

Sport Regulations

Note: this article is of the informative character and it communicates general regulations related to sport betting.

1. Betting Rules

4.2.1 Sportsbook platform reserves the right to cancel any bet made on obviously “bad” odds, switched odds or a bet made after an event has started.

4.2.2 All bets accepted by Sportsbook platform are subject to these rules, as well as to applicable license conditions.

4.2.3 Sportsbook platform reserves the right to refuse, restrict, cancel or limit any bet.

4.2.4 Sportsbook platform reserves the right to settle after the contest is final or with official results

4.2.5 The winner of an event will be determined on the date of the event’s conclusion. Sportsbook platform does not recognize protested or overturned decisions for betting purposes. The settlement of an event suspended after the start of the competition will be decided according to the betting rules specified for that sport by Sportsbook platform

4.2.6 No one under the age of 18 is permitted to make a bet.

4.2.7 All rules contained herein are subject to changes and revisions by Sportsbook platform without prior written notice. All changes and revisions to our rules will be posted on the Sportsbook platform website.

4.2.8 Maximum bet amounts on all sporting events will be determined by Sportsbook platform and are subject to change without prior

written notice. Sportsbook platform also reserves the right to adjust limits on individual accounts as well.

4.2.9 For accounts with minus balances, Sportsbook platform reserves the right to cancel any pending plays, whether placed with funds resulting from the error or not.

4.2.10 Members are solely responsible for their own account transactions. Please be sure to review and confirm your bets for any mistakes before sending them in. Once a transaction is complete, it cannot be changed. Sportsbook platform does not take responsibility for missing or duplicate bets made by the client and will not entertain requests for alterations because a play is missing or duplicated. Clients may review their transactions in the “My Bets” of the site after each session to ensure all requested bets were accepted.

4.2.11 Disputes must be lodged within seven (7) days from the date the bet in question has been decided. No claims will be honoured after this period. The client is solely responsible for their account transactions.

4.2.12 Winnings will always be calculated using Decimal Odds. Please note, that when converting odds into the British standard, round-off errors may occur, since some odds don't have an exact translation into British-style fractions. Here, we'll show the nearest fractional odds.

4.2.13 Sportsbook platform reserves the right to suspend a client account without prior notice.

4.2.14 In the event of there being a discrepancy between the English language version of these rules and any other language version, the English language version will be deemed to be correct.

4.2.15 Combo (accumulators, parlays, multis) bets are not accepted where the outcome of one part of the bet contributes to the outcome of

another. If that kind of bet is accepted, we have the right to cancel this type of bet. example: place bet on Barcelona to win the La Liga combined with a Barcelona win in the deciding game.

4.2.16 Any bets placed with a system bet will not count for the wagering requirement in Bonus.

4.2.17 Live Score Update is for guidance only. Sportsbook platform is not responsible for any errors. Sportsbook platform reserves the right to cancel any bets if the outcome is already known or if the odds have not been updated correctly due to technical issues.

4.2.18 Outright bets are considered all in run or not and so will be settled as a loss if the selection does not take part in the event, unless otherwise stated. Dead heat rules apply where there is more than one winner. Bettors stakes are first divided by the number of selections who tied and then this portion of their stakes is settled as a winner and the rest settled as a loser.

4.2.19 Sportsbook platform reserves the right to void or cancel any bets where the outcome has been altered by the imposition of penalty points, enforced relegations or any other measure enforced as a result of anything other than the normal results of the games/competitions in question.

4.2.20 All bets are settled using the information provided by the official body running the competition at the time of the result except where stated otherwise. In the case of any events outside of official competitions then bets are settled using the information provided.

4.2.21 If one of competitors didn't start Sportsbook platform cancel this head to head market.

4.2.22 If both competitors didn't finish, winner will be competitors who's have more laps. If both competitors out in the same lap, Sportsbook platform cancel this head to head market.

4.2.23 If competitors in the same position, Sportsbook platform cancel bets on this head to head market.

4.2.24 Sportsbook platform don't responsible for the damage incurred by the client as a result of a system malfunction, defects, delays, manipulations or errors in data transfer.

4.2.25 Clients' claims are considered by Sportsbook platform within thirty days from the moment the Client submits a written application to Sportsbook platform. After making a decision, Sportsbook platform notifies the client by means of an e-mail linked to the game account.

4.2.26 In case of suspicion of unfair activity, Sportsbook platform reserves the right to void any bet or any part of it, thus making the questionable bet invalid (in these cases, the payout is made with odds of “1”) or suspend any withdrawals for up to 31 calendar days.

4.2.27 Clients are allowed to bet only as individuals, group bets are not allowed. Repeated bets on the same results / winners from the same or different customers may subsequently be declared invalid. Even after the official result of the competition / athletes is already known, Sportsbook platform may consider the indicated bets invalid if it considers that the Clients act in collusion or as a syndicate, or the bets considered were made by one or more Clients within a short period of time. The betting company also has the right to refuse to accept bets or to count already made bets as invalid if they are made from different game accounts from the same IP address.

4.2.28 LIVE bets: If the match is interrupted or postponed and does not continue in 48 hours after the scheduled time, the bets will be canceled (except for those outcomes that are clearly defined when the game was stopped).

4.2.29 Statistics or editorial text published at the Sportsbook platform site are to be considered as added information but Sportsbook

platform does not acknowledge or accept any liability whatsoever if the information is not correct. At all times it is the Account Holder's responsibility to be aware about circumstances relating to an event.

4.2.30 It is forbidden to use automated systems (any kind of scanners or robots) on Sportsbook. Sportsbook platform reserves the right to cancel any bet which made using automatic systems

4.2.31 It is forbidden to use accounts owned by other people or registered accounts on other people. Sportsbook platform reserves the right to cancel any bet which made not an owner of an account.

4.3. The fact of the accepted bet being won or not is determined by recording the fact of the chosen event or set of events having taken place, considering the outcome (result) of the event.

The outcome (result) of the event is determined based on the information provided by the official Organizer and/or Organizers of the event.

4.4 If the initial result of the occurred event has been revoked for some reason later on, then that fact isn't considered and the bets are payable according to the initial (actual) results except the bets made on the statistical data of the matches, the results of which are being changed within 24 hours of their initial publication. Initial (actual) result is the result which is announced by the official organizer and/or organizers of the event immediately after it is over. If the result of the event (events) isn't announced by the official Organizer and/or organizers of the event within 72 hours after it is over, then the organizer of the lottery may use other information sources (also the information provided by his/her scouts and/or international sport information sources, that receive official information from the scouts, an example of such an organization is "Betradar" company (betradar.com), with which cooperates not only the Organizer, but also the majority of international reputable bookmaker companies.

Scouts are sport experts, who, being on the location where the events are held and using special working programs receive and transfer information concerning the current and final result of the event, also the statistical data registered during the match to the bookmaker and/or scout organizations) notifying the match participants about the information source and results. And within 72 hours after the event is over, in case of the absence of official information and any information from the source that is considered to be a basis for the Organizer or in case of information that is not efficient for the calculation, the bets are calculated by the odds “1”.

4.5. The main rules of accepting bets

4.5.2. Bets made on the not started (Pre-match) events are accepted before the actual start of the event. After the actual start of the event, only On-line bets are accepted. Bets made on any event offered by the Organizer in the “Not started events (Pre-match)” section of the Program as a result/because of any issues are subject to calculation with the odds “1” (one) if the latter were made after the actual start of the event due to the technical problems or unplanned change in the official start time of the events. The event for which On-line bets are offered may be interrupted and continued later according to official information. In this case, when the Organizer again offers bets on this match in the “Not started events (Pre-match)” section, the bets made On-Line also remain valid.

4.5.3. Online bets are the bets which are accepted during the event at organizer’s discretion. In this case bets can be accepted only until the outcome of the event becomes known. The bets placed after the outcome of the event becomes known are considered to be payable with odds of 1. The information provided by the organizer about the event during accepting online bets (the score, time played, etc.) is for informational purposes only and cannot be a basis for bet calculation.

4.5.4. The Organizer has a right to return the bet amount at any time before the actual start of the event. In this case the placed bet or bets are considered to be payable with odds of 1, and the organizer makes an announcement about it either via corresponding changes in the program or through other information sources.

It is not allowed to make bet on an event in which the bettor has direct participation, also if this event is considered initially fixed. For example, if the bettor is a match participant, referee, the owner of the team, coach or if based on the written substantiation of Federbet AISBL (<https://federbet.com>) and/or SportIntegrityTeamS.r.l. (<https://www.sportintegrityteam.com>) organization the event is considered initially fixed (there is an agreement on the final result/outcome among match participants, referees, coaches or between two teams, etc.) or there is a suspicious for the event to be initially fixed. By making a bet, the participant confirms that the outcome of the event on which he/she made the bet is unknown to him/her. In case of violation of these conditions, also in case of bets on initially fixed events, the bets are considered to be a subject for return with the odds 1. If the organizer has doubts about the outcomes of events or the bets made on them, if necessary (for example, if it is necessary to apply to international organizations or there is a need for further investigation), the organizer can postpone the payment of bets until the final decision is made, but no later than 3 months from the start date of the event.

4.5.6. All bets are accepted based on the events of the proposed program (line) according to the odds defined by the organizer. A unique number is provided for each event in the program, and the final date and time for accepting bets on the events are specified. The date and time of start of the event specified in the program are informative. The date specified incorrectly is not basis for considering the bet void. In case the event took place earlier or later than at the initially announced time the result is not considered to be paid with odds of 1. In that case the bets are considered valid if they have been placed before the actual start of the event. The bets placed after the actual start of the event are considered to be paid with odds of 1 (except

online bets). For calculating bets the actual time of beginning of the event is assumed as the start of the event, and that time is determined based on the information provided by the official organizer or organizers of the event.

The “Event” column provides the names of the competing teams or those events for which bets are accepted. In the list of the events the first name to appear is the name of the team which hosts the match. If the match takes place on the ground of the team that is specified on the second place, the bets made on that match are calculated by the odds “1” (one), except for the following cases: a) both teams are from the same city; b) the matches are held in the same city, in case of international tournaments – in the same country; c) when it is the play-offs of the country cup match; d) when a friendly match is held; e) when according to the official calendar of the tournament or championship the match had to be held on the ground of the first team, but because of the insufficient conditions or any other obstacle for the match to be held on the ground of the first team the match takes place on the ground of the second team or the neutral ground.”

Transferring the match to a neutral ground is not basis for invalidating the bets.

4.5.7. In the individual tennis tournaments, as well as in the matches of the final round of big tournaments, which take place in one country, the competitors’ order in a pair is free.

4.5.8. In case the event which has not yet started is postponed for no more than 24 hours the bets remain, and in case 24 hours pass the bets are refunded. If during 24 hours there is information about postponing the event for more than 24 hours the final decision about the bets being valid or refunded is made by the bookmakers’ office if nothing else is intended by regulations. Baseball matches and ice hockey matches with (3×5), (3×7), (3×10), (3×15) formats make exceptions, for which 8 hours are set instead of 24 in the regulations provided for this point.

4.5.9. The started event may be interrupted for some reasons, i.e. may not be played up to the end. The interrupted matches that are not continued or finished during 24 hours are considered to be completed or not completed according to the rules for the particular event presented in this Regulations (exceptions are such sport types as tennis, snooker, badminton, table tennis, for which 24-hour limitation is not applicable).

According to this Regulations, the outcomes of the events, that are considered completed, are calculated taking as a basis the actual results registered at the moment of interruption, and the outcomes of the events, that are considered not completed, are subject to calculation with the odds “1” (one), except for the outcomes that are obviously clear at the moment of the event’s interruption, the results of which do not depend on the final result of the event (for example, the team will score a goal, both teams will score a goal, who will score the first goal, the outcome of the first half, etc.).

In certain cases, when according to the official information it becomes known that the interrupted event will continue later than 24 hours but no more than 72 hours, the final decision on whether the bets will remain valid or will be returned is made by the Organizer. If it becomes known that the event will not continue during the mentioned period, but it will be replayed (the match will start from the beginning), the outcomes of the events, that are obviously clear at the time of the interruption are subject to calculation, and the rest outcomes are calculated with the odds “1” (one).

4.5.10. While calculating the bets on the statistics of one round (tour) or one game day, if one or several events (matches) are not considered to be completed the bets are calculated by odds “1”, except the bets the results of which are definitely clear regardless of whether other events (matches) have taken place or not. For example: suppose in the championship of Italy’s Serie A in one of the rounds (tours) two of the ten matches haven’t taken place, five matches have ended with home

win, two matches have ended with away win, one match has ended with a 2:2 score.

If there are bets on that

- a) at least five of the matches of this round will end with home win,
- b) there will be 2:2 score in the round, these bets are considered to be won.

If there are bets on that

- a) at least three of the matches of this round will end with away win,
- b) total number of goals scored in the round will be even, these bets must be refunded (will be calculated by odds “1”).

If there is a bet on that there will not be a 2:2 score in any match of the round, this bet is considered to be lost.

4.5.11. In case of errors generated either by employees or software flaws (obvious mistakes in the software, odds, totals, handicaps, discrepancy of odds in different places, non-typical, false odds, etc.) and arguments verifying the inaccuracy of the bet (including online bets), the bet is considered invalid and is subject to refund irrespective of its winning or losing.

4.5.12. If there is a technical error but it does not affect the result of the event, the bet is calculated according to the defined odds.
Example: if the “CSKA” – “Zenith” match of the championship of Russia has appeared in the list of the championship of Spain, it will be calculated according to the defined odds, unless there are teams with the same names in the championship of Spain.

4.5.13. The Organizer is not responsible for absolutely accurate translation of the names of players, teams, cities where the event takes place. In such cases the bets are not considered to be paid with odds of 1.

4.5.15.1 Initial Return

Initial Return gives the opportunity to currently calculate the bets on the outcomes of “Total Over” (the offered total with the natural number) and “Asian Total Over” (the offered total) as initial return, until the results of the outcomes of the event become known (when it becomes clear that the bet is won or is subject to calculation with the odds of 1). Thus, when it becomes clear, that the outcome of the bet is at least not lost (at the moment is at least subject to return, which means, if the game ends with the current score, the bet will not be lost), then, the bets on the outcomes of the “Total Over” (the offered total with the natural number) will be returned to the player’s account. In the final result of the game, if this outcome wins, then as a winning the difference between the total winning and already returned bet amount will be transferred to the player’s gaming account. And in the final result of the game if the outcome of the bet is subject to calculation with the odds of “1”, then the bet is considered already calculated (since the bet has already been returned).

For the outcome of the bet on “Asian total over” (the offered total), also in this case, the part of the bet, which is at least not lost at the moment according to the description of Asian total in this regulation is returned.

In case of the outcomes of “Total Over” (the offered total with the natural number), the current calculation of the bet as initial return is done in the following way:

Example 1. The player has made a bet of 1000 AMD on the outcome of “Total Over 3” with the odds of “1.6”. When the teams score a total

of 3 goals (the score becomes 2:1, 1:2, 3:0 or 0:3), the status of the bet will be Initial Return and the bet of 1000 AMD will be returned to the player's account. If the score remains the same for the rest of the game, the bet will be calculated as Return (the bet will be calculated with the odds of "1"). If during the match more goals are scored, the bet will win, and the rest of the winning ($1000 \times 1.6 - 1000 = 600$ AMD) will be transferred to the player's account.

The current calculation of the bets made on the outcome of "Asian Total Over" (the offered total number) as initial return will be done accordingly:

Example 2. The player has made a bet of 1000 AMD on the outcome of "Total Over 1.25" with the odds of 2. In this case, the bet will be divided into two parts; 500 AMD on the outcome of "Total Over 1" and 500 AMD on the outcome of "Total Over 1.5". When the score of the match becomes 1:0, the "Total Over 1" outcome (the first part of the bet: "Total Over 1") is at least not lost, thus 500 AMD will be transferred to the player's account. The status of the bet will become Initial partial return. If during the match more goals are scored (for example the score is 1:1) both "Total Over 1", and "Total Over 1.5" outcomes will win. The winning will be calculated as $1000 \times 2 = 2000$ AMD and the remaining amount of 1500 AMD will be transferred to the player's account.

Example 3. The player has made a bet of 1000 AMD on the outcome of "Total Over 1.75" with the odds of 3. Again, in this case, the player's bet will be divided into 2 bets: 500 AMD bet on the outcome of "Total Over 1.5" and 500 AMD bet on the outcome of "Total Over 2". If the score of the match becomes 0:2, half of the bet "Total Over 1.5" will win, and the other half "Total Over 2" will be returned to the player, this means, the player will get $500 \times 3 + 500 = 2000$ AMD. Before the end of the game, if more goals are scored, the bet will be considered as won, and the other half of the winning amount $1000 \times 3 - 2000 = 1000$ AMD will be transferred to the player's account.

The initial return option applies to all On-line bets in accordance with the settings, but doesn't apply when the bets have been made on Pre-Match event, and later the following event hasn't been offered On-line.

4.6 The main types of bets

4.6.2. Bets on the win of the event taking into account the Asian handicap, European handicap and bets on the Asian total of the event

Asian handicap and Asian total with handicap and total are varieties of bets, where the value of handicap and total is a multiplier for 0.25, which is not divided by 0.5 without remainder (in other words, the odd number quotients of 0.25, which are 0.75, 1.25, ... 3.25, 3.75, etc).

The bet with Asian handicap/total is divided into 2 parts: the argument of the first one which is over 0.25 the offered argument of Asian handicap/total, and the other is under 0.25.

Examples of Asian handicap and Asian total:

Asian Handicap	The first half of the bet	The second half of the bet
Handicap1 (-1.25)	Handicap1 (-1)	Handicap1 (-1.5)
Handicap1 (1.25)	Handicap1 (1.5)	Handicap1 (1)
Handicap1 (-1.75)	Handicap1 (-1.5)	Handicap1 (-2)
Handicap1 (1.75)	Handicap1 (2)	Handicap1 (1.5)
Handicap2 (-2.25)	Handicap2 (-2)	Handicap2 (-2.5)
Handicap2 (2.25)	Handicap2 (2.5)	Handicap2 (2)
Handicap2 (-2.75)	Handicap2 (-2.5)	Handicap2 (-3)
Handicap2 (2.75)	Handicap2 (3)	Handicap2 (2.5)

Asian Total	The first half of the bet	The second half of the bet
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Total Over 1.25	Total Over 1.5	Total Over 1
Total Under 1.25	Total Under 1.5	Total Under 1
Total Over 1.75	Total Over 2	Total Over 1.5
Total Under 1.75	Total Under 2	Total Under 1.5
Total Over 2.25	Total Over 2.5	Total Over 2
Total Under 2.25	Total Under 2.5	Total Under 2
Total Over 2.75	Total Over 3	Total Over 2.5
Total Under 2.75	Total Under 3	Total Under 2.5

The bet amount of the Asian handicap/total is also divided into two equal parts between the first and second parts, and the odds of the bet made on the Asian handicap/total remains the same for the first and second bets. The winning of the bet on the Asian handicap/total will be the sum of the winnings of the first and second bets.

There are 4 possible calculation cases for the bets made on Asian handicap/total:

1. The bet wins completely (2 parts of the bet win). The winning will be the product of the bet and odds.

For example

The player has made a bet of 1000 AMD on the outcome of “Handicap1 (-0.25)” with the odds of 1.85 (the first one is a bet of 500 AMD on the outcome of the “Handicap 1 (-0.5)” with the odds of 1.85 and the second one is a bet of 500 AMD on the outcome of “Handicap1 (0)” with the odds of 1.85). The result of the match has been 2:1.

The bet wins completely.

The winning will be $1000 \text{ AMD} \times 1.85 = 1850 \text{ AMD}$.

- The half of the bet wins, the other half is subject to calculation with the odds of “1” (one).

The winning will be the product of the bet and odds $(\text{odds}+1)/2$.

For example

The player has made a bet of 1000 AMD on the outcome of “Total Over 2.75” with the odds of 1.7 (the first bet of 500 AMD on the outcome of “Total Over 2.5 and the second bet of 500 AMD on the outcome of the “Total Over 3” with the odds of 1.7). The result of the match has been 2:1.

Half of the bet wins, and the other half is subject to calculation with the odds of “1”.

The winning will be $1000 \text{ AMD} \times (1.7 + 1)/2 = 1350 \text{ AMD}$.

- Half of the bet loses, the other half is subject to calculation with the odds of “1” (one). The winning will be the product of the bet and the number $\frac{1}{2}$.

For example

The player has made a bet of 1000 AMD on the outcome of “Handicap1 (-1.25) with odds of 2.6 (the first 500 AMD bet on the outcome of “Handicap 1 (-1.5)” with odds of 2.6 and the second one 500 AMD bet on the outcome of “Handicap1 (-1)” with odds of 2.6). The result of the match has been 1:0.

Half of the bet loses, and the other half is subject to calculation with the odd of “1” (one).

The winning will be $1000 \text{ AMD} \times \frac{1}{2} = 500 \text{ AMD}$.

- The bet loses completely (both parts of the bet lose).

For example

The player has made a bet of 1000 AMD on the outcome of the “Total Over 3.75” with the odds of 2.9 (the first bet of 500 AMD has been made on the outcome of “Total Over 3.5” with the odds of 2.9 and the second bet of 500 AMD has been made on the outcome of “Total Over 4” with the odds of 2.9). The match has ended with a score of 1:1. The bet loses completely.

