

Betting Rules of the company Bet on Alfa (Betonalfa Ltd - License No. A005,B005)

## GENERAL

The following Rules and Regulations are effective as of 31/01/2025 and govern all bets accepted by the Company. The Company's Customers must read, accept and follow the following Regulations. Possession of a Betting slip issued by the Company implies what is stated on the [www.betonalfa.com.cy](http://www.betonalfa.com.cy) website itself, that the Customer acknowledges and accepts the Regulations as shown herein and which can be consulted or at any other official place of the Company (retail betting shops). It is understood that any amendment to the Regulations requires prior approval from the National Betting Authority and you will be notified of this by posting the amended Regulations at the retail betting shops and on the Website.

## 1. GENERAL BETTING RULES

1.1 If no reference is made in relation to the bet, or to the specific rules of the Sport, all bets will be deemed valid for the outcome of the "Regular Time" or "Final Result". The "Normal Duration" or "Final Result" is defined on the basis of its respective interpretation by the official rules published by the relevant Federation. For example, in football, the normal duration is defined as 90 minutes taking into account delays. If the relevant federation decides, prior to the start of the event, that the event in question will be played with a different duration, this decision will be considered as the official rule for the event (e.g. an Indian Bangalore Division A football match - 80 minutes duration). However, the duration of such event shall be defined as the "normal duration" of play and shall not include any overtime unless specifically stated otherwise.

1.2 All bets placed are valid and will not be withdrawn unless the company deems that there is an exceptional reason to cancel the bet. Cancellation of bets occurs in the following cases:

Of these Rules:

- Obvious error in the wording of the event (see 1.5)
- Components that affect each other (due to technical fault) (see 1.7)
- If the race is offered two (2) times in error.
- Figures from customers who are directly involved in events they have chosen (see 1.12)
- Cases of obvious errors (see 1.18.1-5)
- Cases of change of domicile (see 1.21)
- If there are radical changes in the conditions of a race (see 1.22)
- Where the bet is placed after the outcome of an event is already known (see 1.13)
- The Penalty Situation as described in paragraph 3.28.4
- In case some markets remain open/active indicating an incorrect score or match situation that has a significant impact on the odds offered (see 3.1.30)
- Events that are interrupted or postponed and do not start and/or resume within 48 hours of the official start time (see 1.20)
- Where a person has registered and/or used more than one account and/or has acted in conjunction with one or more persons through a number of different accounts to place the same option or combination of options in an attempt to exceed the maximum possible payment for an individual account holder in linked accounts (see 1.23 a)
- Where a person has bet on different betslips and/or has acted in conjunction with one or more persons through a series of different betslips to place the same option or combination of options in an attempt to exceed the maximum possible payout for a customer (see 1.23 b)
- Using a "standard" option or options to bypass betting limits or profit limits (see 1.24)
- Range of bets on the same or similar options (see 1.25)
- In confirmed cases of criminal activity (see 1.26)
- Stopping a match in which a goal has already been scored (see 2.1.5)
- Fees to players who did not score and then there was a stoppage in the match (see 2.1.6)
- Handicap option 0 (see 2.7.5)
- In cases of stoppage of play (see specific sport rules)
- Friendly matches or wrong match format (see 3.1.1.)
- Case where a bet was settled and due to a subsequent VAR decision, it turns out that this settlement was wrong (see 3.1.28.2)
- Changes in the number of sets (see paragraph 3.3.4)
- The player is incorrectly indicated as a server (see 3.3.11.1)
- Unplayed point (see 3.3.11.2)
- The stipulated point has been awarded (as a penalty) by the referee (see 3.3.11.3)
- Completion of a game with a goalmouth scrum (as a penalty) by the referee (see 3.3.12)

- Cases of retirement, suspension of a player (see 3.3.13)
- Figures placed after the actual start time of the match in e-sports (see 3.5.1)
- Replay due to disconnection or technical problem not caused by the player in e-sports (see 3.5.2)
- Switching players before the start of the match in MMA/Boxing (see 3.12.3)

#### Terms & Conditions of Class A:

- Cancellation of bets submitted by a person under 18 years of age (clause 2.1)
- Involvement of a player in fraud or collusion to engage in betting (clause 4.8)
- Figures in events in which the client is either directly involved or has access to confidential information (clause 5.5)
- Betting by a customer on a number of bets from different retail betting shops and/or the same retail betting shops on the same and/or different days and times (clause 5.20)
- The player's involvement in fraudulent or illegal activities while on the company's retail betting shops (clause 9.1)
- Finding collusion between customers (clause 9.2)
- Buildings placed by a group of people in cooperation (clause 9.3)

#### Terms & Conditions of Class B:

- False or misleading information found to have been submitted (clause 2.3)
- Use of multiple accounts by a customer (clause 2.7)
- Access to use an account by a third party (clause 2.8)
- Identification of an account holder under 18 years of age (clause 2.8)
- Inadvertent acceptance of a bet without sufficient funds in the account (conditions 3.5-5.2)
- The player's participation in fraud or collusion (clause 7.9)
- The player's participation in fraudulent activities against the Website or the company (clause 14.2)

In the event of a bet being cancelled, documentation will be provided to the player. Placing and validating a bet is the sole responsibility of the customer.

1.3 Betonalfa reserves the right not to accept all or part of a bet.

1.4 If a bet is cancelled, customers' bets will be refunded and odds will be settled at odds per unit (1.00).

1.5 Betonalfa reserves the right to cancel, in whole or in part, a bet if there is an obvious error in the wording of the event or in the odds as defined in clause 1.18 below. It is understood that the cancellation is made irrespective of whether the bet submitted is settled as a winning or losing bet.

1.6 The maximum number of combined bets in a single betslip is twenty (20) for Class B and 30 for Class A.

1.7 Betonalfa does not accept bets that affect each other (due to a technical error). Bets falling into this category will be cancelled without further notice. Betonalfa reserves the right to cancel the entire bet under these circumstances. The rule is not related to the Build & Bet offer.

1.7.1 If a match is inadvertently offered twice at the same time, in bets placed combining selections from these two matches, one of the two selections will be cancelled and settled at odds of one unit (1.00).

1.8 Odds are subject to change, all bets will be settled on the basis of the odds offered at the time of placing them.

1.9 The minimum bet amount per betslip is 10 cents (€0.10). The minimum bet amount per line is 1 cent (€0.01) with a minimum total betslip amount of €0.10 in Class B. In Class A the minimum bet amount per betslip is 1 Euro (€1.00). The minimum bet amount per line is 3 cents (€0.03) with a minimum total betslip amount of €1.00.

1.10 Where a multiple bet is placed involving events with different maximum win limits then the lower limit will apply. For the applicable limits see the Terms and Conditions here ([link](#)).

1.11 In the case of an event where the DEADHEAT rule applies and it ends in an even result with more than one winner, then the option is considered won and lost proportionally, and is therefore settled at full odds in proportion to the betting amount. Example: If 3 players share the position of top scorer in the English Premier League, then the betting amount is split proportionally (1/3 of the stake amount times the odds). The DEADHEAT rule applies.

1.12 Betonalfa does not accept bets from customers who are directly involved in events they have selected. For example Players, Referees, Coaches, Sports Judges and Factors are some of the groups of people that fall into this category. Betonalfa has the inalienable right to cancel these bets without further notice.

1.13 Live bets which the company has reason to believe are played after the result of an event is already known, or the selected participant or team has gained a comparative advantage based on the development of the match (e.g. a goal, a penalty for the other team, etc.), Betonalfa reserves the right to cancel the bet, whether it is won or lost.

1.14 If for any reason we cannot confirm the outcome of a particular market (e.g. due to loss of live video), all bets will be void, unless the betting settlement has already been determined.

1.15 The results are the ones that are recognized on the field of play or on the podium. Any results due to legal, disciplinary or other decisions that alter the results or the order of finish will not be taken into account.

