Tower Rush operator comparisons and access records

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6. Tower Rush at operators in saved materials

Source	Confirmed state	Context of saved materials
Stake	Card Galaxsys Tower Rush, buttons “Demo”, “Play”, “Fairness”, “Save game”. At the time of the snapshot: 840 subscribers Galaxsys, 2 in the game, 505 saved, RTP 97,00%. Sections of analytics, statistics, descriptions, contests, “My bets”, “All bets”, “Big players”, “Tournament table” are shown.	Russian-language showcase. The counters are dynamic.
Parimatch	“Burst games / Galaxsys / Tower Rush”, separate cards Tower Rush and Tower Rush 2, switching “Demo mode” ↔ “Real game mode”. In the saved demo of the original, the Russian buttons “Build” and “Withdraw”, FUN, starting indicator 100 000 FUN, tabs “Players / History / Top”.	The card titles are marked “Parimatch Germany”.
Betify	Tower Rush ID 177099, Tower Rush 2 ID 193382. The original was observed in the lobby, Crash Games/mini-games, collections, and on the tournaments page. A separate French demo screen shows "Jouer pour de vrai".	In the terms of Betify, clause 2.9, Bangladesh is listed among registration prohibitions. The catalog and demo are recorded as external observation.
MyStake	The name Tower Rush is shown in the lobby banner with the caption "Galaxys".	The banner confirms the mention of the game. The scope of the source observation is an advertising banner; a separate monetary route is described in the operator episode.
1win	In the structured card, Tower Rush 2 was found with identifier `v_galaxsysgames:towerrush2`.	The currency selector includes the Bangladeshi taka (BDT).
1xBet, Melbet, CroreBet, Betclic	Pages of these platforms have been saved.	The Indian showcase CroreBet in INR, Polish pages Betclic, and Russian materials Melbet.
4rabet	The folder contains a map and logs with the states "not available in your region" and HTTP 403; the capture result is saved in the logs.	The code records the access state at the time of capture within the editorial project for Bangladesh.

Advertising terms, monetary methods, identity verification, support, mobile options, and documents of the specific operator are given below. In the brief summary and appendices, the designations FUN, EUR, USD, INR, PLN, RUB, and BDT retain the meaning of their source.

MyStake

English-language states MyStake. The legal text names GTW B.V., Curaçao No. 165433, and license OGL/2024/250/0115. CYGTW LTD, HE 462903, is indicated in the role of payment agent. Card and reference data are preserved in the context of the sections.

Payments, cashier, currencies, and withdrawal

deposit

- Affiliate

- EN
- Virtual
- Racing
- Originals
- Prediction
- New
- Hot
- Our Products
- Information
- Company Details
- Blog
- Help
- F.A.Q (Frequently Asked Questions)
- Dispute Resolution
- Self-Exclusion
- Live Chat
- affiliate@mystake.email
- mystake.com is operated by GTW B.V., a company incorporated under the laws of Curaçao with Company Number 165433 and is licensed by the Curaçao Gaming Authority (CGA) to offer games of chance under license number OGL/2024/250/0115 in accordance with the National Ordinance on Offshore Games of Hazard (Landsverordening buitengaatse hazardspelen, P.B. 1993, no. 63) (NOOGH). CYGTW LTD, with company number HE 462903 and registered office at Poreias, 2 3011, Limassol, Cyprus, acts as a payment agent of the license holder and parent company - GTW B.V.
- © Copyright 2026
- untitled page
- Talk to us
- Our team is ready to help with anything you need
- Username
- Email
- Start Conversation

Welcome to MyStake affiliates. Join us and earn money by inviting people to Mystake.com

- Timely Payouts
- How To Deposit and Withdraw Crypto on MyStake?

General Terms

- In case of a change in match format (if that specific change was not preliminarily indicated in the program), all bets are multiplied on 1.0, except the positions which are already settled. In live bets, payment occures in accordance with the regular time, unless indicated otherwise. (ex: including overtime)
- A dead-heat factor may be returned for markets where a bet has been placed on a particular team/player on a place (in a tournament) and this particular team/player has been placed on a position shared with multiple teams/players, reducing the payout. In this case all bets are won by customer and the won bet is multiplied on 0.5. In general, bets on outrights are calculated with dead-heat factor. If in one outright

market there are 2 winners, then the won odd is multiplied on 0.5. For example, Top Goalscorer - if two players have scored the same amount of goals, then the odd is multiplied on 0.5. If the outright have 3 winners, then the odd is multiplied on 0.33, etc.

- 1st possibility - Both half bets are won by the Client. In this case, the payout (S) is S=k*C
- If the "double Asian handicap" bet of (respective currency) 400 was placed on: Manchester United
- Payout: (200 * 2.0 + 200 * 2.0) = (respective currency) 800, and the bet odds in the "Parlay" are equal to 800/400 = 2.0.
- Payout: (200 * 0.0 + 200 * 1.0) = (respective currency) 200, and the bet odds in the "Parlay" are equal to 200/400 = 0.5.
- Payout: (200 * 0.0 + 200 * 0.0) = (respective currency) 0, and the bet odds in the "Parlay" are equal to 0/400 = 0.0.
- If the "double Asian handicap" bet of (respective currency) 400 was placed on: Liverpool
- Payout: (200 * 1.8 + 200 * 1.8) = (respective currency) 720, and the bet odds in the "Parlay" are equal to 720/400 = 1.8.
- Payout: (200 * 1.8 + 200 * 1.0) = (respective currency) 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4.
- Payout: (200 * 2.0 + 200 * 1.0) = (respective currency) 600, and the bet odds in the "Parlay" are equal to 600/400 = 1.5
- (respective currency)400
- Payment: (200*1.0+200*0) = (respective currency) 200, and the bet odds in the "Parlay" are equal to 200 / 400 = 0.5
- Payment: (200 * 1.0 + 200 * 1.8) = (respective currency) 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4
- Payment: (200 * 0 + 200 * 0) = (respective currency) 0, and the bet odds in the "Parlay" are equal to 0/400 = 0
- Payment: (200 * 1.9 + 200 * 1.9) = (respective currency) 760, and the bet odds in the "Parlay" are equal to 760/400 = 1.9
- If the bet is calculated with the coefficient 1 — the Freebet payout is zero
- The company reserves the right to void bets (including those already won) and suspend payouts if the company has reasonable grounds to believe that a fixed or fixed match has taken place. The doubt can be based on the size, volume or pattern of bets placed by the clients.
- (respective currency)
- Payout: (200 * 2.0 + 200 * 2.0) =
- Payout: (200 * 0.0 + 200 * 1.0) =
- Payout: (200 * 0.0 + 200 * 0.0) =
- Payout: (200 * 1.8 + 200 * 1.8) =
- Payout: (200 * 1.8 + 200 * 1.0) =
- Payout: (200 * 2.0 + 200 * 1.0) =
- Payment: (200*1.0+200*0) =
- Payment: (200 * 0 + 200 * 0) =

Game Rules

- Within 30 minutes, the team should present a written explanation of the case, as well as a security deposit of 200 USD to the Sports Director. If the protest is accepted, then the security deposit is refunded.
- If an initial score for a held Event is later cancelled for any reason, the cancellation is not taken into account and the Bets are subject to payment in accordance with the initial (actual) score. The actual result is the result announced on the basis of information sources immediately after the end of the event.
- 8. In the event of a walkover (e.g. one of the players withdraws before a match), all bets on that match will be void.
- (1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 12.6 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way. 13
- 9.5 If a player claims a draw as in Article 9.2 or 9.3 he may stop both clocks. (See Article 6.12.b) He is not allowed to withdraw his claim.
- Rugby league, often called simply as league is a full-contact sport played by two teams of thirteen players on a rectangular field measuring 68 m wide and 112–122 m long. One of the two codes of rugby football, it originated in Northern England in 1895 as a split from the Rugby Football Union over the issue of payments to the players. Its rules progressively changed with the aim of producing a faster, more entertaining game for spectators.
- An attempt for the Dash For Cash cannot be made in conjunction with any other League unless the participant has withdrawn early from the event due to DNF or DQ.
- The Relay teams consist of four biathletes, who each ski 7.5 km (men) or 6 km (women), with two shooting rounds; one prone, one standing. For every round of five targets there are eight bullets available, though the last three can only be single-loaded manually one at a time from spare round holders or bullets deposited by the competitor into trays or onto the mat at the firing line. If after eight bullets there are still misses, one 150 m penalty loop must be taken for each missed target remaining. The first-leg participants start all at the same time, and as in cross-country skiing relays, every athlete of a team must touch the team's next-leg participant to perform a valid changeover. On the first shooting stage of the first leg, the participant must shoot in the lane corresponding to their bib number (Bib #10 shoots at lane #10 regardless of position in race.), then for the remainder of the relay, the relay team shoots at the lane in the position they arrived (Arrive at the range in 5th place, you shoot at lane five.).
- In the proposed pairs, it is necessary to name the participant who will perform better. In this case, the best participant is considered to be the one who took a higher place in the final protocol. Bets are settled on the basis of an official protocol published by the governing body / federation of the respective competition immediately after the end of the competition. Changes in the competition protocol related to the disqualification of athletes after the competition are not taken into account by the bookmaker. If both participants withdraw from the race, then all bets are refunded. If one of the athletes has not finished the competition, when calculating rates for this position, it is considered that his opponent has taken a higher place.
- Once a player has requested an opponent to play again after a foul, such request cannot be withdrawn. The offender, having been asked to play again, is entitled to
- (e) Partners may only confer during the match away from the table. Once the striker has taken up his position at the table, consultation must cease. The striker may, of his own accord, and before he has played a stroke, withdraw from the table to confer with his partner. His partner must not call him away. Once the first stroke of a break is made, partners must not confer until the break ends.

- Payout: (200 * 2.0 + 200 * 2.0) = $ 800, and the bet odds in the "Parlay" are equal to 800/400 = 2.0.
- Payout: (200 * 0.0 + 200 * 1.0) = $ 200, and the bet odds in the "Parlay" are equal to 200/400 = 0.5.
- Payout: (200 * 0.0 + 200 * 0.0) = $ 0, and the bet odds in the "Parlay" are equal to 0/400 = 0.0.
- Payout: (200 * 1.8 + 200 * 1.8) = $ 720, and the bet odds in the "Parlay" are equal to 720/400 = 1.8.
- Payout: (200 * 1.8 + 200 * 1.0) = $ 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4.
- Payout: (200 * 2.0 + 200 * 1.0) = $ 600, and the bet odds in the "Parlay" are equal to 600/400 = 1.5
- Payment: (200*1.0+200*0) = $ 200, and the bet odds in the "Parlay" are equal to 200 / 400 = 0.5
- Payment: (200 * 1.0 + 200 * 1.8) = $ 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4
- Payment: (200 * 0 + 200 * 0) = $ 0, and the bet odds in the "Parlay" are equal to 0/400 = 0
- Payment: (200 * 1.9 + 200 * 1.9) = $ 760, and the bet odds in the "Parlay" are equal to 760/400 = 1.9

MyStake - Promotions

- 10% LOYALTY Deposit Bonus
- Crypto Deposit Bonus
- Bonus Money – Bonus Money amount also depends on the placement in the leaderboard, but you will have to wager it from 1 to 5 times (depending on Tournament) in order to withdraw it. Also, the bonus money might have game restrictions, which you can check in your Bonuses page (Profile > My Gifts > Bonus).
- The maximum cashback amount is €300 (or equivalent in other currencies) and 10% of the first week's lost deposits.
- The minimum cashback amount is €5 (or equivalent in other currencies).
- The cashback amount is subject to a 15x wagering requirement before withdrawal.
- Maximum Bet Limit: €20 (or equivalent in other currencies) while wagering the cashback bonus.
- Be aware that even if you continue playing after completing wagering requirements, you are allowed to withdraw only 5X of bonus amount from your account. (For example, if you receive a 100 EUR/USD cashback, you can withdraw a maximum of 500 EUR/USD). Excess winnings will be deducted when you request a withdrawal.
- Get ready for the 2026-27 Top 5 League with our biggest accumulator boost yet! The more positions you stack on your slip, the higher your odds climb, leading to a massive payout if all your picks land!
- Min Bonus Amount: 5$ (or equivalent in other currency)
- Max Bonus Amount: $100,000 (or equivalent in other currency)
- Weekly cashback is a bonus with 10x Wager requirements, and a maximum withdrawal of 10x the bonus money.
- Minimum weekly cashback amount is €5 (or equivalent in your currency).
- The redeemed cash is free of any wager requirements and can be instantly withdrawn, unless it contradicts other terms and conditions of MyStake.
- With the bonus amount generated from the Loyalty System (Store, Loyalty Wheel), the max withdraw amount (after completing wager requirements) is 100x the amount that was claimed as a bonus or $10,000 / equivalent in your currency.
- x Wager requirements, and a maximum withdrawal of
- The Welcome Package is distributed across your FIRST 3 DEPOSITS with the following order:
- 1st Deposit: 150% Bonus up to 750€/$
- 2nd Deposit: 100% Bonus up to 500€/$
- 3rd Deposit: 50% Bonus up to 250€/$

- • You can take advantage of this promotion on your 1st, 2nd, and 3rd deposits.
- • The minimum deposit required to qualify for the bonus is 20€/$/A$/C$/R$/
- • Both the Casino Bonus and your deposit are subject to a wagering requirement of 30x (thirty times) the deposit plus the bonus amount.
- • The bonus becomes available only after you deposit. You can activate it from your Profile > Bonuses tab. You do not need to apply for the bonus before depositing. If you choose not to activate the bonus, simply ignore the offer and start playing your preferred games.
- • Refusing to activate the bonus on your 1st deposit will not affect your eligibility for the 2nd and 3rd deposit bonuses.
- • Activating the 1st deposit bonus does not mean you are obligated to activate the 2nd or 3rd deposit bonuses.
- Mystake Welcomes Sport Lovers with up to 600€ /£ /$ Bonus for their first deposit!
- • Make your first deposit and get a 120% Bonus up to 600€/$.
- • The minimum deposit required to qualify for the bonus is 20€/$/ or equivalent in other currencies.
- • You can only benefit from this bonus ONCE and ONLY on your first deposit.
- Wager: 10x(Bonus+Deposit)
- Point Calculation: Every $1 USD (or currency equivalent) wagered on a qualifying ticket equals 1 Leaderboard Point (e.g., a $10 USD bet = 10 points).
- Minimum Bet Amount: $0,10 USD (or currency equivalent).
- Wagering Requirements: There are 0x wagering requirements for Cash Bonuses. Prizes are pure cash and can be withdrawn or used across the platform instantly.

Refund Policy

- Refund is not available if the alleged deposit and bonuses have been played using the Services

Privacy Policy

- This Privacy Policy explains what personal data we collect from players, why we collect it and how we utilise it. mystake.com is operated by GTW B.V., a company incorporated under the laws of Curaçao with Company Number 165433 and is licensed by the Curaçao Gaming Control Board to offer games of chance under license number OGL/2024/250/0115 in accordance with the National Ordinance on Offshore Games of Hazard (Landsverordening buitengaatse hazardspelen, P.B. 1993, no. 63) (NOOGH). CYGTW LTD acts as a payment agent of the license holder and parent company GTW B.V.
- we collect The Personal Information which we may request to use and process shall include, without limitation: Any of the information that you provide to us when filling in the forms on our account registration pages, as well as any other data that you further submit via the Website or email (e.g. first and last name, date of birth, email address, phone number); Correspondence made with us via the Website, email, web chat or through other means of communication; All Player Account transaction history, whether this takes place via the Website(s) or via other means of communication; Website logins and their details, including traffic data, GeoIP location data, browser/device data, weblogs, activity logs and other traffic information recorded in our system; Documents and proof reasonably requested by us to verify your account, to process deposits or withdrawals and to conduct anti-fraud checks (on our own initiative or as required by applicable legislation). Such proof may include passport scans, payment slips, bank statements, etc. Survey participations or any other customer assessments that we may carry out from time to time.
- We process the Personal Information we collect from you in order to deliver our services. In particular, we will use your data for the following purposes: Processing your bets and transactions. This includes your use

of credit card and online payment systems; Providing you with gaming and other ancillary services that you seek from our Website; Rendering customer support, such as assistance with setting up and managing your account; Identifying and performing the necessary verification checks; Providing registered players with information about our promotional offers, or providing promotional information from our selected business partners, associates and affiliates (only if players specifically consented to receiving such marketing material); Complying with legal responsibilities, including complying with anti-money laundering (AML) and combating the financing of terrorism (CFT) laws; Monitoring and investigating transactions for the purposes of preventing fraud, terms abuse, money laundering and other illegal or irregular gaming activities; Analysing customer trends through market study assessments (participation in surveys is not obligatory and you can always choose not to take part); Conducting research and statistical analysis of aggregated data.

- We may pass information that you have given us to other entities within our group of companies and to our business partners. These companies include our parent companies, their parent companies and all of the subsidiaries of these respective companies, as well as other companies with whom we carry out business and hold necessary agreements. Data processing of your information may be undertaken by us or by another company in the group of companies, which may use a third party to fulfill such data processing needs. Employees of the Company, more specifically the Data Protection Officer, Money Laundering Officer, Payments & Anti-Fraud analysts, Customer Support agents, Customer Retention team members, VIP player managers as well as other selected employees, shall also have access to your Personal Information for the purpose of executing their duties and providing you with assistance. Our employees who have access to, or are associated with the processing of the player's personal information, have signed confidentiality agreements to respect the confidential nature of the player's information pursuant to applicable gaming, data protection and privacy laws. In order to provide you with an efficient service, we and/or our service providers might require transferring your personal data from one country to another in the European Union (EU) and European Free Trade Association (EFTA) regions and also to some data processors that may be based outside of the European Economic Area (EEA). Therefore, by browsing the Website and communicating electronically with us, you acknowledge and agree to our (or our suppliers or sub-contractors) processing your data in these countries. We shall always use our best efforts to ensure that your information and data is treated securely and in accordance with this Privacy Policy.
- We do not sell or rent your personal data to third parties. We may disclose your personal information if required by law, regulation, or other legal subpoena or warrant. We may also disclose your personal information to a regulatory or law enforcement agency if we believe it to be necessary to protect the legitimate interests of the Company, its customers or any third party. Personal data will only be disclosed to third parties in the following cases: Where we are required to do so by law; If the Website needs to share data with its payment processors to facilitate payment transactions in accordance with their privacy policies. (In particular, most banking card transactions are processed by Wirecard Bank AG whose privacy policy applies to such transactions); To comply with our legal and regulatory duties and responsibilities to the relevant licensing and regulatory authorities as well as all duties and responsibilities owed under any other applicable legislation and to any other applicable regulators in other jurisdictions; When the Company believes that disclosure is necessary to protect the Company's or the player's safety, or the safety of others, investigate fraud, or respond to a government request; If our marketing service providers require the data to carry out their tasks; To any other third party with the player's prior consent to do so. We use third-party data processors to process limited personal data on our behalf. Such service providers support the Website, especially relating to hosting and operating the websites, marketing, analytics, improving the websites, and sending email newsletters. We shall ensure that the transfer of the Personal Data to the recipient is compliant with applicable Data Protection Legislation and that the same obligations are imposed on the processor as is imposed on us under the respective Services Agreement. Our websites may also include social media features (e.g. "share" or "like" buttons). Such features are provided by third-party social media

platforms such as Facebook. Where data is collected this way, its processing is governed by the privacy policy of the respective social media platforms. In addition to the above, we may also release personal data if we acquire any new businesses. Should the Company undergo any changes to its structure such as a merger, acquisition by another company or a partial acquisition, it is most likely that our customers' personal data will be included within the sale or transfer. We will, as part of our Policy, inform our players by email prior to affecting such transfer of personal data. Please note our content may link to third party websites to provide relevant references. We are not responsible for such external content, which may contain separate privacy policies and data processing disclosures.

About Us

- We strive to have a positive impact on customers. With Secure Payments, Multi currency and 24/7 Support, we make sure
- mystake.com is operated by GTW B.V., a company incorporated under the laws of Curaçao with Company Number 165433 and is licensed by the Curaçao Gaming Authority (CGA) to offer games of chance under license number OGL/2024/250/0115 in accordance with the National Ordinance on Offshore Games of Hazard (Landsverordening buitengaatse hazardspelen, P.B. 1993, no. 63) (NOOGH). CYGTW LTD acts as a payment agent of the license holder and parent company GTW B.V.

Responsible Gaming

- • Do not share credit card or bank account details with under 18s;

Promotions, tournaments, VIP, and loyalty

MyStake - Promotions

- Promotions
- Mystake Bonus Club
- Minigames Promo Code
- Affiliate
- EN
- Virtual
- Racing
- Originals
- Prediction
- New
- Hot
- Mystake Promotions
- Top 5 League Leaderboard
- Top 5 League Boost
- Welcome Casino Bonus
- Mystake VIP Loyalty System
- 50% Weekend Casino Reload Bonus
- Welcome Sports Bonus
- First Week's Cashback
- 10% Crypto Cashback

- Sport Reload Bonus
- 3 + 1 Freebet
- MyStake Social Media Giveaways
- FreeBet and FreeSpin Promotions
- Bet Builder
- Our Products
- Information
- Company Details
- Blog
- Help
- F.A.Q (Frequently Asked Questions)
- Dispute Resolution
- Self-Exclusion
- Live Chat
- affiliate@mystake.email
- © Copyright 2026
- untitled page
- Take part in Tournaments, compete with other players, win Free Spins, Free Bets and Real Money. Keep up with the newest Tournaments and receive Rewards.
- How to Participate?
- To participate in Tournament, you have to make bets on the games mentioned on the Tournaments page. For each bet $1 = 1 Point, you should make your way to lead board, which consists of players with highest points. If at the end of the tournament you stay in the lead board, you will receive generous rewards. Rewards and Game requirements might differ from tournament to tournament, but the main idea stays, that players compete with each other and the higher placed Player will get greater rewards.
- Rewards
- In every tournament Reward type might differ between – Real Money, Free Bets and Free Spins:
- Real Money - Real Money is the Prize amount, which you can receive by staying in leader board of the Tournament. This bonus does not have any wager requirements, so you are free to use it as you wish.
- Free Bets - In case if you receive Free Bets, you can use them on a dedicated games or SportsBook. To find out which Games are included in your Free Bet, you should go to Profile > My Gifts and click “Game List” button next to the promotion.
- Free Bet cannot be used whilst having an active bonus. The Free bet should be placed on express type ticket with 3 positions, where each position should have odds equal or above 1.3x.
- Free Spins - In the tournaments, you can receive Free Spins if you get in leaderboard. It will be added to your account as soon as the tournament is over. Free Spins are available on only some of the games and you can check the game list from Profile > My Gifts > Free Spins > “Game List”. To use them you will have to go to the slot page and it will be automatically initiated. After free spins are used, the winning amount is added as Real Money, without any wagering requirements.
- Important! – Bets made with Bonus amount will give you halved points ($1 Bonus = 0.5 Points).
- Important!
- Talk to us
- Our team is ready to help with anything you need

- Username
- Email
- Start Conversation
- First Week's Cashback – Get Up to €300!
- Play your favorite games and enjoy up to €300 Cashback credited directly to your account 7 days after registration!
- Rules and Conditions of the Promotion:
- The First Week's Cashback is available for Casino Slots, Sports Betting.
- The cashback will be credited 7 days after registration if the player is eligible.
- The Bonus is valid for 15 days.
- Bets on Baseball, Outrights (Single way markets), Tennis, Handicap or Draw no Bet will not be counted towards wagering requirements. We hold the right to void such bets and forfeit any winnings from them.
- Bets on Mini Games do not count toward wagering.
- Live Casino: Bets will not count toward wagering.
- Mini Games: Bets will not count toward wagering.
- The cashback will be automatically credited to your account. No action is required to claim it.
- You can cancel your bonus at any time, However, please note that the total bonus amount, any winnings, and the total bets placed from the time the bonus was activated until cancellation will be deducted from your balance. Bonus and real money are combined and not separated.
- Mystake reserves the right to modify, cancel, or terminate the promotion at any time.
- 🏆 Top 5 League Acca Boost: Up to 100% Extra Winnings!
- How It Works
- 2 Positions >> 2.5% boost
- 3 Positions >> 5% boost
- 4 Positions >> 7% boost
- 5 Positions >> 10% boost
- 6 Positions >> 12% boost
- 7 Positions >> 15% boost
- 8 Positions >> 20% boost
- 9 Positions >> 25% boost
- 10 Positions >> 30% boost
- 11 Positions >> 40% boost
- 12 Positions >> 50% boost
- 13 Positions >> 60% boost
- 14 Positions >> 80% boost
- 15 Positions >> 100% boost
- Promotional Period
- This promotion is valid exclusively for the 2026-27 Top 5 Leagues, through to the Final.
- Qualifying Bets & Odds Calculation
- Minimum Selections: The accumulator ticket must contain a minimum of 2 positions (legs) to trigger the odds boost.

- Minimum Odds per Selection: Each match selection inside the accumulator must have minimum odds of 1.20 to be eligible.
- How it is Calculated: The promotional boost percentage applies directly to the total combined odds of the slip.
- Eligible Markets: This promotion applies only to pre-match and live (in-play) betting markets directly related to the 2026-27 Top 5 Leagues.
- Restrictions
- No Cash Out: If you utilize the "Cash Out" or "Partial Cash Out" feature at any point, the enhanced odds boost is instantly cancelled, and the cash-out value will be calculated based on the original, unboosted odds.
- Real Money Only: Bets must be placed using real cash balances. Tickets placed using Free Bets or Bonus Funds do not qualify for the enhanced odds.
- General T&Cs Apply
- The platform reserves the right to amend, suspend, or cancel this promotion at any time. Standard platform terms apply.
- 2 Positions
- 2.5% boost
- 3 Positions
- 5% boost
- 4 Positions
- 7% boost
- 5 Positions
- 10% boost
- 6 Positions
- 12% boost
- 7 Positions
- 15% boost
- 8 Positions
- 20% boost
- 9 Positions
- 25% boost
- 10 Positions
- 30% boost
- 11 Positions
- 40% boost
- 12 Positions
- 50% boost
- 13 Positions
- 60% boost
- 14 Positions
- 80% boost
- 15 Positions

- 100% boost
- As a MyStake Player, you are entitled to participate in the VIP loyalty system. Earn points as you play Slots, Sports or Mini Games, exchange the earned points for Cash and more prizes! Travel from Planet to Planet as you earn more and more MyStake VIP Points for greater rewards and perks!
- How To Earn Points?
- For every bet you make on Slots, Mini Games or Sports events, you gain VIP Points (STARS). For every $1 bet placed on MyStake, you earn 0.01 STARs. Every $100 bet brings you 1 VIP points, accordingly.
- STARs can be traded into fungible items (Cash, Free Spins, Free Bets, etc). You can exchange the Stars into cash prizes, free spins, sport free bets and bonus money in the Galaxy Marketplace. Trading with your VIP points does NOT affect your VIP level progress.
- Playing while you have an active bonus does not qualify for earning Stars.
- Perks and Benefits of VIP Levels
- There are total of 10 VIP levels on MyStake. Each planet of the solar system represents each VIP level. As you join MyStake, you start your VIP journey from Pluto, which is the 1st VIP level. As you earn points, you travel from planet to planet, getting closer and closer to the Sun, which is the highest VIP level.
- See the detailed ranges and benefits that each level represents below:
- Level 1: Pluto – 0–500 Points
- Welcome Offers
- Special Marketplace Items
- Special Prize Wheels
- Level 2: Neptune – 500–5,000 Points
- Level 3: Uranus – 5,000–13,000 Points
- Level Up Gift - 100 X €1 FS
- Access to the Marketplace
- 5% Weekly Cashback
- Level 4: Saturn – 13,000–25,000 Points
- Level Up Gift - 150 X €1 FS
- 6% Weekly Cashback
- Level 5: Jupiter – 25,000–40,000 Points
- Level Up Gift - 200 X €1 FS
- 7% Weekly Cashback
- VIP Manager
- Level 6: Mars – 40,000–60,000 Points
- Level Up Gift - €300 Cash Bonus
- 8% Weekly Cashback
- Level 7: Earth – 60,000–80,000 Points
- Level Up Gift - €400 Cash Bonus
- 10% Weekly Cashback – Wager Free
- Level 8: Venus – 80,000–100,000 Points
- Level Up Gift - €500 Cash Bonus
- 12% Weekly Cashback – Wager Free
- Level 9: Mercury – 100,000–10.0MPoints

- Level Up Gift - €3000 Cash Bonus
- 13% Weekly Cashback – Wager Free
- Level 10: SUN – HANDPICKED
- €5000 Cash Bonus
- Customized Prizes
- Exclusive VIP Rewards from our VIP Manager
- ℹ️ Important Policy Note on Updated Level Rewards
- Please note that per our general promotional terms, MyStake reserves the right to modify and adjust VIP reward structures at any time.
- Previously Reached Tiers: Accounts that attained a VIP level prior to these changes and received the gift active at that time are not eligible for retroactive credits or top-ups under the newly updated rates.
- Future Level Progression: As you earn points and progress from planet to planet toward the Sun, all subsequent level-ups will automatically grant the newly updated rewards listed above.
- How does the Galaxy VIP Lobby Work?
- There are multiple ways to exchange your Stars into fungible prizes. Simply go to your Galaxy Dashboard and see the available options. You can simply purchase Marketplace items or gamble the Stars balance on a Lucky Wheel for a chance of a bigger prize.
- The Store
- If you have enough Stars balance, you can directly purchase any Marketplace item that is available for your VIP level. After purchasing a marketplace item, the relevant Stars (which are written on the purchase button) will be deducted from your Stars balance and a relevant item will be added to your account (Free Spin, Cash, etc...). Please always double check that you do not have any active bonus during purchasing cash from the marketplace.
- Lucky Wheel
- You can buy the Lucky Wheel spins with the Stars balance. Each individual wheel has its own Spin price, which will be deducted from your Stars balance. The wheel / lucky Lootbox can contain different prizes, ranging from low to high benefits.
- Some wheels may also contain “Bankrupt” which means that you will end up spending the Stars without getting any benefit. However, some wheels may contain higher cash prizes than the marketplace items would offer. It’s up to the player to choose between marketplace items and Lucky Wheel.
- You can check your Lucky Spin game history on the VIP dashboard by clicking the “History” button in the upper right corner. There you will be able to see what was the outcome (prize) of your last spin in case you missed it on animation.
- How Can I Claim My Rewards?
- Loyalty wheel items are loaded to your account as soon as your wheel spin is finished.
- LEVEL UP FREE SPINS: As soon as you get promoted to the new level, the relevant amount of free spins will be automatically granted to your account. (Please allow a maximum of 10 minutes delay for granting you free spins)
- Weekly Cashback Percentage is determined by your current VIP level. You will receive weekly cashback every Monday based on your net loss from the previous week...Wait for an email / check your account on Monday evening to see if you’ve been awarded.
- Starting from Level 7, the weekly cashback is wager-free and is pure cash.
- Starting from Level 5, you are entitled to request a personal VIP manager. Ask for the contact information of your VIP manager in the Live Chat or at support@mystake.email as soon as you reach level 5.

- More Details about MyStake's Galaxy VIP System
- 1. Excluded Bets
- Bets made on Live Casino Games do not participate in the VIP loyalty system.
- Bets placed with Spribe and Inout do not participate in the loyality system.
- Mini Games bets cashed out with less than 1.3x odds do not participate in the loyalty system.
- For sports bets, the points are rewarded only after the betslip status is finalized (won/lost).
- Roulette slots, double option slots, and video poker are excluded from the VIP system. See the list of all excluded games.
- 2. Wagering Requirements
- In case you decide to redeem cash during an active bonus, please note that the rules of an active bonus will apply to the redeemed cash.
- Free Spins granted from Galaxy VIP system are wager-free.
- 3. Misuse Warning
- Any attempt to outsmart the VIP point system by implementing any strategies to earn points will result in your account being excluded from the VIP system.
- 4. Exclusion Right
- We may exclude players from participating in the Galaxy VIP promotion based on the reasonable doubt of fraud without prior notice to the player.
- Level Up Gift -
- 100 X €1 FS
- 150 X €1 FS
- 200 X €1 FS
- €300 Cash Bonus
- €400 Cash Bonus
- €500 Cash Bonus
- €3000 Cash Bonus
- Weekly cashback is a bonus with
- x the bonus money.
- as soon as you reach level 5.
- We greet all of our new customers with a 300% Welcome Package with up to 1,500€/$ of Bonus Money for Casino Slot Games!
- General Rules of the Promotion:
- • The Casino Bonus is available for Casino Slots games only.
- • While you have an active bonus, the maximum bet allowed is 5 €/$/A$/C$/R$ per spin on slot games. Bets higher than this amount will not count towards the wagering requirements, and any winnings from those spins will be forfeited.
- • While having an active bonus, you can place bets on Mini Games. However, this will not affect your rollover progress.
- • Be sure to activate the casino bonus before placing any bets. Once you make a bet, spin, or stake without the bonus, the offer will no longer be available.
- • You are free to enjoy each bonus independently, regardless of whether you activate the others.