In case the Asian Handicap (total) bet is included in Multi or System bets, the odds of the bet are calculated exactly the way single bets are.

European handicap in advance gives one of the competitors a certain advantage in the score to win or not lose, and, unlike the Asian handicap, has three outcomes: Win 1, Draw, Win2.

Bets with European handicap are calculated according to the imaginary score (the score, that results from adding the European Handicap to the final score of the match). This means, for calculating the bet with the European handicap the real score of the match is not taken into account (how the match actually has ended), but the score, that will result if we add the score of the European handicap to the real score.

European handicap will be as follows: “Handicap (the score of handicap) – Win1, Draw, Win2”, that is to say, what the outcome of the match will be as a result of the imaginary score after adding the score of European handicap (in our example 1:0) to the final score of the match Win 1, Draw, or Win2.

For Example

The player has made a bet of 1000 AMD on the outcome of the “Handicap (1:0) – Win 1” with the odds of 1.9. If the match ends with

a score of 0:0, then the bet will win, since by adding the score of the handicap to the score of the match, the imaginary score of the match will become 1:0 and the first opponent will win (Win1).

The winning will be $1000 \text{ AMD} \times 1.9 = 1900 \text{ AMD}$.

The player has made a bet of 1000 AMD on the outcome of “Handicap (1:0) – Draw” with the odds of 2.45. If the match ends with a score of 2:3, then the bet will win, since by adding the score of the handicap to the score of the match, the imaginary score will become 3:3 and the result will be Draw.

The winning will be $1000 \text{ AMD} \times 2.45 = 2450 \text{ AMD}$.

The player has made a bet of 1000 AMD on the outcome of “Handicap (1:0) – Win2” with the odds of 4.55. If the match ends with a score of 1:3, then the bet will win, since by adding the score of the handicap to the score of the match, the imaginary score will become 2:3 and the second player will win – Win2.

The winning will be $1000 \text{ AMD} \times 4.55 = 4550 \text{ AMD}$.

4.6.3. Bets on the total number of goals scored, points earned, games played, etc. by the participant(s) of the event:

In the program this number is called “total”, which is offered with two outcomes: over and under. In case of coincidence with the total the bet amount is refunded. In case of a bet placed on the total being even or odd the result 0:0 (zero-zero) is considered even.

4.6.4. Bets on the time when a certain event will take place:

E.g. when the first corner, first goal, etc. will take place. The seconds are not taken into account for calculating the bets. E.g. if the first goal was scored at 10 min. 07 sec. it is considered to be 11th min., 10 min.

59 sec. is considered 11th min., and 11 min. 00 sec. is considered 12th min.

4.7. Bets on football

Bets on football matches are accepted for regular time unless something else is specified by the organizer in the Line. Results recorded in the extra-time and penalties are not taken into account when calculating bets on outcomes proposed for regular time. The time compensated by the referee is attributed to the corresponding half-time or regular time of the match. The regular time for football matches is set to 90 minutes (two halves of 45 minutes each). In case of football matches with a different format, a special mark appears in the Line showing the match format. The format of the game may also change during the match. In such cases, there is a special beforehand made mark in the Program (Line) on the possible change of the game format made by the organizer.

The bets offered on the outcomes of football matches:

- The first team will win the match (half-time) – **“Win 1”**.
- Draw in the match (half-time) – **“X”**.
- The second team will win the match (half-time) – **“Win 2”**.
- The first team will not lose the match (half-time) – **“1X”**.
- One of the teams will win the match (half-time) – **“12”**.
- The second team will not lose the match (half-time) – **“2X”**.
- The first team will win (not lose) the match (half-time) with the handicap taken into account – **“Handicap 1”**.
- The second team will win (not lose) the match (half-time) with the handicap taken into account – **“Handicap 2”**.

- Bets on total number of goals scored by the teams in the match (half-time) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored by each team individually in match (half-time) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored in match (half-time) to be **even (odd)**.
- Bets on the Highest Scoring Half (in which half more goals will be scored):
Three betting options are available:
 - a) The first half will be more productive – “**1 > 2**” (the number of goals scored in the first half will be higher than in the second half).
 - b) Productivity of the halves will be the same – “**1 = 2**” (the equal number of goals will be scored in both halves).
 - c) The second half will be more productive – “**1 < 2**” (the number of goals scored in the second half will be higher than in the first half).
- Bets on final score of match:
It is offered to select the precise score registered at the end of the match from the options available in the program (line).
- Bets on the result registered in half-time and full-time of match:
It is offered to predict the outcomes of half-time and full-time of match simultaneously. 9 betting options are available:
 - “**1/1**”: victory of the first team in both half-time and full-time.
 - “**1/X**”: victory of the first team in half-time and draw in full-time.
 - “**1/2**”: victory of the first team in half-time and victory of the second team in full-time.

- “**X/1**”: draw in half-time and victory of the first team in full-time.
 - “**X/X**”: draw in both half-time and full-time.
 - “**X/2**”: draw in half-time and victory of the second team in full-time.
 - “**2/1**”: victory of the second team in half-time and victory of the first team in full-time.
 - “**2/X**”: victory of the second team in half-time and draw in full-time.
 - “**2/2**”: victory of the second team in both half-time and full-time.
- Bets on the first (the second) team to score (not to score) a goal.
 - Bets on the both teams to score (not to score) a goal.
 - Bets on at least one of the teams not to score (to score) a goal.
 - Bets: a goal to be scored (not to be scored) in the first (second) half.
 - Bets: which team will score the first (the second or the next) goal in match (in the half)
 - Bets: in which of the offered time ranges the first (the second or the next) goal will be scored (the time ranges in minutes are specified inclusively).
 - Bets: which team will score the last goal in match.
 - Bets: in which of the offered time ranges the last goal will be scored (the time ranges in minutes are specified inclusively).

If only one goal is scored in match, it is considered to be both the first and the last goal.

For example, if the match ends with the score 1:0, the scored one

goal is considered to be both the first and the last goal. Thus, the bets made on the outcomes “the first team to score the first goal” and “the first team to score the last goal” are considered to be won.

- The bets: which team will perform kick-off in match:

The TV channels and streams stated by the organizer in the program (line) are taken as basis during calculation of the bets made on this outcome. If the outcome of the event is not determined from the mentioned sources, the information issued by the websites included in the table is taken as basis during the calculation. If the outcome cannot be determined from the above-mentioned sources, the bets are calculated with the odds “**1**” (one).

- Bets on penalty to be awarded (not to be awarded) in match.
- Bets on sending off (red card) to be awarded (not to be awarded) in match.
- Bets on own goal to happen (not to happen) in match.

Own goal is the ball scored into the team’s own goal. Own goal is considered to be on behalf of the team in favor of which the goal was recorded.

- Bets on the first team to be winner in the number of cautions (yellow cards) in match (the half) – “**Win1**”.
- Bets on both teams to receive equal number of cautions (yellow cards) in match (the half) – “**Draw**”.
- Bets on the second team to be winner in the number of cautions (red cards) in match (the half) – “**Win2**”.
- Bets on the first team to win (not to lose) in the number of cautions (yellow cards) in match (the half) with the handicap taken into account – “**Handicap 1**”.

- Bets on the second team to win (not to lose) in the number of cautions (yellow cards) in match (the half) with the handicap taken into account – “**Handicap 2**”.
- Bets on number of cautions (yellow cards) to be over (under) the offered value of bet argument.
- Bets on number of cautions to be **even (odd)**.
- Bets: the player of which team will receive the first caution (yellow card) in match (the half) or two teams will receive the first caution simultaneously.

(If, according to the official match report, two teams received the first caution at the same minute of the same playing situation, and this outcome was not offered by the provider in the program, the bets made on the outcomes “the first team to receive the first caution” and “the second team to receive the first caution” are calculated with the odds **1 (one)**).

- Bets on the time range, in which the first caution will be awarded to any team’s player (the time ranges in minutes are specified inclusively).
- Bets: which team will receive the next caution (none of the teams will receive the next caution).

If a player was sent off after two cautions, during calculation of the bets made on cautions (yellow cards) only one of them is taken into account, the second received caution (yellow card) is calculated as a red card.

For example, in the match a player was awarded two yellow cards and was sent off, no further cautions were awarded. In this case, the bets will be calculated considering that one yellow card and one red card were recorded in the match.

If the player has received a yellow card in the regular time and the second yellow card during one of the additional (extra) half-

times and has been dismissed from the field, then it is considered that during the additional (extra) half-time the player has received 1 (one) red card, not yellow, and during the regular time 1 (one) yellow card. During calculation of the bets made on sending off-s and cautions only the ones, awarded to the players directly involved in the play at that moment, are taken into account. The exception is when the referee gives a yellow or red card to the player during the break, who has played the first half-time and hasn't been yet substituted. In this case, the given yellow or red card is also taken into account when calculating the bets made on send-offs and cautions (the card given during the break is considered to be given during the second half-time, and the minute shown is 46-th). Sending-offs and cautions, awarded to the players in reserve, the players, who had participated in match, but were substituted, the coach or coaching staff are not taken into account during calculation of bets made on sending-off-s and cautions. Sending-off-s and cautions, awarded after the final whistle, are also not taken into account during calculation of bets made on sending off-s and cautions.

The recorded time of sending-off or caution is considered the time, when referee shows yellow or red card to the player.

Bets on card (yellow and red) points can also be offered by the organizer. The cards received by the players during the match are calculated as follows: a yellow card counts as 1 (one) point, and a red card counts as 2 (two) points. The second yellow card received by the same player as a result of which the latter is dismissed from the field is not taken into account when calculating the bets offered on card points. Thus, for the card received by each player, the player's team is awarded with 1 (one) point if the player receives one yellow card, and 2 (two) points if the player receives one red card, and 3 (three) points if the player having one yellow card, receives a red card, or when the player having one yellow card, receives the second yellow card (which is considered a red card and leads to the dismissal

of the latter from the field), the player again receives 3 (points), no points are awarded for the second yellow card, points are awarded for red card.

- Bets: the first team will win the match (half-time) by the number of card points – “Win 1”.
- Bets: a draw by the number of card points in the match (half-time) – “Draw”.
- Bets: the second team will win the match (half-time) by the number of card points – “Win 2”.
- Bets: the first team will not lose the match (half-time) by the number of card points – “Win1- Draw”.
- Bets: one of the teams will win the match (half-time) by the number of card points – “Win1 -Win2”.
- Bets: the second team will not lose the match (half-time) by the number of card points – “Draw– Win 2”.
- Bets: the first team will win (not lose) the match (half-time) by the number of card points taking into account the handicap – “Handicap 1”.
- Bets: the second team will win (not lose) the match (half-time) by the number of card points taking into account the handicap – “Handicap 2”.
- Bets: the number of card points in the match (half-time) is over (under) the total value.
- Bets: the number of card points of the given team in the match (half-time) is over (under) the total value”.
- Bets: the number of card points in the match (half-time) is even (odd).
- Bets on the first team to be winner in the number of corner kicks in the match (half-time) – “**Win1**”.

- Bets on both teams to perform equal number of corner kicks in the match (half-time) – “**Draw**”.
- Bets on the second team to be winner in the number of corner kicks in the match (half-time) – “**Win2**”.
- Bets on the first team to win (not to lose) in the number of corner kicks in the match (half-time) with the handicap taken into account – “**Handicap 1**”.
- Bets on the second team to win (not to lose) in the number of corner kicks in the match (half-time) with the handicap taken into account – “**Handicap 2**”.
- Bets on the number of performed corner kicks to be over (under) the offered value of bet argument.
- Bets on the number of performed corner kicks to be **even (odd)**.
- Bets: which team will perform the first corner kick in match.
- Bets on the time range, within which the first corner kick will be performed (the time ranges in minutes are specified inclusively).
- Bets: which team will perform the next corner kick (none of the teams will perform the next corner kick).

A corner kick is considered performed only when the ball is thrown in from a corner kick point. The recorded time of corner kick is considered the time, when the corner kick is awarded by referee. If the corner kick was awarded, but was not performed, it is not taken into account during calculation of bets on corner kicks.

- Bets: which team will make the first substitution (both teams will make the first substitution simultaneously).
- Bets on the number of made substitutions to be over (under) the offered value of bet argument.

- Bets: in which of the offered time ranges the first substitution will be made (the time ranges in minutes are specified inclusively).
- Bets on substitute player to score (not to score) a goal.
- Bets on the first substitution to be made in the first half (half-time, the second half).
- Bets on the number of free kicks in match to be over (under) the offered value of bet argument.
- Bets on the number of off-sides in match to be over (under) the offered value of bet argument.
- Bets: in match the ball possession time of the first team (the second team), expressed in percentage, will be over (under) the offered value of bet argument (expressed in percentage).
- Bets on:
 - a) Goal kick to happen the first (the last) in match. (The bet is considered won if from the options, offered in the program (line), a goal kick was awarded the first (the last) in match, and it was performed).
 - b) Throw in (after out) to be performed the first (the last) in match. (The bet is considered won if from the options, offered in the program (line), throw in was awarded the first (the last) in match and, it was performed).
 - c) Corner kick to happen the first (the last) in match. (The bet is considered won if from the options, offered in the program (line), a corner kick was awarded the first (the last) in match, and it was performed).
 - d) Foul to happen the first (the last) in match. (The bet is considered won if from the options, offered in the program (line), a free kick (including penalty kick) was awarded, and it was

performed).

e) Offside to happen the first (the last) in match. (The bet is considered won if from the options offered in the program (line), offside was registered the first (the last) in match, and the match restarted by an indirect free kick.

f) Goal to happen the first (the last) in match. (The bet is considered won if from the options offered in the program (line), a goal was registered the first (the last) in match).

The recorded time of “Goal Kick”, “Throw in”, “Corner Kick”, “Free kick”, “Penalty”, “Indirect Free Kick”, “Offside” and “Goal” is considered the time, when the above-mentioned events were awarded (recorded) by referee. These outcomes are considered completed (performed) if:

“Goal Kick” – was awarded and the ball was thrown in from the assigned point.

“Throw in” – was awarded and the ball was thrown in from the point where the ball crossed the touch-line.

“Corner Kick”- was awarded and the ball was thrown in from the corner kick point.

“Free Kick” – was awarded and the match restarted by a free kick.

“Penalty” – was awarded and performed.

“Indirect free kick” – was awarded and taken from the assigned point.

“Offside” – was awarded and the ball was thrown in by an indirect free kick.

“Goal”- the ball was registered in opponent’s goal.

- Bets: the specified player will score (will not score, will score the first goal, will score the next goal) in the match.

Own goal is not taken into account while calculating the above mentioned bets. If the specified player does not play at all (does

not participate in the match) the bet is calculated by the odds “1” (one). If the player is a substitute and till the end of the game’s main time (including the time added by the referee) spends at least 1 second in the field, it is considered that the specified player has taken part in the match and all the bets offered for this player are calculated according to this regulation without any exception.

For example, if a bet is made that the player will score the first goal, and this player acts as a substitute in the field at the end of the match when the opening goal is already scored, then the bets made on the outcome for this specified player to score the first goal are considered as lost, as the player has actually taken part in the match but has not scored the first goal.

- Bets: whether in the match:
 - **Double** will be registered (the same player will score precisely two but not more goals in match).
 - **Hat-trick** (the same player will score precisely three but not more goals in match).
 - **Poker** (the same player will score precisely four but not more goals in match).
 - **Penta-Trick** (the same player will score precisely five but not more goals in match).

The outcomes of these bets are calculated on the following basis: the registration of penta-trick, performed by the given player, does not also imply the registration of poker, hat-trick or double performed by him (the same way, the registration of poker does not imply the registration of hat-trick and double and the registration of hat-trick does not imply the registration of double). If in match 5 balls were scored in opponent’s goal by the same player, it does not mean the registration of both hat-trick and double, the

calculation is made according to the final result recorded in match. If two or more of the above-mentioned outcomes were registered by different players, the bets will be calculated as won.

For example, if in the same match both double and poker are registered by different players, the bets made on the outcomes “Poker” and “Double” will be considered as won.

- Bets: how this goal will be scored:
 - a) Own goal will be recorded (if the ball is scored into the team’s own goal)
 - b) Header will be recorded (if the goal is scored by a head kick in the opponent’s goal)
 - c) Free Kick will be recorded (if the goal has been scored in opponent’s goal by free kick without playing out the ball. If the goal has been scored by a direct corner kick, it is also considered to be the goal scored by a free kick.
 - d) Penalty will be recorded (if the goal has been scored by direct penalty kick; the case, when the goal is scored after the ball has reentered the play or has been turned away, is not taken into account during the calculation of this bet).
 - e) Regular goal will be recorded (if the goal is scored by a foot kick or in the other allowed ways, except for head kick; if the goal is scored not by a free kick and a penalty; and if the goal is not an own goal.
- Bets: the given team will (or will not) have come-from-behind victory.

Come-from-behind victory means that the team must lose at any point during the match before finishing victorious.

- Bets on total sum of numerals presented on the t-shirts of the players, who scored goals in match: “total over (under) the offered value of bet argument”.

The players, who scored own goals, are not taken into account during calculation of the above-mentioned bet. The numerals of the players, who scored more than one goal, are calculated only once.

- Bets on scored goals and match result:
It is offered to predict scored goals and match result. The following betting options are available:
 1. “Both teams to score a goal and Win1”
 2. “Both teams to score a goal and Draw”
 3. “Both teams to score a goal and Win2”
 4. “Total of match to be over (under) the given value of bet argument and Win1”
 5. “Total of match to be over (under) the given value of bet argument and Draw”
 6. “Total of match to be over (under) the given value of bet argument and Win2”

Bets on the other outcomes of matches can be offered by the provider in the program (line).

- Bets on the number of minutes to be added to the end of match (the half) by referee.
During calculation of bets made on these outcomes the following is considered:
 - a) The time (in minutes) displayed on the illuminating board by assistant referee.
 - b) The information about the added time (in minutes) displayed on tv-screen.
 - c) The information provided by the websites that are included in the table.

The sources, which are taken as basis during calculation of above-mentioned bets, are arranged in priority order. If the outcome of the

bet cannot be determined by any of these sources, the bets are calculated with the odds “1” (one).

If the information about the displayed added time (in minutes) and the actual playing time differ, the displayed time is taken into account during calculation of the bets.

If the information about the additional time (in minutes) displayed on tv screen or illuminating board by an assistant referee is changed (increased or decreased) in future for some reason, the bets are calculated according to the initially displayed information.

- Bets: the first team will win by the number of the woodwork (post/bar) in the match (half-time) – “Win 1”.
- Bets: draw by the number of the woodwork (post/bar) in the match (half-time) – “Draw”.
- Bets: the second team will win by the number of the woodwork (post/bar) in the match (half-time) – “Win 2”.
- Bets: the first team will win (not lose) by the number of the woodwork (post/bar) in the match (half-time) taking into account the “Handicap 1”.
- Bets: the second team will win (not lose) by the number of the woodwork (post/bar) in the match (half-time) taking into account the “Handicap 2”.
- Bets: the number of the woodwork (post/bar) is over (under) the offered total number.

Woodwork is scored when the ball remains in the game after touching the goalpost/bar.

A woodwork is not counted in the following cases:

1. If the referee has stopped the game before the ball has touched the goalpost/bar.
2. If the ball has touched the goalpost/bar and has left the field (has not touched any player or the referee before being outside the field)
3. After touching the goalpost/bar a goal has been scored (after touching the goalpost/bar the ball has not touched any player or the referee, but has ended up in the goal).

In all other cases, it is counted as woodwork.

If the ball touches the goalpost, then the bar, or vice versa, at first touches the bar then the goalpost, or the goalpost and bar at the same time, it is considered, that the ball has touched the woodwork 1 (once), if after the first touch the ball has not touched any player or the referee.

- **Bets on the number of video replays in the match (half-time) – “Total over (under) the total number”.**

It is considered video replay, when the referee shows video replay with gesture (with his hands shows a rectangle in the air) and goes towards the screen of video replay.

It is not considered video replay, when on the scoreboard or on the screen the messages of “Goal Check”, “Penalty Check” are displayed (also, messages referring to all checks), and when the referee raises their hand to their ear.

It is also not considered video replay, when the referee discusses the game episode with assistants.

- **Bets on the time period when the first (second) team has been leading (for the time when the scores were equal) in the match (half) – “Total over (under) the total number”.**

When calculating the above-mentioned bets, the whole minutes are taken into account. For example, if the first team scores the first goal at the 9th minute 26 seconds, and the second team then equalizes the score at the 12th minute 43 seconds, it is

considered that the first team has been leading the score for 3 (three) minutes (the first team's goal is scored at the 10th, and the second team's goal is scored at the 13th minute). The time compensated by the referee at the end of the match and half-time is not taken into account.

- **Bets on the total number of minutes the goals are scored (the time the goal is scored) during the match – “Total over (under) the total number”**

When calculating the above-mentioned bets, the time compensated by the referee at the end of the match and half-time is not taken into account. For example, if the goals are scored at the 24th minute 15 seconds, 47th minute 50 seconds, 90+2nd minute 15 seconds, and 90 + 4th minute 36 seconds, then it is considered that the total minutes of the scored goals in the match will be (25+48+90+90=253 minutes).