If the investigation and decision of the competent body is made before the conclusion of the event or competition, then its result will be used and will be valid, but if it is made after the conclusion of the event, it will not be taken into account. E.g. i) if Vettel wins the Monaco Grand Prix and the following day he is disqualified by the FIA for

misconduct, all Bets involving Vettel winning the Monaco Grand Prix will stand and be settled as won. E.g. ii) a. Everton's deduction of 10 points during the 2023-2024 season shall be taken into account for their final ranking (e.g. one will be graded or not) ii) b. Removal of 10 points from Man. City after the conclusion of the league are not taken into account for its classification (e.g. loss of championship title).

1.16 With regard to Championships, which were not completed on the basis of their announcement and in which the relevant Federation or the responsible Organising Authority decides to validate the ranking as final, the settlement of betting options as winners or losers will be based on this decision of the competent body.

1.17 In the case of leagues where there are barrage matches (playoffs of any form e.g. mini-league), the final standings will only be valid after the completion of the barrage matches in the respective league, unless the condition of paragraph 1.16 arises, in which case the provisions of paragraph 1.16 apply.

1.18 Betonalfa will not be liable for any errors regarding bets or wagers including in cases where: (i) Betonalfa has incorrectly set the respective odds/mechanisms/aggregates, (ii) Betonalfa continues to accept bets or wagers on markets that have been closed or blocked, (iii) Betonalfa incorrectly calculates or pays a settlement amount.

1.18.1 Obvious Error - An Obvious Error occurs when prices are (a) substantially different from what was available in the general market at the time the bet was placed or (b) clearly incorrect given the likelihood of the event occurring when the bet was placed based on the outcome of the race.

1.18.2 Incorrect Price - Prior to the commencement of an event, In-Development or after the event, where an Obvious Error is ascertained, the Company reserves the right to cancel any bets on the event.

1.18.3 Incorrect Count/Line/Handicap/Total/Purchase - Before the start of an event, In-Development or after the event, when an Obvious Error is established, the Company reserves the right to cancel any bets on the event.

1.18.4 Incorrect Event Details - Wherever an incorrect player or team is mentioned in the title of an event, the Company reserves the right to cancel any bets placed on the event.

1.18.5 Late Bets - If for any reason, a bet is placed after the start of an event with pregame options and is unintentionally accepted the bets will be considered void.

1.19 For the purpose of settling bets, statistics from the official organizing authority/operator of the respective event or competition will be used. In case no organizing authority is designated and/or the statistics of the official organizing authority are not available or there are specific indications/indications that they are not correct, bets will be settled on the basis of Betonalfa's statistics and/or statistics of Betonalfa's official partner providers. In the event that Betonalfa's statistics and/or the statistics of Betonalfa's official partner providers are not available for whatever reason, then independent data sources will be used to settle bets.

1.20 Events that are interrupted or postponed and do not start and/or restart within 48 hours of the official start time will be deemed void and all bets on selections relating to those events will be returned. The above rules do not apply to Tennis, with bets on Tennis matches becoming void only in the event that they do not continue and end by the end of the tournament. This rule does not include Qualifying/Trophy Winning Bets, which are offered as markets of the match in question. These markets will be settled at the final conclusion of the Qualifier/Tournament.

1.21 Betonalfa reserves the right to cancel bets if there is a change of venue at an event.

1.22 Betonalfa reserves the right to cancel bets if there are radical changes in the circumstances of an event, such as if a team starts a race with less than the maximum allowed number of players, the duration of a race, the distance in a speed race or the number of periods.

1.23 In the event that Betonalfa considers that a) you have registered and/or used more than one account and/or have acted in collaboration with one or more persons through a number of different accounts to place the same option or the same combination of options (regardless of whether the bets were placed separately or on a series of the same and/or different odds or different days) in an attempt to exceed the maximum possible payment for an individual account holder in linked accounts, Betonalfa reserves the right to withhold any winnings and/or cancel bets resulting from such behaviour, b) you have bet on different betslips and/or have acted in collaboration with one or more persons through a series of different slips for place the same selection or combination of selections (regardless of whether the bets were placed separately or on a series of the same and/or different odds or on different days or placed on different retail betting shop in an attempt to exceed the maximum possible payout for a customer, Betonalfa reserves the right to withhold any winnings and/or cancel bets resulting from such behavior.

1.24 A series of bets can be treated as one when a customer places multiple betslips of the same bet. When this happens Betonalfa has the right to cancel all bets placed except the first one. The use of a "standard" option or options to bypass betting limits or profit limits is not permitted. Betonalfa reserves the right to void any number of bets when options are combined with various "standards" to circumvent betting limits or profit limits. Also, if it is observed an attempt to place betslips with small amounts or betslips that change the "standard" selections (either through in-store cash registers or prepaid cards in stores) in order to circumvent the company's betting limits or maximum payouts, the company reserves the right to cancel all betslips placed for this purpose. "Standard" means the same betting options, which are not substantially modified by adding additional options with odds of less than 1.20.

1.25 When a series of bets, of the same or similar selections, is received from different users within a short period of time, Betonalfa has the right to cancel all bets, even if the bets have been settled. When a series of bets of the same or similar options is received from different Authorised Agents and/or terminals via prepaid cards within a

short period of time, then Betonalfa has the right to cancel all bets even if these bets have been settled.

1.26 Winnings will be paid to customers after the final result is confirmed. Any subsequent modification of the result, e.g. disciplinary proceedings (doping) or interventions by regulatory bodies, or subsequent pending appeals, or subsequent court decisions have no effect on the result. Nevertheless, Betonalfa reserves the right to freeze any vouchers/winnings under suspicion of criminal activity that may have affected the result and vouchers will only be cancelled in case of confirmation of the reported actions. Players will receive notification of the outcome of their betslip upon completion of the procedures.

## 2. Explanation of Bet Types

2.1. Scorer: First , Last , Any Moment in the match /Score 2 or more goals/Score 3 or more /Next home player to score, Next away player to score. Every effort will be made to offer odds on the above bets for all potential players involved in a match. In all cases, however, if a player scores e.g. the first goal, he will be deemed to be the winning option, even if no odds were available for that player.

2.1.1. Bets are valid for the regular duration of the match only. Own goals (based on official authority) are not counted and will be ignored unless otherwise stated in the wording.

2.1.2. Bets on a First Goal Scorer will be paid as a unit if the player comes on as a substitute after the first goal of the game, except in the case of an own goal, which will not be taken into account for market settlement purposes. For example, if in a match the first goal is scored by an own goal, betslips that have bet on the first player to score will remain active until/ or if another goal is scored. Exception in the case where a first goal-scorer own-goal option is offered.

2.1.3. Bets on the Last Player to Score apply to any player participating in the match regardless of the time of his entry into the game.

2.1.4. Scorer Anytime bets apply to any player participating in the match regardless of the time of his/her entry into the game.

2.1.5. In the event of a stoppage in a match where a goal has already been scored, then bets on the first scorer are valid and bets on the last scorer are void.

2.1.6. If a player has scored in a match and there is a stoppage afterwards, the Score Anytime bets on that player are settled as won. All bets on players who have not scored, in this case are void.

2.1.7. Player to score, every effort will be made to offer odds for all potential players in the match. However, in all cases, if a player scores e.g. the first or last goal, he will be considered the winning option, even if no odds were available for that player.

2.2. Next team to score/team to score 1st Goal. Predict which team will score first in the match. If no goal is scored in the match this will be represented by the draw option (No Goal). All bets will stand if an event is abandoned if a goal has been scored earlier.

2.3. Group Betting Predict which of the participants in a group will take the highest/best place. Bets are valid for starting/participating participants. Otherwise, they will be settled with a unit.

2.4. H2H (Head-To-Head) Bets Predict which of the two participants or teams will finish in the highest position or have the best score or most points. Both participants must start for bets to stand, otherwise they will be settled as a unit.

2.5. Half time bets. Predict the result at half time. Bets relating to half-time are valid regardless of whether the match is later abandoned and not completed.

2.6. Half Time/Full Time (HT/FT) bets. Bet on the half time and full time result of a match. If a match is abandoned after half time all bets will be void even if your half time option is lost. For example, if someone bets Arsenal v. Liverpool X/1 and the first half ends with Arsenal winning and the match is eventually abandoned, the selection will not be considered lost but void.