- • This bonus cannot be combined with any other promotion.
- • Once the bonus is activated, you must meet the wagering requirements within 30 days, or the bonus and all winnings will be forfeited.
- • You can cancel your bonus at any time by contacting our live chat support. However, please note that the total bonus amount, any winnings, and the total bets placed from the time the bonus was activated until cancellation will be deducted from your balance. Bonus and real money are combined and not separated.
- • Mystake Casino reserves the right to modify, cancel, or terminate the promotion at any time.
- • Welcome Sportsbook Bonus applies only for Sports Betting and E-Sports.
- Bonus Percent: 120%
- Minimum items per betslip: 3
- Minimum odds per item: 1.4
- Maximum bonus Amount: 600€/$
- Maximum amount of bet that can be placed: 1,000€/$
- • Bets on Baseball, Tennis, Handicap or Draw no Bet will not be counted towards wagering requirements. We hold the right to void such bets and forfeit any winnings from them.
- • Be sure to activate the sports bonus before placing any bets. Once you make a bet, spin, or stake without the bonus, the offer will no longer be available.
- • Bets on Outright positions (Single way markets) are not accepted (racing, dog racing, ...)
- Get ready for weekly elite action and a massive $300,000 total prize pool! We are giving away $10,000 in wager-free real cash & Free Bets every single week. Every bet you place brings you closer to the top of the leaderboard. Place your bets, collect your points, and claim your weekly crown!
- Points are accumulated automatically based on your total bet amount.
- Qualifying Bet Requirements
- Tickets must meet the following criteria to qualify for points:
- Top 5 League Matches Only: To earn points, the ticket must consist of selections/positions from Top 5 League matches.
- Minimum Selections (Position): Minimum of 1 selection per ticket.
- Ticket Status/Result: All tickets qualify, regardless of whether they win, lose, or are pending.
- Prize & Wagering
- Prize Type: All leaderboard prizes are credited as Free Cash Bonus & Free Bets.
- JOIN LEADERBOARD
- Additional Rules
- The company reserves the right to change the rules of the promotion at any time or cancel it without prior notice to users.
- If an unfair/fraudulent action by the user is recorded, the user will be automatically removed from the promotion without prior notice.
- In the event of a dispute, the final decision will be made by the company.
- In case of any changes in the promotion rules, the English version of the promotion rules will be prioritized.
- Introducing the Slot of the Week Promotion — Your opportunity to boost your Loyalty progress with extra rewards every single week.
- Play the Slot of the Week and earn 2x Loyalty Stars on every bet.
- More spins mean more Stars and faster progress.
- Double the earning power means double the results.

- The clock is ticking — don’t let this opportunity pass.
- Start playing by clicking the icon below:
- Instead of the usual 0.01 Stars per bet, you will receive 0.02 Stars whenever you spin the reels of
- Try
- now and watch your Stars grow.

Welcome to MyStake affiliates. Join us and earn money by inviting people to Mystake.com

- Start promoting MyStake and earn accordingly to the size of your audience! The smooth design of the website and the easy, 30-second registration process means more leads for your traffic. Get paid on the top revenue share, CPA, or hybrid deal basis! At MyStake, each affiliate has its’ dedicated affiliate manager who is ready to answer all your questions.
- Plinko-Bonus
- Working with Mystake is a great pleasure, one of the best affiliate programs and promotions. Our team loves being partners with MyStake.
- We're really glad to be working with such professionals in the industry. At Best.Casino, we're proud to promote MyStake as one of the best online casinos around- their team is highly efficient and communicative so we'd highly recommend a partnership with them.
- Find out about on-going promotions Get updated information
- Mystake Casino Bonus
- Mystake Casino Promo Code

General Terms

- The Green Card is a scheme which will be used to promote Fair Play, the correct approach to the game, and it will form part of the criteria used to determine which teams progress from Local Fun Days to Future Football Cup events.
- When one team returns a ball to another a with throw in or a drop ball and the player returns the ball to an opponent goalkeeper and the pass is very bad the ball happens to enter the net, the Fair Play can be a sequence. Since the goal has been scored with either lack or sportsmanship or inconvenient pass, the opponents let the other team score in their net too to contribute to gentleman demeanor and promote the Fair Play. The outcome of this kind of situation depends on a decision of the team.
- The Bookmaking company remains with the right to offer other forms of wagering.

MyStake Online Slots

- Bonus Buy

MyStake - Online Casino & Sportsbook

- VIP Club

New Daily Mini Games Race

- WIn up to 600$/€ Free Bets
- 600$/€ Free Bets
- 100 FREE SPINS
- 75 FREE SPINS
- 50 FREE SPINS

- 25 FREE SPINS
- 10 FREE SPINS
- MyStake Tournaments - Enter Leaderboard to Win a Share From The Prize Pool

ORIGINALS

- Viper Royale

Game Rules

- Pitting fighters of different martial arts styles against each other, it was a TV hit and began to popularize the sport of MMA across the world. Today the UFC is MMA's largest promotion, has fight nights across the globe and is worth several billion dollars.
- There is no one governing body for MMA and there is no uniform set of rules that are used the world over, and many of the hundreds of different federations, promotions and associations across the globe may all have slightly differing takes on MMA rules.
- However, several state commissions across the United States of America came together to create the Unified Rules of Mixed Martial Arts and this set of rules has been adopted by fighting promotions all across the globe, including the Ultimate Fighting Championship. By far the most widely used MMA rulebooks, even those promotions that don't subscribe to them will almost certainly use a close variation of them.
- e. When a pawn reaches the rank furthest from its starting position it must be exchanged as part of the same move on the same square for a new queen, rook, bishop or knight of the same colour. The player's choice is not restricted to pieces that have been captured previously. This exchange of a pawn for another piece is called 'promotion' and the effect of the new piece is immediate.
- d. promotes a pawn, the choice of the piece is finalised, when the piece has touched the square of promotion.
- c. in the case of the promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.
- b. A player may stop the clocks only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.
- a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The Articles 4.3 and 4.6 apply to the move replacing the illegal move. The game shall then continue from this reinstated position.
- A conversion is a free kick that the team is awarded after a try to earn 2 bonus points. A successful kick needs to pass between the upper posts and top bar on the goal.
- Points will be consistently rewarded in accordance with the league series rules.
- New for the 2019/20 season, the fastest driver in group qualifying will be awarded one bonus point.
- Skeleton racing was invented GB tourists in Switzerland in the 1800s. Sliders would race down a hill between two towns and the winner would be rewarded with a bottle of champagne. The sport received its name when a new sled that was made mostly of metal was introduced. People thought it resembles with skeleton by its appearance.

Privacy Policy

- Unless you have elected not to receive promotional materials, we may use your Personal Information, including your email address and phone number, to send you marketing communications regarding products, services and promotions. This may include information about products and services from our business partners, such as casino game providers. Whenever you decide to stop receiving such marketing and advertising material, you may opt out of this in your Player Account settings or by contacting our customer support at support@mystake.email. Additionally, note that by accepting any contest prize or winnings from us, you consent to the use of your name and/or nickname for advertising and promotional purposes without additional compensation, except where prohibited by law.

About Us

- Amplifying playing experience with unique promotions, the most phenomenal bonuses and fair play at all times,
- Mystake has passed all regulatory compliance and is legally authorized to conduct gaming operations for any and all games of chance and wagering.

MyStake Tournaments

- 600$/€ FREE BETS — 0

Registration, account, and identity verification

deposit

- Forgot Password?
- Mystake Login
- KYC/AML Policy
- Don't Have An Account? Sign Up
- Don't Have An Account?

MyStake - Online Casino & Sportsbook

- Sign Up

Welcome to MyStake affiliates. Join us and earn money by inviting people to Mystake.com

- How To Verify Your Account on MyStake

General Terms

- The event was canceled / suspended / postponed and did not take place within 48 hours, except for tennis and similar competitions. (In case of a tennis match being disrupted / postponed / cancelled, the bet is active until the end of the tournament till the identity of the player who advances to the next stage from the pair will not be ascertained). In case of postponement or disruption of a Baseball match, all bets are void and the betting player gets a return, except for positions already played. (Technical result is not taken into account). In case of interrupted game, all already played positions will be settled, for example: the football match was stops at the score 1:0, In this case, more than 0.5 goals will be considered won; The first goal will be scored by the first team, etc.
- The event was canceled / suspended / postponed and did not take place within 24 hours, except for tennis and similar competitions. (In case of a tennis match being disrupted / postponed / cancelled, the bet is

active until the end of the tournament till the identity of the player who advances to the next stage from the pair will not be ascertained). In case of postponement or disruption of a Baseball match, all bets are void and the betting player gets a return, except for positions already played. (Technical result is not taken into account). In case of interrupted game, all already played positions will be settled, for example: the football match was stops at the score 1:0, In this case, more than 0.5 goals will be considered won; The first goal will be scored by the first team, etc.

Game Rules

- (a) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner;
- (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and
- (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).
- (d) As soon as the home team's batting order is handed to the umpire in chief the umpires are in charge of the playing field and from that moment, they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition of the playing field. Obvious errors in the batting order, which are noticed by the umpire in chief before he calls "Play" for the start of the game, should be called to the attention of the manager or captain of the team in error, so the correction can be made before the game starts. For example, if a manager has inadvertently listed only eight men in the batting order, or has listed two players with the same last name but without an identifying initial and the errors are noticed by the umpire before he calls "play," he shall cause such error or errors to be corrected before he calls "play" to start the game. Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts.
- If the handicap has only two options (only handicap 1 or handicap 2, without the option "Draw"), in case of an equal score, taking into account the handicap, a return occurs.
- In case of an equal score, taking into account the handicap, a return occurs (regardless of the period of the match it is proposed to place a bet on).
- Head-to-head confrontation (only taking win/loss into account and applies within a pool only);
- Bets are accepted on 3x3 basketball taking into account overtime, unless otherwise stated. If a match is completed during regular time with an equal score, and there was no "Draw" selection in Sports or overtime, the game is considered complete and bets made on the match selection shall be returned.
- c. The bets for the second half are totaled with and without overtime (depending on the position). The results of the rates for the fourth quarter are summed up without taking into account the overtime.
- f. Bets on total players / comparison of player statistics are accepted taking into account overtimes, unless otherwise indicated.
- g. When playing "home - away" only matches indicated in the line of the given day are taken into account. In case of postponement or cancellation of one or several matches indicated in the line, bets on the game "home-away" are subject to return.
- i. If, according to the rules of the tournament, overtime is possible to determine the winner of a pair with a non-tiered score (for example, in two-match cup fights), then all bets are calculated taking into account the main time of the game.
- The match outcome is proposed to determine. If the position contains the options "Team 1", "Team 2" and "Draw", bets are accepted on the regular time of the match, excluding overtime, otherwise - overtime is taken into account.

- Overtime is not taken into account when scoring the second half of the match.
- All four quarters of the match must be fully played for bets to be settled. Overtime is not taken into account when calculating the bet.
- Unless otherwise stated, bets on this position are accepted taking overtimes into account.
- The comparison is carried out only for the matches indicated in the line of this round. Bets on this position are accepted taking into account overtime.
- Only fouls are taken into account as a result of five or six (depending on the regulations of the respective championship) fouls scored by one player in the match.
- Futsal comes from Spanish fútbol sala or fútbol de salón and from Portuguese futebol de salão. The term is commonly translated as "indoor football" and "football of saloon", but a more literal translation is "hall/lounge football". During the sport's second world championships held in Madrid in 1985, the Spanish name fútbol sala was used. Since then, all other names have been officially and internationally changed to futsal. The naming was due to a dispute between FIFUSA (the predecessor to the AMF) and FIFA over the name of fútbol, FIFUSA has registered the word fut-sal in 1985 (Madrid, Spain). Since then FIFA has also started using the term futsal. The name has been translated into Italian as calcio a 5 (literally 5-a-side football) or football sala and French as football de salle.
- 2. Extra time and a series of strikes from the 6-meter mark are taken into account only in bets on reaching the next round, on the winner of the competition, etc.
- The ‘responsible team official’ shall ensure that, once the game has started, no other persons than the (maximum 4) registered team officials and the players who are entitled to participate (see 4:3) are present in the substitution area. He is also responsible for the team’s compliance with the Substitution Area Regulations. Violations lead to progressive punishment for the ‘responsible team official’ (16:1b, 16:3e, and 16:6c).
- The responsible team official confirms by signing the match report / player registration before the game has been started that all players are correctly equipped. If the referees observe faulty equipment after the game has been started (according to Rule 4:9), the responsible team official is to be punished progressively and the player concerned has to leave the playing court until he has corrected the problem.
- Taking into account the decision-making criteria under 8:3, such fouls could for instance be:
- The referees also establish the presence of both teams in proper uniforms. They check the score sheet and the equipment of the players. They ensure that the number of players and officials in the substitution area is within the limits, and they establish the presence and identity of the ‘responsible team official’, for each team. Any discrepancies must be corrected (4:1-2 and 4:7-9).
- a. Match bets are accepted only on regular time, not including overtime, unless otherwise specified. The result of the overtime does not affect the result of the second half and is not taken into account when calculating the bets of the second half.
- In the case of an equal score, taking into account the handicap, a refund occurs (regardless of the period of the match it is proposed to place a bet on).
- Judicial and other decisions to cancel / change the results of a tournament made after the end of this round of competition are not taken into account.
- To score a goal a player must hit the puck over the goal line. They can use any part of their body or their stick to do so but cannot use their hand. The whole of the puck needs to cross the line to be deemed a goal. In professional leagues like the NHL the goal line has a sensor running across it which indicates when the puck has fully crossed the line. In amateur leagues the judgement of the umpires are taken into account.

- e. When playing for the total number of goals scored in a round, only matches listed in the line for that day are taken into account, unless otherwise indicated. If at least one match is postponed or canceled, the bets will be returned.
- f. For bets on the winner, handicap, total of a certain period, on removals, as well as on other indicators of the period, only goals, removals and other indicators related to the specified period are taken into account.
- If two outcomes are available in a position (match winner: team 1 / match winner: team 2), bets are accepted taking into account overtime and shootouts. If there are three outcomes available in the position (team 1 / draw / team 2), bets are accepted taking into account regular time, without taking into account the result of overtime and post-match shootouts
- For bets "More / less goals for the specified team", only goals scored against the opposing team and officially counted by the referee during regular time of the match are taken into account, unless otherwise specified.
- Example: Winner of the first five minutes of a match. The bet is calculated on the basis of the account fixed by 5 minutes. 00 sec. games.
- Judicial and other decisions to cancel / change the results of the tournament, made after the end of this round of competition, are not taken into account.
- In the event of an equal score on shots on target, taking into account the handicap, a return occurs.
- Example: Winner of the first five minutes of a match. The rate is calculated on the basis of the account fixed by 5 minutes. 00 sec. games.
- Bets are accepted on regular time only, unless otherwise specified. If the final result does not correspond to those proposed in the forecasts, then the bets placed on the position "Any other account" will win.
- Only matches listed in the line for that day are taken into account. If one or several matches of the round are postponed or canceled, bets will be returned to this position in accordance with the rules for hockey (points c and d).
- If the handicap has only two options (only handicap 1 or handicap 2, without the "Draw" option), in case of an equal score taking into account the handicap, a return occurs (regardless of the period of the match it is offered to place a bet).
- The bet is calculated only after the end of the tournament according to the actually fixed result at the time of the end of the tournament. Judicial and other decisions to cancel / change the results of the tournament, made after its end, are not taken into account.
- There are several variations in laws which apply to rugby sevens, primarily to speed up the game and to account for the reduced number of players. The main changes can be summarised as follows:
- a. Bets are accepted without taking into account overtime, unless otherwise specified, on regular time (Match duration - 2 halves of 7 minutes each with a 1-minute break between them (in the final - 2 halves of 10 minutes with a break between halves of 2 minutes) If necessary, additional time is assigned - 5 minutes If one of the teams succeeds in this, the game is stopped.
- If the handicap has only two options (only handicap 1 or handicap 2, without the "Draw" option), in case of an equal score taking into account the handicap, a refund occurs (regardless of the period of the match it is offered to place a bet).
- Group stage winner. The bet is calculated only after the completion of all matches of the specified group within this round of the tournament. Judicial and other decisions to cancel / change the results of the tournament, made after the end of this round of competition, are not taken into account. If the team on which the bet was made was disqualified or refused to participate in the competition, all bets on this team are considered to be lost.

- b. The places of the riders, as well as the distribution of the points of the teams, are determined according to the official final protocol published immediately after the end of the race. The disqualifications of riders and changes in the protocol that followed after the race by the bookmaker company are not taken into account.
- The riders' places are determined according to the official final protocol published immediately after the end of the race. Disqualifications of riders and changes in the protocol following the race are not taken into account by the bookmaker company.
- At this time, the track layout, kerbs and features can be checked by the FIA, taking into account feedback from the competitors provided in the driver briefing.
- Only those riders who started directly in the race (even from the pit lane) are taken into account in this rate. Riders who do not start in the race are classified as “DNS” (Did Not Start) in the official race results. If there is a bet on a pilot with a DNS status, then there will be a return.
- When calculating this bet, only those riders who started directly in the race (even from the pit lane) are taken into account. If a driver does not start in the race, all bets on him become void. Riders who do not start in the race are classified as “DNS” in the official race results. If there is a collision of cars and at least 2 drivers cannot continue the race, then all bets on them are calculated with odds of 1.
- The winner will be the rider declared the winner based on the results of the qualifying race; further changes made to the calculation will not be taken into account.
- Speed Skaters must take the circuit into account whenever they are competing. As a rule, the skater on the inner lane will have the upper-hand, so athletes must continue to make ground when they’re in the outer lane and recognise how to position themselves correctly.
- Ski Suit: Ski suits are required to be manufactured by with the same material throughout and are sleek, streamlined and stretchable.
- e. The places of the athletes are determined according to the official final protocol published immediately after the end of the race. Changes in the protocol of the competition related to the disqualification of athletes after the race are not taken into account by the bookmakingr company
- The bet is calculated only after the end of the tournament according to the actually fixed result at the time of the end of the tournament. Judicial and other decisions to cancel / change the results of the tournament, made after its end, are not taken into account. If before the start of the match one of the declared participants refused or was replaced, then bets on this event are subject to return.
- The calculation of points takes into account, among other things:
- 9. Knockdown / countdown in the round: For this type of bets only knockdowns are taken into account, as a result of which the judge opens the countdown, or if the judge himself initiates the countdown. (Falls on slippery floors and other similar incidents are not counted.)
- It is proposed to determine the outcome of the match. Bets are accepted taking into account overtime.
- If, as a result of the match, the total number of goals scored is equal to the total of the bet, a return occurs. Likewise, for the individual total of a team or player. Bets are accepted taking into account overtime.
- If the handicap has only two options (only "Victory 1" or "Victory 2", without the "Draw" option), in case of an equal score taking into account the handicap, a return occurs (regardless of the period of the match it is offered to place a bet).
- To win a bet, you need to correctly predict the outcome of the first half and the match. Overtime is not taken into account.
- Bets are offered on the winner, the winner with a handicap or the total points of the corresponding quarter of the match. Which team leads the match after the respective quarter is not taken into account. Overtime is

not taken into account.

MyStake - Promotions

- New to MyStake? Claim a welcome offer worth up to €1,500 with a 300% match. Sign up and start playing today.
- Marketplace items are loaded to your account as soon as you complete the purchase.
- Prizes Credited: Weekly prizes will be credited automatically to the winners' accounts immediately after each tournament week concludes.

dispute resolution

- When we wish to contact you regarding such a dispute, we will do so by using any of the contact details provided in your Player Account.

MyStake Sportsbook

- Charles Schwab active brokerage accounts in Q3

Time Out Period

- If you need a break from gambling, please contact our Customer Support team and ask them to temporarily close your account. The Account can be reopened prematurely in case of written request of the Player at Casino's sole discretion.
- In case the situation is more serious, the Player may request the self-exclusion for an extended period. You shall contact our customer support team via email and request the self-exclusion for a period of between 6 months and 5 years. In case the User does not specify the period for the self-exclusion, the Account will be closed for 6 months.
- It can be difficult to determine whether a person's gambling has become problematic though. If you have gambling-related issues, please mention it while closing the account, so our staff will act responsibly.

Refund Policy

- A refund request will only be considered if it is requested within the first fourteen (14) days of the alleged transaction, or within thirty (30) calendar days if a Player alleges that another individual has accessed his/her Player Account.
- In accordance with law, our users are obliged to present any certified identification within thirty (30) days, according to the demand of Mystake. If such documentation is not provided within thirty (30) days of our request, all the user funds will be canceled, while the account - closed. This kind of a decision is not subject to appeal.

Fairness & RNG Testing Methods

- The source code review verified that the implementation of the RNG is in accordance with the technical requirements. This includes, but is not limited to:
- The underlying concept of provable fairness is that players have the ability to prove and verify that their results are fair and unmanipulated.

Privacy Policy

- By registering a Player Account with the Website you confirm your consent with this Privacy Policy. If you do not agree with the terms of this Privacy Policy and do not wish to provide us with the personal information

we require, please do not use this website. Please note that this Privacy Policy constitutes an agreement between you and the Company. We may periodically make modifications to this Policy. While we will do our best to notify you of such changes, we recommend that you revisit this Privacy Policy regularly. Your continued use of the Website and/or its services will constitute your consent to the Privacy Policy.

- As stated under our Terms and Conditions, both you and the Casino can decide to have your Player Account closed at any time. Following closure of your account, we will retain your personal data on record for as long as required by law. This data shall only be used should it be required by competent authorities in cases of enquiries regarding financial and fiscal records, fraud, money laundering or investigations into any other illegal activity. You are to note that due to anti-money laundering regulations in licensed gaming jurisdictions in the European Union, we are obliged to retain personal data of players submitted during registration and any data passed on during the operative period of a Player Account for a minimum of five years from last player transaction or account closure. Therefore, requests for erasure prior to the lapse of this period cannot be entertained.
- We hereby acknowledge that in collecting and processing your Personal Information for the purposes of managing your Player Account, we are bound by strict legal provisions on the protection of personal data. Consequently, we endeavour to protect your personal information and respect your privacy in accordance with best business practices and applicable regulations. We are committed to providing secure services to players, and we will take all reasonable precautions to ensure that all the data that you have submitted to us remains safe. Player Accounts can only be accessed with the player's unique ID and password. You may also set up two-factor authentication (2FA) as additional protection from unauthorised use of your account. You are responsible for keeping your login information confidential and making sure it cannot be accessed by another person.
- When you visit the Website, our system automatically collects information about your visit, such as your browser, IP address, and the referring website. This collection may be done in conjunction with our platform providers and partners. We may receive from them general demographic or usage data of our Website visitors. We do not automatically collect information to identify you personally without receiving additional consent. To collect the information in question we use cookies and similar tracking tools. Cookies are small text files that are stored on your computer or equipment when you visit our web pages. Some of the cookies are essential for the Website to operate; others improve your Website experience and help us deliver a better service. Below are the types of cookies we use and their purposes. Required cookies: enable the navigation and basic functionality of the websites, e.g. access to member areas of the Website. Functional cookies: allow us to analyse your website usage and your selections on the website (e.g. your session key, language, or region), so we can save these settings and offer you a more personalised experience. Advertising cookies: allow us to gauge how effective our content marketing is. These cookies are provided by our partners to track website visits and new player registrations from advertising. We do not share your personal information (such as name or email) to affiliated partners except for site visit data collected directly by such Advertising Cookies. However, your site visit data may be linked with other personal information collected through other sources by the providers. The latter external data processing is governed by the privacy notices and policies of these third-party providers. In addition to the above, we use a number of third party service providers who also set cookies on this Website, in order to deliver the services that they are providing us. Such services include, but are not limited to, helping us improve your experience by tracking your activity on the Website, measuring the effectiveness of the Website and the effectiveness of our marketing campaigns. Most online browsers automatically accept cookies. If you prefer, it is possible to block some or all cookies, or to delete cookies that have already been set by modifying your browser settings. However, we recommend that you do not block or delete your cookies as this may restrict your use of our Website.

Responsible Gaming

- Under a proper regulative bases and internal politics, it is not permitted for under 18s to create an account and/or play at our site.
- • Do not use the 'Save Password' option when logging into the casino;
- If you have information about someone under the age of 18 who is registered with us or accessing the iGaming, please contact us immediately at support@mystake.email.
- As we want to protect underage people from any harms connected with us, we do not allow them to register at mystake.com. Somehow, children still engage in iGaming. We, by our side, advise parents of underage to use the computer filters that prevent their children from gambling websites.
- • Account limits
- • Account tools to help you manage your gambling

Legal terms, restrictions, and fairness

dispute resolution

- Responsible Gaming
- Privacy Policy
- Terms & Conditions
- Refund Policy
- Fairness & RNG Testing Methods
- Attention! It is gambling advertising. Gambling is not suitable for solving financial problems. Please read terms and conditions and play responsibly.
- If the dispute is not resolved on the casino management level, you can contact any independent body, gaming authority or the licensing regulator listed on the Website.
- In the event of any dispute, You agree that the server logs and records shall act as the final authority in determining the outcome of any claim. You agree that in the unlikely event of a disagreement between the result that appears on Your screen and the game server, the result that was logged on the game server will prevail, and You acknowledge and agree that our records will be the final authority in determining the terms and circumstances of Your participation in the relevant online gaming activity and the results of this participation.
- We try and resolve any disagreements quickly and efficiently. If, however, player wishes to bring proceedings against us, you must do so in competent court in Curacao. These Terms and Conditions and the relationship between Player and Mystake shall be governed by, and interpreted in accordance with the laws of Curacao.
- Our Products
- Information
- Company Details
- Blog
- Help
- F.A.Q (Frequently Asked Questions)
- Dispute Resolution
- Self-Exclusion
- Live Chat
- affiliate@mystake.email

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General Terms

- Terms and conditions
- Affiliate
- EN
- Virtual
- Racing
- Originals
- Prediction
- New
- Hot
- General Terms
- Soccer
- Tennis
- Baseball
- Ice Hockey
- Handball
- Formula 1
- Formula E
- Volleyball
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- Rugby
- Chess
- Sumo
- Snooker
- Swimming
- Marathon Swimming
- Boxing
- Specials
- MMA
- Badminton
- Bowls
- Table Tennis
- Wrestling
- Taekwondo
- Rally
- Skateboarding
- Weightlifting
- Waterpolo
- Pesapallo

- Athletics
- Speedway
- Modern Pentathlon
- Politics
- Motorcycle Racing
- Aussie Rules
- Floorball
- Golf
- Canoeing
- Rowing
- Softball
- Beach Volley
- Beach Soccer
- Bandy
- Darts
- Diving
- Stock Car Racing
- Gymnastics
- Squash
- Cycling
- Fencing
- Equestrian
- Archery
- Field hockey
- Sailing
- Judo
- Curling
- Triathlon
- Surfing
- World of Warcraft
- Cricket
- Gaelic Hurling
- Ski Jumping
- Artifact
- Biathlon
- NBA2K
- Olympics
- Counter-Strike
- NHL
- League of Legends
- Dota 2

- Valorant
- Rainbow Six
- Starcraft
- StarCraft BroodWar
- Call of Duty
- Arena of Valor
- Rocket League
- Madden NFL
- Warcraft 3
- Virtual Dog Racing
- Virtual Horse Classics
- SMITE
- PlayerUnknown's Battlegrounds
- Street Fighter
- Hearthstone
- King of Glory
- NFL Madden 19
- Heroes of the Storm
- CrossFire
- Clash Royale
- Fortnite
- Teamfight Tactics
- Quake
- Major League Baseball
- Paladins
- Overwatch
- Age of Empires IV
- Age of Empires II
- osu!
- Soulcalibur VI
- PES
- Brawl Stars
- Super Smash Bros
- Apex Legends
- eNASCAR
- Horse Racing
- Greyhound
- FIFA
- Magic: The Gathering
- Vainglory
- Soccer Mythical

- Counter Strike GO
- Virtual FC
- Virtual Soccer
- Virtual Tennis
- Virtual Baseball InPlay
- Football (Soccer) is a team-based sport, that is played by two teams of eleven players each and a round type of ball which can't be touched by hand by any of the players apart from goalkeepers. The goalkeeper is the only player on the field that is allowed to touch the ball by hand during the gameplay, except during a throw-in and he has one of the most important roles of the game - guarding the net. Every player apart from goalkeeper must use their feet, knees, head and chest to control the ball any other interaction with the ball is prohibited. The main objective in football is to score a goal in opponent team's net. Each of the team moves the ball throughout the field and tries to kick it within the net of the opponent's team. A game of football is played in two 45-minute halves, in some cases 45-minute halves are not enough to decide the outcome of the game, so additional playing time is added to the match and it is called an overtime. Each team is allowed to have seven bench players that can be substituted during the game. All matches have their official Chancellors or delegates who monitor the game.
- Formations
- Jerseys
- All players have their numbers on jerseys.
- All teams must have at least two outfits. One for home venue wearing and one for away match. Some teams might have even more.
- Usually national teams wear the country flag color jerseys.
- Most of teams' Jerseys include a sponsor Logo on it.
- Outfit Discipline
- Regular Time
- Extra Time
- Field Measurements
- At sideline and outside of the playing field there are 3 bench seats. 1 for each team where players, coaches and other staff members sit and 1 for fourth assistant referee. There is a certain square in front of the bench. The coaches are not allowed to leave outside this square box. Otherwise they might get verbal notice from a referee or even a card. Players are allowed to leave that box when warming up.
- Standard Procedure Requirement
- Referee
- VAR (Video Assistant Referee)
- Scoring
- Goal Scoring Methods
- Shot
- The goal was scored by a regular shot.
- Free kick
- The goal was scored directly from a free kick. If the ball hits the any player after the kick but didn't change direction to the net and enters in, then it is still considered as Goal scored from Free Kick.
- Header
- The goal was scored by a header.

- Own Goal
- The goal that was scored by a player of the defending team. During the “Dangerous Chances” there might be a confusion on the field near the net and in this confusion while trying to deflect the goal from your own net a player can send it right to his/her net instead by mistake. The defending player might just give a very bad pass to his/her goalkeeper that is difficult to receive and the ball might go towards the net. This is called an own goal. Own goals are always unintentional and happen by chance while trying to send the ball away. Scoring an own goal is credited to the person who sends it into his/her net and not to the opponent’s player.
- Kick Off
- IF one team starts the first half, another starts the second. Same applies with extra time.
- After scoring a goal, the scorer team’s opponent starts with Kick Off unless it is the end of any period (regular half, extra time) and there’s no time left and referee stops the period.
- During the Kick Off the players are located on their sides of the team. The first forward pass towards the side of the opponent’s half is forbidden. Incorrectly held Kick Off will lead to replaying it.
- Goalkeepers and Hands
- Goalkeeper is a special player that is assigned to each team. He/she is allowed to touch the ball with his/her hands but the space where he can take the ball into his/her hands is limited to the square (around 16.5m length (18-yard penalty area)) box that surrounds the goal. There is also a rule that prevents the goalkeeper from taking the ball into his hands if this ball is a direct pass from a teammate (except the pass is made by head and the goalkeeper takes it in a penalty box).
- Substitutions
- ○ From 2021 the number of allowed substitutions have been changed from 3 to 5.
- Corner Kick
- If the ball crosses the goal line and the defense touches it last (whether on the ground or in the air and a goal is not scored), its opponents are allowed to a corner kick. During the corner kick a player places a ball within the special place that is designated at one of the two corners of the field (left or right. Depends which side was closer to the ball when it crossed the corner line). After the ball is placed the player kicks it and usually tries to aim into the area that is in front of the goal for his/her teammates to take a shot. Corner kicks have no limit and are awarded every time a player sends it off the field.
- In live and pre-match odds the corner minute is indicated when it is taken - not given.
- The number of corners in the match/tournament - The odds are placed on the number of taken corners in the match/tournament (including extra time or not, depending the condition indicated in the subject).
- Free Kicks
- Foul
- Generally, the following conditions must be met for an offence to be considered a foul:
- > it must be committed by a player;
- > it must occur on the field of play;
- > it must occur while the ball is in play.
- Offside
- A member of the attacking team was nearer to the defending team’s goal line than any player of the defending team (except for the goalkeeper) when the ball was played to him/her.
- Other Free Kick reasons
- Any other reason for a free kick that is neither a foul nor an offside, e.g.:

- > spitting at an opponent
- > deliberate handling of the ball
- > playing in a dangerous manner
- > attempting to deceive the referee (diving/simulation)
- > the goalkeeper touches the ball with his/her hands after it has been kicked to him/her by a teammate (back-pass rule)
- > restricting the movement of the goalkeeper by unfairly impeding him/her (e.g. in a corner kick situation)
- Free Kicks Inside Penalty Box
- An indirect free kick is awarded to the opponent if a goalkeeper commits any of the following offences inside his own penalty area:
- 1. Takes more than four steps while controlling the ball with his hands, before releasing it from his possession.
- 2. Touches the ball again with his hands after it has been released from his possession without touching the opponent player.
- 3. Touches the ball with his hand after is has been deliberately kicked to him by a teammate.
- 4. Touches the ball with his hand after he has received it directly from a throw-in by a teammate.
- During this type of free kick, the ball must be passed to another player before the team can attempt to score.
- Play-off Rules
- If the aggregate score is equal in proportion (each team winning by the same score on its home* or away field), extra time is added on the second match of the play-off. If the Extra Time didn't decide the winner with more goals, then there will be Penalty Shootout.
- Penalty Kicks
- Sometimes if a player receives a foul in a specific area of the field his/her opponents are awarded with a penalty kick. This occurs when a foul is committed inside the penalty area - anywhere 16.5 meters and in from the goal line - and the player suffering the foul receives a penalty kick. For such a kick, the ball is placed 11 meters from the goal line and the fouled player kicks toward the goal, facing the goalkeeper only - a great chance to score. Penalty kick is one of the most dangerous fouls on the field which have a high probability of ending up with a goal.
- If a player doesn't score directly by taking penalty (miss the target, shot on woodwork, goalkeeper save), then it is considered as a missed penalty. Any other fast goal after missing penalty is not considered as a penalty goal. If a player kicks a penalty and the ball hits the woodwork or a goalkeeper touches it, but the ball direction wasn't changed and it entered the net or crossed the goal line, then it is considered as a goal scored by a penalty.
- Penalty Shootout
- In a Penalty shootout each team has given 5 penalty kicks. The team which scored more after taking 5 penalties wins. If the score after shooting 5 penalties is draw, then each team is getting one more penalty till one of them scores and second misses. A team might not take all five penalties if the winner is already determined in less penalty kicks, for example the one team misses first three penalties and the other scores all first three.
- Before the shootout the referee flips coin. Its assistants stand next to him. Only captains are allowed on coin flipping. The captain which wins in flip coin chooses who starts the penalty shootout, the other chooses the

net.