- **Bets: the number of medical team appearances on the field in a match – “Total over (under) of the total value”.**

In case more than one medical team enters the field simultaneously for a player or players of the same team, or for players of two competing teams, then it is considered that the medical team has entered the field once. For example, if in the match England-Spain the players of the two opposing teams have collided, got injuries and their medical teams have entered the field, then in this case it is considered that the number of medical team appearance on the field is 1 (one) or else the medical team has entered the field once.

In case the medical team provides medical assistance to the player outside the boundaries of the field, it is not considered that the medical team has entered the field.

The tournaments' official websites, included in the table, are taken as basis during calculation of bets made on the outcomes of football matches (except for the bets “which team will perform kick-off” and “bets on the number of minutes, which will be added to the end of match (the half) by referee”).

The football match (the duration of 90 minutes), which has been interrupted and has not been continued or finished during 24 hours is considered completed if not less than 70 minutes were fully played. If the event has been interrupted and is considered to be not completed, the bets, the outcomes of which have been already determined at the time of its interruption and do not depend on the final result of the event, are subject to calculation, and all the other bets are calculated with the odds “1”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on other possible outcomes of football matches offered by the organizer in the Line.

4.8. Bets on ice hockey

Bets on the outcomes of ice hockey matches are accepted for the main time, except the “Winner of the game” outcome, where, when calculating the bets, the result fixed during additional time (overtime) or in a shootout is also taken into account.

The results fixed in the overtime and in the shootout are not taken into account when calculating bets on the outcomes proposed for the main time.

The bets offered on the outcomes of ice hockey matches:

- The first team will win the match (period) – “**Win1**”.
- Draw in the match (period) – “**X**”.
- The second team will win the match (period) – “**Win 2**”.
- The first team will not lose the match (period) – “**1X**”.

- One of the teams will win the match (period) – “**12**”.
- The second team will not lose the match (period) – “**2X**”.
- The first team will win (not lose) the match (period), taking into account the handicap – “**Handicap 1**”.
- The second team will win (not lose) the match (period) , taking into account the handicap – “**Handicap 2**”.
- Bets on the total number of goals scored by the teams in the match (period) – “**Total over (under) of the total number**“
- Bets on the total number of goals scored by each team in the match (period) – “**Total over (under) the total number**”.
- Bets: the total number of goals will be **even (odd)** in the match (period).
- Bets: who will be the winner of the match.

The results registered in overtime (penalty shootout) are also taken into account during the calculation of bets made on this outcome.

There can be championships or tournaments, in which penalty shootout is immediately played in case of the tied score at the end of regular time without overtime being played. Besides, according to requirements of particular tournaments or championships, the overtime can be played as many times as needed for one of the teams to win.

It is also possible that after the tied score in the regular time, the teams will finish the game with the tied result. In this case, if the provider offered bet on the outcome “Match winner”, it will be calculated with the odds “**1**” (one).

- Bets on the final score of the match.
It is offered to select the exact score recorded in the final result of the match, according to the possible options included in the **Line**.

- Bets: the first (second) team will score (not score) a goal.
- Bets: both teams will score (not score) a goal.
- Bets: which team will score (none of the teams will score) the first (second or next) goal in the match.
- Bets on points scored by the player.

In ice hockey, the points scored by a player are equal to the sum of total amount of scored goals and the number of scored assists in a given match.

If several players took part in an attack that ended with a goal, all of these players may be awarded with points.

To calculate bets on points scored by players, the information on the official website of this championship or tournament is taken as a basis.

- Bets on goals scored and the result of the match.

To guess the scored goals and the result of the match. The following options are offered:

1. “Total of the match is over (under) the specified number and Win1 (Win1-X)”
2. “Total of the match is over (under) the specified number and Draw (Win1-Win2)”
3. “Total of the match is over (under) the specified number and Win2 (X-Win2)”

- Bets on highest scoring periods.

In what period will be scored more goals.

- Bets: the winner of the match will be determined in overtime (in a shootout).
- Bets on the quantity of 2-minute penalties in the match.
When calculating bets on this outcome, it is not the number of

two-minute penalties but their total time is taken into account.

For example, there were 5 (five) two-minute penalties in the match: the first team received 2 two-minute penalties and the second team received 3 two-minute penalties. In this case, when calculating bets on two-minute penalties, it is taken into account that the first team had a penalty of 4 minutes (2×2), and the second – 6 minutes (2×3).

- Bets on the number of shots into the goal in the match.
- Bets: the specified team will have (not have) come-from-behind victory.

Come-from-behind victory means that the team must lose at any point during the match before finishing victorious.

- Bets on the total number of video replays in the match – “Total over (under) the total number”.

When calculating bets on the number of the video replays all the video replays are taken into account, regardless of its initiator.

To calculate the results of ice hockey matches, the official websites of the Championships and tournaments (presented in the table) are taken as a basis (except for “Bets on points scored by the player”). An ice hockey match that was interrupted and did not continue or completed within 24 hours is considered to have taken place if at least 50 minutes were played. In other cases, the matches are considered invalid. Bets placed on the outcome of the “Winner of the game” are calculated with odds of “1” (one), if the match interrupted on an equal score and is considered to have taken place.

The outcomes of interrupted and failed matches, which are already known at the time of the stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “1” (one). The default victory (loss) registered by any cause is not the basis for bet calculation. In this case,

the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets on other possible outcomes in the ice hockey matches are also accepted and they will be offered by the organizer in the Line.

4.9. Bets on basketball

For basketball matches the regular time is set 40 or 48 minutes (4 quarters, each lasts 10 or 12 minutes accordingly) of net playing time, depending on the requirements of a conducted championship or tournament. The results registered in the overtime are also taken into account during calculation of the bets made on the outcomes of basketball matches. If the match ends in a draw, the overtime is not played according to requirements of the conducted tournament or for any other reason and if “Draw” outcome has not been offered in the program (line), then the bets made on the outcomes “Win1” and “Win2” are subject to calculation with the odds “1” (one).

According to the requirements of a conducted championship or tournament, after the result of the return match the overtime play can be assigned to define the winner. In such cases the results registered in the overtime are not taken into account during calculation of the bets made on the outcomes of the return match.

Basketball matches can be also conducted in 3×3 format. Matches in this format last 10 minutes or until one of the teams reaches 21 points. The results registered in the overtime are also taken into account during calculation of the bets made on the match outcomes. During the matches conducted in this format, the notice informing about the match format is made by the provider in the program (line). If during 3×3 format match because of disqualification, injuries or the player’s expulsion from the game, two players are left in one of the participating teams’ line-up, then the match is interrupted and is considered not completed. The bets, the outcomes of which have been

already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

Bets offered on the outcomes of basketball matches:

- **The first team will win the match (including the overtime) – “Win1”.**
- **The second team will win the match (including the overtime) – “Win2”.**
- **The first team will win the match (half, quarter) – “Win1”.**
- **Draw in the match (half, quarter) – “X”.**
- **The second team will win the match (half, quarter) – “Win2”**
- **The first team will not lose the match (half, quarter) – “1X”.**
- **One of the teams will win the match (half, quarter) – “12”.**
- **The second team will not lose the match (half, quarter) – “X2”.**
- **The first team will win (not lose) the match (half, quarter) with the handicap taken into account – “Handicap 1”.**
- **The second team will win (not lose) the match (half, quarter) with the handicap taken into account – “Handicap 2”.**
- **Bets on total number of points scored by the teams in the match (half, quarter) – “Total over (under) the total value”.**
- **Bets on total number of points scored by each team individually in the match (half, quarter) – “Total over (under) the total value”.**
- **Bets on total number of points scored in the match (half, quarter) to be even (odd).**

- **Bets: which half (quarter) will be the most productive:**

To predict in which half (quarter) the highest number of points will be scored.

If the points for half-time (two, three, or four quarters) are equal, then the bets for this half-time (quarters) are calculated with the odds “1” (one). For example, a bet was made on the second quarter to be the most productive. The match ended with the following score 59:41 (10:16, 20:6, 18:8, 11:11). The points of the first, second, and third quarters are equal to 26 points, so bets made on the first, second, and third quarters are subject to calculation with the odds “1” (one), and the bets, made on the fourth quarter are considered as lost since 22 points are recorded for the fourth quarter.

- **Bets on the total number of points scored in the most productive quarter to be over (under) the offered total value.**

The calculation is based on the principle of calculating the bets made on the most productive half-time (quarter).

- **Bets on the overtime to be played (not to be played).**
- **Bets: which of the teams will be the first (last) to score points.**
- **Bets: which of the teams will perform the first (last) foul.**
- **Bets: which of the team will win the first rebound.**
- **Bets: the first team will win (not lose) the match (half-time, quarter) with the number of rebounds taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) the match (half-time, quarter) with the number of rebounds taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of rebounds made by the teams in a match (half-time, quarters) – “Total over (under) the total number”.**

- **Bets on the total number of rebounds made by each team individually in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets: the first team will win (not lose) the match (half-time, quarter) with the number of offensive rebounds, taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) the match (half-time, quarter) with the number of offensive rebounds, taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of offensive rebounds made by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets: the first team will win (not lose) with the number of defensive rebounds in the match (half-time, quarter), taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) with the number of defensive rebounds in the match (half-time, quarter), taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of defensive rebounds made by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**
Team rebounds (not registered in favor of any player) are also taken into account when calculating bets made on the outcomes of rebounds.
- **Bets: the first team will win (not lose) the match (half-time, quarter) by the number of assists, taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) the match (half-time, quarter) by the number of assists, taking into account the handicap – “Handicap 2”.**

- **Bets on the total number of assists made by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets on the total number of individual assists made by each team in the match (half-time, quarter) – “Total over (under) the total number”.**
- **Bets: the first team will win (not lose) the match (half-time, quarter) with the number of fouls, taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) the match (half-time, quarter) with the number of fouls, taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of fouls committed by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets on the total number of fouls committed by each team in the match individually (half-time, quarters) – “Total over (under) the total number”.**
Team fouls (not registered in favor of any player) are not taken into account when calculating bets made on the outcomes of the fouls.
- **Bets: the first team will win (not lose) with the number of turnovers in the match (half-time, quarter), taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) with the number of turnovers in the match (half-time, quarter), taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of turnovers registered by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**

- **Bets on the total number of individual turnovers registered by each team in the match (half-time, quarter) – “Total over (under) the total number”.**
- **Bets: the first team will win (not lose) by the number of block shots in the match (half-time, quarters), taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) by the number of block shots in the match (half-time, quarters), taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of block shots by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets on the total number of individual block shots by each team in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets: the first team will win (not lose) the match (half-time, quarter) by the number of time-outs, taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win (not lose) the match (half-time, quarter) by the number of time-outs, taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of time-outs made by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets: on the total number of individual time-outs made by each team in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets: the first team will win the match (half-time, quarter) by the number of three-point (two-point) shots – “Win1”.**

- **Bets: draw will be registered in the match (half-time, quarter) by the number of 3-point (2-point) shots – “Draw” (X).**
- **Bets: the second team will win the match (half-time, quarter) by the number of three-point (two-point) shots – “Win2”.**
- **Bets: the first team will win the match (half-time, quarter) by the number of three-point (two-point) shots, taking into account the handicap – “Handicap 1”.**
- **Bets: the second team will win the match (half-time, quarter) by the number of three-point (two-point) shots, taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of 3-point (2-point) shots made by the teams in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets on the total number of 3-point (2-point) shots made individually by each team in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets: the first team will win in the match (half-time, quarter) by the number of realized free throws (as a result of which the ball falls into the basket) taking into account the handicap – “Handicap1”.**
- **Bets: the second team will win in the match (half-time, quarter) by the number of realized free throws (as a result of which the ball falls into the basket) taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of realized free throws (as a result of which the ball falls into the basket) made in the match (half-time, quarters) – “Total over (under) the total number”.**
- **Bets on the total number of realized free throws in the match (half-time, quarters) made individually by each team (as a**

result of which the ball falls into the basket) – “Total over (under) the total number”.

- **Bets: which of the teams will perform the first (last) 2-point shot.**
- **Bets: which of the teams will perform the first (last) 3-point shot.**
- **Bets: which of the teams will perform the first (last) free throw.**
- **Bets on winning margin outcomes.**
It is offered to predict which team will win the match and with which difference in points. For example: “Team 1 by 2 points margin”.
- **Bets: which of the teams will be the first to score the offered number of points in the match (half, quarter).**
- **Bets on the scored points and match result:**
To predict the scored points and match result. The following options are offered:
 1. “Match total over (under) the offered value of bet argument and Win 1”
 2. “Match total over (under) the offered value of bet argument and Win 2”.

The tournaments’ and championships’ official websites included in the table are taken as basis during calculation of bets made on the outcomes of basketball matches.

The basketball match (the duration of 48 minutes), which has been interrupted and has not been continued or finished during 24 hours is considered completed if not less than 40 minutes were played. The match of the duration of 40 minutes, which has been interrupted and has not been continued or finished during 24 hours is considered completed if no less than 35 minutes were played. In the other cases

the match is considered not completed. During the tied score in the basketball match which has been interrupted and is considered completed the bets made on the outcomes “Win1” and “Win2” are subject to calculation with the odds “1” (one) if “Draw” outcome was not offered in the program (line). If the match has been interrupted and is considered not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on other possible outcomes of basketball matches offered by the organizer in the Line.

4.10. Bets on tennis

Declared in advance format of tennis match can be changed before match starts (e.g. in a single match super tie-break is played instead of the decisive 3-rd set or 3 sets are played instead of 5). In such cases, bets made on “Win1” and “Win2” outcomes of match are subject to calculation according to final result, and all the other bets are calculated with the odds “1” (one).

If in the started tennis match one of the tennis players (one of the pairs) is disqualified for some reason, refuses to play or is unable to continue the match, the match ends untimely, the bets made on the outcomes of that match are calculated in the following way:

The bets (including bets made on statistical data), the outcomes of which are definitely determined at the moment of interruption based on the match format, are considered completed and are subject to

calculation. The bets on the other outcomes are calculated with the odds “1” (one).

For example, a tennis player (a tennis pair) refuses to continue the match when the score is 4:4 (15:0). In this case, the bets made on the following outcomes of the first set are calculated with the odds 1 (one): “Win1” and “Win2”, “Total over (under) 10.5”, “Total over (under) 12.5”, “Handicap 1(+1.5)”, “Handicap 2(-1.5)”, “Handicap 1(-1.5)”, “Handicap 2(+1.5)”, as well as the bets made on the following outcomes of match: “Win 1” and Win2”, “Total over(under) 21.5”, “Handicap 1(+3.5)”, “Handicap 2(-3.5)”, “Handicap 1(-3.5)”, “Handicap 2(+3.5)”. Bets on the outcomes “total to be even (odd) number” made on the first set and the match are also calculated with the odds 1 (one). The bets made on the following outcomes of the first set are subject to calculation: “Total over(under) 6.5”, “Total over(under) 7.5”, “Total over(under) 8.5”, “Handicap 1 (+2.5)”, “Handicap 2 (-2.5)”, “Handicap 1 (-2.5)”, Handicap 2 (+2.5), as well as the bets made on the outcomes of the games starting from the 1-st to 8-th. The bets made on the outcome “Win1” and “Win2” of the 9-th game are calculated with the odds “1” (one), and the bets made on the outcomes “Win1” and “Win2” of the first point of the 9-th game are subject to calculation.

If the decisive set is played as “super tie-break”, the bets made on “Total” and “Handicap” of that set are calculated in points, and the set “super tie-break” is calculated as one game during the calculation of the bets made on “Total” and “Handicap” of match. Thus, the set is considered to be finished with the score 1:0 or 0:1.

For example, the match was finished with the score 6:3, 4:6, and 5:10. Super tie-break was played as the decisive third set. In this case, while calculating the bets, the final score of the match is considered to be 6:3, 4:6, and 0:1, that is, the number of games is 20.

Tie-break played at the end of set is also calculated as one game (for example, the tie-break, which is played when the set’s score is 6:6, is

considered to be the 13-th game of that set and the set ends with either 6:7 or 7:6 score).

If one of the sides refuses to participate in the match before its start, the bets made on the match outcomes are calculated with odds “1” (one). If during tennis pair (doubles) match, in which the participants’ names are specified by team (country) name (for example, Spain-Switzerland), the change of tennis player (team) is performed (in advance announced tennis player or tennis team for which the bets were offered), the bets on all outcomes of the match remain valid.

The bets offered on the outcomes of tennis matches:

- The first player (pair) will win in the match (set or game) – **“Win 1”**.
- The second tennis player (pair) will win in match (set or game) – **“Win 2”**.
- The first tennis player (pair) will win (not lose) match (set) with the handicap taken into account – **“Handicap 1”**.
- The second tennis player (pair) will win (not lose) match (set) with the handicap taken into account – **“Handicap2”**.
- Bets on total number of games in match (set) **“Total over (under) the value of bet argument”**.
- Bets on total number of games in match (set) to be **even** or **odd**.
- Bets on results of the first set and the full match:

It is offered to predict the winner of both the first set and the full match simultaneously. The following 4 betting options are available:

“Win1 Win1” – victory of the first tennis player (pair) in both the first set and the full match.

“**Win1 Win2**” – victory of the first tennis player (pair) in the first set and victory of the second tennis player (pair) in the full match.

“**Win2 Win1**” – victory of the second tennis player (pair) in the first set and victory of the first tennis player (pair) in the full match.

“**Win2 Win2**” – victory of the second tennis player (pair) in both the first set and the full match.

- Bets on the final score of match (set):
It is offered to select the precise score registered in the end of the match (set) from the options available in the program (line).
- Bets on tie-break to happen (not to happen).
- Bets: Who will score the next point.
- **Bets: the tennis player (pair) will reach a certain round (quarterfinal, semifinal, final, etc.) or will take a certain place (3rd place, 4th place, etc.).**

If the tennis player’s advance to the next round is canceled for any reason in the future, then this circumstance is not taken into account and the bets are not recalculated.

Bets made on advancing to the next round remain valid if the previously announced sequence of matches changes.

In tennis tournaments, if the tennis player (pair) declared for the match does not start his performance for any reason (injury, refusal, disqualification, etc.), then the bets made on the tennis player’s (pair’s) advancing to the next round, as well as those made on the statistical data of the latter within the tournament are calculated with the odds “1” (one) and if the tennis player (pair) starts his performance, but later for some reason (injury, refusal, disqualification, etc.) withdraws from the tournament, then the bets made on the tennis player’s (pair’s) advancing to the next round are considered lost since the tennis player (pair) has not reached the

predefined outcome and has not advanced to the next round. In this case, the bets made on the statistical data of the tennis player (pair) concerning the tournament, remain valid and are subject to calculation. Bets made on the tennis player's (pair's) advancing to the next round, as well as the tennis player's (pair's) statistical data in the tournament, are subject to calculation with the odds "1" (one), if they are made after the tennis player (pair) actually withdraws from the tournament.

- **Bets on the total number of tie-breaks in the match – “Total Over (under)” the total number”.**

When calculating the bets made on the above-mentioned outcome, only the tie-breaks are taken into account which have been played at the end of the sets when the score has been 6:6 (up to 7 points). In some tournaments, based on the rules of the match, the tie-break played in the decisive set (up to 10 points) is also taken into account when calculating the bets made on the total number of tie-breaks. Regardless of the format of the tournament, a super tie-break (tie-break up to 10 points) played instead of a decisive set is not taken into account when calculating bets made on the total number of tie-breaks.

The information provided by the official websites of tournaments and championships, which are included in the table, is taken as basis during calculation of bets on tennis matches.

In case of wrong indication of court coverage or place of tournament and incorrespondence in tournament's name made by the provider in the program (line), the bets made on the outcomes of the given tournament remain valid.

Penalty point (points) awarded by referee to a tennis player (team) are taken into account during calculation of the bets.

For example, during the score (6:4), (3:2), (0:40) the referee awarded 1 penalty point to the second player and the score became (6:4), (3:3).

In this case, the second player is considered to win the 6-th game of the second set.

If a penalty point is given to any of the players (pairs), it is considered that the tennis player (pair) who is given a penalty point receives the minimum number of game points required to win the current game. E.g. if the score of the current tournament is 1:0 (6:1), (3:1), the current points of the game are (40:15), and the referee gives a penalty points to the second tennis player, then the score of the second set becomes 3:2, the number of points of the game becomes 8 (eight), and the score of the game is 40:Win2, since the first tennis player already has 3 (three) points (15, 30, 40), and the second tennis player needs minimum 4 (four) points (30, 40, advantage, win point) to win the current game. In case penalty points are given to the player (pair), the above-mentioned principle is taken into consideration when calculating bets on game points.

The bets made on the outcomes of tennis matches, which were postponed or interrupted, remain valid until the end of the tournament, which they belong to.

4.11. Bets on volleyball and beach volleyball

In volleyball matches from 3 to 5 sets are played. The first team to win three sets wins the match, and the first team to reach 25 points wins the set (in the 5th final set – 15 points), with an advantage of at least 2 points over the opponent. When the score is 24:24 for the set, and it is 14:14 for the final set, then the set continues until one of the teams reaches 2-point advantage over the opponent in the current score of the set or the final set. There is no maximum score established, in the case of which the set is considered as completed; the set continues until one of the competitors reaches 2-point advantage in the set.