2.6.1. If a match is 0-0 (X) at half-time, and 1-1 (X) at full-time, the correct combination is X / X. If a game is 1-0 (1) at halftime, and 1-2 (2) at full-time, the correct prediction would be 1/2.

2.7. Asian Handicap - General Information: Asian handicap markets are alternative markets where you can place a bet on one team with an advantage/ disadvantage over the other team. For your bet to be considered a winning bet, the advantage/ disadvantage mentioned must be covered by the outcome of the event. Asian markets include two possible outcomes (double option markets), instead of three. In Asian handicapping there is no possibility of a tie, so there are only two possible outcomes.

2.7.1. Asian handicaps can be integer, decimal or a combination of the two and are designed to even out the difference in quality between the opposing teams. Depending on the choice of each Asian handicap (0.25, 0.50, 0.75, 1.00 etc.), the amount a customer bets is split into equal parts and placed as two different bets. Example 1: Placing a -0.5 Asian handicap bet on Barcelona (home team) against Valencia (away team), this means that Barcelona starts the game with a 0.5 goal disadvantage and must beat Valencia by at least one (1) goal difference (official result) for the bet to settle as a winning bet. Example 2: In the same match (Barcelona vs Valencia), if you place a -0.25 handicap bet on Barcelona, then if Barcelona wins (official result), the bet will be settled as a win. In case the match ends in a draw (official result) the bet will be settled as half void and half lost and, in case Valencia win (official result), the bet will be settled as lost. Example 3: In case a bet is placed (on the same match) on

Barcelona -0.75 Asian handicap, then Barcelona must win by at least two (2) goals difference for the bet to be settled as a win. If Barcelona wins by only one goal against Valencia, then the bet will be settled as half won and half void. If the game ends in a draw or if Valencia wins (official result), then the bet will be settled as lost.

2.7.2. Asian Goals Over/Under. Asian Goals Over/Under markets are alternative markets where you can bet on the total number of goals in a match or in a half, depending on the purchase options. Asian Over/Under can be integer, decimal or combinations of the two and give the option of betting on an alternative number of goals. For each Asian Over / Under line (0.25, 0.50, 0.75, 1.00 etc.), the amount wagered is split equally and placed as two separate bets. Example 1: If a bet is placed on the "Asian Over 2.25 Goals" market on Barcelona vs Valencia, then three (3) or more goals must be scored for the bet to settle as a winning bet. If no goals are scored or only one goal is scored (official result), then the bet will be settled as a losing bet. If two (2) goals (official result) are scored, then the bet will be settled as half void and half lost. Example 2: In the same match (Barcelona vs Valencia), if a bet is placed on the purchase "Asian Under 1.75 Goal", the bet will be settled as a win if no more than one (1) goal (official result) is scored. However, if three (3) or more goals have been scored according to the official result, then the bet will be considered a losing bet. If the total goals are two (2), then the bet will be settled as half void and half lost. Example 3: If in the same match a bet is placed on the Asian Over 2.75 Goals option and two (2) goals are scored, the option will be considered a losing bet. If four (4) or more goals are scored the option is considered a winner. In the event that 3 goals are scored (official result) then the bet will be settled as half void and half won.

2.7.3. Asian Handicap. Live betting. Live bets placed on the Asian Handicap markets will be settled on the basis of the score for the remainder of the game or for half time, once the bet has been placed. The score at the time the bet is placed does not count towards the settlement of bets. Example: If in the first half of a Barcelona vs Valencia match, the score is 1-0 and you place a bet on Barcelona -0.5 (1-0), then for the bet to win, Barcelona must win the game by at least two goals or more. (2-0,3-1,3-0,4-2 etc.). Any other result means that the bet is lost (e.g. 3-2,2-1,2-2 etc.).

2.7.4. Asian Goals (Over/Under). For the settlement of these bets placed in the Asian Goals Over/Under markets, the score counts from the start of the match. Example: If, in the 1st half of a Valencia vs Barcelona match, the score is 1-0 and you place a bet on Over 2.25 Goals, then, for your bet to be a winning bet, three (3) or more goals must be scored in the match (e.g. 2-1, 1-2, 2-2 etc.). If the game ends with two (2) goals in total, then the bet will be settled as half lost and half void.

2.7.5. Examples of handicap options:

Handicap option 0

If any team wins by any score, then your selection will be settled as a winner. In the event of a draw, bets will be cancelled.

Handicap option 0,0.5 (0,25)

Team with a 0.25 goal disadvantage:

- Clean win (1-0, 2-0, 2-1 etc.): All bets are won.
- Tie: Half the bet is cancelled and returned. The other half is considered lost.
- A clear defeat: All bets on this option are lost.

Team with 0.25 goal advantage:

- Clean win (0-1, 0-2, 1-2, etc.): All bets are won.
- Tie: Half the bet will be settled at the selected odds. The other half will be returned.
- A clear defeat: All bets on this option are lost.

Handicap option 0.5 (see also 2.7.1)

Team with a 0.5 goal disadvantage (-0.5) :

- Clean win (1-0, 2-0, 2-1, etc.): All bets are won.
- Tie: All bets on this option are lost.
- A clear defeat: All bets are off.

The team with a 0.5 goal advantage (+0.5):

- Clean win (0-1, 0-2, 1-2, etc.): All bets are won.
- Tie: All bets on this option are won.
- A clear defeat: All bets are off.

Handicap option 0.5,1 (0,75)

Team with a 0.75 goal disadvantage (-0.75)(-0.5,1):

- Win by 2 or more goals: All bets on this option are won.
- Victory by 1 goal: Half the bet will be settled at the selected odds. The other half will be returned.
- Draw or defeat by any score: All bets on this option are lost.

The team with a 0.75 goal advantage (+0.75)(+0.5,1):

- Draw or win by any score: All bets on this option are settled as won.
- Defeat by exactly 1 goal: Half the bet will be cancelled and refunded. The other half will be settled as a loss.
- Defeat by 2 or more goals: All bets on this option are lost.

Handicap option 1.00

Team with a 1 goal disadvantage (+1) :

- Win by 2 or more goals: All bets are won.
- Victory by exactly 1 goal: All bets are settled as void.
- Draw or lose: All bets on this option are lost.

Team with 1 goal advantage (-1):

- Win by any score or draw: All bets in this option are won.
- Defeat by exactly 1 goal: All bets are settled as void.
- Defeat by 2 or more goals: All bets are lost.

2.8. European Handicap. The European Handicap also includes point X (draw). To determine the betting result, the goals given as handicap are taken into account when adding up the final result. For example: In a match between Barcelona vs Valencia, bet on European Handicap 0-1, Barcelona wins if they win by two or more goals. Winning option X (draw) if Barcelona wins by exactly one goal. While Valencia is the winning option if the match ends in a Valencia win or draw. In live betting cases if e.g. the result of the match is Barcelona 1-0 already and a bet is placed with a European Handicap of 0-1 on Barcelona winning, then Barcelona must win by two goals to be considered a winning bet.

2.9. Goal Total markets, Half Time Goals. These markets include Under/Over, Goal Total (Accurate), 1st Half Time Under/Over, 1st Half Time Goal Total (Accurate), 2nd Half Time Under/Over, 2nd Half Time Goal Total (Accurate), Team (Home / Away) Under/Over, Team Goal Total (Accurate). Predict how many goals (Goals) will be scored in total in the game, at half time or by each team. In the event of a match being abandoned, bets that have been settled will be settled. (e.g. in a match that is 2-0 the Over 1.5 Goal option will be settled as won and the Under 1.5 Goal option will be settled as lost). Otherwise, picks that have not been settled will be considered void and settled as a single. (e.g. in the same match that was abandoned at 2-0 the Over 2.5 option will be considered void and settled as a unit).

2.10. Match Winner / 1X2. Predict the winner of the match. The regular time rule applies, unless otherwise stated.

2.11. Half time with Most Goals. Predict the half in which the most goals will be scored. In the event of a draw in both halves, this means that the same number of goals were scored so the "Even" point will be settled.