- Shots
- A shot is any attempt to score a goal, no matter if it is a kick with the foot, a header. The player's intention to score a goal must be clearly visible.
- An own goal doesn't count in shots.
- Shots on Goal
- Shots off Goal
- Blocked Shot
- A blocked shot is a shot that is blocked by a player of the defending team (except the goalkeeper) or by a teammate of the player who made the shot, in a way that it does not reach the goal area.
- If a shot is only deflected by a player, but it is not a proper block, so that the ball still goes into the direction of the goal, it is considered a shot on/off target/on woodwork and not a blocked shot.
- If a shot is stopped by the goalkeeper or blocked by a player within the goal area (the six-yard box), it is considered a shot on target.
- Shots on Woodwork
- A shot on woodwork means the ball hits the post or the crossbar. If the ball hits the woodwork after being deflected by the goalkeeper or a defender, it is also considered a shot on woodwork. If a shot directly enters the goal after having hit the woodwork, it is a goal.
- Goal Kick
- A goal kick is awarded to the defending team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored. It is taken from the corner of the goal area usually (not always) by the goalkeeper.
- Goalkeeper Saves
- The main job of the goalkeeper is to safeguard the net and don’t let the opponent’s team score the goal in his own net. If the goalkeeper blocks the ball or punches it wide over the goal then he is awarded with a save, initially meaning that if it was not for the goalkeeper the ball would have gone into the goal. The save is only awarded if the opponents player made a shot on goal otherwise it does not count.
- Card points during the match are being counted as: 10 points for yellow card, 25 points for red card.
- During the match a player can get maximum 35 card points.
- Yellow Cards
- If the bench player will enter the playing field without substitution, he/she will get the yellow card.
- If the pitch is intervened by a fan or an animal, any interaction from a player might cause him/her a yellow card.
- A bench player also can be booked by the referee. It is not considered in the final statistics of the match, but if the player which was booked on the bench is substituted and enters the field, he/she might get another yellow card (second yellow meaning yellow/red card) and he/she will be banned from the match. This Yellow/Red card will be counted in total stats but will not be added as a yellow but the Red Card.
- If an attacking player is holding a ball but was seriously tackled by another team player and the attack of his/her team still continues, then the referee might not give a foul and let the team finish attack. The referee will let the ball cross the playing field and then give the remembered yellow card to a player who tackled another previously.

- Managers receive yellow cards for incidents such as kicking a water bottle, sarcastic clapping or any other gesture that could be considered as attempting to undermine the match official. The manager/coach would also be culpable for punishment should any member of his or her staff in the technical area or dugout be deemed to have behaved irresponsibly. Only the match official – not assistants or the fourth official – will have the power to issue cards to a manager.
- If a manager accumulates four yellow cards, they would receive an automatic one-match ban, eight a two-match ban, 12 a three-match ban and 16 or more would result judgement in the disciplinary committee.
- Red Cards
- A player which has a yellow card can receive not second yellow (yellow/red) card, but direct Red Card. Either way punishment is same for that match. The player is banned from the match. However, the punishment is more severe for a direct red in match suspensions (2) than it would have been for two yellow cards amount to a red (1 match).
- A red card would be handed out to Managers/coaches for actions such as violent conduct, spitting and stopping the opponent restarting play. A referee has an authority to book a manager/coach if his/her staff behaves irresponsibly.
- If the pitch is intervened by a fan or an animal, any interaction from a player might cause him/her a red card.
- Green Cards
- No fighting - either with teammates, or opposing players.
- If a foul is committed, both players involved must shake hands before play restarts.
- Passing
- Ball Possession
- Ball Possession is being counted by the time each team holds the ball during the regular time. Whenever each team loses a ball and it goes to another team, it counts as a possession of that team.
- Attacks
- Shooting Accuracy
- Goal Assist
- Goals are scored during the match and sometimes players get help from their teammates while scoring the goal. This particular help is called an assist. The final touch leading to the recipient of the ball scoring a goal is called a Goal Assist. If by any chance the final touch is blocked or deflected by the opposition then the player who made the pass is not awarded with an assist. Own goals, Free kicks, direct corners and penalties do not count as an assist in any way.
- Short Pass
- A pass that is made in the radius of 0 – 10 meters is referred to as a Short Pass. Such passes are almost always highly accurate and do not require a strong force to kick the ball. Sometimes, in different leagues or championships the pass distance is measured differently and always depends on the events, where the passes are made, but generally short passes range from 0 to 10 meters.
- Medium Pass
- A pass that is made in the radius of 10 – 20 meters is referred to as a Medium Pass. Medium passes are helpful in terms of changing the direction of attack, ensuring the safe keeping of the gates and overcoming the upcoming opponents. Medium passes are known for the high accuracy as well. Sometimes, in different leagues or championships the pass distance is measured differently and always depends on the events, where the passes are made, but generally medium passes range from 10 to 20 meters.
- Long Pass

- A pass that is made in the radius of over 20 meters is referred to as a Long Pass. Long passes are characterized by a high ball flight patch and allow the ball to fly directly to the intended address almost unhindered. Such passes are effective when moving the ball from the center to the flank, from one edge to another and from flank to center. Such passes are often used by defenders and extreme attackers. The disadvantage of Long passes is the relatively low accuracy. Sometimes, in different leagues or championships the pass distance is measured differently and always depends on the events, where the passes are made, but generally long passes range from 20 meters up.
- Pass Accuracy
- There is a total team's pass accuracy and a player pass accuracy. Pass accuracy is being counted from total accurate passes made by either team or a player. If total amount of passes made by a team or a player is mostly accurate, then there is a high percentage of Pass Accuracy and vice versa.
- Cross
- Throw In
- A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the sideline, either on the ground or in the air.
- At the moment of delivering the ball, the thrower must face the field of play. The thrower must have part of each foot on the touchline or on the ground outside the touchline, and use both hands to deliver the ball from behind and over the head.
- The ball becomes in play as soon as it enters the field of play.
- A goal cannot be scored directly from a throw-in; if a player throws the ball directly into their own goal without any other player touching it, the result is a corner kick to the opposing side. Likewise, an offensive goal cannot be scored directly from a throw in; the result, in this case, is a goal kick for the defending team.
- If the thrower fails to deliver the ball per the required procedure, or delivers it from a point other than where the ball left the field of play, the throw-in is awarded to the opposing team. This is commonly known as a "foul throw".
- Is an infringement for the thrower to touch the ball a second time before it has been touched by another player; this is punishable by an indirect free kick to the opposing team from where the offence occurred, unless the second touch was also a more serious handling offence, in which case it is punishable by a direct free kick or penalty kick.
- A goalkeeper cannot handle a ball thrown directly to him or her by a teammate. This cannot be circumvented by the keeper using the feet first before handling the ball. If this infringement occurs within the goalkeeper's penalty area, an indirect free kick is awarded. If the infringement occurs outside the goalkeeper's penalty area, a direct free kick is awarded.
- If the ball crossed the sideline because it touched the referee, the drop ball will be held. Any touch of the ball by referee will cause drop ball.
- Added Minutes
- Match Start procedure Formality:
- Players are coming out
- Referee having ball in his hand leads the players to the pitch. Referee is centered in the horizontal line with linesmen/lineswomen and sometimes the fifth and sixth assistants. They are followed by 22 players of the main squad in two vertical lines.
- In some competitions the players are coming out with children as kind gesture. These children leave the pitch after players are lined up.
- Lined up players

- The players are standing in a horizontal line in the center of the pitch alongside referee and its assistants. Referee and assistants are placed in the center.
- Singing National Anthem
- In case of national teams' competition, the anthems of both teams' countries will be played. Also, regular championship anthem can also be played.
- Shaking hands
- All players shake hands (not only the captains with the referee). Away team players move to shake hands to referee with its assistants and home team players, while home team players stand. Then home team players move to shake referee and its assistants' hands.
- Sometimes shaking hands can be avoided due to different reasons like pandemics, etc.
- Coin Flipping
- Mostly the photo is taken after Coin Flipping with referee and assistants and captains of teams.
- Minute of Silence
- There is a minute of silence due to some unenviable reasons.
- Prize giving ceremony
- Someone is awarded with a prize.
- Photo taking
- Opportunity for the press to take close-up photos of the players. The players close up in 2 lines and take a photo.
- Injury Break
- The player or referee or its assistants are injured. He/she is laying on the pitch or barely stand not able to continue playing. The medics have been called onto the field. Sometimes both team players are injured simultaneously. This cause the delay in the match. Usually the referee adds up the minutes wasted due to the injury to the stoppage time. Injury might cause unplanned player substitution or playing with less players in case all substitutions are already used.
- If an injury is not very serious the referee orders the player to go outside the playing field while medics provide medical help. In this case the player is not allowed to enter the field without the referee's permission, otherwise he/she can be booked with the card (yellow, red).
- Bleeding is forbidden during the match. If a player bleeds, the referee orders him/her to go outside the playing field, until medics provide sufficient help. The player is not allowed to re-enter the playing field without the referee's permission.
- In case of serious injury an ambulance is allowed to enter the playing field.
- The player death on the playing field will cause the match suspension.
- Drop Ball
- Player Injury
- Serious player injury which is on the playing field and it continues for a long time.
- Power Blackout
- The electricity supply has broken down. The lights have gone out.
- Crowd Trouble
- Bad Weather
- Fired pyrotechnics
- Players' Fight
- The fight between players became so harsh that impossible to continue the match.

- Referee injured
- Water Break
- If the weather temperature is higher than 30 degrees per Celsius, either any team or referee can propose a water break. If both teams and referee agree, then water break will be hold, which continues around a minute.
- Fan Intervention
- Fans intervening and running on the playing field. Any interaction from the player with the pitch intruder might cause him/her a yellow or red card. The match security and service members should manage the order and make extra people out of the pitch.
- Animal Intervention
- Animals intervening and running on the playing field. Any interaction from the player with the pitch intruder might cause him/her a yellow or red card. The match security and service members should manage the order and make manage out of the pitch.
- More than One Ball on the field
- Technical Loss
- Serious player, staff, crowd fight might cause technical loss. Also unavailability of the home team arrange minimal conditions for the game, absence of security, police, ambulance or firefighters etc.
- Ball Boy
- Most of official competitions have ball boys around the pitch. They are located around the playing field to assist the players with providing balls when it crosses the pitch for a throw in, corner, or goal kick.
- Transfer Window
- Fair Play
- Live Bet
- Match Abandonments/Postponements
- An unplayed or postponed match will be treated as void unless it is played within 48 hours of the listed start time.
- If it is preliminarily known that the match will not be held during the next 48 hours, then all bets will automatically be void.
- Pre-match Bet
- void
- An unplayed or postponed match will be treated as void unless it is played within 24 hours of the listed start time.
- If it is preliminarily known that the match will not be held during the next 24 hours, then all bets will automatically be void.
- Outright Markets
- Outright markets are considered All In Run Or Not and therefore will be settled as a loss if the selection does not take part in the event.
- Outright dead Heat factor
- The examples below are simplified four possibilities of settlement for such "Double" bets:
- Where k is the odds listed in line
- C is the sum of the Client's bet.
- To settle the "Parlay", the odds K = k is used
- 2nd possibility - One half of the bet is won and the other is returned. In this example,

- S=(k+1)/2*C, and to settle the "Parlay", the odds K= (k +1)/2 will apply
- 3rd possibility - One half of the bet is returned, and the other is lost. Here,
- S=0.5xC, and to settle the "Parlay bets", the odds K=0.5 will apply
- 4th possibility - Both bets are lost. In this case,
- S=0, and the odds to settle the "Parlay" is K=0
- 1st Example:
- Teams
- Double Asian Handicap
- Odds
- Manchester United:
- Liverpool:
- Manchester United wins: both "halves" of the initial "double Asian handicap" bet win (0 and -0.5).
- Manchester United draw: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Manchester United loses: both "halves" of the initial "double Asian handicap" bet lose.
- Liverpool wins: both "halves" of the initial "double Asian handicap" bet win (0 and +0.5).
- Liverpool draw: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Liverpool loses: both "halves" of the initial "double Asian handicap" bet lose.
- 2nd Example:
- Manchester United win with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet win (-0.5 and -1).
- Manchester United win with 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Manchester United loses or draw: both "halves" of the initial "double Asian handicap" bet lose.
- Liverpool wins or draw: both "halves" of an initial "double Asian handicap" bet win (+0.5, +1).
- Liverpool loses with a 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Liverpool lose with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet lose.
- 3rd Example:
- Manchester United wins with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet win (-1 and -1.5).
- Manchester United wins with 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Liverpool wins or draw: both "halves" of an initial "double Asian handicap" bet win (+1 and +1.5).
- Liverpool loses with 1 goal difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Liverpool loses with a difference of minimum 2 goals: both "halves" of the initial "double Asian handicap" bet lose.
- 4th Example:
- Manchester United wins with a difference of minimum 3 goals: both "halves" of the initial "double Asian handicap" bet win (-1.5 and -2).

- Manchester United win with a difference of 2 goal: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Liverpool loses with a difference of 1 goal: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- 5th Example:
- Manchester United wins with a difference of minimum of 3 goals: both "halves" of the initial "double Asian handicap" bet win (-2 and -2.5).
- Manchester United wins with 2 goals difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Manchester United wins with a 1 goal difference: both "halves" of the initial "double Asian handicap" bet lose.
- Liverpool wins or draw or lose with a 1 goal difference: both "halves" of an initial "double Asian handicap" bet win (+2 and +2.5)
- Liverpool loses with 2 goals difference: you lose one "half" of the initial "double Asian handicap" bet and other "half" bet has the result of a "return".
- Liverpool loses with a difference of minimum 3 goals: both "halves" of the initial "double Asian handicap" bet lose.
- Example of double total bets
- Match
- Double Total Bet
- Bet
- Bet — 1
- Bayern-Borussia
- Over 2.25 (2, 2.5)
- Under 2.25 (2, 2.5)
- Over 2.75 (2.5, 3)
- Under 2.75 (2.5, 3)
- Example - if 2 goals were scored during the match, then we get the following results in bets settlement:
- 1st Bet - First "half" bet (Over 2) - return, the second "half" bet (Over 2.5) - lose.
- 2nd Bet - First "half" bet (Under 2) - return, the second "half" bet (Under 2.5) - lose.
- 3rd Bet - First "half" bet (Over 2.5) - lose, the second "half" bet (Over 3) - lose.
- 4th Bet - First "half" bet (Under 2.5) - win, the second "half" bet (Under 3) - win.
- MARKET POSITIONS
- Yes – This option means that whatever the market position offers, the outcome of that market will definitely happen. For example: There will be a red card? – Yes
- No - This option means that whatever the market position offers, the outcome of that market will not ever happen. For example: Both teams score? – No
- Over – The current market position means that the event will occur with the outcome of over designated X amount. For example: Total Goals – Over 2.5
- Under - The current market position means that the event will occur with the outcome of under designated X amount. For example: Total corner kicks – Under 8.5
- Odd – The quantity of the events that happened in the designated time interval. For example: Quantity of Goals – Odd

- Even - The quantity of the events that happened in the designated time interval. For example: Quantity of corners – Even
- None – Refers to the designated market options and means that not any of the teams/players will do anything to result the change of the designated market in any way. For example: Which team will score first? Which team will be booked first? Who will make the most corner kicks and etc. None means that from the two opposing teams on the field not even one of them will be able to have an impact on the designated market option.
- Bet Bulder
- you can create your owns market with this tool
- Edit Bet will not be available on any Bet Builder bet.
- Cash Out will not be available on Bet Builder bet
- A single losing selection means the whole Bet Builder bet is losing
- If a market within a Bet Builder bet is void/pushed, then the entire Bet Builder bet will be void/pushed.
- Only in case when all the selections are winning, Bet Builder bet is winning as well
- FreeBet
- Freebet is the amount available for placing a bet, provided by the company. In case of Freebet win, the client receives only the winning amount (without the bet amount).
- except for the 'System'.
- available.
- Mark the desirable events, observe the changing process of the odds and create a ticket without exiting the draft
- section!
- The unique functionality of the Draft option gives you an opportunity to choose the positions, make an analysis and
- (in this case 10 USD) and there will be
- You can use the remove function till only one position is left in the ticket.
- After using the remove function, you can still use Replace, Add and Cash out functions.
- After using the remove function, the cash out function will be calculated from the current bet.
- After removing a specific position from the ticket, it can’t be added again.
- After removing a specific position from the ticket, it can’t be replaced with the same position again.
- Using the remove function won’t be possible if the bet amount will be less than 0.10 USDT.
- With the 'REPLACE' function, you can change an existing ticket, namely, remove 1 position and add 1 or several
- others instead.
- In the ticket, the 'REPLACE' takes place using the coefficient: the replaced coefficient or the coefficient multiplier
- must not be less than the coefficient of the replaced position (at the moment of substitution). For example: If you
- replace 3 coefficients, you need to find at least 3 coefficients or several coefficients, the multiplier of which is equal to
- or greater than three. For example: two positions with coefficients 1.8 and 1.25 (2 X 1.50 = 3). or 3 positions, with
- coefficients (1.45 X 1.44 X 1.44 = 3.0.), etc. It is possible to use a substitute for one ticket only once.

- 'REPLACE' can only be used once per ticket.
- It is possible to replace only one position.
- The position cannot be replaced by another position related to the same match.
- The 'REPLACE' function can only be used at pre-match events.
- Additional events will not be counted in the calculation of replaced events. For example: if you have only 1
- non-started event left from your original ticket, but you add an event at the same time as the 'ADD' function,
- the replace function will be unavailable because at least two events from the original ticket must be non-started.
- For example: if you have only 1 non-starting event from the original ticket, but you added an event at the same time
- with the 'ADD' function, the 'REPLACE' function will not be available, because at least two events from the original
- ticket must be non-started.
- Error in the coefficient - when instead of 1.30 it is written 130 or vice versa, etc.
- Error in totals - when 35.5 is written instead of 3.5 or vice versa.
- Error in handicaps - when "-" is written instead of "+" or vice versa.
- Error in handicap - when (1:0) is written instead of (0:1) or vice versa.
- The company reserves the right to change, reduce, increase, temporarily suspend and/or cancel any odds (stop accepting bets) at any time at its own discretion from publishing the list of odds. In this case, the only valid odds are those recorded in the company's computer program. At its sole discretion, the company also reserves the right to limit or prohibit the number of connections in a ticket and limit the amount that can be placed on a ticket.
- A technical or mechanical fault is considered an extraneous circumstance, and in this case company shall be exempted from any responsibility. In such circumstances, the company reserves the right to consider the bet cancelled.
- If the odds and/or results were entered by mistake, or due to another mistake/error, the client was charged an excessive amount, the company reserves the right to deduct the amount unjustifiably charged to the client.
- The company reserves the right to void any bet from a client who places a bet in connection with an event in which player is involved in any way as a participant, referee, coach, etc.
- untitled page
- From 2021 the rules of play-off have been changed. The goal scored on away team stadium is no longer considered as advantage. If after two matches the aggregate score is equal, the second match goes to extra time and then penalties (if the aggregate score is equal even after extra time)
- If the "double Asian handicap" bet of
- 400 was placed on: Manchester United
- 800, and the bet odds in the "Parlay" are equal to 800/400 = 2.0.
- 200, and the bet odds in the "Parlay" are equal to 200/400 = 0.5.
- 0, and the bet odds in the "Parlay" are equal to 0/400 = 0.0.
- 400 was placed on: Liverpool
- 720, and the bet odds in the "Parlay" are equal to 720/400 = 1.8.
- 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4.

- 600, and the bet odds in the "Parlay" are equal to 600/400 = 1.5
- 560, and the bet odds in the "Parlay" are equal to 560/400 = 1.4 — 400
- 0, and the bet odds in the "Parlay" are equal to 0/400 = 0
- 760, and the bet odds in the "Parlay" are equal to 760/400 = 1.9
- Talk to us
- Our team is ready to help with anything you need
- Username
- Email
- Start Conversation

Game Rules

- Result Sources
- Markets
- 1.01 Baseball is a game between two teams of nine players each, under direction of a manager, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.
- 1.02 The objective of each team is to win by scoring more runs than the opponent.
- 1.03 The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.
- 1.04 THE PLAYING FIELD. The field shall be laid out according to the instructions below, supplemented by Diagrams No. 1, No. 2 and No. 3.
- The infield shall be a 90-foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Diagram 1. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be 250 feet or more. A distance of 320 feet or more along the foul lines, and 400 feet or more to center field is preferable. The infield shall be graded so that the base lines and home plate are level. The pitcher's plate shall be 10 inches above the level of home plate. The degree of slope from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate shall be 1 inch to 1 foot, and such degree of slope shall be uniform. The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.
- It is desirable that the line from home base through the pitchers plate to second base shall run East Northeast.
- It is recommended that the distance from home base to the backstop, and from the base lines to the nearest fence, stand or other obstruction on foul territory shall be 60 feet or more. See Diagram 1.
- When location of home base is determined, with a steel tape measure 127 feet, 3 3/8 inches in desired direction to establish second base. From home base, measure 90 feet toward first base; from second base, measure 90 feet toward first base; the intersection of these lines establishes first base. From home base, measure 90 feet toward third base; from second base, measure 90 feet toward third base; the intersection of these lines establishes third base. The distance between first base and third base is 127 feet, 3 3/8 inches. All measurements from home base shall be taken from the point where the first and third base lines intersect.
- The catcher's box, the batters' boxes, the coaches' boxes, the three foot first base lines and the next batter's boxes shall be laid out as shown in Diagrams 1 and 2.
- The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with wet, unslaked lime, chalk or other white material.
- The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory and each club shall determine the size and shape of the grassed and bare areas of its playing

field.

- NOTE: (a) Any Playing Field constructed by a professional club after June 1, 1958, shall provide a minimum distance of 325 feet from home base to the nearest fence, stand or other obstruction on the right and left field foul lines, and a minimum distance of 400 feet to the center field fence.
- (b) No existing playing field shall be remodeled after June 1, 1958, in such manner as to reduce the distance from home base to the foul poles and to the center field fence below the minimum specified in paragraph (a) above.
- 1.05 Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 17-inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8 1/2 inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate, and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface.
- 1.06 First, second and third bases shall be marked by white canvas bags, securely attached to the ground as indicated in Diagram 2. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bags shall be 15 inches square, not less than three nor more than five inches thick, and filled with soft material.
- 1.07 The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground as shown in Diagrams 1 and 2, so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be 60 feet, 6 inches.
- 1.08 The home club shall furnish players' benches, one each for the home and visiting teams. Such benches shall not be less than twenty-five feet from the base lines. They shall be roofed and shall be enclosed at the back and ends.
- 1.09 The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five nor more than 5 1/4 ounces avoirdupois and measure not less than nine nor more than 9 1/4 inches in circumference.
- 1.10 (a) The bat shall be a smooth, round stick not more than 2 3/4 inches in diameter at the thickest part and not more than 42 inches in length. The bat shall be one piece of solid wood.
- (b) Cupped Bats. An indentation in the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be curved with no foreign substance added.
- (c) (1) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length. (2) No player shall wear ragged, frayed or slit sleeves.
- (d) No player shall attach to his uniform tape or other material of a different color from his uniform.
- (e) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- (f) Glass buttons and polished metal shall not be used on a uniform.
- (g) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn.
- (h) No part of the uniform shall include patches or designs relating to commercial advertisements.
- (i) A league may provide that the uniforms of its member teams include the names of its players on their backs. Any name other than the last name of the player must be approved by the League President. If adopted, all uniforms for a team must have the names of its players.

- 1.12 The catcher may wear a leather mitt not more than thirty-eight inches in circumference, nor more than fifteen and one half inches from top to bottom. Such limits shall include all lacing and any leather band or facing attached to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed six inches at the top of the mitt and four inches at the base of the thumb crotch. The web shall measure not more than seven inches across the top or more than six inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnels, or a center piece of leather which may be an extension of the palm, connected to the mitt with lacing and constructed so that it will not exceed any of the above mentioned measurements.
- 1.13 The first baseman may wear a leather glove or mitt not more than twelve inches long from top to bottom and not more than eight inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed four inches at the top of the mitt and three and one half inches at the base of the thumb crotch. The mitt shall be constructed so that this space is permanently fixed and cannot be enlarged, extended, widened, or deepened by the use of any materials or process whatever. The web of the mitt shall measure not more than five inches from its top to the base of the thumb crotch. The web may be either a lacing, lacing through leather tunnels, or a center piece of leather which may be an extension of the palm connected to the mitt with lacing and constructed so that it will not exceed the above mentioned measurements. The webbing shall not be constructed of wound or wrapped lacing or deepened to make a net type of trap. The glove may be of any weight.
- 1.14 Each fielder, other than the first baseman or catcher, may use or wear a leather glove. The measurements covering size of glove shall be made by measuring front side or ball receiving side of glove. The tool or measuring tape shall be placed to contact the surface or feature of item being measured and follow all contours in the process. The glove shall not measure more than 12" from the tip of any one of the 4 fingers, through the ball pocket to the bottom edge or heel of glove. The glove shall not measure more than 7 3/4" wide, measured from the inside seam at base of first finger, along base of other fingers, to the outside edge of little finger edge of glove. The space or area between the thumb and first finger, called crotch, may be filled with leather webbing or back stop. The webbing may be constructed of two plies of standard leather to close the crotch area entirely, or it may be constructed of a series of tunnels made of leather, or a series of panels of leather, or of lacing leather thongs. The webbing may not be constructed of wound or wrapped lacing to make a net type of trap. When webbing is made to cover entire crotch area, the webbing can be constructed so as to be flexible. When constructed of a series of sections, they must be joined together. These sections may not be so constructed to allow depression to be developed by curvatures in the section sides. The webbing shall be made to control the size of the crotch opening. The crotch opening shall measure not more than 4 1/2" at the top, not more than 5 3/4" deep, and shall be 3 1/2" wide at its bottom. The opening of crotch shall not be more than 4 1/2" at any point below its top. The webbing shall be secured at each side, and at top and bottom of crotch. The attachment to be made with leather lacing, these connections to be secured. If they stretch or become loose, they shall be adjusted to their proper condition. The glove can be of any weight.
- 1.15 (a) The pitcher's glove shall be uniform in color, including all stitching, lacing and webbing. The pitcher's glove may not be white or gray.
- (b) No pitcher shall attach to his glove any foreign material of a color different from the glove.
- 1.16 A Professional League shall adopt the following rule pertaining to the use of helmets:
- (a) All players shall use some type of protective helmet while at bat.
- (b) All players in National Association Leagues shall wear a double ear flap helmet while at bat.
- (c) All players entering the Major Leagues commencing with the 1983 championship season and every succeeding season thereafter must wear a single ear flap helmet (or at the player's option, a double ear flap

helmet), except those players who were in the Major League during the 1982 season, and who, as recorded in that season, objected to wearing a single ear flap helmet.

- (d) All catchers shall wear a catcher's protective helmet, while fielding their position.
- 1.17 Playing equipment including but not limited to the bases, pitcher's plate, baseball, bats, uniforms, catcher's mitts, first baseman's gloves, infielders and outfielders' gloves and protective helmets, as detailed in the provisions of this rule, shall not contain any undue commercialization of the product. Designations by the manufacturer on any such equipment must be in good taste as to the size and content of the manufacturer's logo or the brand name of the item. The provisions of this Section 1.17 shall apply to professional leagues only.
- NOTE: Manufacturers who plan innovative changes in baseball equipment for professional baseball leagues should submit same to the Official Playing Rules Committee prior to production.
- BASEBALL RULES: 2.00 DEFINITIONS OF TERMS
- ADJUDGED is a judgment decision by the umpire.
- An APPEAL is the act of a fielder in claiming violation of the rules by the offensive team.
- A BALK is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.
- A BALL is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05 (c) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.
- A BASE is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.
- A BASE COACH is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.
- A BASE ON BALLS is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.
- A BATTER is an offensive player who takes his position in the batter's box.
- BATTER RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.
- The BATTER'S BOX is the area within which the batter shall stand during his time at bat.
- The BATTERY is the pitcher and catcher.
- BENCH OR DUGOUT is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.
- A BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.
- A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has

complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

- The CATCHER is the fielder who takes his position back of the home base.
- The CATCHER'S BOX is that area within which the catcher shall stand until the pitcher delivers the ball.
- The CLUB is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities, and representing the team in relations with the league.
- A COACH is a team member in uniform appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.
- A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.
- The DEFENSE (or DEFENSIVE) is the team, or any player of the team, in the field.
- A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.
- (a) A force double play is one in which both putouts are force plays.
- (b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).
- DUGOUT (See definition of BENCH)
- A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit. Clubs, increasingly, are erecting tall foul poles at the fence line with a wire netting extending along the side of the pole on fair territory above the fence to enable the umpires more accurately to judge fair and foul balls.
- FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.
- A FIELDER is any defensive player.
- FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter runner, throws to another base in an attempt to put out a preceding runner. The term is

also used by scorers

- A FLY BALL is a batted ball that goes high in the air in flight.
- A FORCE PLAY is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Man, on first, one out, ball hit sharply to first baseman who touches the bag and batter runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score. Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.
- A FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time, he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.
- FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.
- A FOUL TIP is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.
- A GROUND BALL is a batted ball that rolls or bounces close to the ground.
- ILLEGAL (or ILLEGALLY) is contrary to these rules.
- An ILLEGAL PITCH is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch when runners are on base is a balk.
- An INFIELDER is a fielder who occupies a position in the infield.
- An INFIELD FLY is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's

judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05 (L). The infield fly rule takes precedence.

- IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.
- IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.
- INTERFERENCE
- (a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.
- (b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- (c) Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.
- (d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.
- On any interference the ball is dead.
- THE LEAGUE is a group of clubs whose teams play each other in a pre-arranged schedule under these rules for the league championship.
- LEGAL (or LEGALLY) is in accordance with these rules.
- A LIVE BALL is a ball which is in play.
- A LINE DRIVE is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.
- The MANAGER is a person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. A player may be appointed manager.
- (b) The manager may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.
- (c) If a manager leaves the field, he shall designate a player or coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire in chief shall designate a team member as substitute manager.
- OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball

and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

- OFFENSE is the team, or any player of the team, at bat.
- OFFICIAL SCORER. See Rule 10.00.
- An OUT is one of the three required retirements of an offensive team during its time at bat.
- An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.
- A PENALTY is the application of these rules following an illegal act.
- The PERSON of a player or an umpire is any part of his body, his clothing or his equipment.
- A PITCH is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.
- A PITCHER is the fielder designated to deliver the pitch to the batter.
- A QUICK RETURN pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.
- REGULATION GAME. See Rules 4.10 and 4.11.
- A RETOUCH is the act of a runner in returning to a base as legally required.
- A RUN (or SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.
- A RUN DOWN is the act of the defense in an attempt to put out a runner between bases.
- A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.
- "SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.
- SET POSITION is one of the two legal pitching positions.
- SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.
- A STRIKE is a legal pitch when so called by the umpire, which_
- (a) Is struck at by the batter and is missed;
- (b) Is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) Is fouled by the batter when he has less than two strikes;
- (d) Is bunted foul;
- (e) Touches the batter as he strikes at it;
- (f) Touches the batter in flight in the strike zone; or
- (g) Becomes a foul tip.
- The STRIKE ZONE is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hallow beneath the knee cap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.
- A TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.
- A THROW is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.
- A TIE GAME is a regulation game which is called when each team has the same number of runs.
- "TIME" is the announcement by an umpire of a legal interruption of play, during which the ball is dead.
- TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

- A TRIPLE PLAY is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.
- A WILD PITCH is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.
- WIND UP POSITION is one of the two legal pitching positions.
- (a) Require strict observance of all rules governing implements of play and equipment of players;
- (b) Be sure that all playing lines (heavy lines on Diagrams No. 1 and No. 2) are marked with lime, chalk or other white material easily distinguishable from the ground or grass;
- (c) Receive from the home club a supply of regulation baseballs, the number and make to be certified to the home club by the league president. Each ball shall be enclosed in a sealed package bearing the signature of the league president, and the seal shall not be broken until just prior to game time when the umpire shall open each package to inspect the ball and remove its gloss. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- (d) Be assured by the home club that at least one dozen regulation reserve balls are immediately available for use if required;
- (1) A ball has been batted out of the playing field or into the spectator area;
- (2) A ball has become discolored or unfit for further use;
- (3) The pitcher requests such alternate ball. The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.
- 3.02 No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand paper, emery paper or other foreign substance.
- 3.05 (a) The pitcher named in the batting order handed the umpire in chief, as provided in Rules 4.01 (a) and 4.01 (b), shall pitch to the first batter or any substitute batter until such batter is put out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire in chief, incapacitates him from pitching.
- (b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the umpire in chief's judgment, incapacitates him for further play as a pitcher.
- (c) If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal. The improper pitcher becomes the proper pitcher as soon as he makes his first pitch to the batter, or as soon as any runner is put out. If a manager attempts to remove a pitcher in violation of Rule 3.05 (c) the umpire shall notify the manager of the offending club that it cannot be done. If, by chance, the umpire in chief has, through oversight, announced the incoming improper pitcher, he should still correct the situation before the improper pitcher pitches. Once the improper pitcher delivers a pitch he becomes the proper pitcher.
- 3.06 The manager shall immediately notify the umpire in chief of any substitution and shall state to the umpire in chief the substitute's place in the batting order. Players for whom substitutions have been made may remain with their team on the bench or may "warm up" pitchers. If a manager substitutes another player for himself, he may continue to direct his team from the bench or the coach's box. Umpires should

not permit players for whom substitutes have been made, and who are permitted to remain on the bench, to address any remarks to any opposing player or manager, or to the umpires.

- 3.07 The umpire in chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.
- (1) If a pitcher, he takes his place on the pitcher's plate;
- (2) If a batter, he takes his place in the batter's box;
- (3) If a fielder, he reaches the position usually occupied by the fielder he has replaced, and play commences;
- (4) If a runner, he takes the place of the runner he has replaced.
- (b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.
- 3.10 (a) The manager of the home team shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field, except for the second game of a doubleheader. EXCEPTION: Any league may permanently authorize its president to suspend the application of this rule as to that league during the closing weeks of its championship season in order to assure that the championship is decided each year on its merits. When the postponement of, and possible failure to play, a game in the final series of a championship season between any two teams might affect the final standing of any club in the league, the president, on appeal from any league club, may assume the authority granted the home team manager by this rule.
- (b) The umpire in chief of the first game shall be the sole judge as to whether the second game of a doubleheader shall not be started because of unsuitable weather conditions or the unfit condition of the playing field.
- (c) The umpire in chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when the play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. He shall not call the game until at least thirty minutes after he has suspended play. He may continue the suspension as long as he believes there is any chance to resume play. The umpire in chief shall at all times try to complete a game. His authority to resume play following one or more suspensions of as much as thirty minutes each shall be absolute and he shall terminate a game only when there appears to be no possibility of completing it.
- 3.12 When the umpire suspends play, he shall call "Time." At the umpire's call of "Play," the suspension is lifted and play resumes. Between the call of "Time" and the call of "Play" the ball is dead.
- 3.13 The manager of the home team shall present to the umpire in chief and the opposing manager any ground rules he thinks necessary covering the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies. If these rules are acceptable to the opposing manager, they shall be legal. If these rules are unacceptable to the opposing manager, the umpire in chief shall make and enforce any special ground rules he thinks are made necessary by ground conditions, which shall not conflict with the official playing rules.
- 3.14 Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.
- NOTE: See Rule 7.11 for individuals excepted above, also see Rule 7.08 (b).
- The question of intentional or unintentional interference shall be decided on the basis of the person's action. For example: a bat boy, ball attendant, policeman, etc., who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, he kicks the ball or picks it up or pushes it, that is considered intentional interference, regardless of what his thought may have been.

- PLAY: Batter hits ball to shortstop, who fields ball but throws wild past first baseman. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball, runs into the coach; the batter runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did all he could to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it appear, he was trying not to interfere, the umpire should rule interference.
- 3.16 When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.
- APPROVED RULING: If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out. There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in Rule 3.15. Batter and runners shall be placed where in the umpire's judgment they would have been had the interference not occurred. No interference shall be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. However, should a spectator reach out on the playing field side of such fence, railing or rope, and plainly prevent the fielder from catching the ball, then the batsman should be called out for the spectator's interference. Example: Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner on third base would have scored after the catch if the fielder had caught the ball which was interfered with, therefore, the runner is permitted to score. This might not be the case if such fly ball was interfered with a short distance from home plate.
- (a) First, the home manager shall give his batting order to the umpire in chief, in duplicate.
- (b) Next, the visiting manager shall give his batting order to the umpire in chief, in duplicate.
- (c) The umpire in chief shall make certain that the original and copies of the respective batting orders are identical, and then tender a copy of each batting order to the opposing manager. The copy retained by the umpire shall be the official batting order. The tender of the batting order by the umpire shall establish the batting orders. Thereafter, no substitutions shall be made by either manager, except as provided in the rules.
- 4.03 When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be on fair territory.
- (a) The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play except that when the batter is being given an intentional base on balls, the catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.
- PENALTY: Balk.
- (b) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;
- (c) Except the pitcher and the catcher, any fielder may station himself anywhere in fair territory;
- (d) Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.
- 4.05 (a) The offensive team shall station two base coaches on the field during its term at bat, one near first base and one near third base.
- (b) Base coaches shall be limited to two in number and shall

- (1) be in team uniform, and
- (2) remain within the coach's box at all times.
- 4.06 (a) No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere:
- (1) Incite, or try to incite, by word or sign a demonstration by spectators;
- (3) Call "Time," or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
- 4.08 When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues:
- 4.09 HOW A TEAM SCORES.
- (a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.
- EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made
- (1) by the batter runner before he touches first base;
- (2) by any runner being forced out; or
- (3) by a preceding runner who is declared out because he failed to touch one of the bases.
- (b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter runner has touched first base. An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpires shall award the runner the base because of the obstruction by the fans.
- 4.10 (a) A regulation game consists of nine innings, unless extended because of a tie score, or shortened
- (1) because the home team needs none of its half of the ninth inning or only a fraction of it, or
- (b) If the score is tied after nine completed innings play shall continue until
- (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or
- (2) the home team scores the winning run in an uncompleted inning.
- (c) If a game is called, it is a regulation game:
- (1) If five innings have been completed;
- (2) If the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed half innings;
- (3) If the home team scores one or more runs in its half of the fifth inning to tie the score.
- (e) If a game is called before it has become a regulation game, the umpire shall declare it "No Game."
- (f) Rain checks will not be honored for any regulation or suspended game which has progressed to or beyond a point of play described in 4.10(c)
- 4.11 The score of a regulation game is the total number of runs scored by each team at the moment the game ends.
- (1) The visiting team has scored one or more runs to tie the score and the home team has not scored;
- (3) The game has not become a regulation game (4 1/2 innings with the home team ahead, or 5 innings with the visiting club ahead or tied).
- (4) Any regulation game tied at the point play is stopped because of weather, curfew or other reason.

- (5) If a game is suspended before it becomes a regulation game, and is continued prior to another regularly scheduled game, the regularly scheduled game will be limited to seven innings.
- (6) If a game is suspended after it is a regulation game, and is continued prior to another regularly scheduled game, the regularly scheduled game will be a nine-inning game.
- (1) A curfew imposed by law;
- (2) A time limit permissible under league rules;
- (3) Light failure or malfunction of a mechanical field device under control of the home club. (Mechanical field device shall include automatic tarpaulin or water removal equipment).
- (4) Darkness, when a law prevents the lights from being turned on.
- (i) The visiting team has scored one or more runs to tie the score, and the home team has not scored.
- (ii) The visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.
- (b) Such games shall be known as suspended games. No game called because of a curfew, weather, or a time limit shall be a suspended game unless it has progressed far enough to have been a regulation game under the provisions of Rule 4.10. A game called under the provisions of 4.12(a), (3) or (4) shall be a suspended game at any time after it starts.
- NOTE: Weather and similar conditions_4.12 (a) (1 through 5)_shall take precedence in determining whether a called game shall be a suspended game. A game can only be considered a suspended game if stopped for any of the five (5) reasons specified in Section (a). Any regulation game called due to weather with the score tied (unless situation outlined in 4.12 (a) (5) (i) prevails) is a tie game and must be replayed in its entirety.
- (3) If suspended on the last scheduled date between the two clubs in that city, transferred and played on the grounds of the opposing club, if possible;
- (e) Rain checks will not be honored for any regulation or suspended game which has progressed to or beyond a point of play described in 4.10 (c).
- 4.13 RULES GOVERNING DOUBLEHEADERS.
- (d) The umpire shall start the second game of a doubleheader, if at all possible, and play shall continue as long as ground conditions, local time restrictions, or weather permit.
- 4.14 The umpire in chief shall order the playing field lights turned on whenever in his opinion darkness makes further play in daylight hazardous.
- (d) Fails to resume play, after a suspension, within one minute after the umpire has called "Play;"
- BASEBALL RULES: 5.00 PUTTING THE BALL IN PLAY LIVE BALL
- 5.02 After the umpire calls "Play" the ball is alive and in play and remains alive and in play until for legal cause, or at the umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field). Should a ball come partially apart in a game, it is in play until the play is completed.
- 5.03 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as he chooses.
- 5.04 The offensive team's objective is to have its batter become a runner, and its runners advance.
- 5.05 The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 5.06 When a batter becomes a runner and touches all bases legally he shall score one run for his team. A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an

effort to return to third base in the belief that he had left the base before a caught fly ball.

- 5.07 When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.
- 5.08 If a thrown ball accidently touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.
- 5.09 The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when-
- (a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced, advance;
- (b) The plate umpire interferes with the catcher's throw; runners may not advance.
- NOTE: The interference shall be disregarded if the catcher's throw retires the runner.
- (c) A balk is committed; runners advance; (See Penalty 8.05).
- (d) A ball is illegally batted; runners return;
- (e) A foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;
- (f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher; If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance if forced;
- (g) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, runners advance one base; If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batsman cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia. If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batsman is not out on such a catch, but the ball remains in play and the batsman may be retired at first base, or touched with the ball for the out. If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia, and remains out of play, on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.
- (h) Any legal pitch touches a runner trying to score; runners advance.
- 5.10 The ball becomes dead when an umpire calls "Time." The umpire in chief shall call "Time"-
- (a) When in his judgment weather, darkness or similar conditions make immediate further play impossible;
- (b) When light failure makes it difficult or impossible for the umpires to follow the play;
- NOTE: A league may adopt its own regulations governing games interrupted by light failure.
- (c) When an accident incapacitates a player or an umpire;
- (1) If an accident to a runner is such as to prevent him from proceeding to a base to which he is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.
- (d) When a manager requests "Time" for a substitution, or for a conference with one of his players.
- (e) When the umpire wishes to examine the ball, to consult with either manager, or for any similar cause.

- (f) When a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. As pertains to runners, the provisions of 7.04 (c) shall prevail. If a fielder after making a catch steps into a bench, but does not fall, the ball is in play and runners may advance at their own peril.
- (g) When an umpire orders a player or any other person removed from the playing field.
- (h) Except in the cases stated in paragraphs (b) and (c) (1) of this rule, no umpire shall call "Time" while a play is in progress.
- 5.11 After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession and the plate umpire calls "Play." The plate umpire shall call "Play" as soon as the pitcher takes his place on his plate with the ball in his possession.
- BASEBALL RULES: 6.00 THE BATTER
- 6.01 (a) Each player of the offensive team shall bat in the order that his name appears in his team's batting order.
- (b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the preceding inning.
- 6.02 (a) The batter shall take his position in the batter's box promptly when it is his time at bat.
- (b) The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup.
- PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike," as the case may be. The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time." The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception. Umpires will not call "Time" at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position even though the batter claims "dust in his eyes," "steamed glasses," "didn't get the sign" or for any other cause. Umpires may grant a hitter's request for "Time" once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to a "set position" with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "scratch."
- (c) If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take his proper position after any such pitch, and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called, he shall be declared out.
- 6.03 The batter's legal position shall be with both feet within the batter's box.
- APPROVED RULING: The lines defining the box are within the batter's box.
- 6.04 A batter has legally completed his time at bat when he is put out or becomes a runner.
- 6.05 A batter is out when-
- (a) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
- (b) A third strike is legally caught by the catcher; "Legally caught" means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the

umpire and is caught by the catcher on the rebound. If a foul tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

- (c) A third strike is not caught by the catcher when first base is occupied before two are out;
- (d) He bunts foul on third strike;
- (e) An Infield Fly is declared;
- (f) He attempts to hit a third strike and the ball touches him;
- (g) His fair ball touches him before touching a fielder;
- (h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play; If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not. In cases where the batting helmet is accidently hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet. If a batted ball strikes a batting helmet or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.
- (i) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- (j) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;
- (k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;
- (l) An infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;
- APPROVED RULING: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.
- (n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.
- 6.06 A batter is out for illegal action when-
- (a) He hits a ball with one or both feet on the ground entirely outside the batter's box. If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. Umpires should pay particular attention to the position of the batter's feet if he attempts to hit the ball while he is being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.
- (b) He steps from one batter's box to the other while the pitcher is in position ready to pitch;

- (c) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.
- EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference. If the batter interferes with the catcher, the plate umpire shall call "interference." The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference. If, however, the catcher makes a play and the runner attempting to advance is put out, it is to be assumed there was no actual interference and that runner is out not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case play proceeds just as if no violation had been called. If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the backswing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.
- 6.07 BATTING OUT OF TURN.
- (a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place. (1) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- (b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.
- NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.
- (c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.
- (d) (1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;
- (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter. The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams. There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.
- APPROVED RULING
- To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows: Abel Baker Charles Daniel Edward Frank George Hooker Irwin.
- PLAY (1). Baker bats. With the count 2 balls and 1 strike, (a) the offensive team discovers the error or (b) the defensive team appeals. RULING: In either case, Abel replaces Baker, with the count on him 2 balls and 1

strike.

- PLAY (2). Baker bats and doubles. The defensive team appeals (a) immediately or (b) after a pitch to Charles. RULING: (a) Abel is called out and Baker is the proper batter; (b) Baker stays on second and Charles is the proper batter.
- PLAY (3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals (a) immediately or (b) after a pitch to Daniel. RULING: (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out, and Edward is the proper batter; (b) Abel's run counts and Charles stays on third. The proper batter is Frank.
- PLAY (4). With the bases full and two out. Hooker bats in Frank's turn, and triples, scoring three runs. The defensive team appeals (a) immediately, or (b) after a pitch to George. RULING: (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning; (b) Hooker stays on third and three runs score. Irwin is the proper batter.
- PLAY (5). After Play (4) (b) above, George continues at bat. (a) Hooker is picked off third base for the third out, or (b) George flies out, and no appeal is made. Who is the proper leadoff batter in the second inning? RULING: (a) Irwin. He became the proper batter as soon as the first pitch to George legalized Hooker's triple; (b) Hooker. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalized George's time at bat.
- PLAY (6). Daniel walks and Abel comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is the proper batter. There is no appeal, and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out or becomes a runner. He does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Daniel is the proper batter, but he is on second base. Who is the proper batter? RULING: The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.
- 6.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when-
- (b) He is touched by a pitched ball which he is not attempting to hit unless
- (1) The ball is in the strike zone when it touches the batter, or
- (2) The batter makes no attempt to avoid being touched by the ball; If the ball is in the strike zone when it touches the batter, it shall be called a strike, whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a ball if he makes no attempt to avoid being touched.
- APPROVED RULING: When the batter is touched by a pitched ball which does not entitle him to first base, the ball is dead and no runner may advance.
- (c) The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference. If catcher's interference is called with a play in

progress the umpire will allow the play to continue because the manager may elect to take the play. If the batter runner missed first base, or a runner misses his next base, he shall be considered as having reached the base, as stated in Note of Rule 7.04

- (d). Examples of plays the manager might elect to take:
- Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have batter called out or have runner remain at third and batter awarded first base.
- Runner on second base. Catcher interferes with batter as he bunts ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first. In situations where the manager wants the "interference" penalty to apply, the following interpretation shall be made of 6.08 (c): If the catcher (or any fielder) interferes with the batter, the batter is awarded first base. If, on such interference a runner is trying to score by a steal or squeeze from third base, the ball is dead and the runner on third scores and batter is awarded first base. If the catcher interferes with the batter with no runners trying to score from third on a squeeze or steal, then the ball is dead, batter is awarded first base and runners who are forced to advance, do advance. Runners not attempting to steal or not forced to advance remain on the base they occupied at the time of the interference. If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08 (c). In such cases, the umpire shall call "Time" and the pitcher and batter start over from "scratch."
- (d) A fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.
- 6.09 The batter becomes a runner when-
- (a) He hits a fair ball;
- (b) The third strike called by the umpire is not caught, providing
- (1) first base is unoccupied, or
- (2) first base is occupied with two out; When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts then to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout or dugout steps, he may not then attempt to go to first base and shall be out.
- (c) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;
- (d) A fair ball passes over a fence or into the stands at a distance from home base of 250 feet or more. Such hit entitles the batter to a home run when he shall have touched all bases legally. A fair fly ball that passes out of the playing field at a point less than 250 feet from home base shall entitle the batter to advance to second base only;
- (e) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;
- (f) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- (g) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;

- (h) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.
- 6.10 Any League may elect to use the Designated Hitter Rule.
- (a) In the event of inter league competition between clubs of Leagues using the Designated Hitter Rule and clubs of Leagues not using the Designated Hitter Rule, the rule will be used as follows:
- BASEBALL RULES: 7.00 THE RUNNER
- 7.01 A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.
- 7.02 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to his original base.
- 7.03 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
- 7.04 Each runner, other than the batter, may without liability to be put out, advance one base when-
- (a) There is a balk;
- (b) The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance; A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score. Play. Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.
- (c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field; A fielder or catcher may reach or step into, or go into the dugout with one or both feet to make a catch, and if he holds the ball, the catch shall be allowed. Ball is in play. If the fielder or catcher, after having made a legal catch, should fall into a stand or among spectators or into the dugout after making a legal catch.
- h, or fall while in the dugout after making a legal catch, the ball is dead and runners advance one base without liability to be put out.
- (d) While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.
- NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which he is entitled, and the runner fails to touch the base to which he is entitled before attempting to advance to the next base, the runner shall forfeit his exemption from liability to be put out, and he may be put out by tagging the base or by tagging the runner before he returns to the missed base.
- 7.05 Each runner including the batter runner may, without liability to be put out, advance-
- (a) To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing his glove, cap, or any article of his apparel;

- (b) Three bases, if a fielder deliberately touches a fair ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play and the batter may advance to home base at his peril;
- (c) Three bases, if a fielder deliberately throws his glove at and touches a fair ball. The ball is in play and the batter may advance to home base at his peril.
- (d) Two bases, if a fielder deliberately touches a thrown ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play;
- (e) Two bases, if a fielder deliberately throws his glove at and touches a thrown ball. The ball is in play; In applying (b c d e) the umpire must rule that the thrown glove or detached cap or mask has touched the ball. There is no penalty if the ball is not touched. Under (c e) this penalty shall not be invoked against a fielder whose glove is carried off his hand by the force of a batted or thrown ball, or when his glove flies off his hand as he makes an obvious effort to make a legitimate catch.
- (f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;
- (g) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;
- APPROVED RULING: If all runners, including the batter runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made. In certain circumstances it is impossible to award a runner two bases. Example: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.
- APPROVED RULING: Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands. The position of the batter runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter runner has reached first base before the throw is a judgment call. If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (g) a catcher is considered an infielder.)
- PLAY. Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and second baseman throws toward first base after batter has crossed first base. Ruling Runner at second scores. (On this play, only if batter runner is past first base when throw is made is, he awarded third base.)
- (h) One base, if a ball, pitched to the batter, or thrown by the pitcher from his position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

- (i) One base, if the batter becomes a runner on Ball Four or Strike Three, when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia. If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter runner shall be entitled to first base only. The fact a runner is awarded a base or bases without liability to be put out does not relieve him of the responsibility to touch the base he is awarded and all intervening bases. For example: batter hits a ground ball which an infielder throws into the stands but the batter runner missed first base. He may be called out on appeal for missing first base after the ball is put in play even though he was "awarded" second base. If a runner is forced to return to a base after a catch, he must retouch his original base even though, because of some ground rule or other rule, he is awarded additional bases. He may retouch while the ball is dead and the award is then made from his original base.
- 7.06 When obstruction occurs, the umpire shall call or signal "Obstruction."
- (a) If a play is being made on the obstructed runner, or if the batter runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out. When a play is being made on an obstructed runner, the umpire shall signal obstruction in the same manner that he calls "Time," with both hands overhead. The ball is immediately dead when this signal is given; however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had not obstruction occurred. On a play where a runner was trapped between second and third and obstructed by the third baseman going into third base while the throw is in flight from the shortstop, if such throw goes into the dugout the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called.
- (b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in his judgment will nullify the act of obstruction. Under 7.06 (b) when the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call.
- NOTE: The catcher, without the ball in his possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when he is fielding a ball or when he already has the ball in his hand.
- 7.07 If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of home base without possession of the ball, or touches the batter or his bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.
- 7.08 Any runner is out when-
- (a) (1) He runs more than three feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball; or
- PLAY. Runner believing, he is called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out, shall be declared out for abandoning the bases. In the above two plays the runners are considered actually abandoning their base paths and are treated differently than the batter who struck out as described. APPROVED RULING OF 7.08 (a).
- APPROVED RULING: When a batter becomes a runner on third strike not caught, and starts for his bench or position, he may advance to first base at any time before he enters the bench. To put him out, the defense

must tag him or first base before he touches first base.

- (b) He intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball; A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when he hinders the fielder, he shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply: With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out. If, in a run down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until he legally has reached the next succeeding base).
- (c) He is tagged, when the ball is alive, while off his base. EXCEPTION: A batter runner cannot be tagged out after overrunning or oversliding first base if he returns immediately to the base;
- APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely.
- APPROVED RULING: (2) If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, he touches or occupies the point marked by the dislodged bag.
- (d) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play; Runners need not "tag up" on a foul tip. They may steal on a foul tip. If a so-called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.
- (e) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced;
- PLAY. Runner on first and three balls on batter: Runner steals on the next pitch, which is fourth ball, but after having touched second he overslides or overruns that base. Catcher's throw catches him before he can return. Ruling is that runner is out. (Force out is removed.) Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.
- (f) He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.
- EXCEPTION:

- If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out; If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead. If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.
- (g) He attempts to score on a play in which the batter interferes with the play at home base before two are out. With two out, the interference puts the batter out and no score counts;
- (h) He passes a preceding runner before such runner is out;
- (i) After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "Time" and declare the runner out; If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base he last touched, he may be put out running back to that base, but if he reaches the previously occupied base safely he cannot be put out while in contact with that base.
- (j) He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second, he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged; Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09 (a) "reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08 (j).
- (k) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the umpire for the decision. This rule applies only where runner is on his way to the bench and the catcher would be required to chase him. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, runner must be tagged.
- 7.09 It is interference by a batter or a runner when-
- (a) After a third strike he hinders the catcher in his attempt to field the ball;
- (b) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
- (c) He intentionally deflects the course of a foul ball in any manner;
- (d) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base; the runner is out;
- (e) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates;
- (f) Any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate; If the batter or a runner continues to advance after he has been put out, he shall not by that act alone be considered as confusing, hindering or impeding the fielders.
- (g) If, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.
- (h) If, in the judgment of the umpire, a batter runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter runner out for interference and shall also call out the runner who had

advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.

- (i) In the judgment of the umpire, the base coach at third base, or first base, by touching or holding the runner, physically assists him in returning to or leaving third base or first base.
- (j) With a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder;
- (k) In running the last half of the distance from home base to first base while the ball is being fielded to first base, he runs outside (to the right of) the three foot line, or inside (to the left of) the foul line and, in the umpire's judgment, interferes with the fielder taking the throw at first base, or attempting to field a batted ball; The lines marking the three foot lane are a part of that "lane" but the interpretation to be made is that a runner is required to have both feet within the three foot "lane" or on the lines marking the "lane."
- (l) He fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball; When a catcher and batter runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. "Obstruction" by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give him the right of way, but of course such "right of way" is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first baseman or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base.
- (m) A fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.
- PENALTY FOR INTERFERENCE:
- The runner is out and the ball is dead.
- 7.10 Any runner shall be called out, on appeal, when-
- (b) With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.
- (1) No runner may return to touch a missed base after a following runner has scored.
- (2) When the ball is dead, no runner may return to touch a missed base or one he has left after he has advanced to and touched a base beyond the missed base.
- PLAY. (a) Batter hits ball out of park or ground rule double and misses first base (ball is dead)_he may return to first base to correct his mistake before he touches second but if he touches second, he may not return to first and if defensive team appeals, he is declared out at first.
- PLAY. (b) Batter hits ball to shortstop who throws wild into stand (ball is dead)_batter runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before he proceeds to second base. These are appeal plays.

- (c) He overruns or overslides first base and fails to return to the base immediately, and he or the base is tagged;
- (d) He fails to touch home base and makes no attempt to return to that base, and home base is tagged. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half inning, the appeal must be made before the defensive team leaves the field. An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team in making an appeal threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.) Appeal plays may require an umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half inning, the defense may elect to take the out that gives it the advantage. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all infielders have left fair territory on their way to the bench or clubhouse. If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the runner is tagged out on his attempt to come back and touch the base or is called out, on appeal, then he shall be considered as having been put out before the second runner scored and being the third out. Second runner's run shall not count, as provided in Rule 7.12. If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in his hand, would not constitute an appeal. Time is not out when an appeal is being made.
- 7.11 The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball.
- PENALTY: Interference shall be called and the batter or runner on whom the play is being made shall be declared out.
- 7.12 Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following him shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.
- BASEBALL RULES: 8.00 THE PITCHER
- 8.01 Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time. Pitchers shall take signs from the catcher while standing on the rubber. Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, he must drop his hands to his sides. Pitchers will not be allowed to disengage the rubber after taking each sign.
- (a) The Windup Position. The pitcher shall stand facing the batter, his entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter, he may take one step backward, and one step forward with his free foot. When a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in the Windup Position. The pitcher may have one foot, not the pivot foot, off the rubber and any distance he may desire back of a line which is an extension to the back edge of the pitcher's plate, but not at either side of

the pitcher's plate. With his "free" foot the pitcher may take one step backward and one step forward, but under no circumstances, to either side, that is to either the first base or third base side of the pitcher's rubber. If a pitcher holds the ball with both hands in front of his body, with his entire pivot foot on or in front of and touching but not off the end of the pitcher's plate, and his other foot free, he will be considered in a windup position. From this position he may:

- (1) deliver the ball to the batter, or
- (2) step and throw to a base in an attempt to pick off a runner, or
- (3) disengage the rubber (if he does he must drop his hand to his sides). In disengaging the rubber the pitcher must step off with his pivot foot and not his free foot first. He may not go into a set or stretch position - if he does it is a balk.
- (a) hold the ball in both hands in front of his body and
- (b) come to a complete stop. This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to "beat the rule" in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete "stop" called for in the rules, the umpire should immediately call a "Balk."
- (c) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw. The pitcher shall step "ahead of the throw." A snap throw followed by the step directly toward the base is a balk.
- (d) If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. A ball which slips out of a pitcher's hand and crosses the foul line shall be called a ball; otherwise it will be called no pitch. This would be a balk with men on base.
- 8.02 The pitcher shall not-
- PENALTY: For violation of this part of this rule the umpires shall immediately call a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batsman or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation. Repeated offenders shall be subject to a fine by the league president.
- (2) Apply a foreign substance of any kind to the ball;
- (3) expectorate on the ball, either hand or his glove;
- (4) rub the ball on his glove, person or clothing;
- (5) deface the ball in any manner;
- (6) deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher, of course, is allowed to rub the ball between his bare hands.
- PENALTY: For violation of any part of this rule 8.02 (a) (2 to 6) the umpire shall:
- (a) Call the pitch a ball, warn the pitcher and have announced on the public address system the reason for the action.
- (c) If a play follows the violation called by the umpire, the manager of the offense may advise the plate umpire that he elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
- (d) Even though the offense elects to take the play, the violation shall be recognized and the penalties in (a) and (b) will still be in effect.

- (e) The umpire shall be sole judge on whether any portion of this rule has been violated. All umpires shall carry with them one official rosin bag. The umpire in chief is responsible for placing the rosin bag on the ground back of the pitcher's plate. If at any time the ball hits the rosin bag it is in play. In the case of rain or wet field, the umpire may instruct the pitcher to carry the rosin bag in his hip pocket. A pitcher may use the rosin bag for the purpose of applying rosin to his bare hand or hands. Neither the pitcher nor any other player shall dust the ball with the rosin bag; neither shall the pitcher nor any other player be permitted to apply rosin from the bag to his glove or dust any part of his uniform with the rosin bag.
- (d) Intentionally Pitch at the Batter. If, in the umpire's judgment, such a violation occurs, the umpire may elect either to:
- 8.05 If there is a runner, or runners, it is a balk when-
- (a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery; If a lefthanded or righthanded pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick off play.
- (b) The pitcher, while touching his plate, feints a throw to first base and fails to complete the throw;
- (c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base; Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk. A pitcher is to step directly toward a base before throwing to that base but does not require him to throw (except to first base only) because he steps. It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion "wheels" and throws to first base, it is obviously an attempt to deceive the runner at first base, and in such a move it is practically impossible to step directly toward first base before the throw to first base, and such a move shall be called a balk. Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.
- (d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- (e) The pitcher makes an illegal pitch; A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.
- (f) The pitcher delivers the ball to the batter while he is not facing the batter;
- (g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;
- (i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;
- (j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- (k) The pitcher, while touching his plate, accidentally or intentionally drops the ball;
- (l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
- (m)The pitcher delivers the pitch from Set Position without coming to a stop.
- PENALTY: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

- APPROVED RULING: In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which he is entitled at his own risk.
- APPROVED RULING: A runner who misses the first base to which he is advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule. Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the "intent" of the pitcher should govern. However, certain specifics should be borne in mind:
- (a) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.
- (b) With a runner on first base the pitcher may make a complete turn, without hesitating toward first, and throw to second. This is not to be interpreted as throwing to an unoccupied base.
- 8.06 A professional league shall adopt the following rule pertaining to the visit of the manager or coach to the pitcher:
- (a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;
- (b) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal;
- (c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat, but
- Baseball Rules: 9.00 The Umpire
- 9.01 (a) The league president shall appoint one or more umpires to officiate at each league championship game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
- (b) Each umpire is the representative of the league and of professional baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or club officer or employee to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
- (c) Each umpire has authority to rule on any point not specifically covered in these rules.
- (e) Each umpire has authority at his discretion to eject from the playing field
- (1) any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and
- (2) any spectator or other person not authorized to be on the playing field.
- 9.02 (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
- (b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
- (c) The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate

umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.

