandoned match rules apply. In the event of a forfeit or bye for either team, please refer to the postponed rules.

General Betting Rules Build & Bet NBA, Betonalfa Ltd Document No.: 2 License No.: A005

1. All markets will be settled based on official results supplied by OPTA in line with official NBA.com data following the conclusion of the match.
2. Build&Bet bets placed on NBA apply to the full duration of the game including ALL overtime periods, unless it is explicitly stated that the bet does not include overtime.
3. If any individual selection is void, or a player in the bet does not take the court, then the whole Build&Bet bet (wager) will be made void, independent of the result of any other leg(s) in the bet (see point 1.2).
4. For any obvious pricing errors, we reserve the right to cancel any bets placed at that wrong price, given that the company will provide satisfactory proof to the player.

5. If an event is abandoned, any bets where the outcome has already been decided will be resulted e.g. If the game is 101-103 and the bet was over 200.5 that will be a winner. A bet on the under 200.5 will be deemed a loser. Abandoned games will be deemed to be games which do not reach their natural conclusion by 3am local time. Games, where a referee removes the players from the field of play for a temporary period but resumes the remaining minutes of play by 3am local time, will not be deemed as abandoned.
6. If an event is postponed, venue changed or play halted for more than 36 hours, the event will be voided. If an event is postponed before the tip-off and rescheduled less than 36 hours from the original tip-off at the same venue, then the same event will be updated and used at the new start time. If an event does start, however play is halted but will continue within the next 36 hours, then the same event will be updated and used at the new start time.
7. Minimum number of selections 2+

BET TYPE SETTLEMENT RULES (NBA ONLY)

1. Who will win? - You're betting on the result of the match, including ALL over time periods.
2. Player OR Team to get points / assists / rebounds / blocks / steals (stats markets)? - You're betting on: whether a nominated player OR team will reach a stat milestone at any time during the course of the match, including ALL overtime.

In abandoned matches, any player OR team who has already reached their stat milestone, at the time of abandonment will be settled as a winner.

If the named player does not take part in the match, bets on that player will be void. If the player takes any part in the match, by stepping onto the court, all bets will stand.

3. Quarter Markets? - Results are based on the total score / stats of that Quarter.

Quarter 4 (Q4) results include overtime.

4. Half Markets? - Results are based on the total score / stats of that Quarter.

Second Half results (H2) include overtime.

5. Points Race Markets? - Results are based on the first team to reach a milestone e.g. first team to 30 points.

When neither team reaches the milestone, the bet is deemed a loser e.g. first team to get to 100, where Team A v Team B is 99 v 99 is a losing bet (wager).

6. Highest Scoring Half Markets - If both halves result with the same high score, the whole Build&Bet bet on either half is a loss. All bets include overtime.

7. Highest Scoring Quarter Markets - If two or more quarters result with the same high score, the whole Build&Bet bet is a loss for any of the four individual quarters. All bets include overtime.