2.12. Head2Head - Season (Event) Predict which team or participant will be the highest ranked in an event at the end of the season. If there is a Playoff process it will be included unless otherwise stated in the wording of this item. The market will be settled in accordance with the official, validated scoring of the organising authority, as explained in paragraph 1.15.

2.13. Qualification/Winning a trophy. Predict which team will qualify for the next round/phase of a competition or which team will win the trophy. These markets are settled on the basis of the official results of the respective organising authority. Any protests, penalties or cancellations after the conclusion of the matches/event will not be taken into account for the settlement of the market. If a team is eliminated from the competition before the match and the opponent qualifies without a match, then qualification bets will be void for that competition.

2.14. First Goal Time/Goal Time/10' minutes/15' minutes. In these markets the time at which the first goal will be scored or, in the case of live betting, the next goal will be scored must be predicted. Notes: The first minute of a match is considered to be the time between 00:00 - 00:59. For example, a goal scored at 10:00 is considered to have been scored in the 11th minute of the match, while a goal scored at 09:59 is considered to have been scored in the 10th minute of the match.

2.15. Under/Over and Total. Predict whether the total number of finishes/points of a race/event is above or below the certain offered point limit. If the limit is 2.5 goals and the game ends 1-1, then the total number of goals scored is Two (2) and the correct prediction will be Under (Under) by 2.5; if the limit is 2.5 goals and the final score is 3-0 (total of 3 goals) then the correct prediction will be Over (Over) by 2.5 goals. All Under/Over bets, as well as point bets, will be settled as normal in the event that a higher number of goals/points than stated in the market has been scored, regardless of whether a match is later abandoned. If the bet has not been settled, bets will be settled at odds of one unit (1.00).

2.16. Odd/even. If the score is 0-0, the bet is settled as an even number. If the match is not completed, bets are void.

### 3. Special Rules for Sports

#### 3.1. Football

3.1.1. Final Result. All match markets are based on the result of the 90 minutes of the respective match (regular time), unless otherwise specified. This includes time added by the match referee for stoppages or other extra time. It does not include overtime and the award of a winner from the penalty shoot-out.

In the event that a match is not conducted according to the usual rules of the sport (e.g. in friendly matches the match is conducted in less than 90 minutes or with a different number of halves, etc.) the company reserves the right to cancel any bet in relation to it, except where if the relevant federation decides to stipulate, prior to the start of the event, that the event in question will be played with a different duration, this decision will be considered as the official rule for the event (e.g. an Indian Bangalore Division A football match - 80 minutes duration). Every effort will be made to provide this information in a timely manner.

3.1.2. Bet on overtime. Extra time is defined as any scheduled period of play between the end of normal time (e.g.

90 minutes of play plus any time added as stoppage time or other extra time) and the end of the match. Markets for live betting on extra time are settled on the basis of the official statistics for the extra time period. Extra time does not include the penalty shootout. Any goals, corners or cards indicated (taken) in regulation time do not count.

3.1.3. Matches Postponed, Transferred or Interrupted. Matches that have not been played or have been postponed shall be treated as Non-Participants for settlement purposes and all bets on the match shall be settled as a unit. It is understood that a betslip with multiple selections continues to be valid as normal. If the match takes place before the designated start date or time, then bets on that match will stand as normal, provided they are placed before the start of the match. Bets on any match not completed before the final time of play whether it is time before the 90-minute mark or as long as the match is played in stoppage time will be settled as a unit, except those whose result was decided before the final abandonment. For example, Winner (1X2) or Double Chance markets will be settled as a unit. Bets that have already been settled, for example the first player to score or a bet over a goal are settled as normal if a goal has been scored by the time of abandonment.

3.1.4. Matches not conducted under the conditions indicated. In the event that the home venue of a match is changed, then the bets already placed will be considered valid as long as the home team continues to be designated as such. If there is a reversal of the home team to the away team, then bets placed based on the original fixture listing will be cancelled. We make every effort to indicate on our website games played on a neutral ground. For games played on neutral ground (whether or not this is indicated as a note on our website) all bets will stand, regardless of which team is listed as the home team. If an official authority lists different teams to those listed on our website, then all bets will be void (for example the official authority states that they are youth teams, women's teams etc. and our website does not have this indication).

3.1.5. Settlement of bets. For the purpose of settling bets, statistics from the official organising authority/operator of the respective event or competition will be used. In the event that no organising authority is designated and/or the statistics of the official organising authority are not available or there are specific indications/indications that they are not correct, bets will be settled on the basis of Betonalfa's statistics and/or statistics of Betonalfa's official partner providers. In the event that Betonalfa's statistics and/or the statistics of Betonalfa's official partner providers are not available for whatever reason, then independent data sources will be used to settle bets.

3.1.6. Next player to score (Goal X) Bets on the purchase of Next player to score apply to players participating in the match at the time the bet is placed. In the event that the next goal scored is an own goal it will be ignored and bets on the next player to score will remain valid until a goal is scored (no own goal). In the event that no goal is scored after the bet is placed or only an own goal is scored in the match, bets will be settled as lost except for the No Goal option if available. The "Next player to score" purchase will be settled as void in live betting if the selected player does not participate in the match at all after the bet has been placed (for example a player who is substituted at half time, when it was selected that "He will score" during half time).

3.1.7. Exact score. Predict the score at the end of regular time of the match.

3.1.8. First goal time. If a match is abandoned after the first goal has been scored, then all bets stand. If the match is abandoned before the first goal is scored, then all bets relating to the time period after the first goal has been scored will be lost, and all other bets relating to the time period from the time of the abandonment onwards will be void and treated as non-participating. For settlement purposes, the 1st minute of the match is the period from 1st second to the 59th second. The 2nd minute is from the 1st minute to the 1st minute and 59 seconds and so on. For example, if a bet is placed on the first goal to be achieved between the 1st and 10th minute and the goal is achieved at 10 minutes and 49 seconds, then that bet is a losing bet since the goal was achieved between the 11th and 20th minute.

3.1.9. Top Scorer (Long Term). Only goals scored in this category in 90 minutes and overtime are counted, and goals scored in the penalty shootout do not count, regardless of the team (included in the category). Only goals scored in the relevant competition at the conclusion of the fixture count, unless otherwise stated in the market name. No own goals are counted. Dead-heat rules may apply. Long-term bets (First Team Goal Scorer, First Team Goal in an Event) on players who do not play in the event at all will be void.

3.1.10. Head 2 Head Season/ Total Team Points. If a team does not complete the schedule, then all Head 2 Head and Team Points bets involving that team are void, win or lose, unless the market has been mathematically decided.

3.1.11. Half time result. Including live betting, bets are void if the first half is not completed.

3.1.12. Exact half-time score. Bets will be void if the first half is not completed.

3.1.13. Half time with the most goals. In the event that the match is not completed, bets will be void unless the betting settlement has already been determined, e.g. one (1) goal scored in the first half and two (2) in the second half.

3.1.14. First half goal. Bets will be void if the match is abandoned before the end of the first half, unless the settlement of bets has already been determined.

3.1.15. 2nd Half-time. All bets placed on outcomes that will occur during the 2nd half (e.g. 2nd Half -- Result 2nd Half Double Chance etc.) are valid only for the period between the start of the 2nd half and the end of the 2nd half. The start/end of a half is determined by the referee's whistle that starts/ends the respective half.

3.1.16. Win both halves. As far as the market "Win both halves" is concerned, this team should score more goals than the opponent in each half.

3.1.17. Special Player Bets. (Aces, Passes, Shots, Shots on goal, Tackle, Receive card) will be settled based on the statistics of Betonalfa's official affiliated providers. In case the statistics from the official organizing authority/provider of the respective event are not available, then the settlement of bets will be made from independent data sources. In the event that an event is interrupted and not continued, all bets on the related markets will be considered void and settled at odds of 1.00, unless they have already been settled. Explanation of Special Player Bets. For the purposes of settling the specific selections below, if the player selected on your betslip does not start as a base player then the selection is settled as a unit. So for example if in a Liverpool vs Arsenal match Shaka is selected for Goal on target and the player comes on as a substitute at 50 and scores a shot on goal the card will be settled as a unit.