- 9.03 (a) If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).
- (b) If there are two or more umpires, one shall be designated umpire in chief and the others field umpires.
- 9.04 (a) The umpire in chief shall stand behind the catcher. (He usually is called the plate umpire.) His duties shall be to:
- (1) Take full charge of, and be responsible for, the proper conduct of the game;
- (2) Call and count balls and strike;
- (3) Call and declare fair balls and fouls except those commonly called by field umpires;
- (4) Make all decisions on the batter;
- (5) Make all decisions except those commonly reserved for the field umpires;
- (8) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request;
- (9) Announce any special ground rules, at his discretion.
- (b) A field umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:
- (1) Make all decisions on the bases except those specifically reserved to the umpire in chief;
- (2) Take concurrent jurisdiction with the umpire in chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player.
- (c) If different decisions should be made on one play by different umpires, the umpire in chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire in chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.
- GENERAL INSTRUCTIONS TO UMPIRE
- Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty.
- Keep your uniform in good condition. Be active and alert on the field.
- You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self-control.
- You no doubt are going to make mistakes, but never attempt to "even up" after having made one. Make all decisions as you see them and forget which is the home or visiting club.
- Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base.

- Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a man out.
- Do not come running with your arm up or down, denoting "out" or "safe." Wait until the play is completed before making any arm motion.
- Each umpire team should work out a simple set of signals, so the proper umpire can always right a manifestly wrong decision when convinced he has made an error. If sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man." If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays.
- But remember! The first requisite is to get decisions correctly. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as "being right."
- A most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY." Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely.
- Finally, be courteous, impartial and firm, and so compel respect from all.
- d. Unless otherwise stated, all bets will be settled based on the official results, including all additional innings. If the outcome "Draw" is possible in the match, then in case of a draw the bets on the win are subject to return (if the odds for a draw are not indicated in the line).
- Exceptions:
- 2. Over / Under, Over/ Under runs + hits + errors, handicap
- 1. Winner
- It is proposed to determine the outcome of the match. Bets are accepted subject to additional innings.
- 2. Over/Under
- If, as a result of the match, the total number of scored runs is equal to the total of the bet, a return occurs. Likewise for the individual total of a team or player. Bets are accepted subject to additional innings.
- 3. Handicap
- 4. Over/Under runs for the specified team
- It is proposed to determine whether the number of wounds scored by this command will be more or less than the specified parameter. If, as a result of the match, the total number of scored runs is equal to the total of the bet, a refund occurs.
- 5. Over/ Under runs + hits + errors
- It is proposed to determine whether in the match the sum of runs, hits and errors made by the participants of both teams will be more or less than the specified parameter. If, as a result of the match, the total number of runs + hits + errors is equal to the total of the bet, a return occurs.
- 6. Will the sum of runs + hits + errors be even or odd
- It is proposed to determine whether in the match the sum of runs, hits and errors made by the participants of both teams will be even or odd.
- If the result is zero, bets are settled as even.
- 7. Total even / odd
- If the result is 0: 0, all bets on this position are calculated as even.
- 8. Which team will make the first run

- If the result is 0: 0, all bets on this position are returned.
- 9. Which team will be the last to run
- 10. 1st Inning: over/under 0.5
- To calculate the bet, the first inning of the match must be played in full.
- 11. Outcome of 1 inning
- 12. Type of first home runin the match
- It is proposed to determine the type of the first home run in the match: whether it will be solo (one run), two runs, three runs or a grand slam (four runs), or there will be no home runs at all.
- 13. When will more runs be done?
- 14. Which team will make the first three runs
- 16. Division Champions
- If the season is shortened for any reason, all bets will be settled based on which team will be named Division Champion by the respective governing body.
- 17. All Full-Time markets, including Live betting, will be settled on the final result including extra innings. However a game must go at least 7 full innings (or 6½ innings if the team batting second is ahead) for bets to have action (except those which have been unconditionally determined). In the event of a Mercy rule (see explanation below) being called, all bets will stand on the score at the time. Please not that suspended games do not carry over. If game finish with a draw, Money Line bets will be refunded.
- 18. Other types of bets not listed above may be offered.
- Art. 1 Court and ball
- A size 6 ball is used in all official FIBA competitions.
- Note: at grassroots level, 3x3 can be played anywhere; court markings – if any are used – shall be adapted to the available space
- Art. 2 Teams
- Each team shall consist of 4 players (3 players on the court and 1 substitute).
- Note: articles 4.3 and 6.4 apply to FIBA 3x3 Official Competitions* only (not mandatory for grassroots events).
- Art. 5 Scoring
- 5.1. Every successful shot inside the arc shall be awarded 1 point.
- 5.2. Every successful shot behind the arc shall be awarded 2 points.
- 5.3. Every successful free throw shall be awarded 1 point.
- 6.1. The regular playing time shall be as follows: one period of 10 minutes playing time. The clock shall be stopped during dead ball situations and free throws. The clock shall be restarted after the exchange of the ball is completed (as soon as it is in the offensive team's hands).
- 6.6. A team losing by default or a forfeit will be disqualified from the competition.
- Art. 7 Fouls/Free throws
- 7.1. A team is in a penalty situation after it has committed 6 fouls. After a team has reached 9 team fouls, any subsequent foul will be considered technical. For the avoidance of doubt, players are not excluded based on the number of personal fouls subject to art. 15.

- 7.2. Fouls during the act of shooting inside the arc shall be awarded 1 free throw, whilst fouls during the act of shooting behind the arc shall be awarded 2 free throws.
- 7.3. Fouls during the act of shooting followed by a successful field goal shall be awarded 1 additional free throw.
- Art. 8 How the ball is played
- 8.1. Following each successful field goal or last free throw (ex article 7.5):
- The defensive team is not allowed to play for the ball in the "no-charge semi-circle area" underneath the basket.
- 8.2. Following each unsuccessful field goal or last free throw (ex article 7.5):
- If the offensive team rebounds the ball, it may continue to attempt to score without returning the ball behind the arc.
- If the defensive team rebounds or steals the ball, it must return the ball behind the arc (by passing or dribbling).
- 8.3. Possession of the ball given to either team following any dead ball situation shall start with an exchange of the ball (between the defensive and the offensive player) behind the arc at the top of the court.
- 8.4. A player is considered to be "behind the arc" when neither of his feet are inside nor stepping on the arc.
- 8.5. In the event of a jump ball situation, the defensive team shall be awarded the ball.
- Art. 9 Stalling
- 9.1. Stalling or failing to play actively (i.e. not attempting to score) shall be a violation.
- 9.2. If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the offensive players' hands (following the exchange with the defensive player or after a successful field goal underneath the basket).
- Note: If the court is not equipped with a shot clock and a team is not sufficiently trying to attack the basket, the referee shall give them a warning by counting the last 5 seconds.
- Art. 10 Substitutions
- Art. 11 Time-outs
- One 30-second time-out is granted to each team. A player can call the time-out in a dead ball situation.
- Art.12 Protest procedure
- Art. 13 Standings of teams
- Both in pools and in overall competition standings, the following classification rules apply. If teams are tied after the first step, refer to the next one – and so on.
- Most points scored in average (without considering winning scores of forfeits).
- If teams are still tied after those three steps, the one(s) with the highest seeding win(s) the tie-breaker.
- Art. 14 Seeding rules
- Teams are seeded in correlation to the team ranking points (sum of the team's 3 best players ranking points, prior to the competition). In case of a same team ranking points, seeding will be determined randomly prior to the competition start.
- Art. 15 Disqualification
- A player committing two unsportsmanlike fouls will be disqualified from the game by the referees and from the event by the organizer. Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, tortuous interference in game results, a violation of FIBA's Anti-Doping rules (Book 4 of the FIBA Internal Regulations) or any other breach of the FIBA Code of Ethics (Book 1, Chapter II of the FIBA Internal Regulations). The organizer may also disqualify

the entire team from the event depending on the other team members' contribution (also through non-action) to the aforementioned behavior. FIBA's right to impose disciplinary sanctions under the regulatory framework of the event, the Terms and Conditions of 3x3planet.com and the FIBA Internal Regulations remains unaffected by any disqualification under this Article 15.

- Bets on 3x3 basketball are accepted based on the official regulations and rules of the sport published on the official tournament or federation site.
- he settlement of bets is carried out in accordance with following rules:
- Differences between the rules and regulations of a particular competition from the rules and regulations of other similar tournaments are not grounds for refunding bets made on 3x3 basketball events.
- Players and Equipment
- Each team is made up of 12 players with only 5 allowed on the court at any time. The positions are broken up into Point Guard, Defensive Guard, Center, Offensive forward and Defensive Forward. Each player will then take up a position on the court but are allowed to move around as they please.
- The ball can only be moved by either dribbling (bouncing the ball) or passing the ball. Once a player puts two hands on the ball (not including catching the ball) they cannot then dribble or move with the ball and the ball must be passed or shot.
- After the ball goes into a team's half and they win possession back the ball must then make it back over the half way line within 10 seconds. If the ball fails to do so then a foul will be called and the ball will be turned over.
- Each team has 24 seconds to at least shot at the basket. A shot constitutes either going in the basket or hitting the rim of the basket. If after the shot is taken and the ball fails to go in the basket then the shot clock is restarted for another 24 seconds.
- The team trying to score a basket is called the offence whilst the team trying to prevent them from scoring is called the defence. The defence must do all they can to stop the offence from scoring by either blocking a shot or preventing a shot from being fired.
- After each successful basket the ball is then turned over to the opposition.
- A foul is striking at the ball with the fist, violation of rules three and four and such described in rule five.
- If either side makes three consecutive fouls, it shall count a goal for the opponents (consecutive means without the opponents in the meantime making a foul).
- a. Bets on the winner of the match, in which there is a "Draw" option, are offered only for regular time, excluding overtimes.
- e. In the case of bets on player statistics (more / less rebounds, assists, fouls, block shots, steals), if the specified player did not take part in the match, a refund occurs. In the case of comparing the statistics of the players (which player will score more rebounds / assists / fouls / block shots / steals), if one of the participants specified in this position did not take part in the match, the bets on this position are refunded.
- h. If, according to the tournament regulations, with a tie score, the game does not go into overtime, then bets on the winner are calculated with the odds "1" (if the "draw" option was not offered), and all other bets (handicaps, totals, etc.) are calculated by actual game score.
- 2. Total
- Total bets can be made with or without overtime.
- Handicap bets can be made with or without overtime.
- 4. Will there be overtime in the match?
- If the match is interrupted in overtime, bets on this position will still be valid.

- 5. Individual total for the specified team
- It is proposed to determine whether the number of points scored by specific team will be more or less than the specified parameter with and without overtime.
- 6. In which half will the most points be scored
- According to the regulations, all regular time of the match must be fully played.
- 7. In which quarter will the most points be scored?
- 8.What is the winning margin of the match?
- If the match is suspended and not finished within 24 hours (pre-match), the bets on this position are refunded. Similarly, if the match is suspended and not finished within 48 hours (live), the bets on this position are returned.
- 9. Total even / odd
- It is necessary to determine whether the total of the match / corresponding period (half, quarter or whole match) will be odd or even.
- 10. More / less rebounds (passes / blocks) for the specified team
- It is necessary to determine whether the number of rebounds (passes / blocks) made by the players of the corresponding team is more or less than the specified parameter.
- Refusal to participate in the match / disqualification / injury of individual players does not affect the calculation of bets for this position.
- 11. More / less rebounds (passes / blocks / steals / point / block shots) for this player
- It is necessary to determine the number of rebounds (passes / blocks / steals / points / block-shots) made by the respective player. The abbreviated name of the team is indicated next to the player for informational purposes only. Any inaccuracies or errors in the indication of the abbreviated name of the team do not affect the calculation of bets, the bets remain in force. If the specified player did not take part in the match, a refund occurs.
- 12. Which team will score more rebounds (assists / blocks)
- If the match of one of the teams is postponed / interrupted and not finished within 24 hours (pre-match) or 48 hours (live), these rates are refunded.
- 13. Who will be the first to score 10 points in the match (in the specified quarter / in the specified half of the match)
- It is proposed to determine which of the teams will be the first to score 10 (20) points in the specified interval of the match (in the match / quarter / half of the match). There are two and three outcome markets.
- Overtime does not count for quarters of a match.
- If the specified number of points was not scored in the two-outcome market interval of the match, all bets on this position are returned.
- If the specified number of points was not scored in the three-outcome market interval of the match, then all bets will be settled.
- 14. Winner of the group (conference / division)
- To calculate bets for this position, all matches of the group (conference / division) must be played. Otherwise, the bets on this position are refunded. The exception is bets on a team that, in any possible

outcome of unplayed matches (including the optimal outcome for this team), does not even have a theoretical chance of winning in the group - such bets are considered lost by the client.

- 15. Winner of the play-off series (Best-of-3 / Best-of-5 / Best-of-7)
- If the number of matches required to win the series according to the regulations has not been played, all bets on this position are returned.
- 16. The first removal in the match
- 17. Advance to the next round
- The bet is calculated on the result determined immediately after the last match of the given play-off series of the specified round, regardless of subsequent court / disciplinary decisions.
- If any of the indicated teams, due to any reasons (including disqualification, refusal to participate, etc.), could not take part in the indicated round, the opponent of such a team will win the series and passing to the next round. All bets remain.
- 18. Which team will score the first points in the match (quarter / half)
- It is necessary to determine which team will score the first points in the specified interval of the match.
- 19. Which team will score the last points in the match (quarter / half)
- It is necessary to determine which team will score the last points in the specified interval of the match.
- If the match (indicated quarter / half) is interrupted and not finished within 24 hours (pre-match) or 48 hours (live), such rates are returned.
- 20. Whether the first points of the match will be scored by a three-point shot, a two-point shot or a free throw.
- Only throws officially scored by the referee count.
- 21. Other types of bets not listed above may be offered.
- Cash Out will not be avvalabile on Bet Builder bet
- Naming
- Governing bodies
- There are currently two governing bodies: Asociación Mundial de Fútsal (AMF) and Fédération Internationale de Football Association (FIFA). AMF and FIFA are responsible for maintaining and regulating the official rules of their respective versions of futsal.
- FIFA publishes its futsal rules as the 'Laws of the Game', in which each of the 17 'laws' is a thematically related collection of individual regulations. The laws define all aspects of the game, including what may be changed to suit local competitions and leagues.
- Summary of rules
- Length of the field
- Minimum 25 m × 16 m (82 ft × 52 ft), maximum 42 m × 25 m (138 ft × 82 ft).
- Ball
- Dropped from a height of 2 m (6 ft 7 in), the first rebound must not be lower than 50 cm (20 in) or more than 65 cm (26 in).
- Time
- Number of players

- There are five players for each team in the field, one of them as goalkeeper, and a maximum number of 12 players that can be used each match. Substitutions are unlimited and on-the-fly.
- Fouls
- All direct free kicks count as accumulated fouls. A direct free kick is awarded for kicking, tripping, charging, jumping, pushing, striking, tackling, holding, spitting, and deliberate handling. Indirect free kicks, such as playing dangerously and impeding, do not count as accumulated fouls. A team is warned by the referee when they commit five accumulated fouls in a half.
- Cards
- A caution can be shown for unsporting behavior, dissent, failure to respect the distance on a restart, excessive delay of a restart, persistent infringement, or incorrectly entering/leaving the field of play. A player or substitute can be sent off for serious foul play, violent conduct, spitting, illegally denying an obvious goal-scoring opportunity, abusive language, and receiving a second caution. Sent-off players are ejected from the game and their team must play short for two minutes or until the other team scores a goal.
- Taken from the spot of the infringement or on the line of the penalty area nearest the infringement (indirect only). All opponents must be at least 5 m (16 ft) away from the ball. The kick must be taken within four seconds or an indirect kick is awarded to the other team.
- Kick from the second penalty mark
- Awarded when a team commits 6 or more accumulated fouls in a half. Second penalty mark is 10 m (33 ft) from the goal, opponents must be behind the ball, goalkeeper must be at least 5 m (16 ft) away.
- Penalty kick
- 6 m (20 ft) from the center of the goal for fouls inside the 6 m (20 ft) goal keeper's area.
- Goalkeeper
- When in possession of the ball, the goalkeeper has 4 seconds to get rid of the ball. If the ball is kept too long, the referee will give an indirect kick to the other team. The goalkeeper may play freely when in the opponent's half.
- Goalkeeper pass-back restriction
- Once the goalkeeper has released the ball either by kicking or throwing, the goalkeeper may not touch it again until the ball goes out of play or is touched by an opponent. The sanction for violation is an indirect free kick. The goalkeeper may receive the ball freely when on the opponent's half.
- Kick-in
- A kick-in is used instead of a throw-in. The player must place the ball on the touchline or outside but not more than 25 cm (9.8 in) from the place the ball when out of play. The ball must be stationary and the kick-in must be taken within 4 seconds from the time the player is ready. During kick-in, opponents must stand at least 5 m (16 ft) from the ball. If four seconds elapses or an illegal kick is taken, the referee will award a kick-in to the other team. It is not allowed to score directly from a kick-in: the goal is valid only if someone else touches the ball before it enters in goal.
- Goal clearance
- A goal clearance is used instead of a goal kick. The goalkeeper must throw the ball with their hands and it must leave the penalty area within four seconds. If goal clearance is taken illegally the goalkeeper may retry, but the referee will not reset the count. If four seconds elapses, the other team gets an indirect kick on the penalty area line.
- The ball must be placed inside the arc nearest to the point where the ball crossed the goal line and the opponent must stand on field at least 5 m (16 ft) from the corner arch until the ball is in play. The corner

kick must be taken within 4 seconds of being ready or else a goal clearance will be awarded to the other team. The ball is in play when it is kicked and moves.

- Referees
- For international matches, there must be two referees: one (first referee) is positioned on the touchline near the timekeeper table and communicates with the timekeeper, while the other (second referee) is in the opposite side of the field. At the timekeeper table there is a timekeeper and a third referee, who controls the teams' benches. In minor events, the third referees and the timekeeper are not used.
- Players, equipment and officials
- There are five players on the field on each team, one of whom is the goalkeeper. The maximum number of substitutes allowed is nine (FIFA change 2012), with unlimited substitutions during the match. Substitutes can come on even when the ball is in play but the player coming off must leave the field before the substitute can enter the playing field. If a team has or is reduced to fewer than three players remaining, the match is abandoned and counted as a loss for the team with the lack of players.
- The match is controlled by the referee, who enforces the Laws of the Game, and the first referee is the only one who can legally abandon the match because of interference from outside the field. This referee is assisted by a second referee who typically watches over the goal lines or assists the primary referee with calls on fouls or plays. The decisions made by the referees are final and can only be changed if the referees think it is necessary and play has not restarted. There is also a third referee and a timekeeper who are provided with equipment to keep a record of fouls in the match. In the event of injury to the second referee, the third referee will replace the second referee.
- The field
- In front of each goal is an area known as the penalty area. This area is created by drawing quarter-circles with a 6 m (20 ft) radius from the goal line, centered on the goalposts. The upper part of each quarter-circle is then joined by a 3.16 m (10.4 ft) line running parallel to the goal line between the goalposts. The line marking the edge of the penalty area is known as the penalty area line. The penalty area marks where the goalkeeper is allowed to touch the ball with hands. The penalty mark is six meters from the goal line when it reaches the middle of the goalposts. The second penalty mark is 10 meters (33 ft) from the goal line when it reaches the middle of the goalposts. A penalty kick from the penalty spot is awarded if a player commits a foul inside the penalty area. The second penalty spot is used if a player commits their team's sixth foul in the opposing team's half or in their own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark; the free kick is taken from the second penalty mark.
- Any standard team handball field can be used for futsal, including goals and floor markings.
- Duration and tie-breaking methods
- A standard match consists of two equal periods of 20 minutes. The length of either half is extended to allow penalty kicks to be taken or a direct free kick to be taken against a team that has committed more than five fouls. The interval between the two halves cannot exceed 15 minutes.
- The start and restart of play
- If the ball goes over the goal line or touchline, hits the ceiling, or the play is stopped by the referee, the ball is out of play. If it hits the ceiling of an indoor arena, play is restarted with a kick-in to the opponents of the team that last touched the ball, under the place where it hit the ceiling.
- Lack of offside rule
- Misconduct
- A direct free kick can be awarded to the opposing team if a player succeeds or attempts to kick or trip an opponent, jumps, charges or pushes an opponent, or strikes or attempts to strike an opponent. Holding,

touching or spitting at an opponent are offenses that are worthy of a direct free kick, as are sliding in to play the ball while an opponent is playing it or carrying, striking or throwing the ball (except the goalkeeper). These are all accumulated fouls. The direct free kick is taken where the infringement occurred, unless it is awarded to the defending team in their penalty area, in which case the free kick may be taken from anywhere inside the penalty area. A penalty kick is awarded if a player commits one of the fouls that are worthy of a direct free kick inside their own penalty area. The position of the ball does not matter as long as it is in play but for a penalty kick, the ball must be on the outer line, perpendicular to the center of the net.

- An indirect free kick is awarded to the opposing team if a goalkeeper clears the ball but then touches it with their hands before anyone else, if the goalkeeper controls the ball with hands when it has been kicked to them by a teammate, or if they touch or control the ball with hands or feet in their own half for more than four seconds.
- An indirect free kick is also awarded to the opposing team if a player plays in a dangerous manner, deliberately obstructs an opponent, prevents the goalkeeper from throwing the ball with hands or anything else for which play is stopped to caution or dismiss a player. The indirect free kick is taken from the place where the infringement occurred.
- A substitute player is permitted to come on two minutes after a teammate has been sent off, unless a goal is scored before the end of the two minutes. If a team with more players scores against a team with fewer players, another player can be added to the team with an inferior number of players. If the teams are equal when the goal is scored or if the team with fewer players scores, both teams remain with the same number of players.
- 1. All bets will be settled on the basis of the result at the end of regular time, unless otherwise stated.
- 3. If a match is canceled or postponed for any reason for more than 24 hours (pre-match) or 48 hours (live), all bets on this event will receive a winning odd equal to "1".

- Foreword
- The Rules Text, the Comments, the IHF Hand Signals, the Clarifications to the Rules of the Game, and the Substitution Area Regulations are all components of the overall rules.
- The “Guidelines for Playing Courts and Goals”, which are simply included in the rule book for the convenience of the users of that text, are not an integral part of the rules.
- Note: For the sake of simplicity, this rule book generally uses the male form of words with respect to players, officials, referees and other persons.
- However, the rules apply equally to male and female participants, except as regards the rules for the size of the balls to be used (see Rule 3).
- RULE 1 - Playing Court
- 1:1 The playing court (see diagram 1) is a 40-meters long and 20 meters wide rectangle, consisting of two goal areas (see 1:4 and 6) and a playing area. The longer boundary lines are called side lines, and the shorter ones are called goal lines (between the goalposts) or outer goal lines (on either side of the goal).
- 1:2 A goal (see diagrams 2a and 2b) is placed in the center of each outer goal line. The goals must be firmly attached to the floor or to the walls behind them. They have an interior height of 2 meters and a width of 3 meters.
- The goalposts are joined by a horizontal crossbar. The rear side of the goalposts shall be in line with the rear edge of the goal line. The goalposts and the crossbar must have an 8cm square cross section. On the three sides which are visible from the court they must be painted in bands of two contrasting colours, which also contrast clearly with the background.

- The goals must have a net, that should be attached in such a way that a ball thrown into the goal normally remains in the goal.
- 1:3 All lines on the court are fully part of the area that they enclose. The goal lines shall be 8cm wide between the goalposts (see diagram 2a), whereas all other lines shall be 5cm wide.
- Lines between two adjacent areas may be replaced with a difference in colours between the adjacent areas of the floor.
- 1:4 In front of each goal there is a goal area (see diagram 5, page 100). The goal area is defined by the goal-area line (6-metre line), which is drawn as follows:
- a) a 3 meters long line directly in front of the goal; this line is parallel to the goal line and 6 meters away from it (measured from the rear edge of the goal line to the front edge of the goal-area line);
- b) two quarter circles, each with a radius of 6 meters (measured from the rear inner corner of the goalposts), connecting the 3 meters long line with the outer goal line (see diagrams 1 and 2a).
- 1:5 The free throw line (9-metre line) is a broken line, drawn 3 meters outside the goal-area line. Both the segments of the line and the spaces between them measure 15cm (see diagram 1).
- 1:6 The 7-metre line is a 1-meter long line, directly in front of the goal. It is parallel to the goal line and 7 meters away from it (measured from the rear edge of the goal line to the front edge of the 7-metre line); (see diagram 1).
- 1:7 The goalkeeper's restraining line (the 4-metre line) is a 15cm long line, directly in front of the goal. It is parallel to the goal line and 4 meters away from it (measured from the rear edge of the goal line to the front edge of the 4-metre line) (see diagram 1).
- 1:8 The center line connects the midpoints of the two side lines (see diagrams 1 and 3).
- 1:9 The substitution line (a segment of the side line) for each team extends from the center line to a point at a distance of 4.5 meters from the center line. This end point of the substitution line is enhanced by a line which is parallel to the center line, extending 15cm inside the sideline and 15cm outside the sideline (see diagrams 1 and 3).
- Note:
- More detailed technical requirements for the playing court and the goals can be found in the Guidelines for Playing Courts and Goals, starting on page 97.
- Diagram 1: The playing court Dimensions indicated in cm
- Diagram 2a: The goal
- Diagram 2b: The goal – lateral view
- Diagram 3: Substitution lines and substitution area
- The table for timekeeper and scorekeeper and the benches for substitutes have to be placed in such a way that the scorekeeper/timekeeper can see the substitution lines. The table should be placed closer to the side line than the benches, but at least 50cm outside the side line.
- RULE 2 - Playing Time, Final Signal and Time-Out
- Playing Time
- 2:1 The normal playing time for all teams with players of age 16 and above is 2 halves of 30 minutes. The half-time break is normally 10 minutes.
- The normal playing time for youth teams is 2 x 25 minutes in age group 12-16 and 2 x 20 minutes in age group 8-12. In both cases the half-time break is normally 10 minutes.
- IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility regarding the half-time break. The maximum halftime break is 15 minutes.
- Final Signal

- 2:3 The playing time begins with the referee's whistle for the initial throw-off. It ends with the automatic final signal from the public clock or from the timekeeper. If no such signal comes, the referee, the timekeeper or the delegate whistles to indicate that the playing time is over (17:9).
- Comment:
- 2:5 For free throws taken (or retaken) under Rule 2:4, special restrictions apply regarding player positions and substitutions. As an exception to the normal substitution flexibility in Rule 4:4, a substitution is allowed for only one player on the attacking team; similarly, the defending team is allowed to substitute a court player for a goalkeeper if this team is playing without a goalkeeper when the final signal is given. Violations are penalised under Rule 4:5, 1st paragraph. Moreover, all the team mates of the thrower must be positioned at least 3 meters away from the thrower, in addition to being outside the free throw line of the opponents (13:7, 15:6; see also Clarification No. 1). The positions of the defending players are indicated in Rule 13:8.
- Time-Out
- 2:8 The referees decide on the start and the duration of an interruption ("time-out"). A time-out is obligatory when:
- a) a 2-minute suspension or disqualification is given;
- b) a team time-out is granted;
- c) there is a whistle signal from the timekeeper or the delegate;
- d) consultation between the referees are necessary in accordance with Rule 17:7. A time-out is normally also given in certain other situations, depending on the circumstances (see Clarification No. 2).
- Infractions during a time-out have the same consequences as infractions during the playing time (16:10).
- 2:9 In principle, the referees decide when the clock is to be stopped and started in connection with a time-out.
- The interruption of the playing time is to be indicated to the timekeeper through three short blasts on the whistle and hand signal no. 15.
- 2:10 Each team has the right to receive one 1-minute team time-out in each half of the regular playing time, but not in overtime (Clarification No. 3).
- RULE 3 - The Ball
- 3:1 The ball is made of leather or a synthetic material. It must be spherical. The surface must not be shiny or slippery (17:3).
- 3:2 The ball sizes, i.e. the circumference and weight, to be used by different categories of teams are as follows:
- ○ 58-60cm and 425-475g (IHF Size 3) for Men and for Male Youth (over age 16);
- ○ 54-56cm and 325-375g (IHF Size 2) for Women, Female Youth (over age 14), and Male Youth (age 12 to 16);
- ○ 50-52cm and 290-330g (IHF Size 1) for Female Youth (age 8 to 14) and Male Youth (age 8 to 12).
- The technical requirements for the balls to be used in all official international games are described in the "IHF Ball Regulations".
- The size and weight of balls to be used for "Mini-Handball" are not regulated in the normal playing rules.
- 3:4 The referees decide when to use a reserve ball. In such cases, the referees should get the reserve ball into play quickly in order to minimise interruptions and avoid time-outs.
- RULE 4 - The Team, Substitutions, Equipment, Player Injuries

- The Team
- 4:1 A team consists of up to 14 players. No more than 7 players may be present on the court at the same time. The remaining players are substitutes.
- A player who is identified as a goalkeeper may become a court player at any time (note, however, Rule 8:5 Comment, 2nd paragraph). Similarly, a court player may become a goalkeeper at any time as long as he is identified as a goalkeeper (see, however, 4:4 and 4:7).
- If a team is playing without a goalkeeper, a maximum number of 7 court players are allowed to be on the playing court at the same time (see Rules 4:7, 6:1, 6:2c, 6:3, 8:7f, 14:1a).
- Rules 4:4-4:7 are to be applied to substitutions of a goalkeeper for a court player.
- The IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility regarding the number of players. However, no more than 16 players are allowed.
- 4:2 A team is allowed to use a maximum of 4 team officials during the game. These team officials may not be replaced during the course of the game. One of them must be designated as the 'responsible team official'. Only this official is allowed to address the timekeeper/scorekeeper and, possibly, the referees (see, however, Clarification No. 3).
- A player who is entitled to participate may, in principle, enter the court through the team's own substitution line at any time (see, however, 4:4 and 4:6).
- The 'responsible team official' shall ensure that only players who are entitled to participate enter the court. A violation is to be penalised as unsportsmanlike conduct by the 'responsible team official' (13:1a-b, 16:1b. 16:3d, and 16:6c; see, however, Clarification No. 7).
- Player Substitutions
- 4:4 Substitutes may enter the court, at any time and repeatedly (see, however, Rule 2:5 and Rule 4:11), without notifying the timekeeper/scorekeeper, as long as the players they are replacing have already left the court (4:5).
- The players involved in the substitution shall always leave and enter the court over their own team's substitution line (4:5). These requirements also apply to the substitution of goalkeepers (see also 4:7 and 14:10).
- The substitution rules also apply during a time-out (except during a team time-out)
- 4:5 A faulty substitution shall be penalised with a 2-minute suspension for the guilty player. If more than one player from the same team is guilty of faulty substitution in the same situation, only the first player committing an infraction is to be penalised.
- 4:6 If an additional player enters the court without a substitution, or if a player illegally interferes with the game from the substitution area, there shall be a 2-minute suspension for the player. Thus, the team must be reduced by one player on the court for the next 2 minutes (apart from the fact that the entering additional player must leave the court).
- If a player enters the court while serving a 2-minute suspension, he shall be given an additional 2-minute suspension. This suspension shall begin immediately, so the team must be further reduced on the court during the overlap between the first and the second suspension.
- Equipment
- 4:7 All the court players on a team must wear identical uniforms. The combinations of colours and design for the two teams must be clearly distinguishable from each other. All players used in the goalkeeper position on a team must wear the same colour, a colour that distinguishes them from the court players of both teams and the goalkeeper(s) of the opposing team (17:3).