Matches can also be played in another format, where it is played from 2 to 3 sets.

In the play-off round when the games end with the same score in favor of different teams (for example, in the first match 3:2 was registered in favor of the first team, and in the second match – 2:3 in favor of the second team), an additional set is played – the “**Golden set**” (in the “**Golden set**” wins the team that scores the first 15 points), the winner of the set passes to the next round. Results registered in the “**Golden set**” are not taken into account when calculating bets on the outcome of the second match.

In beach volleyball matches from 2 to 3 sets are played. The first team to win two sets wins the match, and the first team to reach 21 points wins the set (in the 3rd final set – 15 points), with an advantage of at least 2 points over the opponent. When the score is 20:20 (in the 3rd final set – 14:14), the set (the 3rd final set) is played until one of the teams reaches a 2-point advantage over the opponent.

In volleyball and beach volleyball matches the format of the game may change during the match (for example, a set that should have been played to 25 points is played to other points). In such cases, the organizer makes a special mark in the Line about the possible changes in the game format.

Bets offered on the outcomes of volleyball and beach volleyball matches:

In volleyball and beach volleyball, the handicap and total are calculated by points, except for “**Sets’ Handicap**” and “**Sets’ Total**” outcomes, which are calculated by number.

- The first team will win the match (set) – “**Win1**”.
- The second team will win the match (set) – “**Win2**”.

- The first team will win (not lose) the match (set) taking into account the handicap – “**Handicap 1**”.
- The second team will win (not lose) the match (set) taking into account the handicap – “**Handicap 2**”.
- Bets: by the number of sets the first team will win (not lose) the match taking into account the handicap – “**Handicap 1**”.
- Bets: by the number of sets the second team will win (not lose) the match taking into account the handicap – “**Handicap 2**”.
- Bets on the total number of points scored by teams in the match (set) – “**Total over (under) of the total value**”.
- Bets on the total number of points scored by each team in the match (set) – “**Total over (under) of the total value**”.
- Bets: the total number of points in the match (set) will be **even (odd)**.
- Bets on the outcomes of “**Win with advantage points**” in the set.

It is proposed to guess which team will win the set and with an advantage of how many offered points, for example: “Win of team 1 with an advantage of 7-8 points”.

- Bets: the first (second) team will get the specified point in the match (set).
For example, in the second set, the first (second) team will win the 24th point.

- Bets on the result of the first set and the whole match.

It is proposed to guess the result of the first set and the whole match at the same time. The following 4 options are possible: “**Win1Win1**” – win of the first team in the first set and the match.

“**Win1Win2**” – win of the first team in the first set and win of the second team in the match.

“**Win2Win1**” – win of the second team in the first set and win of

the first team in the match.

“**Win2Win2**” – win of the second team in the first set and the match.

- Bets on the final score of the match (set).

It is proposed to choose the exact score registered in the final result of the match (set), according to the possible options included in the Line.

The official websites of the championships and tournaments (presented in the table) are taken as the basis for calculating the results of volleyball and beach volleyball matches. In some cases, when the information available on the official website does not make clear the outcome of the proposed bet (the required information is not available on the official website), the video recordings of the matches are taken as a basis for calculating the bets.

A volleyball and beach volleyball match that has been interrupted and did not continue or completed within 24 hours is considered to be failed. The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to the calculation (for example, the match was interrupted in the second set, the match was considered failed, but the first set, which was played in full, i.e. has taken place, and bets on the outcome of the last one are subject to calculation), and the remaining bets are calculated with odds of “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets on other possible outcomes in volleyball and beach volleyball matches are also accepted if they will be offered by the organizer in the line.

4.12. Bets on auto racing

The rules of accepting bets in auto racing:

- The warm up lap is included in the racing;
- If both drivers are out of the race the winner in the pair is the driver who has passed more laps;
- If the driver is classified, he has finished the race.

The following kinds of bets can be placed on auto racing:

- Win of the driver in the race.
- The driver will take places from 1 to 3 inclusive.
- The driver will finish the race (will be qualified).
- The driver will not finish the race (will not be qualified).
- The driver will have the fastest lap of the race.
- The first driver will take a higher place than the second one in the final report (the column “1” of the line).
- The second driver will take a higher place than the first one in the final report (the column “2” of the line).

Bets are also accepted on other probable events in auto racing, which will be offered in the line.

4.13. Bets on baseball

In a baseball match 9 innings are played. During calculation of bets made on final result of the match, the results registered in overtime inning (innings) are also taken into account. If the match ends in a draw and overtime inning (innings) was not played or if, based on the tournament's requirements, in the played overtime inning draw was

again registered, then the bets made on the outcomes “**Win1**” and “**Win2**” are calculated with the odds “**1**” (one).

According to “**Mercy Rule**”, a baseball match can be finished untimely. In these cases, the match is considered completed with the results recorded at the time of interruption and all the bets are calculated taking into account the results recorded at the moment of interruption. (Mercy Rule functions when one of the teams has a significant advantage in score over the opponent team. The advantage level may vary according to requirements of different countries’ tournaments and championships.

If during one day the teams played two matches and in the program (line) the provider offered the bets on only one of them, the results registered in the game, which was played the first, is taken as basis during calculation of the bets.

In baseball the format change is also possible during the game (for example, 7 innings are played instead of 9 innings). In this case, the notice, informing about the possible change of match format is made by the organizer in the program.

The bets for **Total** and **Handicap** in baseball are calculated in points.

The bets offered on the outcomes of baseball matches:

- The first team will win in the match – “**Win 1**”.
- The second team will win in the match – “**Win 2**”.
- The first team will win (not lose) match with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) match with the handicap taken into account – “**Handicap 2**”.

- Bets on total number of points scored by the teams in match – **“Total over (under) the value of bet argument.”**
- Bets on total number of points scored by each team individually in match – **“Total over (under) the value bet argument”**.
- Bets on total number of points scored in match to be even (odd).
- The bets on the following outcomes of the given inning: **“Win1”, “Draw”, “Win2”, “Handicap”** and **“Total”**.
- The bets are also offered on the following outcomes of the first 3, the first 5 and the first 7 innings: **“Win1”, “Draw”, “Win2”, “Handicap”** and **“Total”**.
- Bets on the number of statistics of the players (batter, pitcher) in the match.

In a baseball match, the bets on the number of statistics of the players are considered valid, if the players have been declared and started to play in the match (exceptions are the bets on the number of statistics of the pitcher, which are considered valid, if the pitcher has been declared and s/he has started the match, and hasn't taken part as a substitute). Bets on the number of statistics of the players who haven't participated in the match and/or bets considered invalid are subject to calculation with odds of “1” (one).

The official websites of tournaments, which are included in the table, are taken as basis for calculation of bets on baseball matches.

A baseball match that was interrupted and did not continued from an interrupted inning or completed within 24 hours is considered to have taken place if at least 5 full innings were played. If the interrupted match is replayed from the beginning, the bets on the outcomes of the interrupted match are calculated by odds of “1” (one), except for the bets, the outcomes of which have already become clear. In the other cases, the event is considered to be not completed. The bets made on **“Win1”** and **“Win2”** outcomes of match are calculated with the odds

“1” (one) if the match has been interrupted with the tied score and is considered to be completed.

If the match has been interrupted and is considered to be not completed, the bets, the outcomes of which have already been determined by the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one). If the match has been interrupted and is considered to be completed, the bets made on the outcomes of separate innings, which were not played, are calculated with the odds 1 (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on the other possible outcomes of baseball matches offered by the organizer in the Line.

4.14. Bets on snooker

Snooker matches usually consist of an odd number of frames (rounds). The player, who has won more frames, wins the match. For example, in the match consisting of 7 (seven) frames a player, who has won 4 (four) frames, wins the match. A player, who has scored more points, wins the frame. Snooker matches can also be held in other formats, the notice informing about which is made by the organizer in the program (line).

There is a possibility of stalemate in snooker when striking balls does not progress the frame. In case a stalemate occurs, the frame can be replayed, resumed with a score 0:0 (by mutual agreement of the two players or at the suggestion of the referee). Bets on the outcomes of the frame made before the start of the frame are calculated based on the results registered in the replayed frame, and bets on the outcomes

of the frame made after the actual start of the frame are calculated with odds “1” (one).

Bets offered on the outcomes of Snooker matches:

In Snooker match, the handicap and total are calculated according to the number of frames, and in a frame – by the points.

- The first player will win the match (frame) – **“Win 1”**.
- The second player will win the match (frame) – **“Win 2”**.
- The first player will win (not lose) the match (frame) with the handicap taken into account – **“Handicap 1”**.
- The second player will win (not lose) the match (frame) with the handicap taken into account – **“Handicap 2”**.
- Bets on total number of frames played in match – **“Total over (under) the value of bet argument”**.
- Bets on total number of points scored in frame – **“Total over (under) the value of bet argument”**.
- Bets: which player will score the first ball in match.
- Bets: which player will be the first to score the offered number of points.
- Bets on total number of points scored in the frame to be even (odd).
- Bets: whether the first (second) player will score the first (the last) ball.
- Bets: the first scored ball to be yellow (green, brown, blue, pink, black)
- Bets: “50+Break” (50 + break) will be (will not be).
- Bets: “Century break” will be (will not be).

- Bets: “Maximum break (147)” will be (will not be).

A “Break” is the number of points scored by a player within one approach. Points scored for the violations committed by the opponent are not taken into account in the “break”. A “50+break” is fifty or more points scored in this way, a “Century Break” is a hundred or more point scored, and a “Maximum Break (147)” is the highest possible score in a single frame (15 Red+15 Black+ Colors).

- Bets: will be (will not be) a violation.

All the bets all over the frame is calculated after the end of the frame. All points given by the match referee are taken into account when calculating bets on the outcomes of the match.

In some cases, it is possible to score a premature victory in a frame, for example, if one of the players is late to start the frame, the referee awards the victory to the other player, and the frame is considered as complete.

A premature victory is also awarded when a player is not in a “Snooker” situation and misses three subsequent shots in a row while having the opportunity to hit another ball. In this case, the bets on the outcomes of this frame are subject to a calculation with odds “1” (one). In this and similar cases the bets on the outcomes of this frame are subject to a calculation with odds “1” (one), except for those bets the outcomes of which do not depend on the above-mentioned situations and have already become unambiguously clear.

To calculate the results of snooker matches, the official websites of championships and tournaments, presented in the table, are taken as a basis. In some cases, when the official website does not contain the information necessary to calculate any outcome of the match, the video recording of the match is taken as the basis for the calculation.

For example, if the official website does not contain the necessary information to calculate the bet on the outcome “The first/second player will score the first ball”, the video recording of the match is used as the basis for the calculation

Bets on the outcomes of a delayed or interrupted snooker match remain valid up to the end of the tournament or championship in which it was held. Until the match has started or continues, all bets on the outcomes of the match remain valid.

Bets are also accepted on the other possible outcomes of snooker matches offered by the organizer in the Line.

4.14.1. Bets on badminton

If in the started badminton match one of the players (one team) is disqualified for some reason, refuses to play or is unable to continue the match, the match ends untimely, then the bets made on the outcomes of that match are calculated in the following way:

The bets, outcomes of which are definitely determined at the moment of match interruption, based on the match format, are considered completed and are subject to calculation. All the other bets are calculated with the odds “1” (one).

For example, the player refuses to play during the first set with the score 19:20. In this case, bets made on the following outcomes of the first set will be calculated with the odds 1 (one): “**Win1**”, “**Win2**”, “**Total over (under) 40.5**”, “**Handicap 1 (+1.5)**”, “**Handicap 2 (-1.5)**”, “**Handicap 1 (-1.5)**”, “**Handicap 2 (+1.5)**”, as well as the bets made on the outcomes “**Win1**” and “**Win2**” of match. The bets made on the following outcomes of the first set are subject to calculation: “**Total over (under) 38.5**”, “**Total over (under) 39.5**”, “**Handicap1 (+2.5)**”, “**Handicap2 (-2.5)**”, “**Handicap1 (-2.5)**”, “**Handicap2 (+2.5)**”, “**Handicap1 (+3.5)**”, “**Handicap2 (-3.5)**”, “**Handicap1 (-3.5)**”, “**Handicap2 (+3.5)**”.

In badminton the bets on Handicap and Total are calculated in points.

If before the match start, one of the players (one of the teams) refuses to participate in the match, the bets made on that match outcomes are subject to calculation with the odds “1” (one).

If during badminton team matches, in which the participants’ names are specified by team (country) name (e.g. China-Indonesia), the change of tennis player (team) is performed (in advance announced player or team for which the bets were offered), the bets on all outcomes of the match remain valid.

The bets offered on the outcomes of badminton matches:

- The first player (pair) will win the match (set) – **“Win1”**.
- The second player (pair) will win the match (set) – **“Win2”**.
- The first player (team) will win (not lose) match (set) with the handicap taken into account – **“Handicap1”**.
- The second player (team) will win (not lose) match (set) with the handicap taken into account – **“Handicap2”**.
- Bets on number of points in match (set) – **“Total over (under) the value of bet argument”**.
- Bets on number of points to be even (odd).
- Bets on results of the first set and the full match:
It is offered to predict the winner of both the first set and the full match simultaneously. The following four betting options are available:
 - **“Win1 Win1”** – victory of the first player (team) in both the first set and the full match.
 - **“Win1 Win2”** – victory of the first player (team) in the first set and victory of the second player (team) in the full match.
 - **“Win2 Win1”** – victory of the second player (team) in the first set and victory of the first tennis player (team) in the match.

- **“Win2 Win2”** – victory of the second player (team) in both the first set and the match.
- Bets on the final score of match (set):
It is offered to select the precise score registered in the end of the match (set) from the options available in the program (line).

The official websites of tournaments and championships, which are included in the table, are taken as basis for calculation of bets on badminton matches.

The bets made on the outcomes of the matches, which have been postponed or interrupted, remain valid until the end of the tournament, which they belong to.

The bets are also accepted on other outcomes of badminton matches offered by the provider in the Line.

4.14.2. Bets on bandy

In bandy matches the bets are accepted on regular time of match if it is not specified differently by the provider in the program (line). The result registered in overtime is not taken into account during the calculation of the bets made on the outcomes of regular time. The regular time of a bandy match is 90 minutes (two halves, the duration of each is 45 minutes). According to the requirement of particular tournaments and championships, the format of the match can be changed (matches, the duration of which is 60 minutes, 70 minutes and 80 minutes with two halves, the duration of each is 30, 35, and 40 minutes accordingly). During a match of a different format, the specifying notice is made by the provider in the program (line).

Bets offered on bandy matches:

- The first team will win the match (period) – **“Win 1”**.

- Draw in match (in the half) – “**X**”.
- The second team will win the match (period) – “**Win 2**”.
- The first team will not lose match (half) – “**1X**”.
- One of the teams will win match (half) – “**12**”.
- The second team will not lose match (half) – “**2X**”.
- The first team will win (not lose) match (half) with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) match (half) with the handicap taken into account – “**Handicap 2**”.
- Bets on total number of goals scored by the teams in match (half) – “**Total over (under) the value of bet argument.**”
- Bets on the total number of goals scored by each team individually in match (half) – “**Total over (under) the value bet argument**”.
- Bets on total number of goals scored in match (half) to be even (odd).

Championships’ official websites, which are included in the table, are taken as basis for calculation of bets made on bandy matches.

The bandy match (the duration of which is 90 minutes), which has been interrupted and has not been continued or finished during 24 hours, is considered to be completed if no less than 70 minutes were played. The bandy matches with the duration of 60, 70 and 80 minutes, which have been interrupted and has not been continued or finished during **24 hours**, is considered to be completed if no less than 48, 56, and 64 minutes were played accordingly. In the other cases, the match is considered to be not completed. If the match has been interrupted and is considered to be not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on the final result of the match, are

subject to calculation, and all the other bets are calculated with the odds “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

The bets are also accepted on other outcomes of bandy matches offered by the provider in the Line.

4.14.3. Bets on field hockey

In field hockey the bets are accepted on the regular time of match if it is not specified differently by the provider in the program (line). The results, registered in overtime and penalty shootout, are not taken into account during calculation of the bets offered on outcomes of regular time. The regular time of a field hockey is 60 minutes (2 halves- the duration of each is 30 minutes or 4 quarters – the duration of each is 15 minutes), but the match can be also played in the following format: the duration of 70 minutes (2 halves- the duration of each is 35 minutes or 4 quarters – the duration of each is 17 minutes 30 seconds). During a match of a different format, the specifying notice is made by the provider in the program (line).

The bets offered on the outcomes of field hockey matches:

- The first team will win the match (period, quarter) – “**Win 1**”.
- Draw in match (half, quarter) – “**X**”.
- The second team will win the match (period, quarter) – “**Win 2**”.
- The first team will not lose match (half, quarter) – “**1X**”.
- One of the teams will win match (half, quarter) – “**12**”.
- The second team will not lose match (half, quarter) – “**2X**”.

- The first team will win (not lose) match (half, quarter) with the handicap taken into account – **“Handicap 1”**.
- The second team will win (not lose) match (half, quarter) with the handicap taken into account – **“Handicap 2”**.
- Bets on total number of goals scored by the teams in match (half, quarter) – **“Total over (under) the value of bet argument”**.
- Bets on the total number of goals scored by each team individually in match (half, quarter) – **“Total over (under) the value of bet argument”**.
- Bets on total number of goals scored in match (half) to be even (odd).

The field hockey match (the duration of which is 70 minutes), which has been interrupted and has not been continued or finished during 24 hours, is considered to be completed if no less than 55 minutes were played. The field hockey match with the duration of 60 minutes, which has been interrupted and has not been continued or finished during **24 hours**, is considered to be completed if accordingly no less 47 minutes were played. In the other cases, the match is considered to be not completed. If the match has been interrupted and is considered to be not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds **“1”** (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds **“1”** (one).

Bets are also accepted on other outcomes of field hockey matches offered by the organizer in the Line.

4.14.4. Bets on table tennis

If in the started table tennis match one of the tennis players (one team) is disqualified for some reason, refuses to play or is unable to continue the match, the match ends untimely, then the bets made on the outcomes of that match are calculated in the following way:

The bets, the outcomes of which are definitely determined at the moment of interruption, based on the match format, are considered completed and are subject to calculation. The bets made on the other outcomes are calculated with the odds “1” (one).

For example, a tennis player (tennis team) refuses to continue the match in the first set, when the score is 9:10. In this case, the bets made on the following outcomes of the first set are calculated with the odds 1 (one): “**Win1**”, “**Win2**”, “**Total over(under) 20.5**”, “**Handicap1 (+1.5)**”, “**Handicap2(-1.5)**”, “**Handicap1 (-1.5)**”, “**Handicap2 (+1.5)**, as well as the bets made on “**Win1**” and “**Win2**” outcomes of match. And the outcomes of the first set “**Total over (under) 18.5**”, “**Total over (under)19.5**”, “**Handicap1 (+2.5)**”, “**Handicap2 (-2.5)**”, “**Handicap1 (-2.5)**” are subject to calculation.

If one of the sides refuses to participate in the match before its start, the bets made on the match outcomes are calculated with odds “1” (one). If during tennis doubles (team) match, in which the participants’ names are specified by team (country) name (e.g. Spain-Switzerland), the change of tennis player (team) is performed (in advance announced tennis player or tennis team for which the bets were offered), the bets on all outcomes of the match remain valid.

The bets on **Handicap** and **Total** in tennis are calculated in points.

The bets offered on the outcomes of table tennis matches:

- The first player (pair) will win the match (set) – “**Win1**”.
- The second player (pair) will win the match (set) – “**Win2**”.

- The first tennis player (team) will win (not lose) match (set) with the handicap taken into account –“**Handicap1**”.
- The second tennis player (team) will win (not lose) match (set) with the handicap taken into account – “**Handicap2**”.
- Bets on total number of points in match (set) “**Total over (under) the value of bet argument**”.
- Bets on the number of points in match (set) to be **even** or **odd**.
- Bets on the **final score** of match (set).
- It is offered to select the precise score registered in the end of the match (set) from the options available in the program (line).

The tournaments’ official websites, which are included in the table, are taken as basis for calculation of bets made on table tennis matches.

The bets made on the outcomes of table tennis matches, which were postponed or interrupted, remain valid until the end of the tournament, which they belong to.

Bets are also accepted on other outcomes of table tennis matches offered by the organizer in the Line.

4.14.5. Bets on table soccer (football)

There are no time limits in the match (game) of table soccer. A match consists of **1** (one), **3** (three), or **5** (five) games. In a match consisting of 1 (one) game, the player (pair) who won the game wins. In a match of 3 (three) games, the player (pair) who won two games wins, and in a match of 5 (five) games, the player (pair) who won three games wins. Depending on the requirements of the championship or tournament, the game is won by the player (pair) who scores 5 (five) or 7 (seven) goals.

It is also possible that the matches will be played in another format. In such cases, the organizer makes a special note in the line about the format of the match.

If the winning score is 5 (five) goals, in case the score becomes 4:4 in the final game, then only the final game of the match is played before one of the players (pairs) achieves an advantage over the opponent of 2 goals, but the maximum score can't exceed 8. That is, if the score becomes 4:4 in the final game, the game continues and may end with a score 4:6, 6:4, 5:7, 7:5, 6:8 or 8:6. After the score is 7:7, the game ends with a score of 8:7 or 7:8.