Assist The final contribution (pass, shoot or any other contact) made by a player of a team that resulted in a teammate scoring a goal

Goal The number of goals scored by a player in the opponent's goal. Markets are settled when the ball crosses the goal line, not when the player shoots

Shot Any clear attempt by a player to score a goal with a shot (successful or unsuccessful)

Shot on goal Any attempt by a player resulting in a goal, or in a goalkeeper or other player being denied, (if the goalkeeper could not save) (Given that the path of the ball towards the nets was clearly visible)

Passes An attempted pass (successful or unsuccessful) by a player with the clear intention of finding a teammate

Tackling A tackle is defined as an action in which a player touches the ball in a projection on the ground and successfully removes the ball from the player in possession.

The player being tackled must have clear possession of the ball before he is tackled.

For the purposes of settling the above markets, a goal will also count as a Shot and a Shot on Goal. Special Player Bets markets include overtime if available. In Special Player Bets if a player is not in the starting line-up all selections will be paid as a unit even if he later plays as a substitute.

3.1.18. Double Opportunity. The following options are available; 1X – If the result is a home win or a draw then this option is winning. X2- If the result is a draw or a win for the away team then this option is a winning option. 12- If the result is a home or away win then this option is a win. If a match is played at a neutral venue, then the team listed first will be considered the home team for betting purposes.

3.1.19. Extra time goals in Live betting, only goals in extra time are counted. If a match is abandoned before the completion of extra time, then all bets are cancelled, except for those whose settlement has already been decided.

3.1.20. Goal bet on live betting. For live-betting bets, all goals count regardless of whether they are scored before or after the bet is placed.

3.1.21. Total Corners. Predict the total number of corners that will be taken in the match. Corners awarded but not taken are not counted. If a corner is retaken (e.g. for a foul in the wide area), only one take is counted.

3.1.22. Extra time corner in live betting. Only overtime corners are counted.

3.1.23. Handicap Corner. For settlement purposes, the Handicap number of each team is added or subtracted from the team's total number of corners to determine who is the winner of the Handicap. In the case of live betting the already scored corners are taken into account. For example in Arsenal vs Liverpool, if Arsenal have five (5) corners and Liverpool have zero (0) corners and a bet is placed on Arsenal -5.5 and at the end of the match the corners are seven (7) - one (1) then the option ( Arsenal -5.5) is a winner.

3.1.24. Corner 1X2. Which team will have the most corners in the match. In the event of an equal number of corners, option X wins.

3.1.25. First Corner. The market is settled according to which team wins the first corner in the match. Corners awarded but not taken are not counted.

3.1.26. Under/Over Team Corner. Team Corners - Over/Under The purchase is settled according to the number of corners awarded and taken by the team indicated in the market. In the event of a stoppage of play prior to the final completion of playing time, whether it is time before the 90 minutes have elapsed or for as long as the game is played, bets will be void unless settlement has been decided. Corners awarded but not taken shall not be counted.

3.1.27. Under Over Cards. The settlement of bets on card markets will be made according to the data offered by our company's providers and only for cards given during the normal duration of each match (90 minutes plus delays). A yellow card counts as one (1) and a red card counts as two (2). Any second yellow to a player is ignored and the red is counted. The maximum number for a player is 3. Cards given after the end of the game and cards given to substitutes (players sitting on the bench) do not count for this market, nor do cards given to substituted players who saw the card by leaving the game after being substituted. Cards given to coaches or members of the team's technical staff do not count. For settlement purposes, if a player receives a card while on the bench and later enters the game as a substitute, the card received (while on the substitutes) will not be counted. For example a player who is on the bench and receives a yellow card and then goes into the game as a substitute and receives a second yellow card and is sent off, in this case the cards counted for settlement purposes are two.

3.1.28. Use of VAR.

3.1.28.1. In the event that VAR is requested, the event that led to the referral will, for the purposes of these rules, be deemed to have occurred in real time (and not at the time the decision is made). For example, suppose someone



has elected to score a goal at 21-30' and it is scored at 28:36 where at the same time the assistant makes an offside suggestion. If VAR is used and the goal is deemed to be regular as the time of the goal will count as 28:36 rather than the minute established via VAR and the purchase will be deemed to have been won.

3.1.28.2. In case a bet was settled and, due to a subsequent VAR decision, it turns out that this settlement was wrong, Betonalfa reserves the right to cancel or reverse the bets of that event.

3.1.28.3. Bets placed between an event leading to a VAR review and the relevant VAR decision will be void (e.g. a bet on the winner of a match while the event for which the referee will be called to VAR has already occurred is void), unless the VAR review did not change the original decision or the VAR review (and subsequent decision) modified the original decision but did not materially affect the bet in question (e.g. in the case where the event being reviewed via VAR is not related to the outcome of the bet in question). All bets that were not materially affected by the VAR review (and subsequent decision) will stand.

3.1.28.4. Penalty situation During the period from the time a penalty is awarded to the time it is taken, the odds are subject to variations according to the probability of the goal being scored. Betonalfa reserves the right to cancel the affected bet selections placed after the referee has indicated the penalty, if for any reason the penalty is not executed or if the penalty in question is revoked.

3.1.29. How to score the first goal.

3.1.29.1. Foul: The goal must be scored by a direct foul or a corner kick. In the event that the ball is deflected by hitting elsewhere, the foul purchase shall be deemed to have been won if it is awarded to the player who took the foul/corner kick.

3.1.29.2. Penalty: The goal must be scored by a direct penalty kick, with the penalty taker being awarded the goal.

3.1.29.3. Own goal: If the goal is awarded as an own goal.

3.1.29.4. Header: The scorer's last contact with the ball must be with the head.

3.1.29.5. Shoot: All other ways not included in the above descriptions.

3.1.29.6. None: No goal is noted.

3.1.30. How to Score a Goal Live Bet. Terms 3.1.29 apply. In the event that certain markets remain open/active indicating an incorrect score or match situation that has a significant impact on the odds offered, we reserve the right to cancel any bet placed at that time.

3.1.31. Interrupted matches. In cases where we have interrupted matches any markets that have already been decided are settled as normal.

3.1.32. Build & Bet Football markets.. In particular, in Build&Bet Football there are some separate regulations for the Build&Bet Football market. For more details please see [here](#) (link).

## 3.2. Basketball

3.2.1. Match Bets All matches must start on the predetermined official date (local time of the venue/ground) for bets to be valid. If the venue of a match is changed, bets on the match will be valid as long as the home team is still deemed to be the home team after the change. If the Home-Away order is reversed to Host-Host to Host-Host, then the original bets on the match will be void unless the match is played on a neutral ground. In 2way markets a bet return rule applies unless otherwise stated. Stakes on single bets are refunded and on multiple/double selections the selection is treated as a single (1.00 odds). If a match is abandoned after it has started, bets are void, except those whose outcome has already been decided. Live Bets whose outcome has been decided are also settled as normal. Match bets are settled on the basis of the score at the end of the match (secretary's horn/match sheet). Subsequent disqualifications and/or appeals do not affect bets.

3.2.2. Bets placed before and after the start of the match (including Special Bets) Bets placed either before or after the start of the match include any extra time(s), unless otherwise specified, e.g. in a double-header in a home and away format, where in the event of a draw there is no extra time. In the event that each team's point total in both matches is equal, then the second timed match shall go into extra time even if it does not end in a draw. The "Regular Time Score" & "Match to go into overtime" are settled on the basis of the score at the end of normal time and do not include overtime.

3.2.3. Half Time/Period Bets All bets placed on events that will occur during X period or half time (e.g. 1st period - Winner) are valid only for X period or X half time as timed by the organizing authority. Extra time will not be counted on all bets involving X period or half time markets, including the markets, "Most Points Period", "Highest Scoring Half", "Win all 2 halves", "Win all periods", "Team with highest score at half time" and "Team with most productive Period", unless otherwise specified.