- 4:8 The players must wear visible numbers that are at least 20 cm high in the back of the shirt and at least 10cm in the front. The numbers used shall be from 1 to 99. A player who is switching between the court player and goalkeeper positions must wear the same number in both positions.
- The colour of the numbers must contrast clearly with the colours and design of the shirt.
- It is not permitted to wear objects that could be dangerous to the players or give players improper advantages. This includes, for instance, head protection, face masks, gloves, bracelets, watches, rings, visible piercing, necklaces or chains, earrings, glasses without restraining bands or with solid frames, or any other objects which could be dangerous (17:3).
- Players who do not meet this requirement will not be allowed to take part until they have corrected the problem.
- Flat rings, small earrings and visible piercing may be allowed, as long as they are taped over in such a way that they are no longer deemed dangerous to players. Headbands, head scarves and captains' armlets are allowed, as long as they are made of soft, elastic material.
- If the team has any doubt about the equipment, the responsible team official has to contact the referees or the delegate before the start of the game (see also "Guidelines and Interpretations", Appendix 2).
- Player Injuries
- 4:10 A player who is bleeding or has blood on the body or uniform must leave the court immediately and voluntarily (through a normal substitution), in order to have the bleeding stopped, the wound covered, and the body and uniform cleaned off. The player must not return to the court until this has been done.
- 4:11 In the case of an injury, the referees may give permission (through hand signals no. 15 and 16) for two of the persons who are entitled to participate (see 4:3) to enter the court during a time-out, for the specific purpose of assisting an injured player from their team.
- After receiving medical care on the playing court, the player has to leave the court immediately. He can only re-enter the court following the third attack of his team (procedure and exceptions see Clarification No. 8).
- Only national federations are entitled to suspend the regulations of Rule 4:11, 2nd paragraph, in youth categories.
- If additional persons enter the court after two persons have already entered, including persons from the team not affected, it shall be punished as illegal entry, in the case of a player under Rule 4:6 and 16:3a, and in the case of a team official under Rules 4:2, 16:1b, 16:3d and 16:6c. A person who has been permitted to enter the court under Rule 4:11, 1st paragraph, but, instead of assisting the injured player, gives instructions to players, approaches opponents or referees etc., shall be considered guilty of unsportsmanlike conduct (16:1b, 16:3d and 16:6c).
- RULE 5 - The Goalkeeper
- The goalkeeper is allowed to:
- 5:1 touch the ball with any part of his body while in the act of defence inside the goal area;
- 5:2 move with the ball inside the goal area, without being subject to the restrictions applying to court players (7:2-4, 7:7); the goalkeeper is not allowed, however, to delay the execution of the goalkeeper throw (6:4-5, 12:2 and 15:5b);
- 5:4 leave the goal area with the ball and play it again in the playing area if he has not managed to control it.
- The goalkeeper is not allowed to:
- 5:5 endanger the opponent while in the act of defence (8:3, 8:5, 8:5 Comment, 13:1b);
- 5:6 leave the goal area with the ball under control; this leads to a free throw (according to 6:1, 13:1a and 15:7, 3rd paragraph), if the referees had whistled for the execution of the goalkeeper throw; otherwise the goalkeeper throw is simply repeated (15:7, 2nd paragraph); see, however, the advantage interpretation in

15:7, if the goalkeeper were to lose the ball outside the goal area after having crossed the line with the ball in his hand.

- 5:7 touch the ball when it is stationary or rolling on the floor outside the goal area, while he is inside the goal area (6:1, 13:1a);
- 5:8 take the ball into the goal area when it is stationary or rolling on the floor outside the goal area (6:1, 13:1a);
- 5:9 re-enter the goal area from the playing area with the ball (6:1, 13:1a);
- 5:10 touch the ball with the foot or the leg below the knee, when it is moving out towards the playing area (13:1a);
- 5:11 cross the goalkeeper's restraining line (4-metre line) or its projection on either side, before the ball has left the hand of the opponent who is executing a 7-metre throw (14:9).
- As long as the goalkeeper keeps one foot on the floor on or behind the restraining line (4- meter line), he is permitted to move the other foot or any other part of his body out over the line in the air.
- RULE 6 - The Goal Area
- 6:1 Only the goalkeeper is allowed to enter the goal area (see, however, 6:3). The goal area, which includes the goal-area line, is considered entered when a court player touches it with any part of the body.
- 6:2 When a court player enters the goal area, the decisions shall be as follows:
- goalkeeper throw when a player of the team in possession enters the goal area in possession of the ball or enters without the ball but gains an advantage by doing so (12:1);
- free throw when a court player of the defending team enters the goal area and gains an advantage, but without destroying a chance of scoring (13:1b; see also 8:7f);
- 7-metre throw when a court player of the defending team enters the goal area and because of this destroys a clear chance of scoring (14:1a). For purposes of this rule, the concept "entering the goal area" does not mean just touching the goal-area line, but clearly stepping into the goal area.
- 6:3 Entering the goal area is not penalised when:
- a player enters the goal area after playing the ball, as long as this does not create a disadvantage for the opponents;
- a player from one of the teams enters the goal area without the ball and does not gain an advantage by doing so.
- 6:4 The ball is considered to be 'out of play' when the goalkeeper controls the ball in the goal area (12:1). The ball must be put back into play through a goalkeeper throw (12:2).
- The ball is out of play, as soon as it is lying on the floor in goal area (12:1 (II)). It is in the possession of the goalkeeper's team and only the goalkeeper may touch it. The goalkeeper must put it back into play in accordance with 6:4 and 12:2 (see, however, 6:7b). It remains a goalkeeper throw if the ball is touched by any other player of either team (12:1 2nd paragraph, 13:3).
- It is permitted to touch the ball when it is in the air over the goal area, as long as it is in conformity with Rules 7:1 and 7:8.
- 6:6 Play shall continue (through a goalkeeper throw according to 6:4-5) if a player of the defending team touches the ball when in the act of defence, and the ball is caught by the goalkeeper or comes to rest in the goal area.
- 6:7 If a player plays the ball into his own goal area, the decisions shall be as follows:
- goal if the ball enters the goal;
- free throw if the ball comes to a rest in the goal area, or if the goalkeeper touches the ball and it does not enter the goal (13:1a-b);

- throw-in if the ball goes out over the outer goal line (11:1);
- play continues if the ball passes through the goal area back into the playing area, without being touched by the goalkeeper.
- 6:8 A ball that returns from the goal area out into the playing area remains in play.
- RULE 7 - Playing the Ball, Passive Play
- Playing the Ball
- It is permitted to:
- 7:1 throw, catch, stop, push or hit the ball, by using hands (open or closed), arms, head, torso, thighs, and knees;
- 7:2 hold the ball for a maximum of 3 seconds, also when it is lying on the floor (13:1a);
- 7:3 take a maximum of 3 steps with the ball (13:1a); one step is considered taken when:
- a player who is standing with both feet on the floor lifts one foot and puts it down again, or moves one foot from one place to another.
- a player is touching the floor with one foot only, catches the ball and then touches the floor with the other foot.
- a player after a jump touches the floor with one foot only, and then hops on the same foot or touches the floor with the other foot. d) a player after a jump touches the floor with both feet simultaneously, and then lifts one foot and puts it down again, or moves one foot from one place to another.
- If one foot is moved from one place to another and the other foot is dragged behind, only one step is considered taken.
- It is in conformance with the rules, if a player with the ball falls to the floor, slides and then stands up and plays the ball. This is also the case, if a player dives for the ball, controls it and stands up to play it.
- 7:4 while standing or running:
- bounce the ball once and catch it again with one or both hands;
- bounce the ball repeatedly with one hand (dribble), and then catch it or pick it up again with one or both hands;
- roll the ball on the floor repeatedly with one hand, and then catch it or pick it up again with one or both hands.
- As soon as the ball thereafter is held in one or both hands, it must be played within 3 seconds or after no more than 3 steps (13:1a).
- The bouncing or dribbling is considered to have started when the player touches the ball with any part of his body and directs it towards the floor.
- After the ball has touched another player or the goal, the player is allowed to tap the ball or bounce it and catch it again (see, however, 14:6).
- 7:5 move the ball from one hand into the other one.
- It is not permitted to:
- 7:7 after the ball has been controlled, to touch it more than once, unless it has touched the floor, another player, or the goal in the meantime (13:1a); however, touching it more than once is not penalised, if the player is ‘fumbling’ the ball, i.e., failing to control it when trying to catch or stop it.
- 7:8 touch the ball with a foot or leg below the knee, except when the ball has been thrown at the player by an opponent (13:1a-b; see also 8:7e).
- 7:9 Play continues if the ball touches a referee on the court.

- 7:10 If a player with the ball moves outside the playing court with one or both feet (while the ball is still inside the court), for instance to get around a defending player, this shall lead to a free throw for the opponents (13:1a).
- If a player from the team in possession takes up position outside the court without the ball, the referees shall indicate to the player that he must move into the court. If the player does not do so, or if the action is later repeated by the same team, there shall be a free throw awarded to the opponents (13:1a) without any further forewarning. Such actions shall not lead to personal punishment under Rules 8 and 16.
- Passive Play
- 7:11 It is not permitted to keep the ball in the team's possession without making any recognisable attempt to attack or to shoot on goal. Similarly, it is not allowed to delay repeatedly the execution of a throw-off, free throw, throw-in, or goalkeeper throw for one's own team (see Clarification No. 4). This is regarded as passive play, which is to be penalised with a free throw against the team in possession of the ball unless the passive tendency ceases (13:1a).
- The free throw is taken from the spot where the ball was when play was interrupted.
- 7:12 When a tendency to passive play is recognised, the forewarning signal (hand signal no. 17) is shown. This gives the team in possession of the ball the opportunity to change its way of attacking in order to avoid losing possession. If the way of attacking does not change after the forewarning signal has been shown, the referees can whistle for passive play at any moment. If no shot on goal is taken by the attacking team after a maximum of 6 passes, then a free throw is called against this team (13:1a, procedure and exceptions see Clarification No. 4, section D).
- The decision by the referees about the number of passes is a decision on the basis of their observation of facts under the principle of Rule 17:11.
- In certain situations, the referees can call a free throw against the team in possession also without any prior forewarning signal, e.g. when a player intentionally refrains from trying to utilise a clear scoring chance.
- Permitted actions
- It is permitted:
- to use an open hand to play the ball out of the hand of another player.
- to use one's trunk to block the opponent, in a struggle for positions.
- Blocking means preventing an opponent from moving into open space. Setting the block, maintaining the block and moving out of the block must, in principle, be done in a passive manner in relation to the opponent (see, however, 8:2b).
- Fouls that normally do not lead to personal punishment (consider, however, the decision-making criteria in 8:3a-d)
- It is not permitted:
- to pull or hit the ball out of the hands of the opponent.
- to block the opponent with arms, hand, legs, or to use any part of the body to displace him or push him away; this includes a dangerous use of the elbow, both as a starting position and in motion.
- to hold an opponent (body or uniform), even if he remains free to continue the play.
- run into or jump into an opponent.
- Fouls that warrant a personal punishment under Rules 8:3-6
- 8:3 Fouls, where the action is mainly or exclusively aimed at the body of the opponent, must lead to a personal punishment. This means that, in addition to a free throw or 7- meter throw, at least the foul is to be punished progressively, beginning with a warning (16:1), then with 2-minute suspensions (16:3b) and disqualification (16:6d).

- For more severe fouls, there are 3 further levels of punishment on the basis of the following decision-making criteria:
- Fouls that are to be punished with an immediate 2-minute suspension (8:4);
- Fouls that are to be punished with a disqualification (8:5);
- Fouls that are to be punished with a disqualification and where a written report is required (8:6).
- Fouls that warrant an immediate 2-minute suspension
- 8:4 For certain fouls, the punishment is a direct 2-minute suspension, regardless of whether the player had received a warning earlier.
- This applies especially for such fouls where the guilty player disregards the danger to the opponent (see also 8:5 and 8:6).
- fouls that are committed with high intensity or against an opponent who is running fast;
- holding on to the opponent for a long time, or pulling him down;
- fouls against the head, throat or neck;
- hard hitting against the torso or throwing arm;
- attempting to make the opponent lose body control (e.g., grabbing the leg/foot of an opponent who is jumping; see, however, 8:5a);
- running or jumping with great speed into an opponent.
- Fouls that warrant a disqualification
- 8:5 A player who is attacking an opponent in a way that is dangerous to his health is to be disqualified (16:6a). The special danger to the opponent's health follows from the high intensity of the foul or from the fact that the opponent is completely unprepared for the foul and therefore cannot protect himself (see Rule 8:5 Comment).
- In addition to the criteria of 8:3 and 8:4, the following decision-making criteria also apply:
- the actual loss of body control while running or jumping, or during a throwing action;
- the reckless attitude demonstrated by the guilty player when committing the foul.
- This also applies in those situations where a goalkeeper leaves the goal area, for the purpose of catching a pass intended for an opponent. Here the goalkeeper has the responsibility for ensuring that a situation does not arise that is dangerous to the health of the opponent.
- He is to be disqualified if he:
- gains possession of the ball, but in his movement causes a collision with the opponent;
- cannot reach or control the ball, but causes a collision with the opponent.
- If the referees are convinced in one of these situations, that, without the illegal action from the goalkeeper, the opponent would have been able to reach the ball, then a 7-metre throw is to be awarded.
- Disqualification due to a particular reckless, particularly dangerous, premeditated or malicious action (also to be reported in writing)
- 8:6 If the referees find an action to be particularly reckless, particularly dangerous, premeditated or malicious, they must submit a written report after the game, so that the responsible authorities are in a position to take a decision about further measures.
- Indications and characteristics that could serve as decision-making criteria in addition to those in Rule 8:5 are:
- particularly reckless or particularly dangerous action;
- Actions that are to be punished progressively (8:7);

- Actions that are to be punished with a direct 2-minute suspension (8:8);
- Actions that are to be punished with a disqualification (8:9);
- Actions that are to be punished with a disqualification and a written report (8:10a,b).
- protests against referee decisions, or verbal and non-verbal actions intended to cause a specific referee decision;
- harassing an opponent or teammate through words or gestures, or shouting at an opponent in order to cause distraction;
- delaying the execution of a formal throw for the opponents, by not respecting the 3- meter distance or in some other way;
- through 'theatre', trying to mislead the referees regarding the actions of an opponent or exaggerating the impact of an action, in order to provoke a time-out or an undeserved punishment for an opponent;
- actively blocking a shot or pass by using a foot or lower leg; pure reflex motions, e.g., moving the legs together, are not to be punished (see also Rule 7:8);
- repeated entering of the goal area for tactical reasons.
- protests involving loudness with forceful gestures, or provocative behaviour;
- when there is a decision against a team in possession, and the player with the ball does not immediately make it available to the opponents by dropping it or putting it down on the floor;
- blocking the access to a ball that went into the substitution area.
- The following are examples of such conduct:
- throwing or hitting the ball away in a demonstrative manner, after a decision by the referees;
- if a goalkeeper demonstratively refrains from trying to stop a 7-metre throw;
- when a 7m shooter hits the goalkeeper's head, if the goalkeeper is not moving his head in the direction of the ball;
- when a free throw shooter hits a defender's head, if the defender is not moving his head in the direction of the ball;
- an act of revenge after having been fouled.
- In the case of a 7-metre throw or a free throw, the shooter has the responsibility not to endanger the goalkeeper or the defender.
- 8:10 If the referees classify a conduct as extremely unsportsmanlike, a punishment is granted according to the following regulations.
- (I) the interference by a team official in the game, on the playing court or from the substitution area, or (II) a player destroying a clear chance of scoring, either through an illegal entry on the court (Rule 4:6) or from the substitution area. In cases involving the following infractions (c, d), a 7m throw is awarded to the opponents.
- 1. through an infringement by a player of the Rules 8:5 or 8:6 as well as 8:10a or 8:10b (II)
- 2. through an infringement by an official of the Rules 8:10a or 8:10b (I)
- prevent the team in possession from being able to take a shot on goal or to obtain a clear scoring chance, the guilty player or official is disqualified according to the corresponding Rules and the team in possession is granted a 7m throw.
- RULE 9 - Scoring

- 9:1 A goal is scored when the entire ball has completely crossed the goal line (see diagram 4), provided that no violation of the rules has been committed by the thrower, a teammate or a team official before or during the throw. The goal line referee confirms with two short whistle signals and hand signal no. 12 that a goal has been scored.
- A goal shall be awarded if there is a violation of the rules by a defender but the ball still goes into the goal.
- A goal shall be awarded to the opponents if a player plays the ball into his own goal, except in the situation where a goalkeeper is executing a goalkeeper throw (12:2, 2nd paragraph).
- 9:2 A goal that has been awarded can no longer be disallowed, once the referee has blown the whistle for the subsequent throw-off to be taken. (See, however, Rule 2:9 Comment).
- The referees must make clear (without a throw-off) that they have awarded a goal, if the signal for the end of a half sounds immediately after a goal is scored and before a throw-off can be taken.
- A goal should be entered on the scoreboard as soon as it has been awarded by the referees.
- Diagram 4: Scoring
- RULE 10 - The Throw-Off
- A new coin toss is undertaken prior to each overtime period, and all the above-stated regulations under Rule 10:1 also apply to overtime.
- 10:2 After a goal has been scored play is resumed with a throw-off taken by the team that conceded the goal (see, however, 9:2, 2nd paragraph).
- 10:3 The throw-off is taken in any direction from the center of the court (with a tolerance sideways of about 1.5 meters). It is preceded by a whistle signal, following which it must be taken within 3 seconds (13:1a, 15:7 3rd paragraph). The player taking the throw-off must take up a position with at least one foot on the center line, and the other foot on or behind the line (15:6), and remain in this position until the ball has left his hand (13:1a, 15:7 3rd paragraph) (see also Clarification No. 5).
- The teammates of the thrower are not allowed to cross the center line prior to the whistle signal (15:6).
- 10:4 For the throw-off at the start of each half (incl. any period of overtime), all players must be in their own half of the court.
- However, for the throw-off after a goal has been scored, the opponents of the thrower are allowed to be in both halves of the court.
- In both cases, however, the opponents must be at least 3 meters away from the player taking the throw-off (15:4, 15:9, 8:7c).
- RULE 11 - The Throw-In
- 11:1 A throw-in is awarded when the ball has completely crossed the side line, or when a court player of the defending team was the last one to touch the ball before it crossed his team's outer goal line.
- It is also awarded when the ball has touched the ceiling or a fixture above the court.
- 11:2 The throw-in is taken without whistle signal from the referees (see, however, 15:5b) by the opponents of the team whose player last touched the ball before it crossed the line or touched the ceiling or fixture.
- 11:3 The throw-in is taken from the spot where the ball crossed the side line or, if it crossed the outer goal line, from the intersection of the side line and the outer goal line on that side.
- For a throw-in after the ball touched the ceiling or a fixture above the court, the throw-in is taken at the nearest point on the nearest side line in relation to the spot where the ball touched the ceiling or fixture.
- 11:4 The thrower must stand with a foot on the side line and remain in a correct position until the ball has left his hand. There is no limitation for the placement of the second foot (13:1a, 15:6, 15:7 2nd and 3rd paragraph).

- 11:5 While the throw-in is being taken, the opponents may not be closer than 3 meters to the thrower (15:4, 15:9, 8:7c). This does not apply, however, if they stand immediately outside their own goal-area line.
- RULE 12 - The Goalkeeper Throw
- 12:1 A goalkeeper throw is awarded when: (I) a player of the opposing team has entered the goal area in violation of Rule 6:2a; (II) the goalkeeper has controlled the ball in the goal area or the ball is stationary on the floor in the goal area (6:4-5); (III) a player of the opposing team has touched the ball when it is rolling on the floor in the goal area (6:5, 1st paragraph) or (IV) when the ball has crossed the outer goal line, after having been touched last by the goalkeeper or a player of the opposing team.
- 12:2 The goalkeeper throw is taken by the goalkeeper without whistle signal from the referee (see, however, 15:5b), from the goal area out over the goal area line.
- If the team that has to execute the goalkeeper throw is playing without a goalkeeper, a goalkeeper must replace one of the court players (Rule 4:4). The referees decide if a time-out is necessary (Rule 2:8, 2nd paragraph, Clarification No. 2).
- The goalkeeper throw is considered to have been taken, when the ball thrown by the goalkeeper has completely crossed the goal-area line.
- The players of the other team are allowed to be immediately outside the goal-area line, but they are not allowed to touch the ball until it has completely crossed the line (15:4, 15:9, 8:7c).
- RULE 13 - The Free Throw
- Free-Throw Decision 1
- the team in possession of the ball commits a violation of rules that must lead to a loss of possession (see 4:2-3, 4:5-6, 5:6-10, 6:5 1st paragraph, 6:7b, 7:2-4, 7:7-8, 7:10, 7:11-12, 8:2-10, 10:3, 11:4, 13:7, 14:4-7, 15:7 3rd paragraph, and 15:8);
- the opponents commit a violation of rules that causes the team in possession of the ball to lose it (see 4:2-3, 4:5-6, 5:5, 6:2b, 6:7b, 7:8, 8:2-10).
- This means that, under Rule 13:1a, the referees should not call a free throw if the defending team gains possession of the ball immediately after the violation committed by the attacking team.
- Similarly, under Rule 13:1b, the referees should not intervene until and unless it is clear that the attacking team has lost possession of the ball or is unable to continue their attack, due to the violation committed by the defending team.
- if one team is in possession of the ball at the time of the interruption, this team shall retain possession;
- if neither team is in possession of the ball, then the team that last had possession shall be given possession again.
- 13:5 If there is a free-throw decision against the team that is in possession of the ball when the referee whistles, then the player who has the ball at that moment must immediately drop it or put it down on the floor, so that it can be played (8:8b).
- Free-Throw Execution
- 13:6 The free throw is normally taken without any whistle signal from the referee (see, however, 15:5b) and, in principle, from the place where the infraction occurred. The following are exceptions to this principle:
- In the situations described under 13:4a-b, the free throw is taken, after whistle signal, in principle from the place where the ball was at the time of the interruption.
- Notwithstanding the basic principles and procedures stated in the preceding paragraphs, a free throw can never be taken inside the throwing team's own goal area or inside the free throw line of the opponents. In any situation where the location indicated by the one of the preceding paragraphs involves either one of

these areas, the location for the execution must be moved to the nearest spot immediately outside the restricted area.

- If the correct position for the free throw is at the free throw line of the defending team, then the execution must take place essentially at the precise spot. However, the further away the location is from the defending team's free throw line, the more of a margin there is for allowing the free throw to be taken a short distance away from the precise spot. This margin gradually increases up to 3 meters, which applies in the case of a free throw taken from just outside the throwing team's own goal area.
- The margin just explained does not apply following a violation of Rule 13:5, if this violation is being punished in accordance with Rule 8:8b. In such cases, the execution should always be from the precise spot where the violation has been committed.
- 13:7 Players of the throwing team must not touch or cross the free throw line of the opponents before the free throw has been taken. See also the special restriction under Rule 2:5.
- In the case where the execution of a free throw has been authorised through a whistle signal, if players from the attacking team touch or cross the free throw line before the ball has left the hand of the thrower, there shall be a free throw awarded to the defending team (15:7, 3rd paragraph; 13:1a).
- 13:8 When a free throw is being taken, the opponents must remain at a distance of at least 3 meters from the thrower. They are, however, allowed to stand immediately outside their goal-area line if the free throw is being taken at their free throw line. Interference with the execution of the free throw is penalised in accordance with Rules 15:9 and 8:7c.
- 13:9 When making a free throw, opponents must be at least 3 meters away from the player which is making the throw. They are, however, allowed to stand in front of their own goal line if a free throw is made on their free throw line.
- RULE 14 - The 7-Metre Throw
- 7-Metre Decision
- 14:1 A 7-metre throw is awarded when:
- a clear chance of scoring is illegally destroyed anywhere on the court by a player or a team official of the opposing team;
- there is an unwarranted whistle signal at the time of a clear chance of scoring;
- there is an infraction according to Rules 8:10c or 8:10d (however, see 8:10 last paragraph).
- 14:2 If an attacking player retains full control of ball and body despite a violation as in Rule 14:1a, there is no reason to give a 7-metre throw, even if thereafter the player fails to utilise the clear scoring chance.
- Whenever there is a potential 7-metre decision, the referees should always hold off on intervening until they can clearly determine if a 7-metre decision is indeed justified and necessary. If the attacking player scores a goal despite the illegal interference from the defenders, then there is obviously no reason to give a 7-metre throw. Conversely, if it becomes apparent that the player really has lost ball or body control because of the violation, so that a clear chance no longer exists, then a 7-metre throw is to be given.
- 14:3 When awarding a 7-metre throw the referees may give a time-out, but only if there is a substantial delay, for instance due to a substitution of the goalkeeper or the thrower, and a time-out decision would be in line with the principles and criteria stated in Clarification No. 2.
- 7-Metre Execution
- 14:4 The 7-metre throw is to be taken as a shot on goal, within 3 seconds after a whistle signal from the referee (15:7, 3rd paragraph; 13:1a).
- 14:5 The player who is taking the 7-meter throw must take up a position behind the 7-meter line, not further away than 1 meter behind the line (15:1, 15:6). After the whistle signal from the referee, the thrower

must not touch or cross the 7-metre line before the ball has left his hand (15:7, 3rd paragraph; 13:1a).

- 14:6 The ball must not be played again by the thrower or a teammate following the execution of a 7-metre throw, until it has touched an opponent or the goal (15:7, 3rd paragraph; 13:1a).
- 14:7 When a 7-metre throw is being executed, the teammates of the thrower must position themselves outside the free throw line, and remain there until the ball has left the thrower's hand (15:3, 15:6). If they do not do so, a free throw will be called against the team taking the 7-metre throw (15:7, 3rd paragraph; 13:1a).
- 14:8 When a 7-metre throw is being executed, the players of the opposing team must remain outside the free throw line and at least 3 metres away from the 7-metre line, until the ball has left the thrower's hand. If they do not do so, the 7-metre throw will be retaken if it does not result in a goal, but there is no personal punishment.
- 14:9 The 7-metre throw is to be retaken, unless a goal is scored, if the goalkeeper crosses his restraining line, i.e. the 4-metre line (1:7, 5:11), before the ball has left the thrower's hand. However, it does not result in a personal punishment for the goalkeeper.
- RULE 15 - General Instructions for the Execution of the Throws (Throw-Off, Throw-In, Goalkeeper Throw, Free throw and 7-Metre Throw)
- The Thrower
- 15:1 Prior to the execution, the thrower must be in the correct position prescribed for the throw. The ball must be in the hand of the thrower (15:6).
- The thrower must remain in the correct position until the throw has been executed (15:7, 2nd and 3rd paragraph).
- 15:2 A throw is considered taken when the ball has left the hand of the thrower (see, however, 12:2).
- The thrower must not touch the ball again until it has touched another player or the goal. (15:7, 15:8). See also further restrictions for situations under 14:6.
- A goal may be scored directly from any throw, except that a direct 'own goal' cannot be scored through a goalkeeper throw (i.e., by dropping the ball into one's own goal).
- The Teammates of the Thrower
- 15:3 The teammates must take up the positions prescribed for the throw in question (15:6). The players must remain in correct positions until the ball has left the hand of the thrower, except as under 10:3, 2nd paragraph.
- The ball must not be touched by, or handed over to, a teammate during the execution (15:7, 2nd and 3rd paragraph).
- The Defending Players
- 15:4 The defending players must take up the positions prescribed for the throw and remain in correct position until the ball has left the hand of the thrower (15:9).
- Incorrect positions on the part of the defending players in connection with the execution of a throw-off, throw-in, or free throw must not be corrected by the referees if the attacking players are not at a disadvantage by taking the throw immediately. If there is a disadvantage, then the positions are to be corrected.
- Whistle Signal for the Restart
- 15:5 The referee must blow the whistle for the restart:
- always in the case of a throw-off (10:3) or 7-metre throw (14:4);
- in the case of a throw-in, goalkeeper throw or free throw:
- ○ for a restart after a time-out;

- for a restart with a free throw under Rule 13:4;
- when there has been a delay in the execution;
- after a correction of the player positions;
- after a verbal caution or a warning.

- The referee may judge it appropriate, for the sake of clarity, to blow the whistle for the restart on any other occasion.
- In principle, the referee shall not give the whistle signal for the restart unless and until the requirements for player positions under 15:1, 15:3 and 15:4 are met (see, however, 13:7 2nd paragraph and 15:4 2nd paragraph). If the referee blows his whistle for a throw to be taken, despite incorrect positions on the part of players, then those players are fully entitled to intervene.
- After the whistle signal the thrower must play the ball within 3 seconds.
- Sanctions
- 15:6 Violations by the thrower or his teammates prior to the execution of a throw, i.e., typically in the form of incorrect positions or the touching of the ball by a teammate, shall lead to a correction. (See, however, 13:7 2nd paragraph).
- 15:7 The consequences of violations by the thrower or his teammates (15:1-3) during the execution of a throw depend primarily on whether the execution was preceded by a whistle signal for the restart.
- In principle, any violation during an execution that was not preceded by a restart signal is to be handled through a correction and a retaking of the throw after a whistle signal. However, an advantage concept, in analogy with Rule 13:2, applies here. If the thrower's team immediately loses possession after an incorrect execution, then the throw is simply considered to have been executed and play continues.
- In principle, any violation during an execution after a restart signal is to be penalised. This applies, for instance, if the thrower jumps during the execution, holds on to the ball for more than 3 seconds, or moves out of the correct position before the ball has left his hand. It applies if the teammates move into illegal positions after the whistle signal but before the ball has left the thrower's hands (except 10:3, 2nd paragraph). In such cases, the initial throw is forfeited, and the opponents are awarded a free throw (13:1a) from the place of the infraction (see, however, Rule 2:6). The advantage provision under Rule 13:2 does apply, i.e., if the thrower's team loses possession of the ball before the referees have an opportunity to intervene, play continues.
- 15:8 In principle, any violation immediately following, but related to, the execution of a throw is to be penalised. This refers to a violation of 15:2, 2nd paragraph, i.e., the thrower touches the ball a second time before it has touched another player or the goal. It can take the form of a dribble, or grabbing the ball again after it is in the air or has been put down on the floor. This is sanctioned with a free throw (13:1a) for the opponents. As in the case of 15:7 3rd paragraph, the advantage provision applies.
- 15:9 Except as indicated in Rules 14:8, 14:9, 15:4 2nd paragraph and 15:5 3rd paragraph, defending players who interfere with the execution of a throw for the opponents, for instance by not taking up a correct position initially or by moving into an incorrect position subsequently, shall be penalised. This applies regardless of whether it happens prior to the execution or during the execution (before the ball has left the thrower's hand).
- It also applies whether the throw was preceded by a whistle signal for the restart or not. Rule 8:7c applies, in conjunction with Rules 16:1b and 16:3d. A throw that was negatively affected by a defender's interference shall, in principle, be repeated.
- RULE 16 - The Punishments

- Warning
- 16:1 A warning is the appropriate punishment for:
- fouls that are to be punished progressively (8:3; compare however 16:3b and 16:6d);
- A player should not be given more than one warning, and the players of a team should not be given more than 3 warnings in total; thereafter, the punishment must be at least a 2-minute suspension.
- A player who has already had a 2-minute suspension should not subsequently be given a warning. No more than one warning in total should be given to the officials of a team.
- 16:2 The referee shall indicate the warning to the guilty player or official and to the timekeeper/scorekeeper by holding up a yellow card (hand signal no. 13).
- Suspension
- 16:3 A suspension (2 minutes) is the appropriate punishment:
- for fouls such as those under 8:3, if the player and/or his team has already received the maximum number of warnings (see 16:1 Comment);
- for fouls such as those under 8:4;
- as a consequence of a disqualification of a player or team official (16:8, 2nd paragraph; see, however, 16:11b);
- It is not possible to give the officials of a team more than one 2-minute suspension in total. When a 2-minute suspension is called against a team official in accordance with 16:3e, the official is allowed to remain in the substitution area and carry out his functions. However, the team's strength on the court is reduced for 2 minutes.
- 16:4 After calling time-out the referee shall clearly indicate the suspension to the guilty player or team official, and to the timekeeper/scorekeeper, through the prescribed hand signal, i.e., one arm raised with two fingers extended (hand signal no. 14).
- 16:5 A suspension is always for a playing time of 2 minutes; the third suspension for the same player also always leads to a disqualification (16:6d).
- Disqualification
- 16:6 A disqualification is the appropriate punishment:
- for fouls under 8:5 and 8:6;
- as a consequence of a third suspension to the same player (16:5);
- 16:7 After calling a time-out, the referees shall clearly indicate the disqualification to the guilty player or team official, and to the timekeeper/scorekeeper, by holding up a red card (hand signal no. 13, see also Rule 16:8).
- The disqualification of a player or a team official, on or off the court, during the playing time, always carries with it a 2-minute suspension for the team. This means that the team's strength on the court is reduced by one (16:3f). The reduction on the court will, however, last for 4 minutes if a player has been disqualified in the circumstances indicated in Rule 16:9b-d.
- A disqualification reduces the number of players, or officials, which is available to the team (except as in 16:11b). The team is, however, allowed to increase the number of players on the court again following the expiration of the suspension.
- As noted in Rules 8:6 and 8:10a-b, disqualifications in accordance with these rules are to be reported in writing to the responsible authorities for further action. In such cases, the 'responsible team officials', and the delegate (see Clarification No. 7), shall be informed immediately after the decision.
- For this purpose, the referee also shows the blue card as information after holding up the red card.
- More than one violation in the same situation