If the winning score is 7 (seven) goals, in case the score becomes 6:6 in the final game, then the game of the match is played before one of the players (pairs) achieves an advantage over the opponent of 2 goals, but the maximum score can't exceed 8. That is, if the score becomes 6:6 in the game, the game continues and may end with a score 6:8 or 8:6. After the score is 7:7, the game ends with a score of 8:7 or 7:8.

Bets offered on the outcome of table soccer matches:

- The first player (pair) will win the match (game) – **“Win1”**.
- The second player (pair) will win the match (game) – **“Win2”**.
- The first player (pair) will win (not lose) the match (game), taking into account the handicap – **“Handicap 1”**.
- The second player (pair) will win (not lose) the match (game), taking into account the handicap – **“Handicap 2”**.
- Bets on the total number of goals scored by a player (pair) in the match (game) – **“Total over (under) the total number”**.
- Bets on the total number of goals scored in the match (game) – **“Total over (under) the total number”**.
- Bets: the total number of goals in the match (game) will be **even (odd)**.

- Bets on the final result of the match (game).
It is proposed to choose the exact score recorded in the final result of the match (game), according to the possible options included in the Line.

To calculate the results of table soccer matches, the official websites of Championships and tournaments, which are presented in the table, are taken as a basis.

A table soccer match that was interrupted and did not continue or was not completed within 24 hours is considered to be failed. The outcomes of interrupted and failed matches, which at the time of the stoppage have already become clearly known and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “1” (one).

Bets on other possible outcomes in table soccer matches are also accepted and they will be offered by the organizer in the Line.

4.14.6. Bets on Rugby (Rugby League and Rugby Union)

The regular time for rugby matches is set to 80 minutes (two halves of 40 minutes each). Bets on rugby matches are accepted for regular time, unless something else is specified by the organizer in the Line. Results recorded in the post-match added time or extra-time are not taken into account when calculating bets on outcomes proposed for regular time. The organizer also offers bets on varieties of Rugby – Rugby 7 (seven), Rugby 9 (nine) and Rugby 10 (ten), where the duration of the times is 7, 9 and 10 minutes, respectively. In case of matches in this format, a special mark appears in the Line showing the match format.

In Rugby, the **handicap** and **total** are calculated by points (with the exception of totals offered for the total number of tries).

Bets offered on the outcomes of a rugby match:

- The first team will win the match (half-time) – “**Win1**”.
- There will be a draw in the match (half-time) – “**Draw**” (“**X**”).
- The second team will win the match (half-time) – “**Win2**”.
- The first team will win (not lose) the match (half-time) taking into account the handicap – “**Handicap 1**”.
- The second team will win (not lose) the match (half-time) taking into account the handicap – “**Handicap 2**”.
- Bets on the total number of points scored by teams in the match (half-time) – “**Total over (under) of the total value**”.
- Bets on the total number of points scored by each team in the match (half-time) – “**Total over (under) of the total value**”.
- Bets: the total number of points in the match (half-time) will be **even (odd)**.
- Bets on the number of tries by teams in the match (half-time) – “**Total over (under) of the total value**”.
- Bets: which team will make the next try (will be no try at all).

The official websites of the championships (presented in the table) are taken as the basis for calculating the results of rugby matches.

A rugby match that was interrupted and did not continue or was not completed within 24 hours is considered to have taken place if at least 65 minutes were played. Matches of Rugby 7, Rugby 9 and Rugby 10 are considered to have taken place if they were played in full. In all other cases the matches are considered to have failed. The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of

the match, are subject to calculation, and the remaining bets are calculated by odds of “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets on other possible outcomes in rugby matches are also accepted and they will be offered by the organizer in the Line.

4.14.7. Bets on American football

In American football matches, the regular time is 60 minutes of net playing time (two halves of 30 minutes each or 4 quarters of 15 minutes each). Bets on the outcomes of American football matches are calculated taking into account post-match extra-time. If the match ends with the draw and no extra-time is played, or if the extra-time is played, based on the requirements of this tournament, and the draw recorded as a result of extra-time, then bets on “**Win1**” and “**Win2**” are subject to calculation by odds of “1” (one).

In American football, the **handicap** and **total** are calculated by points.

Bets offered on the outcome of an American football match:

- The first team will win the match (half-time, quarter) – “**Win1**”.
- The second team will win the match (half-time, quarter) – “**Win2**”.
- The first team will win (not lose) the match (half-time, quarter) taking into account the handicap – “**Handicap 1**”.
- The second team will win (not lose) the match (half-time, quarter) taking into account the handicap – “**Handicap 2**”.

- Bets on the total number of points scored by teams in the match (half-time, quarter) – “**Total over (under) of the total value**”.
- Bets on the total number of points scored by each team in the match (half-time, quarter) – “**Total over (under) of the total value**”.
- Bets: the total number of points in the match (half-time, quarter) will be **even (odd)**.

The official websites of the championships (presented in the table) are taken as the basis for calculating the results of American football matches.

An American football match that was interrupted and did not continue or was not completed within 24 hours is considered to have taken place if at least 50 minutes were played. In all other cases the matches are considered to have failed. Bets on outcomes “Win1” and “Win2” of American football matches that took place or were interrupted with an equal score, are calculated by odds of “**1**” (one).

The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “**1**” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “**1**” (one).

Bets on other possible outcomes in American football matches are also accepted and they will be offered by the organizer in the Line.

4.14.8. Bets on Australian football

In Australian football matches, the regular time is 80 minutes of net playing time (two halves of 40 minutes each or 4 quarters of 20 minutes each). In the women's championships the regular time is 60 minutes of net playing time (two halves of 30 minutes each or 4 quarters of 15 minutes each).

Bets on the outcomes of Australian football matches are calculated taking into account post-match extra-time. If the match ends with the draw and no extra-time is played, or if the extra-time is played, based on the requirements of this tournament, and the draw recorded as a result of extra-time, then bets on “**Win1**” and “**Win2**” are subject to calculation by odds of “**1**” (one).

In the matches of some Australian football tournaments, the format of the match may be changed during the [game](#) or before the start of the game. In such cases, the organizer makes a special note in the line about the possible format change of the match and all the bets are subject to calculation according to the final result. For example, if there has been made a 1000 AMD bet with the odds of 2.3 on the outcome of Win 1 of the match with the note regarding the possible format change of the match and 15 minutes have been played in the fourth quarter of the match instead of 20 minutes, i.e. the match lasted 75 minutes instead of 80 minutes and the result of the match has been 87:64, then the bet will be considered as won, and the winning will be $1000 \times 2.3 = 2300$ AMD.

In Australian football, the **handicap** and **total** are calculated by points.

When calculating the totals of 6-point goals and 1-point behinds, the number of goals is taken as the basis, not the number of points.

Bets offered on the outcome of an Australian football match:

- The first team will win the match (half-time, quarter) – “**Win1**”.

- The second team will win the match (half-time, quarter) – **“Win2”**.
- The first team will win (not lose) the match (half-time, quarter) taking into account the handicap – **“Handicap 1”**.
- The second team will win (not lose) the match (half-time, quarter) taking into account the handicap – **“Handicap 2”**.
- Bets on the total number of points scored by teams in the match (half-time, quarter) – **“Total over (under) of the total value”**.
- Bets on the total number of points scored by each team in the match (half-time, quarter) – **“Total over (under) of the total value”**.
- Bets: the total number of points in the match (half-time, quarter) will be **even (odd)**.
- Bets on the total number of goals scored by teams in the match (half-time, quarter) – **“Total over (under) of the total value”**.
- Bets on the total number of goals scored by each team in the match (half-time, quarter) – **“Total over (under) of the total value”**.
- Bets on the total number of behinds made by teams in the match (half-time, quarter) – **“Total over (under) of the total value”**.
- Bets on the total number of behinds made by each team in the match (half-time, quarter) – **“Total over (under) of the total value”**.
- Bets: which team will be the first to earn the number of points offered in the Line during the match (half-time, quarter).

The official websites of the championships (presented in the table) are taken as the basis for calculating the results of Australian football matches.

An Australian football match that was interrupted and did not continue or was not completed within 24 hours is considered to have taken place if at least 65 minutes were played. 60-minute matches are considered to have taken place if at least 50 minutes were played. In all other cases the matches are considered to have failed. Bets on outcomes “**Win1**” and “**Win2**” of Australian football matches that took place or were interrupted with an equal score, are calculated by odds of “**1**” (one).

The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “**1**” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “**1**” (one).

Bets on other possible outcomes in Australian football matches are also accepted and they will be offered by the organizer in the Line.

4.14.9. Bets on Curling

A Curling match consists of 10 ends (periods). Bets on the outcomes of curling matches are calculated taking into account extra end (s). If the match ends with the draw and no extra-end (s) is played, based on the requirements of this tournament or championship, then bets on “**Win1**” and “**Win2**” are subject to calculation by odds of “**1**” (one).

A penalty point (points) awarded to one of the teams is taken into account when calculating bets on the outcome of the match.

Bets offered on the outcome of a curling match:

- The first team will win the match (end) – “**Win1**”.
- The second team will win the match (end) – “**Win2**”.
- There will be a draw in the match (end) – “**Draw**” (“**X**”).
- The first team will win (not lose) the match (end) taking into account the handicap – “**Handicap 1**”.
- The second team will win (not lose) the match (end) taking into account the handicap – “**Handicap 2**”.
- Bets on the total number of points in the match (end) – “**Total over (under) of the total value**”.
- Bets: the total number of points in the match (end) will be **even (odd)**.

The official websites of the championships (presented in the table) are taken as the basis for calculating the results of curling matches.

A curling match that was interrupted and did not continue or was not completed within 24 hours is considered to have taken place if at least 5 ends were played completely. In all other cases the matches are considered to have failed. Bets on outcomes “Win1” and “Win2” of curling matches that took place or were interrupted with an equal score, are calculated by odds of “1” (one).

The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets on other possible outcomes in curling matches are also accepted and they will be offered by the organizer in the Line.

4.14.10. Bets on Darts

In a Darts competition players one by one approach the throw line making throws towards the target. In darts the players are considered participating in the competition if they have made at least one throw towards the target. The points are calculated after each player's checkout, after that the other player takes his turn to make a throw. Depending on the conducting conditions of a darts championship or tournament, the winner is considered the player who has won more legs or the player who has won more sets. The player who won more legs wins the set. The total number of points, that the player has to score by one final approach to win the leg, is called checkout. If darts game ends in a draw and "draw" outcome was not offered in the program (line), the bets made on the outcomes "Win1" and "Win2" are subject to calculation with the odds 1 (one).

During one checkout the player can score maximum 180 points if "20" tripling sector is hit three times.

In darts handicap and total bets are calculated in legs (sets).

The bets offered on the outcomes of darts competitions:

- Bets: which of the players will take the first place in the tournament (will win the tournament).
- The first player will win the competition – **"Win 1"**.
- The completion will end in a draw – **"X"**.
- The second player will win the competition – **"Win 2"**.
- The first player will win by the number of legs (sets) with the handicap taken into account – **"Handicap 1"**.
- The second player will win by the number of legs (sets) with the handicap taken into account – **"Handicap 2"**.

- Bets on the total number of legs (sets) in the competition – **“Total over (under) the value of bet argument”**.
- Bets: which of the players will perform the first 180-point throw.
- Bets on the total number of performed 180-point throws – **“Total over (under) the value of bet argument”**.
- Bets on the number of points for the highest checkout recorded in the competition to be over (under) the offered total value.

The tournaments' and championships' official websites included in the table are the basis during calculation of bets made on darts competitions.

Darts competitions, which have been interrupted for technical or any other reason and have not been continued or finished during 24 hours, are considered not completed. If the darts completions have been interrupted and are considered not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on the final result of the competition, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

4.14.11. Bets on E-Basketball

The bets made on the outcomes of e-basketball videogames are calculated with the extra time (overtime) taken into account. In this case if the videogame ends in a draw and “draw” outcome was not offered, the bets made on the outcomes “Win1” and “Win2” are calculated with the odds “1” (one). The videogames are held in 4×5 or 4×4 format (4 quarters: each lasts for 5 or 4 minutes respectively). The videogames with the quarters' duration of 12 minutes are held in 4×5 format, and those with the quarters' duration of 10 minutes are held in 4×4 format. The matches may also be held in **4×12** format (each quarter 12 minutes real playing time), about which will be informed in the program (line) beforehand.

In e-basketball the current minute displayed on the time board may differ from the videogames' real time. For example, if the format of 16 minutes (4x4) is selected, the time board displaying the current minute of the videogame will reach 40 minutes in 16 real minutes (pure time). For example, on the real 12-th minute of the videogame 30-th minute can be shown on the time board displaying the current game minute.

The bets offered on the outcomes of e-basketball videogames:

- The first team will win in the videogame (quarter) – “**Win1**”.
- Draw in the videogame (quarter) – “**X**”.
- The second team will win in the videogame (quarter) – “**Win2**”.
- The first team will not lose the videogame (quarter) – “**1X**”.
- One of the teams will win the videogame (quarter) – “**12**”.
- The second team will not lose the videogame (quarter) – “**X2**”.
- The first team will win (not lose) the videogame (quarter) with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) the videogame (quarter) with the handicap taken into account – “**Handicap 2**”.
- Bets on total number of goals scored by the teams in the videogame (quarter) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored by each team individually in the videogame (quarter) – “**Total over (under) the value of bet argument**”.
- Bets on total number of points scored by the teams in the videogame (quarter) to be **even (odd)**.
- Bets on the extra time (overtime) to be (not to be).

The official websites of videogames included in the table are the basis for the calculation of bets made on the outcomes of e-basketball videogames.

Defects of the game graphics are not the basis for calculating the bets with the odds “1”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the videogame is considered not completed and all the bets are subject to calculation with the odds “1” (one).

The e-basketball match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered completed, if at least 14 minutes have been played in the match with the format 4×4, at least 17 minutes in the match with the format 4×5, and at least 41 minutes in the match with the format 4×12.

In the other cases the matches are considered not completed. The outcomes of the matches, that are considered interrupted and not completed, which have been already determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and the other bets are calculated with the odds “1” (one).

Bets are also accepted on the other possible outcomes of e-basketball video games offered by the organizer in the Line.

4.14.12. Bets on E-Football

In e-football videogames bets are accepted on regular time if it is not specified differently by the provider in the program (line). Depending on the requirements of a conducted championship videogames are

held in 2×7, 2×6 or 2×5 format (two halves: each half lasts for 7, 6 and 5 minutes respectively).

In e-football the current minute displayed on the time board may differ from the videogame's real time. For example, if the format of 10 minutes (2×5) is selected, the time board displaying the current minute of the videogame, will reach 90 minutes in 10 real minutes. For example, on the real 8-th minute of the videogame 72-th minute can be shown on the time board displaying the current game minute.

The bets offered on the outcomes of e-football videogames:

- The first team will win the videogame (half) – “**Win1**”.
- Draw in the videogame (half) – “**X**”.
- The second team will win the videogame (half) – “**Win2**”.
- The first team will not lose the videogame (half) – “**1X**”.
- One of the teams will win the videogame (half) – “**12**”.
- The second team will not lose the videogame (half) – “**X2**”.
- The first team will win (not lose) the videogame (half) with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) the videogame (half) with the handicap taken into account – “**Handicap 2**”.
- Bets on total number of goals scored by the teams in the videogame (half) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored by each team individually in the videogame (half) – “**Total over (under) the value of bet argument**”.
- Bets on the first (the second) team to score (not to score) a goal in the videogame (half).

- Bets on the both teams to score (not to score) a goal in the videogame (half).
- Bets on total number of goals scored in the videogame (half) to be **even (odd)**.
- Bets on final score of videogame.
It is offered to select the precise score registered at the end of the videogame from the options available in the program (line).
- Bets: which team will score the first (the second or the next) goal in the videogame (half).

The official websites of videogames included in the table are the basis for the calculation of bets made on the outcomes of e-football videogames.

Defects of the game graphics are not the basis for calculating the bets with the odds “1”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the videogame is considered not completed and all the bets are subject to calculation with the odds “1” (one).

The e-football match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered completed, if at least 6 minutes 30 seconds have been played in the match with the format 2×4, at least 8 minutes 30 seconds with the format 2×5, and at least 10 minutes 30 seconds with the format 2×6, and at least 12 minutes 30 seconds with the format 2×7.

In the other cases the matches are considered not completed. The outcomes of the matches, that are considered interrupted and not completed, which have been already determined at the time of the interruption and do not depend on the final result of the match, are

subject to calculation, and the other bets are calculated with the odds “1” (one).

Bets are also accepted on the other possible outcomes of e-football video games offered by the organizer in the Line.

4.14.13. Bets on E-Hockey

The bets on the outcomes of E-Hockey videogames are accepted on regular time. The videogames are held in 3×4 or 3×5 format (3 periods each of which lasts 4 or 5 minutes respectively). In E-Hockey the current minute displayed on the time board may differ from the videogame’s real time. For example, if 12 (3×4) minutes are set as duration time for E-Hockey, the time board displaying the current time of the videogame will reach 60 minutes in 12 real minutes (pure time). For example, on the 4th real minute of the videogame the 20 minutes can be shown on the time board displaying the current game minute.

The bets offered on the outcomes of E-Hockey videogames:

- The first team will win in the videogame (period) – “**Win1**”.
- Draw in the videogame (period) – “**X**”.
- The second team will win in the videogame (period) – “**Win2**”.
- The first team will not lose the videogame (period) – “**1X**”.
- One of the teams will win the videogame (period) – “**12**”.
- The second team will not lose the videogame (period) – “**X2**”.
- The first team will win (not lose) the videogame (period) with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) the videogame (period) with the handicap taken into account – “**Handicap 2**”.

- Bets on total number of goals scored by the teams in the videogame (period) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored by each team individually in the videogame (period) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored in the videogame (period) to be **even** or (**odd**).
- Bets on final score of videogame.
It is offered to select the precise score registered at the end of the videogame from the options available in the program (line).
- Bets on the first (the second) team to score (not to score) a goal in the videogame (period).
- Bets on both teams to score (not to score) a goal in the videogame (period).
- Bets: which team will score (none of the teams will score) the first (the second or the next goal) in in the videogame.

The official websites of videogames included in the table are the basis for the calculation made on the outcomes of E-Hockey videogames.

Defects of the game graphics are not the basis for calculating the bets with the odds “**1**”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the videogame is considered not completed and all the bets are subject to calculation with the odds “**1**” (one).

The e-hockey match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered completed, if at least 50 minutes have been played according to the displayed game time. In the other cases the matches

are considered not completed. The outcomes of the matches, that are considered interrupted and not completed, which have been already determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and the other bets are calculated with the odds “1” (one).

Bets are accepted on the other possible outcomes of E-Hockey video games offered by the organizer in the Line.

4.14.14. Bets on E-Tennis

In E-Tennis bets are offered for the videogames consisting of 3 (three) sets, which can be held on clay, grass or carpet courts. Handicap and Total for E-Tennis videogames are calculated according to the games. Tie-break played at the end of the set is calculated as one game (e.g. the tie-break, which is played when the score of the set is 6:6, is considered to be the 13-th game of that set and the set ends with the score either 6:7 or 7:6).

The bets offered on the outcomes of E-Tennis videogames:

- The first tennis player (pair) will win in the videogame (set/ game) – **“Win1”**.
- The second tennis player (pair) will win in the videogame (set/ game) – **“Win2”**.
- The first tennis player (pair) will win (not lose) the videogame (set) with the handicap taken into account – **“Handicap1”**.
- The second tennis player (pair) will win (not lose) the videogame (set) with the handicap taken into account – **“Handicap2”**.
- Bets on total number of games in the videogame (set) – **“Total over (under) the value of bet argument”**.

- Bets on total number of games in the videogame (set) to be **even** or (**odd**).
- Bets on results of the first set and the whole videogame: Predict the result of both the first set and the whole videogame simultaneously. The following 4 betting options are available:
 - **“Win1 Win1”** – victory of the first tennis player (pair) both in the first set and the whole videogame.
 - **“Win1 Win2”** – victory of the first tennis player (pair) in the first set and victory of the second tennis player (pair) in the whole videogame.
 - **“Win2 Win1”** – victory of the second tennis player (pair) in the first set and victory of the first tennis player (pair) in the whole videogame.
 - **“Win2 Win2”** – victory of the second tennis player (pair) both in the first set and the whole videogame.
- Bets on final score of videogame (set): It is offered to select the precise score registered at the end of the videogame (set) from the options available in the program (line).
- Bets on tie-break to happen (not to happen).
- Bets: Who will score the next point.

The official websites of videogames included in the table are the basis for the calculation made on the outcomes of E-Tennis videogames.

Defects of the game graphics are not the basis for calculating the bets with the odds **“1”**.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the videogame is considered not completed and all the bets are subject to calculation with the odds **“1”** (one).

The e-tennis match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered failed. The outcomes of interrupted and failed matches, which have already been determined at the time of their interruption and do not depend on the final result of the videogame, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

E-Tennis videogame is considered completed, if fully played.

Bets are accepted on the other possible outcomes of E-Tennis videogames offered by the organizer in the Line.

4.14.15 Bets on Floorball

The regular time of a floorball match is 60 minutes net playing time (3 periods, each of which lasts 20 minutes). In floorball matches bets are accepted on regular time if it is not specified differently by the provider in the program (line). The results registered in overtime and penalty shootout are not taken into account during calculation of the bets made on the outcomes offered for regular time.