3.2.4. Halftime/Highest scoring half/period Predict the half/period where the most points will be scored. In the case of a tie, this means that the same number of points were scored in both halves, or the same maximum number in 2 or more periods.

3.2.5. Winning Margin. Predict the winning margin for one of the two teams.

3.2.6. First team to X Points (Race to X Points/Period X Race to X points). Prediction of the team that will be the first to reach the points declared at any given time. In double-elimination markets, in the event that neither team reaches the declared number of points as described in the betting market, bets will be void unless otherwise stated. In triple option markets, in the event that neither team reaches the declared number of points as described in the betting market, the winning option will be "none".

3.2.7. Rules for friendly matches In friendly matches the final result is the score after the end of the match. In the event that the two teams involved in the match agree not to go into extra time in the event of a tied result after the end of the match, then bets on the Match Winner purchase will be returned and the remaining bets will be settled on the final score unless the triple match variant (1X2) was available for betting.

3.2.8. Long-term Championship Winner , Series Winner: predict the winner of an event or event. The market is settled according to the official validated rating of the organizing authority. All bets are valid regardless of a team move, team renaming, change of season length or change in the number of scheduled matches in a series.

3.2.9. Double Double/Triple Double In Double-Double, the player must achieve 10 or more in two of the following 5 statistical categories. In Triple-Double, the player must achieve 10 or more in three of these 5 statistical categories: Points, Rebounds, Assists, Kills and Steals. Players must participate in the game for bets to stand, regardless of whether they start as a starter or not.

3.2.10. Jump ball Winner Equivalent to the first possession of the ball by one team immediately after the jump ball.

3.2.11. First Event in the Game for X Player/Team It concerns the first statistic (free throw, two-point shot, two-point shot, three-point shot, rebound, assist, cut, steal, turnover) recorded by the statistical service of the host authority on a play-by-play basis.

3.2.12. Build&Bet NBA Regulations. Specifically in the NBA league there are some separate regulations for the purchase of Build&Bet. For more details please see here (link).

3.2.13. Scoring type point. Next basket to be scored whether it will be a shot, two-point or three-point shot e.g. 15th point which way it will be scored.

3.2.14. Player Specials. If a player does not play at all the option will be paid as a unit. Betslips will be settled based on the statistics of Betonalfa's official partner providers. In case the statistics from the official organizer/provider of the respective event are not available, then the settlement of bets will be done from independent data sources. In the event that an event is interrupted and not continued, all bets on the related markets will be considered void and settled at odds of one unit (1.00), unless already settled. Overtime of any match (if any) is included in the market unless it is specifically stated in the relevant betting market that overtime is excluded.

3.2.15. Explanation of Special Player Bets:

Points (Points) The number of points of the selected basketball player

Number of Baskets (FG Made) The number of successful baskets of the selected basketball player (number of 2-point and 3-point shots). For example, if he scores 15 points with 2 3-pointers, 2 2-pointers and 5 free throws, the number of baskets is 4 (2 2-pointers + 2 3-pointers)

Assists The number of assists of the selected basketball player (passes resulting in successful baskets).

Blocks A block is recorded when a defending basketball player stops an opponent's shot by knocking the ball into the air.

Total Rebounds A rebound is recorded when a basketball player regains the ball after a missed basket. This statistic is recorded for both offensive and defensive rebounds.

Steals Number of steals per match. A steal is recorded when a defender steals the ball from an attacker (leading to a mistake by the attacker)

Points and Rebounds and Assist Total points + Rebounds and Assists for a basketball player. If a player scores 10 points 10 assists and 4 rebounds the total is 24

Rebounds and Assist The total of Ribounds and Assist for a basketball player in a game. If, for example, he has 7 rebounds and 1 assist the total is 8.

### 3.3. Tennis

3.3.1. General rule of Tennis. In the event that a match starts and is not completed all bets are void except for bets which have already been settled at the time of interruption or bets where the outcome could not be changed if the match was completed, e.g. a match is interrupted in the first set with the score tied at 4-4. If someone bets on the under 9.5 games purchase, their betslip will be settled as a loser and the over 9.5 games purchase will be settled as a winner. The 10.5 purchase will be cancelled.

3.3.2. A tennis match is considered to start with the first service of the match. All bets are still valid even if the day or time of the match or even the court has changed.

3.3.3. Match Winner (pre-match and live betting) All bets on the winner of a tennis match will be considered void if a match starts but is not completed. In the event of a change in the format of the match and as a result of a change in the total number of Sets (e.g. from winning 3 Sets to winning 5 Sets) or a change in the total number of games in a set (e.g. A set to 6 games to change to a set to 4 games), bets on the Match Winner market will stand while bets on Sets and games will be void.

3.3.4. Set bets (current/next) Bets are cancelled if the specified number of sets is not completed, or if the number of sets changes.

3.3.5. Tie-Break in Set In case the set is not completed, bets will be void unless the score is 6-6, in which case the market will be settled as "Yes".

3.3.6. Number of Sets (Pre-match and Live Betting) In the event that a match starts but is not completed, all bets will be void, unless the final set has already started when a player disqualification/ withdrawal occurs or the bet has already been settled.

3.3.7. Set Score In case a match starts but is not completed, all bets are void, except in cases where the bet has already been settled. Example: The game is permanently abandoned due to a player withdrawal, while the Set Score is 1-1. Bets on 2-0 and 0-2 Scoring Sets are settled as lost.

3.3.8. Tie Break. It is counted as a goal for betting purposes. A set of 7-6 games includes 13 goals, not 12 goals and 1 tie-break.

3.3.8.1. Golden Tie Break In some events (e.g. Seniors' Tour, ITF tournaments), matches that reach 1-1 sets are determined by a "Golden Tie-Break". If the match is decided by a "Golden Tie-Break", then the "Golden Tie-Break" will be taken as the third set. Set Betting will be settled as 2-1 for the winner of the "Golden Tie-Break". Any bets taken in error on Exact Score or number of Game Points in the 3rd set will be void.

3.3.9. Any Set to end 6:0 or 0:6. One of the two athletes to win a set without his opponent winning a game.

3.3.10. Winner of the first Set/Winner of the Match. Who will win the first set and who will win the match. For example, in a match between Tsitsipas and Djokovic, if Tsitsipas wins the first set and Djokovic wins the match, the winning option will be 1/2.

3.3.11. Point Winner. Which player will win the next point. The way it is shown below is Set/Game/Point, so for example in the 2nd Set, of the 3rd Game the 2nd point will be shown as follows. S2G3P2 or 2/3/2.

3.3.11.1. If a player is incorrectly designated as a server, then all bets on the point winner will be void regardless of the outcome.

3.3.11.2. Bets offered for a winner on a specific point, if the point is not played due to a match or game ending, bets will be void. If points are deducted, they will be counted towards the final settlement.

3.3.11.3. If the stipulated point has been awarded (as a penalty) by the referee, bets on this point will be void.

3.3.11.4. Point bets count, regardless of whether or not the point is played in a tie-break.

3.3.12. Bets on a game score (e.g. Player to win by 0, 15, 30 etc.). If a game is completed after a temporary interruption for any reason, bets will be considered valid and settled on the result of the game. If a game is completed with a point awarded (as a penalty) by the referee, the game shall be deemed completed and bets shall be settled as normal. However, if a goal is completed with a goal being awarded (as a penalty) by the referee, bets on that goal are void. If a player is ejected or withdrawn during the course of a game but before its completion, the game shall be deemed not completed and bets on the game shall be void. Bets on a game that subsequently turns into a tie-break will be settled as void.