- There are however the following specific exceptions where in all cases the team must play at reduced strength on the court for 4 minutes:
- Infractions during the playing time
- 16:10 The punishments for actions during the playing time are established in Rules 16:1, 16:3 and 16:6.
- In the concept 'playing time' all intermissions, time-outs, team time-outs and overtime periods are included. In all other forms of tie-breakers (e.g., 7-metre throws), only Rule 16:6 applies.
- Infractions outside the playing time
- a disqualification of the guilty player or team official shall be given in the case of action deemed to fall under Rules 8:6 and 8:10a, but the team is allowed to start with 14 players and 4 officials; Rule 16:8, 2nd paragraph applies only for violations during the playing time; accordingly, the disqualification does not carry with it a 2-minute suspension.
- c. a written report.
- RULE 17 - The Referees
- 17:2 The referees monitor the conduct of the players and team officials from the moment they enter the premises until they leave.
- 17:3 The referees are responsible for inspecting the playing court, the goals, and the balls before the game starts; they decide which balls will be used (1 and 3:1).
- 17:4 The coin toss is undertaken by one of the referees in the presence of the other referee and the 'responsible team official' for each team, or a team official or player (for instance, a team captain) on behalf of the 'responsible team official'.
- IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility, regarding the application of paragraphs 1 and 3 in Rule 17:5.
- 17:6 If both referees whistle for an infraction and agree about which team should be penalised but have different opinions as to the severity of the punishment, then the most severe of the two punishments shall be given.
- 17:7 If both referees whistle for an infraction, or the ball has left the court, and the two referees show different opinions as to which team should have possession, then the joint decision that the referees reach after consulting with each other will apply. If they do not manage to reach a joint decision, then the opinion of the court referee will prevail.
- 17:8 Both referees are responsible for keeping the score. They also take notes about warnings, suspensions and disqualifications.
- 17:9 Both referees are responsible for controlling the playing time. If there is any doubt about the accuracy of the timekeeping, the referees reach a joint decision (see also 2:3). Note: IHF, continental confederations and national federations have the right to apply deviating regulations in their areas of responsibility, regarding the application of Rules 17:8 and 17:9.
- 17:10 The referees are responsible for ensuring after the game that the score sheet is completed correctly. Disqualifications of the type indicated in Rules 8:6 and 8:10 must be explained in the match report.
- 17:11 Decisions made by the referees or the delegates on the basis of their observations of facts or their judgments are final. Appeals can be lodged only against decisions that are not in compliance with the rules. During the game, only the respective 'responsible team officials' are entitled to address the referees.
- 17:13 The black uniform is primarily intended for the referees.
- 17:14 The referees and the delegates may use electronic equipment for their internal communication. The rules for their utilisation are determined by the respective federation.
- RULE 18 - The Timekeeper and the Scorekeeper

- 18:1 In principle, the timekeeper has the main responsibility for the playing time, the timeouts, and the suspension time of suspended players.
- Other tasks, such as the control of the number of players and team officials in the substitution area, and the exit and entry of substituting players, as well as counting the number of attacks (this decision is regarded as based on their observation of facts) after treatment given to a player on the court, are regarded as joint responsibilities.
- Generally, only the timekeeper (and, when applicable, a delegate from the responsible federation) should interrupt the game when this becomes necessary.
- See also Clarification No. 7 regarding proper procedures for the interventions of the timekeeper/scorekeeper when fulfilling some of the responsibilities indicated above.
- 18:2 If there is no public scoreboard clock available, then the timekeeper must keep the 'responsible team official' for each team informed about how much time has been played or how much time is left, especially following time-outs.
- It is proposed to determine the outcome of the match. Bets are accepted only on regular time, not including overtime.
- If, as a result of the match, the total number of goals scored is equal to the total of the bet, a return occurs. Likewise for the individual total of a team or player.
- 4. Which team will score the first goal of the match?
- 5. Which team will score the next goal in the match?
- If the next goal, on which bets were accepted, was not scored before the end of the match, all bets on this parameter are returned.
- 6. Which team will score the last goal of the match?
- Bets are accepted only on regular time, not including overtime.
- 7. Who will be the first to score 5 (10/15/20) goals in the match
- 8. Who will be the first to score 5 (10/15/20) goals in the half.
- It is necessary to determine which of the teams will score the specified number of goals in the given half first. If the given number of goals has not been scored by the end of the half, all bets on this position are returned.
- 9. Double outcome
- The following outcomes are possible:
- 1X - if the match ends in favor of the home team or in a draw, bets on this position win;
- X2 - if the match ended in favor of the guests or in a draw, bets on this position win;
- 12 - if the match ends in favor of the guests or the home team, bets on this position win.
- 10. First half / match
- It is proposed to determine the result of the first half and the whole match. In the line, in the first place is the result of the first half, in the second - the result of the whole match.
- 11. In what half will more goals be scored?
- 12. Total odd / even. Team 1 (Team 2) Total Odd / Even
- If the result is 0: 0, bets are settled as even.
- 13. Advance to the next round

- The bet is calculated on the result determined immediately after the last match of this play-off series (or in accordance with the rules of one match, which determines the passage of the team) of the specified round, regardless of subsequent court / disciplinary decisions.
- If any of the indicated teams for any reason (including disqualification, refusal to participate, etc.) could not take part in the specified round, the opponent of such a team will win the series and pass, all bets remain valid.
- 15. Group Stage Winner
- If the team on which the bet was made was disqualified or refused to participate in the competition, all bets on this team are considered to be lost.
- 16. Other types of bets not listed above may be offered.
- The origins of ice hockey date back to the 19th century in Canada where adaptations of the modern day hockey game were played in icy conditions. Since then the sport has gone on to become one of the largest in the world with the major participants originating from North America. The NHL (National Hockey League) is the largest league in the world and currently turns over millions of dollars each year.
- Players & Equipment
- Each player will have their own hockey stick along with ice skates and a series of padding which may include face mask, helmet, padded shorts, shoulder pads, arm guards and gloves. Each goal tender will have the same but on a much denser scale due to them being in the firing line of the puck much more often.
- The players hit what is called a ‘puck’. The puck is heavy object made from dense rubber and weighs roughly 6 ounces. The puck is hit by either a player sticks or foot but at no point can the puck be handled by any player other than the goal tender.
- Closing hand on puck
- Any player, other than a goaltender, who catches a puck must immediately knock or place it back down to the ice. Any violation of this will result in a two-minute minor.
- Faceoffs
- All players take up set positions around one of five face-off circles on the ice. Only two players are allowed inside the circle during the faceoff. The location of the faceoff is determined by the cause of the last stoppage in play.
- Deliberately shooting or batting the puck outside the playing area
- Deliberately displacing the goal from its normal position
- Failure to provide the proper number of players on the ice surface after a warning from an official or for making an illegal substitution
- Playing the puck with a high-stick
- Icing the puck
- Icing is when a player on his team’s side of the red center line shoots the puck all the way down the ice and it crosses the red goal line at any point (other than the goal). Icing is not permitted when teams are at equal strength or on the power play. When this occurs, play is stopped and the puck is returned to the other end of the ice for a face-off in the offending team’s zone. Icing the puck is not called:
- If the goalie leaves the crease to play the puck, even if he does not touch the puck
- If an official rule an opposing player could have played the puck before it crossed the red goal line
- An official may waive off the icing call if he deems it was an attempted pass
- Offsides

- A team is offside when any member of the attacking team precedes the puck over the defending team's blueline. The position of the player's skate — and not that of his stick — is the determining factor. If both skates are over the blueline before the puck, the player is offside. If he has only one skate over the blueline and one on it, he is onside.
- Overtime
- Any regular-season game that ends regulation play with a tie score will go into a five-minute sudden-death overtime period. If at the end of that overtime period the game remains tied, the game will then go into a shootout. During the playoffs, there will not be a shootout and overtime periods will be 20 minutes in length.
- Penalties
- Penalty Shots
- A penalty shot is awarded when a player is pulled down from behind on a breakaway scoring opportunity or when the net is deliberately dislodged by an opposing goaltender or defenseman.
- Power plays
- When one team has more players on the ice than the other team, because one player is serving a penalty.
- Shootouts
- a. Bets on championships of all countries and on all international ice hockey competitions are accepted for regular time, unless otherwise indicated.
- b. If the match is postponed for more than 24 hours (pre-match) or 48 hours (live), all bets on this match are returned.
- d. Winner bets that include only two possible outcomes (Match Winner: Team 1 / Match Winner: Team 2) are settled including overtime and shootouts.
- It is proposed to determine the outcome of the match.
- For American hockey leagues and for other leagues, bets are accepted based on regular time.
- 3. Individual total for the specified team
- For American hockey leagues and for other leagues, bets are accepted on regular time unless otherwise indicated.
- 4. More / less goals for the specified player
- If the player did not take part in the match, bets on over / under goals of this player are returned.
- 5. Handicap
- For American hockey leagues and for other leagues, bets are accepted based on regular time, unless otherwise indicated.
- 6. Winner of the first <specified number> minutes
- It is proposed to determine the outcome of the match by the specified moment of the playing time of the match.
- If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets on this position are returned.
- When calculating bets for the outcome of the specified period of the match, the score at the moment of zero second of the minute specified as a parameter is used.
- 7. Group (conference / division) winner

- If the season is shortened, the bet is calculated based on the official verdict of the governing federation of the given hockey league.
- 9. Advance to the next round
- If any of the indicated teams for any reason (including disqualification, refusal to participate, etc.) could not take part in the specified round, the opponent of such a team will win the series and passing the next round, all bets remain valid ...
- 10. Winner of the play-off series (Best-of-3 / Best-of-5 / Best-of-7)
- If the number of matches, which, according to the regulations, is necessary to win the series, has not been played, all bets on this position are returned.
- 11. Who will score the first goal in the match
- Bets on the player who scores the first valid goal of the match win.
- If the first goal is scored by a player who was not presented among the options for this position, all bets on this position are considered to be lost.
- If the first goal is an own goal (even if it is scored by the player on whom the bets were accepted), all bets on this position are considered to be lost.
- 12. Who will make the most shots on target
- It is necessary to determine which team will make the most shots on the opponent's goal.
- The calculation is based on statistics published on the official websites of the federations of the respective championships. All other sources are irrelevant when calculating rates for this position.
- 13. Over/ Under shots on target
- The calculation is based on statistics published on the official websites of the federations of the respective championships. When calculating bets for this position, all other sources are irrelevant.
- If, as a result of the match, the total number of scored throws is equal to the total of the bet, a return occurs.
- 14. Handicap on shots on target
- 15. Double outcome (of a match / of a period)
- 1X - the bet is won if team 1 won or a draw was fixed as a result of the match / period;
- X2 - the bet is winning if team 2 won or a draw was fixed as a result of the match / period;
- 12 - the bet is won if team 1 or team 2 wins as a result of the match / period.
- Bets on this position are calculated based on the result of regular time of the match, excluding overtime and shootouts.
- 16. Double chance of the first <specified number> minutes
- It is proposed to determine a double chance (see paragraph 15) of the match by the specified moment of playing time.
- 17. Will both teams score
- All goals scored by teams against their own goal are counted as goals scored by the opposing team.
- 18.What will be the winning margin of the match?
- 19. When will the first goal be scored?
- It is necessary to determine in what time interval the first goal will be scored or no goal will be scored.
- 20. Correct score of the match

- 21. Match Total Odd / Even
- 22. Total odd / even for the specified team
- 23. Which team will score the first goal of the match
- If the first goal in the match is an own goal, the victory in the bet is awarded to the team in favor of which the goal was scored (that is, to the opponent of the team that scored the own goal).
- 24. Which team will score the next goal in the match
- If the next goal scored in the match is an own goal, the victory in the bet is awarded to the team in favor of which the goal was scored (that is, to the opponent of the team that scored the own goal).
- 25. Which team will score the last goal of the match
- If the last goal in the match is an own goal, the victory in the bet is awarded to the team in favor of which the goal was scored (that is, to the opponent of the team that scored the own goal).
- 26. Team to score the first goal wins the match
- “No” - the team that scores the first goal of the match will not win the match.
- Bets are accepted only on regular time, excluding overtime and shootout. If the match ends with the score 0: 0 and the bet was on the first goal of one of the teams, then the bet will be considered lost.
- 27. Will there be overtime in the match
- If overtime has been assigned, but for technical reasons it has not been played, all bets on this position are settled with the winning option "Yes" (there will be overtime).
- 28. The period in which the most goals will be scored
- Bets are accepted only on regular time, excluding overtime and shootout.
- If two or more periods have ended with the same scoring, then the bet on the most scoring period loses.
- 29. Advance to the next round
- 31. Types of bets not listed above may also be offered.
- Mixed Martial Arts (MMA)
- It is usually fought in a cage which is a fighting area enclosed by metal fencing, a traditional boxing ring or in amateur competitions, sometimes a simple matted area is used.
- MMA objective
- Fighters and Equipment
- Super Heavyweight over 265 pounds
- Heavyweight over 205 to 265 pounds
- Light Heavyweight over 185 to 205 pounds
- Middleweight over 170 to 185 pounds
- Welterweight over 155 to 170 pounds
- Lightweight over 145 to 155 pounds
- Featherweight over 135 to 145 pounds
- Women's Bantamweight over 125 to 135 pounds
- Bantamweight over 125 to 135 pounds
- Flyweight over 115 pounds to 125

- Strawweight up to 115 pounds
- The ring/cage used in MMA must be between 20 square feet and 32 square feet.
- If the match lasts the whole duration then the judges' scorecards are added up and the winner announced. If the judges' scorecards indicate that both scores are equal, then the match is declared a draw.
- Winning the Match
- MMA matches can be won in one of a number of ways:
- Knockout - When one fighter causes their opponent to lose consciousness due to striking
- Decision - If the fight lasts all of its rounds, then the outcome of the match is decided by judges, the winner being the fighter with the most points.
- Submission - This is when one fighter places their opponent into a hold and then the opponent 'taps out' or, if they refuse to and the hold continues, they may lose consciousness and the referee ends the fight immediately.
- Technical knockout (TKO) - This is when a fight is ended by the referrer, the fighter's corner or a doctor. Reasons can include a fighter unable to defend themselves or if continuing the fight could put the fighter's health at risk.
- Forfeit - A fighter can forfeit the match before the fight if they are injured and unable to fight.
- No contest - If both fighters continually break the rules of if one fighter is injured unintentionally by an illegal action, a no contest can be called
- Rules of MMA (Mixed Martial Arts)
- Matches shall consist of three/five rounds, each of which should last no more than five minutes.
- Fights shall take place in a ring or cage that measures between 20 square feet and 32 square feet.
- To ensure a fair fight, competitors may only fight those fighters that are in the same weight category.
- When the contest begins, fighters should use legal strikes grappling and throwing techniques in an attempt to defeat their opponent.
- Attacks that are not allowed in MMA include:
- Strikes to the groin
- Eye gouging
- Biting
- Grabbing or striking the throat
- Manipulating the fingers
- Hair pulling
- Head butts
- Striking the back of the head
- Intentionally throwing your opponent out of the cage
- Attacking orifices
- Fighters must listen to the referee at all times and comply immediately with his instructions.
- Fights can be won in a number of ways:
- Knockout
- Submission
- Decision
- TKO
- Forfeit

- No contest
- If the contest goes the distance, the three judges shall combine the points they have awarded competitors for each round to determine the winner. If the scores are tied, then the match shall be declared a draw.
- 1. In the event that a decision on the outcome of the bout cannot be made, or the bout is terminated for any reason without a decision on the outcome of the match, all bets will be void, unless otherwise specified, or the market outcome has already been determined.
- 3. If the fight is canceled or postponed for any reason for more than 24 hours, all bets on this event will receive a winning odd equal to "1".
- In case of bets on total amount of rounds: (Over 1.5 Rounds = Round 2 (2min 30sec and after), Under 1.5 Rounds = Round 2 (2min 29sec and before)) The precision of seconds is necessary.
- As in all open water swimming, tides, surface currents and wind-chop are major determinants of finish-times. For a given course, these factors can vary dramatically from day to day, making any attempt to draw conclusions about athletic ability by comparing finish times from performances undertaken on different days meaningless.
- The Triple Crown of Open Water Swimming includes three of the most well-known marathon swims: 21 mi (34 kl) across the English Channel, 20.1 mi (32.3 kl) between Catalina Island and the mainland in Southern California, USA, and 28.5 mi (45.9 kl) around Manhattan Island in New York City, USA.
- Swimming time
- A 10 kilometers race will take between 1 hour 50 minutes and 2 hours. A 25 kilometers race can take between 5 and 7 hours. Swimmers take a wide variety of liquids and gel packs during races above 5 kilometers. Liquids include Gatorade, flavored water or water.
- Most college level swimmers would swim 1000 meters in around 15 - 20 minutes (or faster) in a training environment.
- Marathon Swim
- Bowls Rules
- The equipment required to get started with bowls is relatively simple too, starting with the level (or convex for crown-green) playing surface, foot mats and the jack. Players would also generally require shoes with flat soles and a set of bowls.
- A point is awarded to the player or team whose bowl is closest to the jack at the end of a round (or “end”). If a player or team has more than one bowl closer to the jack than their opponents, they will score the corresponding number of points.
- Alternatively players could play “sets” whereby the first to score – for instance – seven points wins a set and the overall winner is the first to five sets (or an agreed number).
- Rules of Bowls
- Which player or team to bowl first is decided by the toss of a coin, after which the first bowler (the lead) places his/her mat and rolls the jack down the green.
- The jack must travel at least 23 metres to be “in play” and is moved to the centre of the rink once it comes to rest.
- The players then take turns to bowl, with points being scored by each bowl that is closer to the jack than the opponent’s closest bowl.
- Upon completion of an end play recommences in the opposite direction (i.e. from the end at which the jack previously rested).

- Bowls that fall into the ditch are disregarded, however close the jack may be to the ditch, unless they happen to touch the jack before going into the ditch. In that case they are still classified as in play.
- If the jack is knocked into the ditch though within the side boundaries of the rink it is still “alive” and in play. If it passes over the side boundary of the rink (whether in the ditch or not) a “ dead end” is declared and the end is replayed with no scores being counted.
- It is permissible – and often quite amusing! – to strike other players’ bowls with your own with the aim of gaining a strategic advantage.
- There are three types of delivery:
- The drive. Players use considerable force to deliver the bowl in order to move the jack or the bowl closest to the jack out of play
- How can anyone play tactically?
- The further into an end you get; the more likely it is you will need to employ some tactics in order to become the winning team. For example, if you have already bowled very close to the jack, the other players on your team may try to deliver blocking shots to prevent the opposing team from knocking your bowl out of the way.
- Another tactic is to aim your bowls so they will become close to the jack if the opposing team’s bowl knocks it away from its starting position.
- Are there any other tips to help play better?
- If you’re playing short - you can lengthen your delivery by increasing the speed you bowl. Try swinging your arm back a bit further to put more weight behind the bowl
- If you’re playing too heavy - you can reduce the length of your delivery by moving more slowly. This will ensure there is less weight behind the bowl so it won’t travel as far
- If you’re playing too wide - try keeping the shoulder of the bowl straight (the bias) and don’t step out to the side as far – that way the bowl will naturally curve around to where you want it to end
- If you’re playing too narrow - again, keep an eye on the shoulder of the bowl and the amount you turn your body. Try to turn your entire body for a more accurate delivery
- Competitions
- Umpiring - Measuring Equipment
- International events
- World Bowls’ policy for its official events, and any other international events involving players from its Member National Authorities, is that you can only use the following equipment:
- a box string measure
- callipers
- feeler gauges
- a string measure
- a 30-metre tape
- a boundary string
- a boundary scope and a square.
- This equipment should also be the equipment of first choice at domestic events.
- Domestic events
- You should only use the following alternative equipment at domestic events if the National Authority or Umpiring Body in that particular country permits their use:
- telescopic measure

- bullet string measure
- long tape
- laser measure
- liner siter and mirror
- 1. In case of a retirement and walk over of any player all undecided bets are considered void.
- 2. If a match is interrupted and continued within 48 hours after initial start time, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- 3. If a match is postponed, the bet will be preserved for 48 hours (live bet) and 24 hours (prematch bet). Otherwise all bets are considered void.
- 6. If a player retires all undecided markets are considered void.
- Competitive swimming became popular in the nineteenth century. The main objective of high level competitive swimming is to break personal or world records while beating competitors in any given event. Swimming in competition should create the least resistance in order to obtain maximum speed.
- Open water
- In open water swimming, where the events are swum in a body of open water (lake or sea), there are also 5 km, 10 km and 25 km events for men and women. However, only the 10 km event is included in the Olympic schedule, again for both men and women. Open-water competitions are typically separate to other swimming competitions with the exception of the World Championships and the Olympics.
- Swim styles
- In competitive swimming, four major styles have been established. These have been relatively stable over the last 30–40 years with minor improvements. They are:
- Butterfly - The butterfly (colloquially shortened to fly) is a swimming stroke swum on the chest, with both arms moving symmetrically, accompanied by the butterfly kick (also known as the "dolphin kick"). While other styles like the breaststroke, front crawl, or backstroke can be swum adequately by beginners, the butterfly is a more difficult stroke that requires good technique as well as strong muscles. It is the newest swimming style swum in competition, first swum in 1933 and originating out of the breaststroke.
- Backstroke - Backstroke or back crawl is one of the four swimming styles used in competitive events regulated by FINA, and the only one of these styles swum on the back. This swimming style has the advantage of easy breathing, but the disadvantage of swimmers not being able to see where they are going. It also has a different start from the other three competition swimming styles. The swimming style is similar to an upside down front crawl or freestyle. Both backstroke and front crawl are long-axis strokes. In individual medley backstroke is the second style swum; in the medley relay it is the first style swum.
- Breaststroke - Breaststroke is a swimming style in which the swimmer is on their chest and the torso does not rotate. It is the most popular recreational style due to the swimmer's head being out of the water a large portion of the time, and that it can be swum comfortably at slow speeds. In most swimming classes, beginners learn either the breaststroke or the freestyle (front crawl) first. However, at the competitive level, swimming breaststroke at speed requires endurance and strength comparable to other strokes. Some people refer to breaststroke as the "frog" stroke, as the arms and legs move somewhat like a frog swimming in the water. The stroke itself is the slowest of any competitive strokes and is thought to be the oldest of all swimming strokes.
- Freestyle - Freestyle is a category of swimming competition, defined by the rules of the International Swimming Federation (FINA), in which competitors are subject to few limited restrictions on their swimming stroke. Freestyle races are the most common of all swimming competitions, with distances beginning with

50 meters (50 yards) and reaching 1500 meters (1650 yards), also known as the mile. The term 'freestyle stroke' is sometimes used as a synonym for 'front crawl', as front crawl is the fastest swimming stroke. It is now the most common stroke used in freestyle competitions.

- In competition, only one of these styles may be used except in the case of the individual medley, or IM, which consists of all four. In this latter event, swimmers swim equal distances of butterfly, then backstroke, breaststroke, and finally, freestyle. In Olympic competition, this event is swum in two distances – 200 and 400 meters. Some short course competitions also include the 100-yard or 100-meter IM – particularly, for younger or newer swimmers (typically under 14 years) involved in club swimming, or masters swimming (over 18).
- Officials
- There are several types of officials, which manage the competitions.
- Referee: The referee has full control and authority over all officials. Referee makes the final decision.
- Starter: The starter has full control of the swimmers from the time the referee turns the swimmers over to him/her until the race starts.
- Clerk of course: The clerk of course (also called the "bullpen") assembles swimmers prior to each event, and is responsible for organizing ("seeding") swimmers into heats based on their times.
- Timekeepers: Each timekeeper takes the time of the swimmers in the lane assigned to him/her.
- Inspectors of turns: One inspector of turns is assigned to one or more lanes at each end of the pool.
- Judges of Stroke: Judges of stroke are located on each side of the pool. They follow the swimmers during their swim back and forth across the pool and ensure that the rules related to the style of swimming designated for the event are being observed, and observe the turns and the finishes to assist the inspectors of turns.
- Finish judges: Finish judges determine the order of finish and make sure the swimmers finish in accordance with the rules (two hands simultaneously for breaststroke and butterfly, on the back for backstroke, etc.)
- Swimwear
- There is few equipment used in different competitive swimming styles, which include: Swimsuit, Swim cap, Goggles, Swim Fins, Drag suit, Hand paddles, Kickboard, Pull buoy, Ankle bands, Snorkel.
- A tennis match can be played by either one player on each side – a singles match – or two players on each side – a doubles match. The rectangular shaped court has a base line (at the back), service areas (two spaces just over the net in which a successful serve must land in) and two tram lines down either side. A singles match will mean you use the inner side tram line and a doubles match will mean you use the outer tram line.
- A court can be played on four main surfaces including grass, clay, hard surface and carpet. Each tournament will choose one surface type and stick without throughout. All that is required in terms of equipment is a stringed racket each and a tennis ball.
- Rules of Tennis
- The server must then serve each point from alternative sides on the base line. At no point must the server’s feet move in front of the baseline on the court prior to hitting their serve.
- If the server fails to get their first serve in, they may take advantage of a second serve. If they again fail to get their second serve in then a double fault will be called and the point lost.
- If the server clips the net but the ball goes in the service area still then let is called and they get to take that serve again without penalty. If the ball hits the net and fails to go in the service area then out is called and they lose that serve.

- The receiver may stand where they wish upon receipt of the serve. If the ball is struck without the serve bouncing then the server will receive the point.
- Once a serve has been made the amount of shots between the players can be unlimited. The point is won by hitting the ball so the opponent fails to return it in the scoring areas.
- Points are awarded in scores of 15, 30 and 40. 15 represent 1 point, 30 = 2 and 40 = 3.
- If a player touches the net, distracts his opponent or impedes in anyway then they automatically lose the point.
- The ball can hit any part of the line for the point to be called in, outside the line and the ball is out.
- A player loses a point if they fail to return the ball in either the correct areas on the court, hits the net and doesn't go into opponent's area or fails to return the ball before it bounces twice in their half.
- In most professional play and some amateur competition, there is an officiating head judge or chair umpire (usually referred to simply as the umpire), who sits in a raised chair to one side of the court. The umpire has absolute authority to make factual determinations. The umpire may be assisted by line judges, who determine whether the ball has landed within the required part of the court and who also call foot faults. There also may be a net judge who determines whether the ball has touched the net during service. The umpire has the right to overrule a line judge or a net judge if the umpire is sure that a clear mistake has been made.
- The referee, who is usually located off the court, is the final authority about tennis rules. When called to the court by a player or team captain, the referee may overrule the umpire's decision if the tennis rules were violated (question of law) but may not change the umpire's decision on a question of fact. If, however, the referee is on the court during play, the referee may overrule the umpire's decision. (This would only happen in Davis Cup or Fed Cup matches, not at the World Group level, when a chair umpire from a non-neutral country is in the chair).
- Ball boys and girls may be employed to retrieve balls, pass them to the players, and hand players their towels. They have no adjudicative role. In rare events (e.g., if they are hurt or if they have caused a hindrance), the umpire may ask them for a statement of what actually happened. The umpire may consider their statements when making a decision. In some leagues, especially junior leagues, players make their own calls, trusting each other to be honest. This is the case for many school and university level matches. The referee or referee's assistant, however, can be called on court at a player's request, and the referee or assistant may change a player's call.
- On-court coaching
- A recent rule change is to allow coaching on court on a limited basis during a match. This has been introduced in women's tennis for WTA Tour events in 2009 and allows the player to request her coach once per set.
- The 4 Tennis Grand Slams
- Wimbledon
- U.S. Open
- French Open
- Australian Open
- This is the first major slam of each year since it occurs in January of each year at Melbourne Park in Melbourne, Australia. It was originally played the first time in 1905 at the Warehouseman's Cricket Ground in Melbourne. What sets apart this tennis grand slam from all of the other ones is its routinely high attendance.
- Bet "Score by Sets" is offered. In the line, the corresponding columns are titled 2:0, 2:1, and so on.

- Tennis court coverage data are for informational purposes only. In the event of a change in coverage, all bets remain valid.
- A. If before the start of the match one of the declared participants is replaced, then bets on this event are subject to return (except for team competitions). In team competitions, if one or more competitors are replaced for any reason, all bets will remain. In doubles matches, if the composition of the pairs is mentioned, in case of replacement of one of the participants, the winnings are calculated with a coefficient equal to one, but if the composition is not mentioned, the bets remain valid.
- B. If the reason is the disqualification (for any reason) or the player's refusal to play, then the already played and completed bets will remain in force. All other bets are refundable, despite the obvious outcome.
- Other events
- C. Bets will stand in the following cases:
- changing the court coverage;
- change of venue;
- replacement of an indoor court with an open one.
- F. In those events in which 2 variants of the outcome are offered, but another variant of the outcome is also allowed, then all bets on this event are subject to return (the winnings are calculated with a coefficient equal to one). For example, bets on the event “The player will be the first to use the computer replay”, it is proposed to name the tennis player who is the first to use the right to the computer replay. If both tennis players did not use computer replay, then the odds of winning on bets are assumed to be '1'.
- Badminton Rules
- The object of badminton is to hit the shuttlecock over the net and have it land in the designated court areas. If your opponent manages to return the shuttlecock then a rally occurs. If you win this rally i.e. force your opponent to hit the shuttlecock out or into the net then you win a point. You are required to win 21 points to win a set with most matches being best of 3 sets. Points can be won on either serve.
- There are two forms of badminton, singles and doubles (it’s also possible to play mixed doubles). Each player is allowed to use a stringed racket (similar to a tennis racket but with the head being smaller) and a shuttlecock. The shuttlecock is made up of half round ball at the bottom and a feather like material surrounding the top. You can only really hit the bottom of the shuttlecock and as gravity comes into play will always revert the ball side facing down. You may only hit the shuttlecock once before it either hits the ground or goes over the net.
- The court measures 6.1m wide and 13.4m long. Across the middle of the rectangular court is a net which runs at 1.55m. Running along each side of the court are two tram lines. The inside lines are used as the parameter for singles match whilst the outside line is used for a doubles match.
- A point is scored when you successfully hit the shuttlecock over the net and land it in your opponent’s court before they hit it. A point can also be gained when your opponent hits the shuttlecock into either the net or outside the parameters.
- Rules of Badminton
- An official match has to be played indoors on the proper court dimensions. The dimensions are 6.1m by 13.4m, the net is situated through the middle of the court and is set at 1.55m.
- To score a point the shuttlecock must hit within the parameters of the opponent’s court.
- If the shuttlecock hits the net or lands out then a point is awarded to your opponent.
- Players must serve diagonally across the net to their opponent. As points are won then serving stations move from one side to the other. There are no second serves so if your first serve goes out then your opponent wins the point.