The bets offered on the outcomes of floorball matches:

- The first team will win the match (period) – “**Win1**”.
- Draw in the match (period) – “**X**”.
- The second team will win the match (period) – “**Win 2**”.
- The first team will not lose match (period) – “**1X**”.
- One of the teams will win match (period) – “**12**”.
- The second team will not lose match (period) – “**X2**”.
- The first team will win (not lose) match (period) with the handicap taken into account – “**Handicap 1**”.

- The second team will win (not lose) match (period) with the handicap taken into account – “**Handicap 2**”.
- Bets on total number of goals scored by the teams in match (period) – “**Total over (under) the value of bet argument**”.
- Bets on the total number of goals scored by each team individually in match (period) – “**Total over (under) the value bet argument**”.
- Bets on total number of goals scored in match (period) to be **even (odd)**.

The tournaments’ and championships’ official websites, included in the table, are taken as basis during calculation of bets made on floorball matches.

The Floorball match, which has been interrupted and has not been continued or finished in 24 hours, is considered to be completed if it was played for not less than 50 minutes. In the other cases, the event is considered to be not completed. If the event has been interrupted and is considered to be not completed, the bets, the outcomes of which have been already determined at the time of its interruption and do not depend on the final result of the event, are subject to calculation, and all the other bets are calculated with the odds “1”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on the other possible outcomes of floorball matches offered by the organizer in the Line.

4.14.16 Bets on E-Baseball

In e-baseball matches the results registered in overtime inning (innings) are also taken into account during calculation of bets. The

matches are held in 2 innings, 7 innings or 9 innings formats according to the requirements of the current tournament. If the match ends in a draw and overtime inning (innings) was not played, then the bets made on the outcomes “**Win1**” and “**Win2**” are calculated with the odds “**1**” (one).

Bets offered on the outcomes of e–baseball matches:

In e-baseball the bets for Total and Handicap are calculated in points.

- The first team will win in the match – “**Win 1**”.
- The second team will win in the match – “**Win 2**”.
- The first team will win (not lose) match with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) match with the handicap taken into account – “**Handicap 2**”.
- Bets on total number of points scored by the teams in match – “**Total over (under) the value of bet argument**”.
- Bets on total number of points scored by each team individually in match – “**Total over (under) the value of bet argument**”.

The official websites of the championships (presented in the table) are taken as the basis for calculating the results of e-baseball matches.

Defects of the game graphics are not the basis for calculating the bets with the odds “**1**”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “**1**” (one).

The e-baseball match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours,

is considered failed. The outcomes of interrupted and failed matches, which are already clearly known at the time of the match interruption and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “1” (one). An e-baseball match is considered to be completed if fully played.

Bets are accepted on the other possible outcomes of e-baseball matches offered by the organizer on the Line.

4.14.17 Bets on E-Floorball

Bets on the outcomes e-floorball matches are accepted for regular time. The matches are held in 3×5 or 3×2 format (3 periods each of which lasts 5 or 2 minutes respectively). The results registered in overtime and penalty shootout are not taken into account during calculation of the bets made on the outcomes offered for regular time. In e-floorball the current minute displayed on the time board may differ from the match’s real time. For example, if 15 (3×5) minutes are set as duration time for e-floorball, the time board displaying the current time of the match will reach 60 minutes in 15 real minutes. For example, on the 4th real minute of the match the 16 minutes can be shown on the time board displaying the current game minute.

Bets offered on the outcomes of e–floorball matches:

- The first team will win the match (period) – “**Win1**”.
- Draw in the match (period) – “**X**”.
- The second team will win the match (period) – “**Win 2**”.
- The first team will not lose match (period) – “**1X**”.
- One of the teams will win match (period) – “**12**”.
- The second team will not lose match (period) – “**X2**”.

- The first team will win (not lose) match (period) with the handicap taken into account – **“Handicap 1”**.
- The second team will win (not lose) match (period) with the handicap taken into account – **“Handicap 2”**.
- Bets on total number of goals scored by the teams in match (period) – **“Total over (under) the value of bet argument.**
- Bets on the total number of goals scored by each team individually in match (period) – **“Total over (under) the value of bet argument”**.
- Bets on total number of goals scored in match (period) to be **even (odd)**.

The official websites of the championships (presented in the table) are taken as the basis for calculating the results of e-floorball matches.

Defects of the game graphics are not the basis for calculating the bets with the odds **“1”**.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds **“1”** (one).

The e-floorball match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered failed. The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of **“1”** (one). An e-floorball match is considered to be completed if fully played.

Bets are accepted on the other possible outcomes of e-floorball matches offered by the organizer in the Line.

4.14.18 Bets on E-Handball

In e-handball matches bets are accepted on regular time of the match if it is not specified differently by the provider in the program (line). Depending on the requirements of a conducted championship the matches are held in 2×6 or 2×8 format (two halves: each half lasts 6 or 8 minutes accordingly). In e-handball the current minute of the match displayed on the time board may differ from the real time of the match. For example, if the format of 12 minutes (2×6) is selected, the time board displaying the current minute of the match will reach 60 minutes in 12 real minutes. For example, on the 4-th real minute of the match 20-th minute can be shown on the time board displaying the current minute of the match.

Bets offered on the outcomes of e-handball matches:

- The first team will win the match (half) – **“Win1”**.
- Draw in the match (half) – **“X”**.
- The second team will win the match (half) – **“Win2”**.
- The first team will not lose the match (half) – **“1X”**.
- One of the teams will win the match (half) – **“12”**.
- The second team will not lose the match (half) – **“X2”**.
- The first team will win (not lose) the match (half) with the handicap taken into account – **“Handicap 1”**.
- The second team will win (not lose) the match (half) with the handicap taken into account – **“Handicap 2”**.
- Bets on total number of goals scored by the teams in the match (half) – **“Total over (under) the value of bet argument”**.

- Bets on total number of goals scored by each team individually in the match (half) – **“Total over (under) the value of bet argument”**.
- Bets on total number of goals scored in the match (half) to be **even (odd)**.

The official websites of the championships (presented in the table) are the basis for calculation of bets made on the outcomes of e-handball matches.

Defects of the game graphics are not the basis for calculating the bets with the odds **“1”**.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds **“1”** (one).

The e-handball match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered failed. The outcomes of interrupted and failed matches, which have been already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds **“1”** (one). An e-handball match is considered completed if fully played.

Bets are also accepted on other possible outcomes of e-handball matches offered by the provider in the Line.

4.14.19 Bets on E-Rugby

Bets on e-rugby matches are accepted for regular time, unless something else is specified by the organizer in the Line. The matches are held in 2×10 or 2×5 format (2 half-times each of which lasts 10 or 5 minutes respectively) according to the requirements of the current tournament. In e-rugby the current minute displayed on the time board

may differ from the match's real time. For example, if 20 (2×10) minutes are set as duration time for e-rugby, the time board displaying the current time of the match will reach 80 minutes in 20 real minutes. For example, on the 2nd real minute of the match the 8 minutes can be shown on the time board displaying the current game minute.

Bets offered on the outcomes of a e-rugby matches:

In e-rugby, the **handicap** and **total** are calculated by points (with the exception of totals offered for the total number of tries).

- The first team will win the match (half-time) – “**Win1**”.
- Draw in the match (half-time) – “**Draw**” (“**X**”).
- The second team will win the match (half-time) – “**Win2**”.
- The first team will win (not lose) the match (half-time) with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) the match (half-time) with the handicap taken into account – “**Handicap 2**”.
- Bets on the total number of points scored by the teams in the match (half-time) – “**Total over (under) the value of bet argument**”.
- Bets on the total number of points scored by each team in the match (half-time) – “**Total over (under) the value of bet argument**”.
- Bets: the total number of points in the match (half-time) will be **even (odd)**.

The official websites of the championships (presented in the table) are taken as the basis for calculating the results of e-rugby matches.

Defects of the game graphics are not the basis for calculating the bets with the odds “**1**”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

The e-rugby match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered failed. The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “1” (one). An e-rugby match is considered to be completed if fully played.

Bets are accepted on the other possible outcomes of e-rugby matches offered by the organizer in the Line.

4.14.20 Bets on Handball

The regular time of a handball match is 60 minutes (two halves: each lasts 30 minutes). In handball matches bets are accepted on regular time if it is not specified differently by the provider in the program (line). The results registered in overtime and 7-meter penalty shootout are not taken into account during calculation of the bets made on the outcomes offered for the regular time. Handball matches can be also held in the following formats: regular time of 50 and 40 minutes with the halves lasting 25 and 20 minutes accordingly. During the matches held in these formats, the notice informing about the match format is made by the provider in the program (line).

Bets offered on the outcomes of handball matches:

- The first team will win the match (half) – “**Win1**”.
- Draw in the match (half) – “**X**”.
- The second team will win the match (half) – “**Win2**”.

- The first team will not lose the match (half) – “**1X**”.
- One of the teams will win the match (half) – “**12**”.
- The second team will not lose the match (half) – “**X2**”.
- The first team will win (not lose) the match (half) with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) the match (half) with the handicap taken into account – “**Handicap 2**”.
- Bets on total number of goals scored by the teams in the match (half) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored by each team individually in the match (half) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored in the match (half) to be **even (odd)**.
- Bets on the outcomes of the first half and the full match:

It is offered to predict the outcomes of the first half and the full match simultaneously. 9 betting options are available:

“Win1/Win1”- victory of the first team in both the first half and the full match.

“Win1/X”- victory of the first team in the first half and draw in the full match.

“Win1/Win2”- victory of the first team in the first half and victory of the second team in the full match.

“X/Win1”- draw in the first half and victory of the first team in the full match.

“X/X”- draw in both the first half and the full match.

“X/Win2” – draw in the first half and victory of the second team in the full match.

“Win2/Win1”- victory of the second team in the first half and victory of the first team in the full match.

“Win2/X”- victory of the second team in the first half and draw in the full match.

“Win2/Win2”- victory of the second team in both the first half and in the full match.

The tournaments’ and championships’ official websites included in the table are taken as basis during calculation of bets made on the outcomes of handball matches.

The handball match (the duration of 60 minutes), which has been interrupted and has not been continued or finished during 24 hours is considered completed if not less than 50 minutes were fully played and the matches of the duration of 50 and 40 minutes, which have been interrupted and have not been continued or finished during 24 hours are considered completed if no less than 40 minutes (for the match with the duration of 50 minutes) and 32 minutes (for the match with the duration of 40 minutes) were fully played. In all the other cases the match is considered not completed. If the match has been interrupted and is considered not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on other possible outcomes of handball matches offered by the organizer in the Line.

4.14.21 Bets on Simulated Reality Games

Simulated reality games are based on the artificial intelligence. In simulated reality games the models of participating teams (the players) represent fully real data-based simulation. All personalities, the names of teams' game fields, competitions, championships, organizers and associations are used in descriptive form and for factual information communication. The bets can be offered for the games of those sport types, the bets on the games' outcomes of which the organizer offers in the present regulations. Thus, for example, the bets are offered for the simulated reality games of football, basketball, tennis, ice hockey, cricket and for simulated reality games of other sport types.

The bets on the outcomes of simulated reality games offered by the organizer are the same as the bets on the outcomes of the given games' sport types, which are represented in this regulations.

For example, in simulated reality football games the following bets can be offered:

- The first team will win the match (half-time) – **“Win 1”**.
- Draw in the match (half-time) – **“X”**.
- The second team will win the match (half-time) – **“Win 2”**.
- The first team will not lose the match (half-time) – **“1X”**.
- One of the teams will win the match (half-time) – **“12”**.
- The second team will not lose the match (half-time) – **“X2”**.

- The first team will win (not lose) the match (half-time) with the handicap taken into account – “**Handicap 1**”.
- The second team will win (not lose) the match (half-time) with the handicap taken into account – “**Handicap 2**”.
- Bets on total number of goals scored by the teams in the match (half-time) – “**Total over (under) the value of bet argument**”.
- Bets on total number of goals scored by each team individually in match (half-time) – “**Total over (under) the value of bet argument**”.

On the same principle the bets are offered for simulated reality games of other sport types.

The bets made on the outcomes of simulated reality games are calculated based on the calculation principle of the present regulations for the bets made on the outcomes of the given games’ sport types.

The official websites (presented in the table) are taken as basis during calculation of bets made on the outcomes of simulated reality games.

A simulated reality game, which has been interrupted for technical or any other reason and has not been continued or finished during 24 hours, is considered not completed. If the game has been interrupted and is considered not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one). A simulated reality game is considered completed if fully played.

Bets are also accepted on other possible outcomes of simulated reality games offered by the organizer in the Line.

4.14.22 Bets on E-Volleyball

In e-volleyball matches from 3 to 5 sets are played. The team that wins in 3 of the sets will win the match, and the team that the first reaches 25 points will win the set (in the 5th final set – 15 points) with an advantage of at least 2 points over the opponent. When the score is 24:24 (in the 5th final set – 14:14), the set (the 5th final set) is played until one of the teams reaches a 2-point advantage over the opponent.

Bets offered on the outcomes of e-volleyball matches:

In e-volleyball the handicap and total are calculated by points, except for **“Sets’ Handicap”** and **“Sets’ Total”** outcomes, which are calculated by number.

- The first team will win the match (set) – **“Win1”**.
- The second team will win the match (set) – **“Win2”**.
- The first team will win (not lose) the match (set) taking into account the handicap – **“Handicap 1”**.
- The second team will win (not lose) the match (set) taking into account the handicap – **“Handicap 2”**.
- Bets: by the number of sets the first team will win (not lose) the match taking into account the handicap – **“Handicap 1”**.
- Bets: by the number of sets the second team will win (not lose) the match taking into account the handicap – **“Handicap 2”**.
- Bets on the total number of points scored by teams in the match (set) – **“Total over (under) of the total value”**.
- Bets on the total number of points scored by each team in the match (set) – **“Total over (under) of the total value”**.
- Bets: the total number of points in the match (set) will be **even (odd)**.
- Bets on the outcomes of **“Win with advantage points”** in the set.

It is proposed to guess which team will win the set and with an advantage of how many offered points, for example: “Win of team 2 with an advantage of 4-6 points”.

- Bets on the final score of the match (set).

It is proposed to choose the exact score registered in the final result of the match (set), according to the possible options included in the Line.

To calculate the results of e-volleyball matches, the official websites of matches, presented in the table, are used as a basis.

Defects of the game graphics are not the basis for calculating the bets with the odds “1”.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

The e-volleyball match, which has been interrupted for technical or any other reason and has not been continued or completed within 8 hours, is considered failed. The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated by odds of “1” (one). An e-volleyball match is considered to be completed if fully played.

Bets on other possible outcomes in e-volleyball matches are also accepted if they will be offered by the organizer in the Line.

4.14.23 Bets on E-UFC

E-UFC matches are conducted in the format of 3 to 5 rounds. The matches as well as the first round is considered started after the gong: the sound signal announcing the start of the first round. The matches

can continue until the end of all preliminary declared rounds and they can end beforehand, conditioned by the fact of victory method taken place.

The victory methods recorded in e-UFC matches are as follows:

1. **“Victory by points”** – when all rounds take place, and the victory is decided by the referees, according to the points’ count.
2. **“Victory by knockout”** – when the knockout is recorded in the match and it ends beforehand.
3. **“Victory by technical knockout”** – when the technical knockout is recorded in the match and it ends beforehand.
4. **“Victory by technical decision”** – when the fighter receives such an injury, because of which the medical staff does not allow the fighter to continue the match or another situation, during which the winner is defined by the referees’ decision.
5. **“Disqualification of a fighter or refusal to the fight”** – when the fighter is disqualified for any reason or refuses to continue the match.

Except for “Victory by points” method, the victories recorded by the other methods are considered a beforehand victory.

In E-UFC matches, those rounds are considered to have taken place that were held up to the end that is, from the gong that signaling the start of the round to the gong of the round end.

If after the start of the next round (after the sound signal) the fighter does not continue the match for any reason, it is considered that the match has ended in the previous round.

Bets offered on the outcomes of E-UFC matches :

- The first fighter will win the match (round) – **“Win1”**
- The second fighter will win the match (round) – **“Win2”**
- Bets on the total number of rounds taken place in the match – **“Total over (under) the value of bet argument”**
- Bets on the fighter’s victory method.
- Bets on the beforehand victory to be recorded (not to be recorded) in the match (round).

The conducted matches’ official websites included in the table are the basis for calculation of bets made on the outcomes of e-UFC matches.

Defects of the game graphics are not the basis for calculating the bets with the odds **“1”**.

The E-UFC match, which has been interrupted for any reason and has not been continued or completed within 8 hours, is considered failed. The outcomes of interrupted and failed matches, which have been already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds **“1”** (one).

Bets are also accepted on other possible outcomes of e-UFC matches offered by the organizer in the Line.

4.14.24 Bets on MMA (Mixed Martial Arts)

MMA fights are generally conducted in the format of 3 to 5 rounds. It is also possible that fights will be conducted in another format. In such cases, the notice informing about the fight format is made by the provider in the program (line). The fight as well as the first round is considered started after the gong: the sound signal announcing the

start of the first round. The fights can continue until the end of all preliminary declared rounds and they can end beforehand, conditioned by the fact of victory method taken place.

The victory methods recorded in MMA fights are as follows:

1. “**Victory by points**” – when all rounds take place, and the victory is decided by the referees, according to the points’ count.
2. “**Victory by knockout**” – when the knockout is recorded in the fight and it ends beforehand.
3. “**Victory by technical knockout**” – when the technical knockout is recorded in the fight and it ends beforehand.
4. “**Victory by technical decision**” – when the fighter receives such an injury, because of which the medical staff does not allow the fighter to continue the fight or another situation, during which the winner is defined by the referees’ decision.
5. “**Disqualification of a fighter or refusal to the fight**” – when the fighter is disqualified for any reason or refuses to continue the fight. If the fighter’s disqualification takes place after the actual end of the fight, this fact is not taken into account during the calculation of bets made on “Win1”, “Draw” and “Win2” outcomes.

Except for “**Victory by points**” method, the victories recorded by the other methods are considered a beforehand victory.

In MMA matches those rounds are considered completed, which took place up to the end that is, from the gong that signaling the start of the round to the gong of the round end.

If after the start of the next round (after the sound signal) the fighter does not continue the fight for any reason, it is considered that the fight has ended in the previous round.

The preliminary declared number of rounds (the conducting format of the fight) can be changed during the fight. In these cases, the bets made on the number of rounds are calculated with the odds 1 (one) and the bets made on “Win1”, “Draw” and “Win2” outcomes remain valid.

Bets offered on the outcomes of MMA fights:

- The first fighter will win the fight (round) – **“Win1”**
- Draw in the fight (round) – **“X”**
If “Draw” outcome was not offered by the provider in the program (line) and the fight ended in a draw, then the bets made on “Win1” and “Win2” outcomes are subject to calculation with the odds 1(one).
- The second fighter will win the fight (round) – **“Win2”**
- Bets on the total number of rounds taken place in the fight – **“Total over (under) the value of bet argument”**
- Bets on the fighter’s victory method.
- Bets on the beforehand victory to be recorded (not to be recorded) in the fight (round).

The conducted fights’ official websites included in the table are the basis for calculation of bets made on the outcomes of MMA fights.

MMA fights, which have been interrupted for technical or any other reason and have not been continued or finished during 24 hours, are considered not completed. If the fight has been interrupted and is considered not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on

the final result of the fight, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

Bets are also accepted on other possible outcomes of MMA fights offered by the provider in the Line.

4.14.25 Bets on boxing

Boxing is conducted in up to 12 rounds format. Each round lasts for 3 minutes, in particular cases it can last for 2 minutes. Boxing fights can continue until the end of all preliminary declared rounds and they can end beforehand, conditioned by the fact of victory method taken place.

The victory methods recorded in boxing are as follows:

1. “**Victory by points**” – when all rounds take place, and the victory is decided by the referees, according to the points’ count.
2. “**Victory by knockout**” – when the knockout is recorded in the fight and it ends beforehand.
3. “**Victory by technical knockout**” – when the technical knockout is recorded in the fight and it ends beforehand.
4. “**Victory by technical decision**” – when the boxer receives such an injury, because of which the medical staff does not allow the boxer to continue the fight or another situation, during which the winner is defined by the referees’ decision.
5. “**Disqualification of a boxer or refusal to the fight**” – when the boxer is disqualified for any reason or refuses to continue the fight. If the boxer’s disqualification takes place after the actual end of the fight,

this fact is not taken into account during the calculation of bets made on “Win1”, “Draw” and “Win2” outcomes.

Except for “**Victory by points**” method, the victories recorded by the other methods are considered a beforehand victory.

In boxing those rounds are considered completed, which took place until the end.

If after the start of the next round (after the sound signal) the boxer does not continue the fight for any reason, it is considered that the fight has ended in the previous round.

Bets offered on the outcomes of boxing fights:

- The first boxer will win the fight (round) – “**Win1**”
- Draw in the fight (round) – “**X**”
If “Draw” outcome was not offered by the provider in the program (line) and the fight (round) ended in a draw, then the bets made on “Win1” and “Win2” outcomes are subject to calculation with the odds 1(one).
- The second boxer will win the fight (round) – “**Win2**”
- Bets on the total number of rounds taken place in the fight – “**Total over (under) the value of bet argument**”
- Bets on the boxer’s victory method.
- Bets on the beforehand victory to be recorded (not to be recorded) in the fight (round).