3.3.13. Bets on games markets; bets involving games in individual sets, games in the match, player games and advantage bets (based on won games). In case of deduction of points/games, these will be counted for the final settlement. For the purposes of settling all relevant markets, tie-break and golden tie-break shall be counted as one game. In cases of retirement, elimination of a player, all bets will be void unless the outcome of the bet has already been decided, or there is no feasible way to change the outcome of the bet in case the set/match was completed. E.g. Bets on the total number of match games in an Under / Over 19.5 option, in the event of a player retiring on a score of 6-4, 4-4, the Under / Over 19.5 market is settled as lost / won respectively since in any possible outcome of the match in the event of a completion, the total games would be a minimum of 20. Similarly, for markets on a player's game advantage e.g. bets on player 1 to win the match with a 2.5 games advantage, in the event of a player's retirement at 6-4, 4-6, 4-4, the purchase win with a 2.5 games advantage is settled as won/lost respectively, since in any possible outcome of the match in case of completion, player 1 could not lose by more than 2 games. Whereas, bets on player 1 winning with a 1.5 game advantage would be settled as void, since the outcome of the bet has not been decided. If a game is completed after a temporary interruption for any reason, bets will be considered valid and settled based on the outcome of the game. If a game ends with a point being awarded (as a penalty) by the referee, the game will be deemed completed and bets will be settled as normal. However, if a game is completed with a game award (as a penalty) by the referee, bets on that game will be void.

3.3.14. Deuce in a specific game. If there is at least one 40:40 tie in the selected game.

### 3.4. Volleyball

3.4.1. In the event that a match is permanently abandoned for any reason, all bets will be void except for bets on markets that have already been decided before the abandonment (e.g. first to 10 points or winner of a particular set).

3.4.2. In the event of points being awarded by arbitrators, the official results will be used for settlement purposes in all markets.

3.4.3. If the venue of the match is changed, bets already placed will stand, provided that the "home" team is still designated as such. If the match is played at the away team's stadium then bets will stand provided the 'home' team is still officially designated as such, otherwise bets will be void.

3.4.4. For "double-elimination" events that have a "Gold Set" to determine the qualifying team, then for settlement

purposes the "Gold Set" is not included with the exception of markets where it is stated that they relate to the "Gold Set".

### 3.5. Electronic Sports (E-soccer, E-Basket)

3.5.1. General Rule The settlement will be based on the official result as declared by the respective organiser of the game in question. Bets do not apply to non-participants. The start dates/times are indicative and without guarantee of correctness. If a match is played before the scheduled start date/time, then all bets placed after the actual start time of the match will be void. All bets placed before the actual start time will stand. A match that has been cancelled/postponed will be deemed void unless rescheduled/resumed within the current start time day. In the case of spelling mistakes in a player or team name, bets will stand as normal unless it is obvious that it is a mistake. In the event of a team changing its name after leaving an organisation, joining another organisation or officially changing its name, all bets will stand unless it is a different team where different players are playing, in which case all bets will be void.

3.5.2. If the match is won by an admission of defeat by the opponent, then the match is considered complete and bets count. If the match is replayed due to a draw, the replay will be considered a completely different match. If the match is replayed due to disconnection or due to a technical problem not caused by the player, bets placed before the start of the match (pregame bets) will be counted in the replay and settled according to the official result. Bets placed during the match (live bets) will be void unless the result has already been decided and the replay will be considered a completely different match.

3.5.3. Football matches are divided into two halves, each corresponding to a virtual 45 minutes. The duration of the real time may vary depending on the event (2X5, 2X6 etc.). In basketball there are usually 4 periods of 5 minutes, but the time may vary depending on the event.

3.5.4. The betting options offered in e-soccer and e-basketball are the same as in football and basketball. In cases of odd/even goals, 0-0 for settlement purposes is considered as even.

### 3.6. Ice Hockey

3.6.1. Normal duration Unless otherwise stated in the market, all bets are settled for normal duration and do not include overtime or penalties. Examples of markets (not limited to the markets listed) settled for the normal duration are 1X2, Over/Under, Handicap Points. If a purchase includes overtime, this will be clearly stated in the listed purchase, for example "Winner (with overtime and penalty)".

3.6.2. In the event that a match is decided in the penalty shootout, a goal will be added to the winning team for the purposes of settling the Under/Over match purchase. This rule applies to all markets involving overtime and the penalty shootout process.

3.6.3. Period markets. The result in period markets is settled only on the basis of the result of the period in question. Extension does not count towards the result of the 3rd period unless otherwise stated in the purchase.

3.6.4. Duration of the race. If the game is abandoned before the official result, then the result will be deemed to be official after "55 minutes" for American Ice Hockey (NHL, AHL, UHL, WHL OHL) or "60 minutes" for the rest, unless otherwise stated, this rule applies to all types of bets. Game Duration Exception: Russian Liga Pro games are played for 30 minutes (3X10 minute periods) and this is considered normal duration for this league. Short Hockey leagues (Short Hockey) are played in periods of 3x10 or 3x15 minutes and this is considered normal duration for them.

### 3.7. Baseball

3.7.1. Some names in the general market do not fully reflect the actual terms used in baseball, for example an inning is the normal game duration time and extra inning is the overtime, as well as runs correspond to points.

3.7.2. Extra innings (overtime) are not included in any purchase unless otherwise stated.

3.7.3. Settlement. The game must be the full scheduled duration to receive action in all markets - 9 periods (8½ if the home team leads) for 9-inning games, or 7 periods (6½ if the home team leads) for 7-inning games. If the game is abandoned before the stipulated time, then all bets are void, except those that have been unconditionally settled.

3.7.4. Mercy-Rule - Early termination: If a game ends due to a large score difference, all run line bets will still stand (only applicable to World Baseball Classics, World Cup and Olympic events).

3.7.5. In the event that a match is interrupted or postponed and does not resume on the same day, all unspecified markets will be cancelled. Bets whose outcome has already been decided at the time of the interruption will be settled accordingly.

3.7.6. In the event that certain markets remain open/active indicating an incorrect score or match status, which has a significant impact on the odds offered, we reserve the right to cancel any bet placed at that time.

3.7.7. Quick markets. If a hit and an error occur in the same phase, the hit will be considered for settlement purposes. A foul ball will always be considered a strike for settlement purposes.

3.7.8. Games that are not played as indicated. If there are any changes to the starting pitchers of the games from those specified, all bets will still stand. Posted pitchers are for informational purposes only.

### 3.8. American Football

3.8.1 If the venue of a match is changed, the bets placed will stand, provided that the home team remains the home team. If the home and away teams are reversed, then all bets placed will be void. In 2-way markets, tie rules apply unless otherwise specified.

3.8.2 If a match is interrupted but then resumed (from the point in the match at which it was interrupted) and played to the end, within 48 hours of the original scheduled match time, all bets will stand on the match.

Otherwise, if the match is resumed but not completed within 48 hours of the original scheduled match time, this will be deemed an abandonment and bets on the original match will be void, except for those bets whose outcome had already been determined prior to the initial interruption in the match.

3.8.3 Period with the highest score: All four periods must be completed. Overtime does not count. If the match is abandoned, then all bets will be void unless the most points have already been scored in the 4th period at the time of abandonment.

3.8.4 Half Time / Normal Duration: Overtime does not count.

### 3.9. Rugby

3.9.1. All markets (except for half-time, extra time and penalty shootout markets) will be settled on the basis of the result of the regular time of the match.

3.9.2. Normal Duration. All markets will be settled on the basis of the result after the scheduled 80 minutes unless otherwise stated. Normal duration includes any delays due to injuries or stoppages, but does not include overtime, penalty shootout or sudden death.

3.9.3. In the event that a team or category name is incorrectly stated, we reserve the right to cancel any bet, provided that the name stated cannot be identified with the team or category to which the event relates.

### 3.10. Ping Pong

3.11. "Match" betting offers are based on the general principle of tournament progression or winning a tournament, depending on the phase of the event to which the match refers. In the event that a match starts but is not completed, all bets will be void unless the outcome of the specific market has already been determined, or there is no possible way in which the game and/or match could be played to its natural conclusion without the outcome of a specific market being determined. For "handicap" and "over/under" markets, the completion of all scheduled sets is required for bets to stand except those whose settlement has already been decided. "First in" purchase - Bets are settled based on the player who will be the first to reach the specified number of points in a particular game. In the event that no player reaches the specified number of points (due to abandonment), then bets in this market will be void. If the indicated game is not played, then all "First in" markets will be cancelled.