The conducted fights’ official websites included in the table are the basis for calculation of bets made on the outcomes of boxing fights.

The boxing fight, which has been interrupted for technical or any other reason and has not been continued or finished during 24 hours, is

considered not completed. If the fight has been interrupted and is considered not completed, the bets, the outcomes of which have been already determined at the time of interruption and do not depend on the final result of the fight, are subject to calculation, and all the other bets are calculated with the odds “1” (one). Bets are also accepted on other possible outcomes of boxing fights offered by the provider in the program (line).

4.14.26 Bets on klask

There are no time limits for the matches of klask. A match consists of 2-3 sets. The player, who has won 2 (two) sets, wins the match, and the player who has scored 6 (six) points, wins the set.

There are 4 (four) ways for the player to score a point in the match:

1. Ball in the opponent's goal (when the orange ball occurs in the opponent's goal).
2. When two or three white magnetic pieces are on the opponent's magnetic strikers (two or three white magnetic pieces stick to magnetic strikers due to magnetic energy, if only one magnetic piece sticks, the match continues).
3. When the opponent loses control of their magnetic strikers and cannot get it back (the magnetic strikers are in a horizontal position on the table and the player is not able to get them back to their initial position).
4. When the opponent's magnetic strikers occur in his/her own goal (in this case a point is scored even when the player succeeds to get the magnetic striker out of his/her goal).

Bets offered on the outcomes of Klask matches:

In Klask, the handicap and total are calculated by points.

- The first player will win the match (set) – **“Win 1”**.
- The second player will win the match (set) – **“Win 2”**.
- The first player will win (not lose) the match (set) with the handicap taken into account – **“Handicap 1”**.
- The second player will win (not lose) the match (set) with the handicap taken into account – **“Handicap 2”**.
- Bets on total number of points scored by the player in match (set) – **“Total over (under) the value of bet argument”**.
- Bets on total number of points scored in the match (set) to be **even (odd)**.
- Bets on final score of the match (set).

It is offered to select the precise score registered at the end of the match from the options available in the program (line).

The tournaments' and championships' official websites included in the table are taken as a basis during calculation of bets made on the outcomes of klask matches.

The klask match, which has been interrupted and has not been continued or finished during 24 hours, is considered not completed. The outcomes of interrupted and not completed matches, which have already been determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one). A klask match is considered completed if fully played.

Bets are also accepted on the other possible outcomes of klask matches offered by the organizer in the Line.

4.14.27. Bets on Air Hockey

There are no time limits for the matches of Air Hockey. The match consists of sets. The player, who has first won 4 (four) sets, wins the match, and the player, who has first scored 7 (seven) points, wins the set.

Matches can also be held in another format. In such cases, the notice informing about the match format is made by the organizer in the Line.

Bets offered on the outcomes of air hockey matches:

- The first player will win the match (set) – **“Win1”**.
- The second player will win the match (set) – **“Win2”**.
- The first player will win (not lose) the match (set) taking into account the handicap – **“Handicap 1”**.
- The second player will win (not lose) the match (set) taking into account the handicap – **“Handicap 2”**.
- Bets on the total number of points scored by the players in the match (set) – **“Total over (under) of the total value”**.
- Bets on the total number of points scored by each player in the match (set) – **“Total over (under) of the total value”**.
- Bets: the total number of points in the match (set) will be **even (odd)**.
- Bets on the final score of the match (set).

It is offered to select the precise score registered at the end of the match (set) from the options available in the Line.

The tournaments' and championships' official websites included in the table are taken as a basis during the calculation of bets made on the outcomes of air hockey matches.

The air hockey match, which has been interrupted and has not been continued or finished during 24 hours, is considered not completed. The outcomes of interrupted and not completed matches, which have already been determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds "1" (one).

Bets are also accepted on the other possible outcomes of air hockey matches offered by the organizer in the Line.

4.14.28 Bets on Beach Soccer

The regular time for a beach soccer match is 36 minutes (3 periods – the duration of each is 12 minutes). The bets offered for the outcomes of beach soccer matches are accepted on regular time of the match, if it is not specified differently by the organizer in the Line. The results registered in overtime and 9-meters penalty shootout are not taken into account during the calculation of the bets made on the outcomes of regular time. In case of conducting a beach soccer match of another format, the notice informing about the match format is made by the organizer in the Line.

Bets offered on the outcomes of beach soccer matches:

- **The first team will win the match (period) – “Win 1”.**
- **Draw in the match (period) – “X”.**
- **The second team will win the match (period) – “Win 2”.**
- **The first team will not lose the match (period) – “1X”.**
- **One of the teams will win the match (period) – “12”.**

- **The second team will not lose the match (period) – “2X”.**
- **The first team will win (not lose) the match (period) with the handicap taken into account – “Handicap 1”.**
- **The second team will win (not lose) the match (period) with the handicap taken into account – “Handicap 2”.**
- **Bets on total number of goals scored by the teams in the match (period) – “Total over (under) the value of bet argument”.**
- **Bets on total number of goals scored by each team individually in match (period) – “Total over (under) the value of bet argument”.**
- **Bets on total number of goals scored in the match (period) to be even (odd).**

The tournaments’ and championships’ official websites included in the table are taken as a basis during the calculation of bets made on the outcomes of beach soccer matches.

The beach soccer match, which has been interrupted and has not been continued or finished in 24 hours, is considered completed if at least 30 minutes have been played. In other cases, the matches are considered not completed. The outcomes of interrupted and not completed matches, which have already been determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on the other possible outcomes of beach soccer matches offered by the organizer in the Line.

4.14.29 Bets on Water Polo

The regular time for water polo matches is 32 minutes of net playing time (4 periods – the duration of each is 8 minutes). In water polo matches the bets are accepted on regular time if it is not specified differently by the organizer in the Line. The results registered in overtime and penalty shootout are not taken into account during the calculation of the bets made on the outcomes of regular time. Water polo matches can also be held in periods the duration of which is 5, 6, 7 or 8 minutes. In case of matches of these formats, the notice informing about the match format is made by the organizer in the Line.

Bets offered on the outcomes of water polo matches:

- **The first team will win the match (period) – “Win 1”.**
- **Draw in the match (period) – “X”.**
- **The second team will win the match (period) – “Win 2”.**
- **The first team will not lose the match (period) – “1X”.**
- **One of the teams will win the match (period) – “12”.**
- **The second team will not lose the match (period) – “2X”.**
- **The first team will win (not lose) the match (period) with the handicap taken into account – “Handicap 1”.**
- **The second team will win (not lose) the match (period) with the handicap taken into account – “Handicap 2”.**
- **Bets on total number of goals scored by the teams in the match (period) – “Total over (under) the value of bet argument”.**

- **Bets on total number of goals scored by each team individually in match (period) – “Total over (under) the value of bet argument”.**
- **Bets on total number of goals scored in the match (period) to be even (odd).**

The tournaments' and championships' official websites included in the table are taken as a basis during the calculation of bets made on the outcomes of water polo matches.

The water polo match, which has been interrupted and has not been continued or finished during 24 hours, is considered not completed. The outcomes of interrupted and not completed matches, which have already been determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on the other possible outcomes of water polo matches offered by the organizer in the Line.

4.14.30 Bets on Squash

Squash matches are held in the formats: until 3 games and until 5 games. In the games held in the format until 3 games the winner is the player who won two sets and in the games held in the format until 5 games the winner is the player who won three sets. The player who will be the first to score 11 points wins the game. If the score 10:10 is registered in the game, the game is played until one of the players obtains the advantage of two points over the opponent. Squash matches can be also held in another format. In such cases, the notice

informing about the match format is made by the organizer in the Line.

Bets offered on the outcomes of squash matches:

In a squash match, total and handicap are calculated by points, except for the bets on total and handicap offered for the number of games.

- **The first player will win the match (game) – “Win1”.**
- **The second player will win the match (game) – “Win2”.**
- **The first player will win (not lose) the match (game) taking into account the handicap – “Handicap 1”.**
- **The second player will win (not lose) the match (game) taking into account the handicap – “Handicap 2”.**
- **By the number of games the first player will win (not lose) the match taking into account the handicap – “Handicap 1”.**
- **By the number of games the second player will win (not lose) the match taking into account the handicap – “Handicap 2”.**
- **Bets on the total number of points scored by the players in the match (game) – “Total over (under) of the total value”.**
- **Bets on the total number of points scored individually by each player in the match – “Total over (under) of the total value”.**
- **Bets on the final score of the match (game).**
- **Bets: the first (second) player will be the first to score the given number of points (3 points, 9 points) in the game.**
- **Bets on the total number of points scored in the match (game) to be even (odd).**

Tournaments' and championships' official websites included in the table are taken as a basis for the calculation of bets made on the outcomes of squash matches.

The squash match, which has been interrupted for any reason and has not been continued or finished during 24 hours, is considered not completed. The outcomes of interrupted and not completed matches, which have been already determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds "1" (one).

Bets are also accepted on other possible outcomes of squash matches offered by the organizer in the Line.

4.14.31 Bets on Futsal

The regular time for a futsal match is 40 minutes (two halves: each lasts for 20 minutes). In futsal matches the bets are accepted on the regular time of the match if it is not specified differently by the organizer in the Line. The results registered in overtime and 6-meters penalty shootout are not taken into account during the calculation of the bets made on the outcomes offered for regular time. Futsal matches can be also held in the following format: the regular time of 50 minutes with the halves lasting for 25 minutes each (for example, the matches of the Russian Futsal Super League and Western Conference Premier League). For the matches held in this format, the notice informing about the match format is made by the organizer in the Line.

Bets offered on the outcomes of futsal matches:

- **The first team will win the match (half-time) – “Win 1”.**
- **Draw in the match (half-time) – “X”.**
- **The second team will win the match (half-time) – “Win 2”.**

- **The first team will not lose the match (half-time) – “1X”.**
- **One of the teams will win the match (half-time) – “12”.**
- **The second team will not lose the match (half-time) – “X2”.**
- **The first team will win (not lose) the match (half-time) with the handicap taken into account – “Handicap 1”.**
- **The second team will win (not lose) the match (half-time) with the handicap taken into account – “Handicap 2”.**
- **Bets on total number of goals scored by the teams in the match (half-time) – “Total over (under) the value of total”.**
- **Bets on total number of goals scored by each team individually in match (half-time) – “Total over (under) the value of total”.**
- **Bets on the total number of goals scored in match (half-time) to be even (odd).**
- **Bets on the highest scoring half** (in which half more goals will be scored).

Three betting options are available:

- a) The first half will be more productive – “**1 > 2**” (the number of goals scored in the first half will be higher than in the second half).
- b) Productivity of the halves will be equal – “**1 = 2**” (the equal number of goals will be scored in both halves).
- c) The second half will be more productive – “**1 < 2**” (the number of goals scored in the second half will be higher than in the first half).

Tournaments’ and championships’ official websites included in the table are taken as a basis for the calculation of bets made on the outcomes of futsal matches.

The futsal match (the duration of 40 minutes), which has been interrupted and has not been continued or finished during 24 hours is considered completed if at least 32 minutes were played. The match of the duration of 50 minutes, which has been interrupted and has not been continued or finished during 24 hours is considered completed if no at least 40 minutes were played. In the other cases the match is considered not completed. The outcomes of interrupted and not completed matches, which have already been determined at the time of interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “1” (one).

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on other possible outcomes of futsal matches offered by the organizer in the Line.

4.14.32 Bets on Bowls

In most bowls matches 2 sets are played. The set consists of ends. The number of ends may vary according to the format of the championship or tournament. The player (team), who has won 2 or 1.5 sets, wins the match. The player (team), who has made the most advantageous ball rolls (scored the most points) during the end, wins the set. Matches consisting of a different number of sets can also be conducted. In such cases, the specifying notice concerning the match format is made by the Organizer in the program (line). Depending on the requirements of the championship or the tournament the player or the team who first makes the specified number of advantageous ball rolls may become the winner. In case of registering draw in the match, tie-break – an additional set may be played, the winner of which becomes the match-winner. When calculating the bets made on the

outcomes of the match, the results registered in tie-break are also taken into account.

Bets offered on the outcomes of bowls matches:

- The first player (team) will win the match (set) – **“Win 1”**.
- The second player (team) will win the match (set) – **“Win 2”**.
- Draw in set – **“X”**.
- The first player (team) will win (not lose) the match (set) with the handicap taken into account – **“Handicap 1”**.
- The second player (team) will win (not lose) the match (set) with the handicap taken into account – **“Handicap 2”**.
- Bets on the total number of points scored by players (teams) in the match – **“Total over (under) the value of bet argument”**.
- The first (second) player (team) will win (not lose) match by the number of sets with the handicap taken into account.
- Bets on the total number of sets played in the match – **“Total over (under) of the value of bet argument”**.
- Bets on the total number of points scored individually by the teams (players) in match – **“Total over (under) the value of bet argument”**.
- Bets: the total number of points scored in match (set) will be **even (odd)**.
- Bets: which player (team) will first score the specified number of points in match (set).
- Bets on the final score of match:

It is offered to select the precise score registered at the end of the match from the options available in the program (line).

The tournaments' and championships' official websites included in the table are taken as a basis during the calculation of bets made on the outcomes of bowls matches.

In the already started bowls matches if one of the players (teams) is awarded victory ahead of time (before the end of all scheduled sets or any other reason) and this fact is registered on the official website of the championship or tournament, then all the bets made on the outcomes which are definitely determined at the moment of the actual stoppage of the match, as well as on the outcomes “**Win1**” and “**Win2**” are subject to calculation. All the other bets are subject to calculation with the odds “**1**” (one).

The bowls match, which has been interrupted and has not been continued or finished in 24 hours, is considered not completed. The outcomes of interrupted and not completed matches, which have already been determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and all the other bets are calculated with the odds “**1**” (one).

Bets are also accepted on other possible outcomes of bowls matches offered by the Organizer in the Line.

4.14.33 Bets on Cricket

Cricket matches consist of one or two innings (rounds) which are limited by time or number of overs. The matches consisting of one innings are limited by the number of overs. In these matches mostly 20 or 50 overs are played. Matches with a different number of overs can also be held. In such cases, the Organizer makes a special note in the line about the format of the match. Matches consisting of 2 innings are the highest standard (test cricket), which are limited by time and can last up to 5 days. In these matches, the team, which bats, conducts two innings.

In the final result of the match wins the team, which scores more runs. In case of equal scores, the match ends with the result “draw”. If “**Draw**” outcome has not been offered by the Organizer in the program (line), then the bets made on the outcomes “**Win1**” and “**Win2**” are subject to calculation with the odds “**1**” (one).

There may be matches when the beforehand determined number of overs is reduced because of the weather conditions. In such cases, all the bets are calculated according to the final result with D/L method.

In case registering draw in play-off series of the matches with limited overs, “Super Over” – an additional over is played to determine the winner. The results registered in this additional over are not taken into account when calculating the bets made on the other outcomes of the match.

In cricket matches the innings is considered completed and subject to a calculation in the following cases:

1. When all the batsmen are dismissed from the field.
2. When the captain declares (when the captain of the team believes that the team has scored sufficient runs for the victory) and refuses to perform the innings (innings may be refused before the start of the innings).
3. When time is expired.
4. When the number of overs has been bowled.

Bets offered on the outcomes of cricket matches:

- The first team will win the match – “**Win 1**”.
- The second team will win the match – “**Win 2**”.

- The first team will win (not lose) the match with the handicap taken into account – **“Handicap 1”**.
- The second team will win (not lose) the match with the handicap taken into account – **“Handicap 2”**.
- Bets on total number of runs scored by the teams in match (over) – **“Total over (under) the value of bet argument”**.
- Bets on total number of runs scored by each team individually in match (over) – **“Total over (under) the value of bet argument”**.
- Bets: the total number of runs scored in match (over) will be **even (odd)**.
- Bets: the total number of runs scored by the first (second) team in match (over) to be **even (odd)**.
- Bets on **wicket** to happen (not to happen) in the specified over.
- Bets: the first (second) team will register (not register) wicket in the specified over.
- Bets on the 1st wicket method:

The following options are offered:

1. **Bowled** – if the ball delivered by the batsman hits and puts down the wicket. But before putting down the wicket the ball should not touch anyone of the referees or the players except the ones who are in the role of batsmen.

2. **Caught** – when the batsman hits the ball and it is caught by the fielder before it hits the ground. Before catching the ball, it should not touch anything outside the boundaries of the field and the player who catches the ball must be completely in the field – i.e. not even a part of his/her body may be outside the field.

3. **LBW** (leg before wicket) – when the thrown ball will have hit the wicket if it hasn't touched any part of the batsman's body (except the hand holding the bat).

4. **Run out** – when the fielders put down the wicket while the batsman is out of his/her zone.

5. **Stumped** – when the wicket keeper puts the wicket down while the batsman is out of his/her zone and doesn't attempt to make a run.

6. "Other method":

- Bets: which of the teams will gain the **most match sixes (6s) or fours (4s)**.
- Bets on the number of registered sixes by the first (second) team) – **"Total over (under) the value of bet argument"**.
- Bets on total number of runs scored by the first (second) team in specified overs – **"Total over (under) the value of bet argument"**.
- Bets: **to win the toss** (according to the toss the captain of which team will decide whether to bat or bowl first).
- Bets: which of the teams will win in the result of the first 6 (or any other specified number) overs.

If "Draw" outcome has not been offered in the program (line) by the Organizer, but draw is registered as a result of 6 overs, then the bets made on the outcomes "**Win1**" and "**Win2**" are subject to calculation with the odds "**1**" (one).

- **Bets: any team to score (not to score) 50 and more (100 and more) runs:**

The tournaments' and championships' official websites included in the table are taken as a basis during the calculation of bets made on the outcomes of cricket matches.

All the bets made on the outcomes of cricket matches that have been interrupted because of the weather or any other reason are subject to calculation taking into account the information provided by the official websites of the current tournament or championship. If there is no official information concerning the interrupted match during 24 hours, then all the bets are subject to calculation with the odds "1" (one), except for the bets, the outcomes of which have already been determined and do not depend on the final result of the match.

The default victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are subject to calculation with the odds "1" (one).

Bets are also accepted on other possible outcomes of cricket matches offered by the Organizer in the Line.

4.14.34 Bets on Cybersport

In Cybersport online games two teams compete, and depending on the format of the game each team consists mainly of **1** (one), **2** (two), **3** (three) or **5** (five) players.

The following types of online games are included in Cyber Sports: Counter Strike: **Global Offensive**, **Counter Strike 1.6**, **Dota 2**, **Overwatch**, **Rainbow 6**, **Starcraft: Brood War**, **Starcraft 2**, **Valorant**, **Warcraft 3**, **Fortnite**, **Hearthstone**, **League of Legends**, **Rocket League**, **Arena of Valor**, **King of Glory**, **Quake**, **Call of Duty**, **Heroes of the Storm**, **Mortal Combat**, **Smite**, **Age of Empires**, **Artifact**, **Brawl Stars**, **Crossfire**, **DCL The Game**, **Halo**, **Halo Infinite**, **KOFXV**, **PUBG**, **Soulcalibur VI**, **Street**

Fighter V ,Tekken 7, Mobile Legends, Magic The Gathering, League of Legends Wild Rift.

Bets on the outcomes of the above-mentioned types of the games are calculated taking into account extra round/overtime, unless otherwise is specified by the Organizer in the Line or provided in accordance with the official conduct of the online games.

In Cybersport online games if draw is registered and “**Draw**” outcome is not offered by the Organizer in the Line, the bets made on the outcomes “**Win1**” and “**Win2**” are calculated by odds of “**1**” (one).

Cybersport online games can consist of both one and several rounds/ maps. Their number is determined by the official procedure of conducting online game and the current stage of the ongoing tournament (championship). The matches are mainly held in the following formats: the best of 1, 2, 3, 5, 7, 9, 11. The winner of the game or tournament (championship) is the team that wins the most rounds/ maps than the opponent. To win in the format **the best of 1** – 1 win is necessary, in the format **the best of 2** and **the best of 3** – 2 wins (in the format the best of 2 “draw” can also be registered), in **the format the best of 5** – 3 wins, in the format **the best of 7** – 4 wins, in the format **the best of 9** – 5 wins, in the format **the best of 11** – 6 wins.

The format of conducting the game can also be changed during Cybersport online games. In such cases, the notice informing about the possible change of the game format is made by the organizer in the Line (the number of upcoming maps, rounds, etc. can be changed). In this case, all bets are subject to calculation according to the final result.

In Cybersport online games, if one of the teams (players) reaches the play-off with an advantage of 1 (one) point over the opponent, then in the final the game starts with an advantage of 1 (one) map for the team

that has previously acquired an advantage of 1 (one) point over the opponent. In this case, the first map of the final round is considered to be the first played map in the final.

In case of an official renaming of any of the teams in Cybersport for any reason, all bets remain valid.

In Cybersport online game, when calculating the offered outcomes for time (minute) the seconds are rounded to the minutes. E.g. if a bet was made that the 1st map would last less than 32 minutes, and in the 1st map the game ended at 32 minutes 12 seconds after the start, then it is considered that the game lasted 33 minutes in the 1st map, therefore, the bet is lost.

The bets offered on the outcomes of Cybersport online games:

- The first team (player) will win the game (map, round) – **“Win1”**.
- The second team (player) will win the game (map, round)– **“Win2”**.
- The first team will win (not lose) with the number of the maps (rounds) taken into account the handicap –**“Handicap 1”**.
- The second team will win (not lose) with the number of the maps (rounds) taken into account the handicap –**“Handicap 2”**.
- Bets on total number of maps (rounds) in the game – **“Total over (under) of the total value”**.
- Bets on the number of maps in the game:

It is offered to select the precise score registered as a result of the victories in maps from the options available in the Line.

- Bets: which team (player) will first kill (first blood) in the game (map, round).

- Bets: which team (player) will kill the most in the game (map, round).
- Bets: which team (player) will kill the most in the game (map, round) with the handicap taken into account –“**Handicap 1**”.
- Bets on which team (player) will kill most in the game (map, round) with the handicap taken into account –“**Handicap 2**”.
- Bets on the total number of kills made in the game (map, round) “**Total over (under) of the total value**”.
- Bets: which team (player) in the match (map, round) will be the first to commit the given number of kills.
- Bets: the number of kills in the game (map, round) will be even (odd).
- Bets on the number of heroes (“Barons”, “Dragons”, “Roshan”, etc.) killed by the teams (players) in the game (map, round) – “**Total over (under) of the total value**”.
- Bets: which team (player) will kill the first Baron (Dragon, Roshan, Tiran, etc.) in the game (map, round).
- Bets on the number of “Towers” (“Barracks”, “Inhibitors”) broken by the teams (players) in the game (map, round) – “**Total over (under) of the total value**”.
- Bets: which team (player) will break the first “Tower” (Barrack, “Inhibitor”) in the game (map, round).
- Bets on the total number of minutes played in the game (map, round) – “**Total over (under) of the total value**”.
- Bets: whether overtime will be (will not be) in the game (map, round).
- **Bets:** who out of the two players selected from the competing teams (one player from each team) will kill the most.

- **Bets:** the first player out of the two players selected from the competing teams (one player from each team) will kill the most, taking into account the handicap – “Handicap 1”.
- **Bets:** the second player out of the two players selected from the competing teams (one player from each team) will kill the most, taking into account the handicap – “Handicap 2”.
- **Bet** on the total number of kills made by two players selected from the competing teams (one player from each team) – “Total over (under) of the total value”.

The official websites of the championships and tournaments presented in the table are taken as the basis for calculating the results of Cybersport online games. In the absence of the necessary information on the official website, the video recordings of the games are taken as the basis for calculating bets on the outcomes of the game.

If one of the teams (players) does not continue the game for any reason (the player or team is late for the scheduled time of the event, refuses to continue the game for any reason, technical issue, etc.), then all the bets the outcomes of which are clearly known due to the format of the game, are considered completed and subject to calculation. And all the other bets are calculated by the odds of “1” (one), except the cases when one of the teams gives up according to the rules of the game.

In Cybersport, if a game is stopped for later resumption, the results of the stopped game are not taken into account when calculating bets on the outcomes of the game, even if they are clearly known. The results of the resumed game are basis for calculation for the bets made on the outcomes of the stopped games

The game which has been interrupted and has not been continued or finished during 24 hours, or there is no official information about the

further course of the game, then all the bets are subject to calculation with the odds “1” (one).

Bets are also accepted on the other possible outcomes of Cybersport online game offered by the Organizer in the Line.

4.14.35 Bets on E-American Football

The bets made on the outcomes of e-American football matches are accepted taking into account both the regular time, and also the overtime. In cases, when the calculation of the bets made on the offered outcomes is done taking into account the overtime, the Organizer makes a special note in the Line. The matches are held in 4×15 and 4×3 format (4 rounds 15 minutes each, and accordingly 4 rounds 3 minutes each). In E-American football, the current minute displayed on the time board may differ from the matches' real time. For example, if the format of E-American football is selected 12 minutes (4×3), the time board displaying the current minute will reach 30 minutes in 6 real minutes (pure time). For example, on the real 4-th minute of the match the 20 minutes may be shown on the time board displaying the current game minute. Depending on the requirements of the match only the real minute may be shown in the Line. In that case, the note informing about the match format is made by the Organizer in the Lin

Bets offered on the outcomes of E-American football matches:

In an e-American football match, total and handicap are calculated by points.

- The first team will win the match (half-time, quarter) – “Win1”.
- Draw in the match (half-time, quarter) – “X”.
- The second team will win the match (half-time, quarter) – “Win2”.

- The first team will win (not lose) the match (half-time, quarter) taking into account the handicap – “Handicap 1”.
- The second team will win (not lose) the match (half-time, quarter) taking into account the handicap “Handicap 2”
- Bets on the total number of points scored by the teams in the match (half-time, quarter) – “Total over (under) the total value”.
- Bets on the total number of points scored by each team individually in the match (half-time) – “Total over (under) the total value”.
- Bets: the total number of points scored by the teams in the match (half-time) will be even (odd).

The official websites of the Championships presented in the table are taken as a basis for calculating the results of E-American football matches. An E-American football match in the (4×15) format that has been interrupted and not continued or completed within 8 hours is considered to have taken place if at least 50 minutes have been played according to the playing time shown, and a match played in the (4×3) format is considered to have taken place if at least 10 minutes have been played (10 real minutes, not converted to playing time). In other cases, the matches are considered not completed. The outcomes of the matches, that are considered to be interrupted and not completed, which have already been determined at the time of the interruption and do not depend on the final result of the match, are subject to calculation, and the other bets are calculated with the odds “1” (one).

Bets on other possible outcomes in E-American football matches are also accepted and will be offered by the Organizer in the Line.

4.14.36. Bets on E-Australian Football

The bets made on the outcomes of e-Australian football matches are calculated taking into account the regular time of the match.

The matches are held in 4×20 and 4×2,5 format (4 rounds 20 minutes each, and accordingly 4 rounds 2,5 minutes each). The women's championships take place in 4×15 format.

In e-Australian football, the current minute displayed on the time board may differ from the matches' real time. For example, if the format of e-Australian football is selected 10 minutes (4×2,5), the time board displaying the current minute will reach 40 minutes in 5 real minutes (pure time). Thus, for example, on the 2nd real minute of the match the 16 minutes may be shown on the time board displaying the current game minute.

Depending on the requirements of the match only the real minute may be shown in the Line. In that case, the note informing about the match format is made by the Organizer in the Line.

Bets offered on the outcomes of E-Australian football matches:

In an e-Australian football match, total and handicap are calculated by points.

When calculating the totals of 6-point goals and 1-point behinds, the number of goals and behinds is taken as the basis and not the points.

- The first team will win the match (half-time, quarter) – “Win1”.
- Draw in the match (half-time, quarter) – “X”.
- The second team will win the match (half-time, quarter) – “Win2”.
- The first team will win (not lose) the match (half-time, quarter) taking into account the handicap – “Handicap 1”.

- The second team will win (not lose) the match (half-time, quarter) taking into account the handicap – “Handicap 2”
- Bets on the total number of points scored by the teams in the match (half-time, quarter) – “Total over (under) the total value”.
- Bets on the total number of points scored by each team individually in the match (half-time, quarter) – “Total over (under) the total value”.
- Bets: the total number of points scored in the match (half-time) will be even (odd).

The official websites of the Championships presented in the table are taken as a basis for calculating the results of e- Australian football matches.

The e-Australian football match that has been interrupted and has not been continued or completed within 8 hours is considered to have taken place if at least 65 minutes have been played. In the case of Women’s Championships (with the format 4×15) the match is considered to have taken place, if at least 50 minutes have been played. In the other cases, the matches are considered not completed. The outcomes of the matches, that are considered interrupted and not completed, which have already been determined at the time of the interruption and do not depend on the final result of the match are subject to calculation and the other bets are calculated with the odds “1” (one).

Bets on other possible outcomes in e-Australian football matches are also accepted and they will be offered by the Organizer in the Line.

4.14.37. Bets on Kabaddi

Bets on a Kabaddi match are offered for the main time if nothing else is specified by the Organizer. Matches consist of two halves of 20

minutes each. Matches in other formats can also be held in that case the Organizer makes a special note on that in the program.

Bets offered on the outcomes of kabaddi matches:

- Bet: the first team will win the match (half-time) – “Win1”**
- Bet: draw will be registered in the match (half-time) – “Draw”**
- Bet: the second team will win the match (half-time) – “Win2”**
- Bet: the first team will not lose the match (half-time) – “Win1-Draw”**
- Bet: one of the teams will win the match (half-time) – “Win1-Win2”.**
- Bet: the second team will not lose the match (half-time) – “Draw-Win2”**
- Bet: the first team will win (not lose) the match (half-time) taking into account the handicap – “Handicap 1”.**
- Bet: the second team will win (not lose) the match (half-time) taking into account the handicap – “Handicap 2”.**
- Bets on the total number of points scored by the teams in the match (half-time) – “Total over (under) the total number”.**
- Bets on the total number of points scored by each team individually in the match (half-time) – “Total over (under) the total number”.**
- Bets: the total number of points scored in the match (half-time) will be even (odd).**

The tournaments' and championships' official websites presented in the table are taken as basis during calculation for kabaddi matches. In particular cases, when the outcome of the offered bet is not clear from the information available on the official website (the official website lacks the necessary information), video recordings of the matches are taken as basis for calculating the bets.

A Kabaddi match that was interrupted and did not continue or was not completed within 24 hours is considered to have taken place if at least 32 minutes have been played. In other cases, the matches are considered not completed. The outcomes of the matches, that are considered interrupted and not completed, which have already been determined at the time of the interruption and do not depend on the final result of the match are subject to calculation and the other bets are calculated with the odds "1" (one). The technical victory (loss) registered by any cause is not the basis for bet calculation. In this case, the match is considered not completed and all the bets are calculated with the odds "1" (one).

Bets are also accepted on other possible outcomes in kabaddi matches, which will be offered in the Line by the Organizer.

4.38 Bets on Wrestling

In wrestling, bets are accepted on the following two types: Greco-Roman and Freestyle wrestling.

Wrestling match is held in a format of 2 (two) periods, each period lasts 3 (three) minutes respectively, depending on the terms of a conducted championship the period may also last 2 (two) minutes. In such cases, the organizer makes a special mark in the Line about the format of the match.

A wrestling match may last up to the end of the declared periods or end earlier due to the fact of the method of victory in the match

(premature victory). In such cases the match is considered as completed and the bets offered for the match are subject to calculation based on the final result, except for the cases when the match ends prematurely during the first period, the bets for the results of the second period are calculated with odds of “1” (one).

A premature victory is fixed in a wrestling match if:

1. the wrestler pushes and holds the opponent’s shoulders on the ring mat for the settled time (according to the tournament’s requirements);
2. the opponent wins due to the disqualification of the wrestler during the match;
3. the wrestler is unable to continue the match for any reason, and technical victory/loss is fixed by the referee;
4. In case of freestyle wrestling, when one of the wrestlers receives 10 (ten)-point advantage over the opponent, and in case of Greco-Roman style wrestling, when one of the wrestlers receives 8 (eight)-point advantage over the opponent.

In case of premature victory, the match is considered as completed, and the bets are calculated as mentioned above.

In wrestling, except for the “Victory by points” method, (when 2 (two) periods are fully completed), the victories by all other methods are considered a premature victory.

The wrestling match is considered started after the referee’s signal.

If the match doesn’t take place in case of disqualification or an injury received by the wrestler before the beginning of the match, all of the bets for the match result are calculated with odds of «1» (one). The bets for the match winning result remain valid. After the participants

of the final tour are known, the bets made for the result “the winner of the match and/or the tournament” are subject to calculation with odds of «1» (one) if the final fight doesn't take place and the winner of the tournament or the match is determined without the match being held. The bets for the outcome “winner of the tournament” remain valid until the participants of the final tour are known.

In wrestling the period is considered completed if it was held up to the end.

Only the periods that have been fully completed are taken into account when calculating the bets on the number of periods. The bets made for the result of the period (in which the premature victory was registered) are subject to calculation, and the bets for the results of the periods that have not taken place are calculated with odds of «1» (one). The wrestler who has won the fight prematurely is also considered a winner of the period regardless of the points gap at that moment.

If after the start of the next period the wrestler refuses to continue the match for any reason, it is considered that the match has ended in the previous period.

Bets offered on the outcomes of wrestling matches:

- The first wrestler will win the match (period) – “Win1”;
- Draw in the period – “Draw” (X).

If “Draw” outcome was not offered by the organizer in the Line and the period ended in a draw, then the bets made on “Win1” and “Win2” outcomes of period are subject to calculation with the odds “1” (one);

- The second wrestler will win the match (period) – “Win2”;

- Bets on the total number of periods in the match – “Total over (under) of the total value”;
- Bets on the method of victory fixed in the match;
- Bets: a premature victory will be (will not be) in the match.

To calculate the results of wrestling matches, the official sites of matches, shown in the table, are used as a basis.

A wrestling match, which has been interrupted for any reason and has not been continued or finished within 24 hours, is considered failed. The outcomes of interrupted and failed matches, which are already clearly known at the time of the match stoppage and do not depend on the final result of the match, are subject to calculation, and the remaining bets are calculated with odds of “1” (one).

Bets on other possible outcomes in wrestling matches are also accepted and they will be offered by the organizer in the Line.

4.16.20. Bets on a Virtual Football League

A virtual football league is a game with continuous cycles. Players have the chance to join the game at any time. In each cycle, the corresponding rounds of the virtual football league tournament will be formed, during each of which several football matches will be held. Each round lasts at least 2 minutes and the players are given at least 40 seconds to make a bet (s).

Bets offered on the outcomes of the virtual football league matches:

- The first team will win the match (half-time) of the virtual football league – “Win 1”.**
- Draw will be registered in the match (half-time) of virtual football league – “X”.**
- The second team will win the match (half-time) of the virtual football league – “Win2”.**
- The first team will not lose the match (half-time) of the virtual football league – “Win1- Draw”.**
- At least one of the teams will win the match (half-time) of the virtual football league – “Win1-Win2”.**
- The second team will not lose the match (half-time) of the virtual football league – “Draw- Win2”.**
- The first team will win (not lose) the match (half-time) of the virtual football league taking into account the handicap – “Handicap 1”.**
- The second team will win (not lose) the match (half-time) of the virtual football league taking into account the handicap – “Handicap 2”.**
- Bets on total number of goals scored by the teams in the virtual football league match (half-time) – “Total over (under) of the total value”.**
- Bets on total number of goals scored by each team individually in the virtual football league match (half-time) – “Total over (under) of the total value”.**

– Bets on final score of the match (half-time) of virtual football league.

It is offered to predict the exact score registered in the final result of the virtual football league match (half-time) according to the possible options included in the Program.

– Bets on the scored goals and the result of the virtual football league match.

To predict the scored goals and the result of the virtual match. The following options are offered:

1. “Both teams to score a goal and Win1 (Win1–Draw)”
2. “Both teams to score a goal and Draw (Win1–Win2)”
3. “Both teams to score a goal and Win2 (Draw–Win2)”
4. “Total of match to be over (under) the given value and Win1 (Win1–Draw)”
5. “Total of match to be over (under) the given value and Draw (Win1–Win2)”
6. “Total of match to be over (under) the given value and Win2 (Draw–Win2)”

– Bets: a goal to be (not to be) registered in the match (half-time) of virtual football league.

– Bets: both teams to score (not to score) goals in the match (half-time) of virtual football league.

- **Bets: at least one of the teams will score (not to score) a goal in the match (half-time) of virtual football league.**
- **Bets: which team will score (not score) a goal in the match (half-time) of virtual football league.**
- **Bets on the exact number of goals scored in the match of virtual football league.**
- **Bets: the total number of goals scored in the match (half-time) of virtual football league will be even (odd).**
- **Bets on the result of the first half-time and the whole match.**

To predict the result of the first half and the whole match simultaneously. 9 options are possible:

Win1Win1 – win of the first team both in half-time and full-time.

Win1X – win of the first team in half-time and draw in full-time.

Win1Win2 – win of the first team in half-time and win of the second team in full-time.

XWin1 – draw in half-time and win of the first team in full-time

XX – draw both in half-time and full-time.

XWin2 – draw in half-time and win of the second team in full-time.

Win2Win1 – win of the second team in half-time and win of the first team in full-time.

Win2X – win of the second team in half-time and draw in full-time.

Win2Win2 – win of the second team both in half-time and full-time.

– Bets on the time of the first goal scored in the match of virtual football league.

It is offered to predict whether the first goal will be scored (not scored) in one the suggested time periods.

– Bets: a caution (yellow card) will be (will not be) in the match (half-time) of virtual football league.

– Bets: a red card will be (will not be) in the match (half-time) of virtual football league.

– Bets: a penalty will be (will not be) in the match (half-time) of virtual football league.

– Bets: which team will win the tournament of virtual football league.

– Bets: which team will score the lowest points in the match of virtual football league.

4.16.21. Bets on the Virtual Football Cup

Virtual Football Cup is a game with continuous cycles, which consists of at least 5 separate rounds. The players have the chance to join the game at any time. Rounds are generated for each cycle according to the structure of the Cup tournament and during each rounds one or more football matches take place. The number of teams is 16. Each round lasts at least 2 minutes and players are given at least 40 seconds to make a bet (bets).

Bets offered on the outcomes of virtual football cup matches:

- The first team will win the match (half-time) of virtual football cup – “Win1”.**
- A draw will be registered in the match (half-time) of virtual football cup – “Draw”.**
- The second team will win the match (half-time) of virtual football cup – “Win2”.**
- The first team will not lose the match (half-time) of virtual football cup – “Win1-Draw”.**
- One of the teams will win the match (half-time) of virtual football cup – “Win1-Win2”.**
- The second team will not lose the match (half-time) of virtual football cup – “Draw-Win2”.**
- The first team will win (not lose) the match (half-time) of virtual football cup, taking into account the handicap – “Handicap 1”.**
- The second team will win (not lose) the match (half-time) of virtual football cup, taking into account the handicap – “Handicap 2”.**
- Bets on the total number of goals scored by the teams in the virtual football cup match (half-time) – “Total over (under) the total number”.**
- Bets on the total number of goals scored by the teams in the tournament of virtual football cup after the end of the given round – “Total over (under) the total number”.**

– Bets on the total number of goals scored by the teams individually in the match (half-time) of the virtual football cup – “Total over (under) the total number”.

– Bets on the final score of the match (half-time) of virtual football cup.

It is offered to predict the exact score registered in the final result of the match (half-time) of the virtual football cup according to the possible options included in the Line.

– Bets: a goal will be (will not be) scored in the match (half-time) of virtual football cup.

– Bets: both teams to score (not to score) a goal in the match (half-time) of virtual football cup.

– Bets: at least one of the teams to score (not to score) a goal in the match (half-time) of virtual football cup.

– Bets: which team will score (not score) a goal in the match (half-time) of virtual football cup.

– Bets: on the exact number of goals registered in the match of virtual football cup.

– Bets: the total number of goals scored in the match (half-time) of virtual football cup will be even (odd).

– Bets on the goals scored and the result of the match of virtual football cup.

Predict the goals scored and the result of the virtual match. The following options are offered:

1. “Both teams will score a goal and Win1 (Win1-Draw)”.
2. “Both teams will score a goal and a draw (Win1 – Win2)”.
3. “Both teams will score a goal and Win2 (Draw-Win2)”.
4. “Match total over (under) the total number and Win1 (Win1-Draw)”.
5. “Match total over (under) the total number and a draw (Win1-Win2)”.
6. “Match total over (under) the total number and Win2 (Draw-Win2)”.

– Bets on the time of the first goal scored in the match of virtual football cup.

It is offered so predict whether the first goal will be scored or not scored in one of the offered time periods.

– Bets: a caution (yellow card) will be (will not be) in the match (half-time) of virtual football cup.

-Bets: a red card will be (will not be) in the match (half-time) of virtual football cup.

– Bets: a penalty will be (will not be) in the match (half-time) of virtual football cup.

– Bets: which team will win the tournament of virtual football cup.

– Bets: which teams will advance to the playoff round (advance to the next round) in the tournament of virtual football cup.

– Bets on the result of the first half-time and the whole match.

It is offered to predict the result of the first half-time and the whole match simultaneously. The following 9 options are possible:

Win1Win1 – win of the first team both in half-time and full-time.

Win1X – win of the first team in half-time and draw in full-time.

Win1Win2 – win of the first team in half-time and win of the second team in full-time.

XWin1 – draw in half-time and win of the first team in full-time.

XX – draw both in half-time and full-time.

XWin2 – draw in half-time and win of the second team in full-time.

Win2Win1 – win of the second team in half-time and win of the first team in full-time.

Win2X – win of the second team in half-time and draw in full-time.

Win2Win2 – win of the second team both in half-time and full-time.

– Bets: the match of virtual football cup will end with overtime (will not end with overtime).

– Bets: the first (second) team to win in overtime of the match of virtual football cup.

– Bets: the match of virtual football cup will end with a penalty shoot-out (will not end with a penalty shoot-out).

– Bets: the first (second) team will win in penalty shoot-out of virtual football cup match.