### 3.12. MMA/Boxing

3.12.1. Boxing. Win the Match The betting odds refer to the chances of each athlete winning the match, and in the event of a draw, all bets will be void and all bet amounts will be returned. This includes a match that ends in a "majority draw". Bets are settled according to the official result announced in the ring. Subsequent objections/changes will not affect the settlement of the bet (unless the correction was made due to human error in the announcement of the result). All bets will stand, regardless of changes in the number of rounds.

3.12.2. Boxing. Final Results The results are determined by the official decision of the judges. "KO" (Knockout) includes "TKO" (Technical Knockout) and disqualification.

3.12.3. MMA. In the event that the players announced before the start of the match are changed, all bets will be void. If a match is not played because a player withdraws before the start of the match, all bets on the match will be void and the odds will be set at 1.00. If a match is interrupted or postponed and not resumed and completed within 48 hours, all bets will be void and the odds will be set at 1.00. Results will be decided by the official decision of the judges, which will include points, Technical Knockout, Knockout, submission or abandonment by an athlete. Any subsequent objections or modifications to the result will not be considered.

### 3.13. Football Salas

3.13.1. All markets in a match will be settled according to the normal duration of the event (two equal 20 minute periods). The normal duration must be completed for bets to be valid, unless otherwise specified.

### 3.14. Beach volleyball

3.14.1. In the event of any change to the designated players in a match before the start of the match, then all bets will be void. In the event that a match starts but is not completed, then all bets will be void, except for markets where the result has already been decided, or unless there is no way for the set and/or match to come to its natural conclusion without the result of a particular market being determined. For example, if a set is abandoned at 18-17, bets on Over/Under 35.5 Total Set Points will be settled as won/loss accordingly, since any natural end to the set would have yielded at least 36 points.

3.14.2. Wrong type of match. If the match is offered with the wrong match type, then all bets will be void. That is,

if a match is offered as "up to 21 points" per set but is actually played as "up to 15 points" per set, then all bets will be void.

### 3.15. Snooker

3.15.1. All bets remain valid as long as the match/offer is played within the tournament regardless of changes in schedule, conditions etc. unless other changes are agreed. Match bids are based on the overall tournament principle or tournament win, depending on which phase of the competition the match refers to. The player/team that qualifies to the next round or wins the tournament is deemed the winner of the bet regardless of the length of the match and any disqualifications, etc.

3.15.2. A snooker match is considered to start with the break of the first frame. Unless otherwise stated, all bets are valid provided that the initial break was made at the start of the match. If a player fails to start a tournament or match, all bets on that player or match will be void.

3.15.3. For the "handicap" and "over/under" markets, the completion of all scheduled frames is required for bets to be valid except for those whose settlement has already been decided.

### 3.16. Darts

3.16.1. All bets remain valid as long as the match/offer is played within the tournament regardless of changes in schedule, conditions etc. unless other changes are agreed. Match bids are based on the overall tournament principle or tournament win, depending on which phase of the competition the match refers to. The team that qualifies for the next round or wins the tournament is considered the winner of the bet regardless of the length of the match and eliminations, etc. These bets require at least one frame to be completed in order to be valid. The "Handicap" and "Over/Under" markets require all scheduled leagues/ sets to be completed for bets to be valid except those whose settlement has already been decided.

### 3.17. Cricket

3.17.1. Bets will be settled according to the official rules of the event. In the event that an event is affected by bad weather conditions, bets will be settled according to the official result. If the result of an event is affected by a mathematical calculation such as the Duckworth-Lewis-Stern method, bets will be settled according to the official result. If there is no official result, all bets will be void. In the event of a tie, if there is no official winner according to the official rules of the competition, dead heat rules will apply. In matches where the winner of a match is determined by a Bowl Off or Super Over, bets will be settled according to the official result. If a match is abandoned due to external factors, then bets will be settled as void unless a winner is declared under the official tournament rules.

3.17.2. Method of elimination (6option). The available options are: caught, bowled, LBW, Run Out, Stumped or Other (includes Ejection). In case of "Abandoned" bets will be void. If no further wickets are taken, all bets will be void.

3.17.3. Method of elimination (2option). The available options are Caught and Not Caught. In case of "Caught" bets will be void. If no more wickets are taken, all bets will be void.

### 3.18. Badminton

3.18.1. The betting arrangement will be determined based on the podium presentation, in cases where this is the case. Bets will not be affected by subsequent disqualifications and/or protests. In the event that any of the players scheduled to participate in a match change before the start of the match, then all bets on the match will be void. If a match starts but is not completed, then all bets will be void, except for specific markets whose result has already been decided, or if there is no possible way to complete the game and/or match without the result of a specific market being decided.

3.18.2. Official deductions of points/points will be taken into account for all markets not already determined. Markets that have already been defined will not take into account the point/points deductions.

### 3.19. Handball

3.19.1. Match Betting Unless otherwise specified all bets will be settled on the basis of the score at the end of normal time, with any overtime excluded. If the venue of the match has changed then bets already placed will stand, provided the home team is still designated as such. If the home team and away team of a match have been reversed, then bets placed with the original team as the home team will be void.

3.19.2. Mercy rule: If the mercy rule is introduced during a match, the score at that time will be used for settlement purposes.

3.19.3. Game Bets All bets on a game, including the following markets will be settled according to the normal duration of the game. Any overtime is not included unless otherwise stated: Highest scoring half time team, Highest scoring half time, Total Match Goals Single/Even, Total Team Goals Single/Even, Victory Differential, Half Time/Final. First team to reach 5/10/15/20 goals.

### 3.20. Water Polo

3.20.1 Match Betting All markets of a match will be settled according to its normal duration (4 periods of 8 minutes), unless otherwise specified. The normal duration of the match must be completed for bets to be valid, unless otherwise specified. If a match starts but is not completed, then bets will be void unless a specific market has already been decided.

### 3.21. Motorsport

3.21.1 Formula 1. All bets on the race are settled on the basis of the official ranking by the Federation Internationale de l'Automobile (FIA), which is the governing body of the sport, at the presentation of the podium. If a race is postponed (either before it starts or through a stoppage during the race) but completed within 72 hours of the original scheduled start time, then all bets will stand. Classification and retirement races are determined by FIA regulations, which state that any car completing 90% or more of the number of laps covered by the winner will be recorded as a classified car.

3.21.2 First driver/builder to retire from the race. If two drivers retire on the same lap, Dead-Heat rules apply.

3.22. Rally. All bets on the race are settled on the basis of the official classification as determined by the organisers and the settlement is not subject to any subsequent changes, objections or penalties.

3.23. Policy. The official election results determine and decide all kinds of bets. If necessary, bets are rounded to two (2) decimal places. Subsequent appeals or court decisions regarding the validation of the result or the confirmation of the winner of the election shall not be counted for settlement purposes. Candidates who withdraw will be settled as losers.

3.24. Fun. All bets will be settled on the basis of the official results from the organisers of the respective competitions/awards. It is clarified that category markets are only offered before the start and during the actual running time of the events (if applicable) and are not offered for events whose result has already been determined, regardless of whether this is not known to the players, or the official results have not been announced by the organising authority. In the event of any instances of information leaks (spoilers) that may affect the outcome of bets then these will be settled as a unit.

3.25. Eurovision Song Contest. The arrangement of this competition is determined by the official results. Dead-Heat regulations will apply where appropriate. Bets are settled as lost if a country does not finish in the competition, e.g. due to disqualification.

3.26. Olympic Games and athletics competitions. Bets will be settled on the basis of the official results, regardless of any subsequent disqualifications, suspensions or resulting changes in team formations after the initial formation. Statistics from the official scoring provider or the official website of the respective competition will be used for the purpose of settling bets. Dead heat rules apply in cases where athletes or teams share the same position. Participants who are awarded gold, silver and bronze medals at the medal ceremony shall be considered as 1st, 2nd, 3rd respectively for settlement purposes.

3.27. Padel: All bets related to padel matches will be settled based on the applicable Tennis betting rules, as described and explained in paragraph 3.3 above