- A serve must be hit underarm and below the server's waist. No overarm serves are allowed.
- Once the shuttlecock is 'live' then a player may move around the court as they wish. They are permitted to hit the shuttlecock from out of the playing area.
- If a player touches the net with any part of their body or racket then it is deemed a fault and their opponent receives the point.
- A fault is also called if a player deliberately distracts their opponent, the shuttlecock is caught in the racket then flung, the shuttlecock is hit twice or if the player continues to infract with the laws of badminton.
- Let may be called by the referee if an unforeseen or accidental circumstance arose. These may include the shuttlecock getting stuck in the bet, server serving out of turn, one player was not ready or a decision which is too close to call.
- If the laws are continuously broken by a player then the referee holds the power to dock that player of points with persisting fouls receiving a forfeit of the set or even the match.
- If one of the declared participants is replaced by another before the start of the match, all bets are subject to return.
- PREFACE
- The Laws of Chess cannot cover all possible situations that may arise during a game, nor can they regulate all administrative questions. Where cases are not precisely regulated by an Article of the Laws, it should be possible to reach a correct decision by studying analogous situations which are discussed in the Laws. The Laws assume that arbiters have the necessary competence, sound judgement and absolute objectivity. Too detailed a rule might deprive the arbiter of his freedom of judgement and thus prevent him from finding the solution to a problem dictated by fairness, logic and special factors.
- FIDE appeals to all chess players and federations to accept this view. A member federation is free to introduce more detailed rules provided they:
- a. do not conflict in any way with the official FIDE Laws of Chess, and
- b. are limited to the territory of the federation concerned, and
- BASIC RULES OF PLAY
- 1.2 The objective of each player is to place the opponent's king 'under attack' in such a way that the opponent has no legal move. The player who achieves this goal is said to have 'checkmated' the opponent's king and to have won the game. Leaving one's own king under attack, exposing one's own king to attack and also 'capturing' the opponent's king are not allowed. The opponent whose king has been checkmated has lost the game.
- Article 2: The initial position of the pieces on the chessboard
- 2.1 The chessboard is composed of an 8 x 8 grid of 64 equal squares alternately light (the 'white' squares) and dark (the 'black' squares). The chessboard is placed between the players in such a way that the near corner square to the right of the player is white.
- These pieces are as follows:
- A white king
- A black king
- A white queen
- A black queen
- Two white rooks
- Two black rooks
- Two white bishops
- Two black bishops

- Two white knights
- Two black knights
- Eight white pawns
- Eight black pawns
- 2.3 The initial position of the pieces on the chessboard is as follows:
- 2.4 The eight vertical columns of squares are called ‘files’.
- The eight horizontal rows of squares are called ‘ranks’. A straight line of squares of the same colour, running from one edge of the board to an adjacent edge, is called a ‘diagonal’.
- Article 3: The moves of the pieces
- 3.1 It is not permitted to move a piece to a square occupied by a piece of the same colour. If a piece moves to a square occupied by an opponent’s piece the latter is captured and removed from the chessboard as part of the same move. A piece is said to attack an opponent’s piece if the piece could make a capture on that square according to the Articles 3.2 to 3.8. A piece is considered to attack a square, even if such a piece is constrained from moving to that square because it would then leave or place the king of its own colour under attack.
- 3.2 The bishop may move to any square along a diagonal on which it stands.
- 3.3 The rook may move to any square along the file or the rank on which it stands.
- 3.4 The queen may move to any square along the file, the rank or a diagonal on which it stands.
- 3.5 When making these moves the bishop, rook or queen may not move over any intervening pieces.
- 3.6 The knight may move to one of the squares nearest to that on which it stands but not on the same rank, file or diagonal.
- a. The pawn may move forward to the unoccupied square immediately in front of it on the same file, or
- b. on its first move the pawn may move as in 3.7.a or alternatively it may advance two squares along the same file provided both squares are unoccupied, or
- c. the pawn may move to a square occupied by an opponent’s piece, which is diagonally in front of it on an adjacent file, capturing that piece.
- d. A pawn attacking a square crossed by an opponent’s pawn which has advanced two squares in one move from its original square may capture this opponent’s pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an ‘en passant’ capture.
- 3.8 a. There are two different ways of moving the king:
- i. by moving to any adjoining square not attacked by one or more of the opponent’s pieces or by ‘castling’.
- This is a move of the king and either rook of the same colour along the player’s first rank, counting as a single move of the king and executed as follows:
- ii. the king is transferred from its original square two squares towards the rook on its original square, then that rook is transferred to the square the king has just crossed.
- Before white kingside castling.
- Before black queenside castling. After white kingside castling.
- After black queenside castling.
- Before white queenside castling.
- Before black kingside castling. After white queenside castling.
- b. (1) The right to castle has been lost:
- [a] if the king has already moved, or
- [b] with a rook that has already moved.

- (2) Castling is prevented temporarily:
- [a] if the square on which the king stands, or the square which it must cross, or the square which it is to occupy, is attacked by one or more of the opponent's pieces, or
- [b] if there is any piece between the king and the rook with which castling is to be effected.
- 3.9 The king is said to be 'in check' if it is attacked by one or more of the opponent's pieces, even if such pieces are constrained from moving to that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same colour to check or leave that king in check.
- Article 4: The act of moving the pieces
- 4.1 Each move must be made with one hand only.
- 4.2 Provided that he first expresses his intention (for example by saying „j'adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares.
- 4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard:
- a. one or more of his own pieces, he must move the first piece touched which can be moved
- b. one or more of his opponent's pieces, he must capture the first piece touched which can be captured
- c. one piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.
- 4.4 If a player having the move:
- a. deliberately touches his king and rook he must castle on that side if it is legal to do so
- b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3.a
- c. intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king (which may include castling on the other side). If the king has no legal move, the player is free to make any legal move
- 4.5 If none of the pieces touched can be moved or captured, the player may make any legal move.
- 4.6 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot be moved to another square on this move. The move is then considered to have been made:
- a. in the case of a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece from his hand
- b. in the case of castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal
- The move is called legal when all the relevant requirements of Article 3 have been fulfilled. If the move is not legal, another move shall be made instead as per Article 4.5.
- 4.7 A player forfeits his right to a claim against his opponent's violation of Article 4 once he deliberately touches a piece.
- a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move.
- a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal.

- b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal. (See Article 9.6)
- COMPETITION RULES
- Article 6: The chess clock
- 6.1 'Chess clock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time. 'Clock' in the Laws of Chess, means one of the two time displays. Each time display has a 'flag'. 'Flag fall' means the expiration of the allotted time for a player.
- a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.
- b. The time saved by a player during one period is added to his time available for the next period, except in the 'time delay' mode. In the time delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main time only commences after the fixed time has expired. Provided the player stops his clock before the expiration of the fixed time, the main thinking time does not change, irrespective of the proportion of the fixed time used.
- 6.3 Immediately after a flag falls, the requirements of article 6.2 a. must be checked.
- b. If the rules of a competition specify a different default time, the following shall apply. If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.
- b. A player must stop his clock with the same hand as that with which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.
- c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.
- d. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way.
- 6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.
- 6.9 Except where one of the Articles: 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the player. However, the game is drawn, if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- a. Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced. The arbiter shall replace the clock and use his best judgment when determining the times to be shown on the replacement chess clocks.
- 6.11 If both flags have fallen and it is impossible to establish which flag fell first then:
- 6.13 If an irregularity occurs and/or the pieces have to be restored to a previous position, the arbiter shall use his best judgement to determine the times to be shown on the clocks. He shall also, if necessary, adjust the clock's move counter.
- 6.14 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying solely on information shown in this manner.

- Article 7: Irregularities
- b. After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.
- Article 8: The recording of the moves
- 8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibily as possible, in the algebraic notation (See Appendix C), on the scoresheet prescribed for the competition.
- A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.
- Both players must record the offer of a draw on the scoresheet. (See Appendix C.13) If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way.
- 8.3 The scoresheets are the property of the organisers of the event.
- 8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his scoresheet completely before moving a piece on the chessboard.
- a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, the arbiter shall stop the clocks. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.
- b. If only one player is not required to keep score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's scoresheet, but must return it before making a move.
- a. The rules of a competition may specify that players cannot agree to a draw, whether in less than a specified number of moves or at all, without the consent of the arbiter.
- b. If the rules of a competition allow a draw agreement the following apply:
- (2) The offer of a draw shall be noted by each player on his scoresheet with a symbol. (See Appendix C.13)
- (3) A claim of a draw under Article 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.
- a. is about to appear, if he first writes his move on his scoresheet and declares to the arbiter his intention to make this move, or
- b. has just appeared, and the player claiming the draw has the move.
- Positions as in (a) and (b) are considered the same, if the same player has the move, pieces of the same kind and colour occupy the same squares, and the possible moves of all the pieces of both players are the same. Positions are not the same if a pawn that could have been captured en passant can no longer be captured in this manner. When a king or a rook is forced to move, it will lose its castling rights, if any, only after it is moved.
- a. he writes his move on his scoresheet and declares to the arbiter his intention to make this move, which shall result in the last 50 moves having been made by each player without the movement of any pawn and without any capture, or
- b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without any capture.

- 9.4 If the player touches a piece as in Article 4.3 without having claimed the draw he loses the right to claim, as in Article 9.2 or 9.3, on that move.
- 9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was legal.
- Article 10: Quickplay Finish
- 10.2 If the player, having the move, has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the clocks. (See Article 6.12.b)
- c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes time.
- d. The decision of the arbiter shall be final relating to (a), (b) and (c).
- Article 11: Points
- Article 12: The conduct of the players
- 12.2 Players are not allowed to leave the 'playing venue' without permission from the arbiter. The playing venue is defined as the playing area, rest rooms, refreshment area, area set aside for smoking and other places as designated by the arbiter. The player having the move is not allowed to leave the playing area without permission of the arbiter.
- a. During play the players are forbidden to make use of any notes, sources of information or advice, or analyse on another chessboard.
- b. Without the permission of the arbiter a player is forbidden to have a mobile phone or other electronic means of communication in the playing venue, unless they are completely switched off. If any such device produces a sound, the player shall lose the game. The opponent shall win. However, if the opponent cannot win the game by any series of legal moves, his score shall be a draw.
- c. Smoking is permitted only in the section of the venue designated by the arbiter.
- 12.4 The scoresheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and other relevant data.
- 12.6 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.
- 12.7 Infraction of any part of Articles 12.1 to 12.6 shall lead to penalties in accordance with Article 13.4.
- 12.10 In the case of Article 10.2.d or Appendix D a player may not appeal against the decision of the arbiter.
- Otherwise a player may appeal against any decision of the arbiter, unless the rules of the competition specify otherwise.
- Article 13: The role of the Arbiter (See Preface)
- 13.1 The arbiter shall see that the Laws of Chess are strictly observed.
- 13.2 The arbiter shall act in the best interest of the competition. He should ensure that a good playing environment is maintained and that the players are not disturbed. He shall supervise the progress of the competition.
- 13.4 The arbiter can apply one or more of the following penalties:
- a. warning
- b. increasing the remaining time of the opponent
- c. reducing the remaining time of the offending player
- g. expulsion from the event.

- b. Unless authorised by the arbiter, it is forbidden for anybody to use a mobile phone or any kind of communication device in the playing venue and any contiguous area designated by the arbiter.
- Article 14: FIDE
- 14.1 Member federations may ask FIDE to give an official decision about problems relating to the Laws of Chess.
- b. If a match is interrupted or suspended for more than 24 hours (pre-match) or 48 hours (live), all bets on that match will be settled at odds of "1".
- 1. The outcome of the match.
- 2. Double outcome
- 1X - the bet is won if team 1 won or a draw was fixed as a result of the match;
- X2 - the bet is winning if team 2 won as a result of the match or a draw was fixed;
- 12 - the bet is winning if team 1 or team 2 wins as a result of the match.
- 5. Other types of bets may be offered, not listed above.
- The team with the ball must move the ball up the field in 'phases of play'. The ball can never be passed forwards but players can run forwards with the ball or kick the ball forward to chase it down. The opposing team needs to stop the attacking team by tackling and trying to retain the ball.
- Each rugby team will consist of 15 players. The team is split into two groups known as forwards and backs. There are 8 forwards (positions include Hooker, Prop, Second Row, Flanker and Number Eight) and 7 backs (positions include Scrum Half, Fly Half, Inside Centre, Outside Centre, Wingers and a Full Back).
- The pitch is split up into three sections; one main playing area which must not exceed 100 metres and two dead goal areas which can range from 10 to 20 m. The pitch must then be equal to 70 metres wide. The goal posts are in an 'H' shape and are roughly 5 to 6 meters apart with no restrictions on height.
- Studded boots can be worn along with gum shields, head guards, shoulder pads and shin pads. Each team must wear the same coloured jerseys with matching shorts and socks.
- Points can be scored by one of four ways:
- A try is awarded when a player places the ball down in their opponent's dead ball area behind the goal. 5 points are awarded.
- A penalty kick will gain a team 3 points and is awarded to a team when the opposing team causes an infringement.
- A drop goal can be kicked out of the hand as long as the ball bounces first and can earn a team 3 points.
- Rules of Rugby
- Each team can start with 15 players and up to 7 substitutes. Players that have left the field are only allowed to return if they have been treated for an injury.
- The field must be roughly 100 metres long and 70 metres wide with a minimum of a 10 metre dead ball area. The H shaped goal needs to be 6 metres wide with no restrictions on height.
- The defending team must tackle a player by grabbing a hold and pulling them to the floor. A tackle cannot be made above shoulder height and doing so will cause the referee to award a foul.
- Once the ball goes into touch a line out is called. Up to 7 players can enter a line out and any of these players can be lifted in order to catch the ball being thrown in. Both teams can compete to win the ball.
- A successful conversion, penalty or kick at goal only occurs when the player manages to kick the ball through the top section of the goal. If a player is unsuccessful the ball is still in play until it crosses one of the playing fields boundaries.

- Attacking players must remain behind the ball whilst active or run the risk of being called offside. Players not interfering with play can be in front of ball but must get back behind the ball before then again interfering with play.
- Officials and offences
- There are three match officials: a referee, and two assistant referees. The referees are commonly addressed as "Sir". The latter, formerly known as touch judges, had the primary function of indicating when the ball had gone into "touch"; their role has been expanded and they are now expected to assist the referee in a number of areas, such as watching for foul play and checking offside lines. In addition, for matches in high level competitions, there is often a television match official (TMO; popularly called the "video referee"), to assist with certain decisions, linked up to the referee by radio. The referees have a system of hand signals to indicate their decisions
- Common offences include tackling above the shoulders, collapsing a scrum, ruck or maul, not releasing the ball when on the ground, or being offside. The non-offending team has a number of options when awarded a penalty: a "tap" kick, when the ball is kicked a very short distance from hand, allowing the kicker to regather the ball and run with it; a punt, when the ball is kicked a long distance from hand, for field position; a place-kick, when the kicker will attempt to score a goal; or a scrum. Players may be sent off (signalled by a red card) or temporarily suspended ("sin-binned") for ten minutes (yellow card) for foul play or repeated infringements, and may not be replaced.
- Occasionally, infringements are not caught by the referee during the match and these may be "cited" by the citing commissioner after the match and have punishments (usually suspension for a number of weeks) imposed on the infringing player.
- Six regional associations, which are members of WR, form the next level of administration; these are:
- Rugby Africa, formerly Confederation of African Rugby (CAR)
- Rugby Americas North, formerly North America Caribbean Rugby Association (NACRA)
- Rugby Europe, previously Fédération Internationale de Rugby Amateur – Association Européenne de Rugby (FIRA-AER)
- Oceania Rugby, formerly Federation of Oceania Rugby Unions (FORU)
- Sudamérica Rugby, formerly Confederación Sudamericana de Rugby (South American Rugby Confederation, or CONSUR)
- There are two other versions of Rugby: Rugby sevens and Rugby league.
- Rugby Sevens
- Rugby sevens (commonly known as simply sevens), and originally known as seven-a-side rugby, is a variant of rugby union in which teams are made up of seven players playing seven minute halves, instead of the usual 15 players playing 40 minute halves. Rugby sevens is administered by World Rugby, the body responsible for rugby union worldwide. The game is popular at all levels, with amateur and club tournaments generally held in the summer months. Sevens is one of the most well distributed forms of rugby, and is popular in parts of Africa, Asia, Europe, and the Americas, and especially in the South Pacific.
- 7 players per team on field (instead of 15).
- Five substitutes, with five interchanges (instead of 8 and 8).
- Seven minute halves (instead of 40-minute halves, in fifteen-a-side).
- Maximum of two minutes half-time (instead of ten minutes).
- Matches drawn after regulation are continued into golden pointextra time, in multiple 5-minute periods.
- All conversion attempts must be drop-kicked (instead of having the option to place-kick).

- Conversions must be taken within 30 seconds of scoring a try (instead of 90 seconds). Prior to 2016, the limit had been 40 seconds.
- Three player scrums (instead of eight players).
- Kick-offs: in sevens, the team which has just scored kicks off, rather than the conceding team, as in fifteen-a-side.
- Yellow cards net a 2-minute suspension (instead of 10 minutes) to the offender.
- Referees decide on advantage quickly (where one play usually ends advantage, unlike in fifteens).
- Rugby league
- In rugby league, points are scored by carrying the ball and touching it to the ground beyond the opposing team's goal line; this is called a try, and is the primary method of scoring. The opposing team attempts to stop the attacking side scoring points by tackling the player carrying the ball. In addition to tries, points can be scored by kicking goals. Field goals can be attempted at any time, and following a successful try, the scoring team gains a free kick to try at goal with a conversion for further points. Kicks at goal may also be awarded for penalties.
- One of the main differences is the rules of possession, When the ball goes into touch, possession in rugby union is contested through a line-out, while in rugby league a scrum restarts play. The lesser focus on contesting possession means that play stops less frequently in rugby league, with the ball typically in play for 50 out of the 80 minutes compared to around 35 minutes for professional rugby union. Other differences include that there are fewer players in rugby league (13 compared to 15) and different rules for tackling. Rugby union has more detailed rules than rugby league and has changed less since the 1895 schism.
- Rugby League, Rugby Union
- a. Bets are accepted excluding overtime, unless otherwise specified, for regular time (80 minutes plus injury time).
- b. If the match was interrupted for more than 24 hours (pre-match) or 48 hours (live), all bets are subject to return, except for bets which outcomes were clearly determined at the time the match was interrupted.
- It is proposed to determine the outcome of the match. Bets are accepted on regular time.
- 4. Double outcome
- 1X - the bet is winning if as a result of the match Team 1 won or a draw was fixed;
- X2 - the bet is winning if as a result of the match Team 2 won or a draw was fixed;
- It is proposed to determine whether the number of goals scored by this team will be more or less than the specified parameter.
- If, as a result of the match, the total number of goals scored is equal to the total of the bet, a return occurs.
- Only points scored against the opposing team and officially scored by the referee count.
- All points scored by teams against their own goal are counted as points scored by the opposing team.
- 7. Total odd / even
- If the result of the match is 0:0, bets will be settled as even.
- 8. First half / match
- It is proposed to determine the result of the first half and the whole match.
- In the line, in the first place is the result of the first half, in the second - the whole match.
- 9. Who will take the first point
- Bets on the player who score the first valid goal of the match win.

- If during the match the player did not enter the field, all bets on him for this position are returned.
- 10. To qualify
- The bet is won only if the specified team reaches the next round of the competition, regardless of the result with which any intermediate match / time period of this round of competition ended.
- b. If the match was interrupted for more than 24 hours (pre-match) or 48 hours (live), all bets are subject to refund, except for bets whose outcome was clearly determined at the time the match was interrupted.
- If, as a result of the match, the total number of goals scored is equal to the total of the bet, a refund occurs. Likewise, for the individual total of a team or player.
- 4. Other types of bets not listed above may be offered.
- Volleyball Rules
- The court is of a rectangular shape and measures 18m x 9m. Running across the court is a 2.43m high net with the ball measuring 8 inches in diameter and weighing between 9 and 10 ounces. Around the outlines of the court is an out of bounds area and if the ball were to bounce in these sections then a point would be awarded to the opposing team.
- Each team gets up to two timeouts per set of 30 seconds each. After each set the amount of timeouts resets back to two regardless of how many have been used previously.
- To score a point the ball must hit the ground within the outlined section in your opponents half. You can also score a point by your opponent failing to hit the outlined section within your half or your opponent hitting the ball into the net. A point can be scored off either teams serve.
- A player serving must do so from behind the base line and can use either an over or underarm action and hit with only the hand. Once the serve has been made the server can join their team in-play and battle out the point.
- Each team is allowed to hit the ball three times before the ball must be returned. A player is not allowed to hit the ball twice in succession. If the ball hits the boundary line then the ball is deemed to be in-play. The defensive team can jump and try to block the ball returning to their side of the court. If a block attempt is made and the ball bounces in their opponents half then a point is awarded. If after the block the ball bounces out then a point is awarded to the opposing team.
- All matches in all categories consist of 5 sets; if the score is tied 2:2, teams play fifth (reduced) set. fifth set can be played also after one team won both sets (2:0), but that does not affect the final result. The fifth set is played till 15 points.
- Rules of Volleyball
- Each team consists of 6 players and 6 substitutes. Players can be substituted at any time but if they are to return can only be swapped for the player that replaced them.
- Each team can hit the ball up to three times before the ball must be returned. The defensive team can then try and block or return the ball again hitting it a maximum of three times.
- Violations will be called for the following:
- Stepping over the base line when serving the ball.
- Ball hits the net and fails to get over the net (If the ball hits the net and still goes over the net then this is perfectly legal).
- Players are not allowed to carry, palm or run with the ball.
- Players must not touch the net with any part of the body. If the net is said to have hit them rather than vice-versa, then this is ok.
- The ball cannot travel under the net.

- Players cannot reach over the net and hit the ball.
- Libero
- The libero is a player specialized in defensive skills: the libero must wear a contrasting jersey color from their teammates and cannot block or attack the ball when it is entirely above net height. When the ball is not in play, the libero can replace any back-row player, without prior notice to the officials.
- The modern-day libero often takes on the role of a second setter. When the setter digs the ball, the libero is typically responsible for the second ball and sets to the front row attacker. The libero may function as a setter only under certain restrictions. To make an overhand set, the libero must be standing behind (and not stepping on) the 3-meter line; otherwise, the ball cannot be attacked above the net in front of the 3-meter line. An underhand pass is allowed from any part of the court.
- The libero is, generally, the most skilled defensive player on the team. There is also a libero tracking sheet, where the referees or officiating team must keep track of whom the libero subs in and out for. Under FIVB rules, two liberos are designated at the beginning of the play, only one of whom can be on the court at any time.
- The ball
- FIVB regulations state that the ball must be spherical, made of leather or synthetic leather, have a circumference of 65–67 cm, a weight of 260–280 g and an inside pressure of 0.30–0.325 kg/cm2. Other governing bodies have similar regulations.
- A standard volleyball ball is used during all matches (Mikasa MVA 200).
- Volleyball officials that make up the officiating crew are first referee, second referee, scorekeeper, assistant scorer, and line judges. The first referee is in charge from the beginning of the match until the end. The first referee has authority over all other members of the officiating crew.
- 1. If the match started, but did not end for any reason, then for the calculation you need to wait 24 hours (pre-match) or 48 hours (live), after which all bets on this match, except for those bets that have already taken place, are subject to return (Calculated with a factor of 1).
- 2. If the start date of a match is postponed for a period of time less than 24 hours, all bets on that match will remain. Otherwise, the bets on this match are returned.
- Handicap and total for a volleyball match are indicated in points, unless otherwise indicated in the market.
- In a volleyball match 1-4 sets are played up to 25 points, unless otherwise stated. The decisive (5th) set is played up to 15 points.
- There are three set match formats. The first 1-2 sets are played up to 25 points, unless otherwise stated. The decisive (3rd) set is played up to 15 points.
- Bet "score". In the line, the corresponding columns are titled: 3:0; 3:1, etc.
- If the rules of the match are changed (1-4 sets were played up to 21 points or vice versa), then bets on:
- the victory of the team in the match;
- the victory of the team in the set;
- the exact score of the match;
- are calculated according to the accepted odds, and all other bets are returned.
- If, by the decision of the judges, one of the teams has a point deduction, the bets will be calculated according to this decision of the judges.
- Total sets in the match. It is necessary to determine whether the teams will play more or less than the specified number of sets in the match. If the match was interrupted and not resumed after 24 hours (pre-match) or 48 hours (live), then the bets on this position are returned.

- Formula One is a class of single-seat and open-wheel Grand Prix closed course racing, governed by the Fédération Internationale de l'Automobile (FIA), and currently organized by the privately-owned company Formula One Group. The formula regulations contain a very strict set of rules which govern vehicle power, weight, size, and design. The rules do allow for some variation, however.
- Rally is a form of motorsport that takes place on public or private roads with modified production or specially built road-legal cars. It is distinguished by not running on a circuit, but instead in a point-to-point format in which participants and their co-drivers drive between set control points (special stages), leaving at regular intervals from one or more start points. Rallies may be won by pure speed within the stages or alternatively by driving to a predetermined ideal journey time within the stages.
- Bikes
- Nascar
- The National Association for Stock Car Auto Racing (NASCAR) is an American auto racing sanctioning and operating company that is best known for stock car racing. The privately-owned company was founded by Bill France Sr. in 1948, and his son, Jim France, has been the CEO since August 6, 2018. The company is headquartered in Daytona Beach, Florida. Each year, NASCAR sanctions over 1,500 races at over 100 tracks in 48 US states as well as in Canada, Mexico, and Europe.
- DTM
- The Deutsche Tourenwagen Masters (DTM, German Touring Car Masters}) is a touring car series sanctioned by ITR e.V. who have been affiliated to the DMSB-FIA since 1984. The series is based in Germany, with rounds elsewhere in Europe, racing a silhouette racing car based on a mass-produced road car.
- From 2000 onwards, the new DTM continues the former Deutsche Tourenwagen Meisterschaft (German Touring Car Championship) and ITC (International Touring Car Championship) which had been discontinued after 1996 due to high costs.
- Rallycross
- Rallycross is a form of sprint style automobile racing, held on a closed mixed-surface racing circuit, with modified production or specially built road cars, similar to the World Rally Cars. It is mainly popular in the Nordic countries, the Netherlands, Belgium, France and Great Britain. An inexpensive, entry level type of rallycross is the Swedish folkrace or its Norwegian counterpart, the so-called bilcross. The folkrace is most popular in Finland where it was founded back in late 60's. In Europe, rallycross can also refer to racing 1:8 scale off-road radio-controlled buggies.
- IndyCar Series
- A series originated on June 12, 1909 in Portland, Oregon at its first race. Shortly after, Indianapolis Motor Speedway opened in 1909 and held races that ranged from 50 to 200 miles. Its premier race is the Indianapolis 500 which began on May 11, 1911 and a tradition was born. Today, Indycar operates a full schedule with over 20 teams and 40 different drivers. The current schedule includes 15 tracks over the course of 17 races per season. Josef Newgarden was crowned current champion of the Indycar Series in September 2019.
- Red Bull Air Race
- The Red Bull Air Race, established in 2003 and created by Red Bull GmbH, was an international series of air races in which competitors have to navigate a challenging obstacle course in the fastest time. Pilots fly individually against the clock and have to complete tight turns through a slalom course consisting of pylons, known as "Air Gates".
- Supercars
- The Supercars Championship is a touring car racing category in Australia and run as an International Series under Fédération Internationale de l'Automobile (FIA) regulations.

- Formula 2
- Formula Two, abbreviated to F2, also called Formula 2, is a type of open wheel formula racing first codified in 1948. It was replaced in 1985 by Formula 3000, but revived by the FIA from 2009–2012 in the form of the FIA Formula Two Championship. The name returned in 2017 when the former GP2 Series became known as the FIA Formula 2 Championship.
- Formula E is a class of open-wheel auto racing that uses only electric-powered cars. The series was conceived in 2012, and the inaugural championship started in Beijing on 13 September 2014. The series is also sanctioned by the FIA and races a spec chassis/battery combination with manufacturers allowed to develop their own electric power-trains. The series has gained significant traction in recent years.
- General rules:
- 1. Vehicles:
- All drivers must part take in the race with the same series of racing machine with identical physics. e. FVR V8SC 2019
- All vehicles should have the same driver aids enabled / disabled. i.e. Damage enabled, No-Traction Control, No-Anti-locking breaks etc.
- Vehicle tires may be restricted to one option or multiple tyres may be allowed. Consult a Racecentre employee for a list of allowed tyres for your racing league / series
- Vehicle setups may be dictated by Racecentre staff – i.e. Staff may allow you to modify your setups or it may be a fixed setup based on your series.
- 2. Qualifying Etiquette & Rules
- Qualifying sessions will be Private. Meaning you will not see any other car in the session.
- A driver is to drive only within the confines of the track. Any driver found cutting corners / chicanes may result in a penalty.
- A driver may have no more than two wheels off the racing circuit for the lap to count towards their qualifying time. Penalties will be handed out post-race after replay analysis if this is breached.
- Should a driver cut a corner / chicane they are advised to abandon the lap to prevent the risk of a post-race penalty.
- 3. Racing Etiquette & Rules:
- a. Once a driver is on the grid they are to hold the brake pedal until the start lights turn on (usually a red light will shine, which indicates the race start is emanate).
- Any ‘creeping’ on the race grid may result in a penalty.
- Drivers are not to ram or force opponents off the track, should a driver breach this article then they may be disqualified or penalised post-race.
- Drivers are not to cut corners / chicanes. Post-race penalties will apply for this breach.
- Should the first lap of the race see multiple drivers eliminated / in the gravel, the race may be red flagged and restarted by a Racecentre employee.
- Under race conditions, any car that reportedly hits another will be given a penalty based on the severity of the accident / dangerous driving.
- If there are any discrepancies in the racing Etiquette we will refer to the Supercars, FIA or Blancpain Rules Handbook for further clarification.
- 4. RFactor Rules:

- A driver is under no circumstances to change the driver aids or settings. A Racecentre employee will do this if the league series permits modifications.
- Modifying the car setup and tyres may only be allowed if the league series enables it. Racecentre staff will set what the rules are for each league / series.
- 5. League Points System:
- 6. Flag Rules:
- Drivers are to obey the flag rules of their racing series. Penalties apply for those who do not.
- Black flags may be in effect, should a driver views a black flag on their screen, they are to immediately stop their vehicle to prevent disqualification.
- Blue flags may be in effect, should a driver views a blue flag, they are to allow the following vehicle(s) to pass as they have been lapped.
- If the blue flag remains, it means a driver must let all cars behind them past. Holding up cars on a lap further in the race than yours may be met with penalties for impeding that driver.
- 7. Pit Lane Rules & Etiquette:
- a. Drivers are to file in and out of the pit lane. Forcing other driver(s) into obstacles may be met with a penalty post-race.
- At pit-exit there is a light tree with green, red and blue lights. The blue lights, when flashing, indicate that there is a car coming up the start/ finish straight at full speed. A driver in the pit lane is to wait until the blue lights stop flashing before exiting the pit lane. Any incident involved with entering or exiting the pit lane may be met with heavy penalties.
- 8. General Driving Etiquette and Rules:
- Slipstreaming is not advised with sim racing, due to possible lag issues. Driver errors make approaching another car very closely a risky venture. Therefore, any driver who makes contact while following another car will be held responsible. Penalties may apply unless there is clear evidence that the car in front was driving erratically or slowed suddenly.
- If you are shown the blue flag, move off the racing line as soon as possible within reason and make no erratic moves. Pay attention to your mirrors to determine which side the car will pass you. Once the following car is close, slow your speed enough to allow them a safe pass around your car. Do not accelerate until you are sure the following car has past and is clear.
- When overtaking a backmarker, the safest method is to hold position behind and to one side of the slower car so they can see you fully in their mirrors. Do not commit to a pass until you have given them ample time to move out of your way before committing to the pass. Please do be courteous and thank the driver by calling out or after the session. Mutual respect makes for better drivers.
- Drivers must make sure the track is clear before re-entering the track or resuming the racing line or after recovering from a spin. This includes running on the grass, half spins, full spins, temporarily losing control or completely losing control. Not re-joining the circuit safely may be met with penalties.
- It will be each driver's own responsibility to drive cleanly whatever the situation. If you cannot stay on track (whether through car damage, controller problems etc) you should park your car and alert a Racecentre staff member to help you with your situation.
- Participation in Racecentre league competition implies a sound knowledge and understanding of all the rules listed here (1A – 8G). Dangerous driving, persistent unrealistic driving (driver aids) or flagrant abuse of the rules can result in time penalties, disqualification, race bans and exclusion from the competition. Generally we prefer to warn drivers before taking serious action, however we do enforce them.

- 9. Incident Reporting:
- Racecentre Staff are there to facilitate the hosting of a League Night. This involves:
- Making sure the equipment is suitable
- Ensuring mods have been uploaded and tested
- Any drop outs or mechanical issues during the night are attended to.
- The staff are not there to deal with driving incidents during any race events.
- c. Complainants need to provide the following in writing on the night:
- Event name and date
- Race number
- Lap number
- Persons involved
- Details of incident.
- 10. Hot Lapping/Dash for Cash Rules:
- All driver aids with the exception of Auto Clutch shall be disabled. A driver is under no circumstances to change the driver aids.
- Damage shall be set at a minimum of 50%.
- A driver may tune the car.
- Fuel usage is turned off.
- Tyre wear is normal.
- The driver needs to let Racecentre staff know they are attempting a lap or number of laps.
- A Racecentre employee can at any time check to see if the aids have been adjusted and instant disqualification from the event and any future events will occur if changes have been made.
- The driver must notify staff if they have posted a time to record.
- Replay footage will be checked for cutting of corners / chicanes. The lap will be disqualified if more than two wheels are off the racing circuit.
- a. These rules apply to Formula 1, Rally, Bikes, Nascar, Speedway, DTM, Rallycross, Indycar, Red Bull Air Race, Supercars, Formula 2, Formula E, etc.
- d. Drivers who enter the warm-up lap are automatically classified as having started the race.
- 1. Winner of the race
- The winner is the driver who takes first place in the final protocol of the race. If the specified rider did not take part in the race, a return is made on the rates placed on him for this position.
- 2. Top-3
- It is necessary to determine which of the riders will enter the top 3 at the end of the race. If the specified rider did not take part in the race, a return is made on the rates placed on him for this position.
- 3. Championship Winner
- If the specified driver did not take part in any race of this championship, a return is made on the rates made on him for this position.
- 4. Top-3 in championship
- It is necessary to determine which of the riders will enter the top 3 at the end of this championship. If the specified driver did not take part in any race of this championship, a return is made on the rates made on

him for this position.

- 5. Winner of the Constructors' Cup
- It is necessary to determine which team will win the Constructors' Cup in the specified season. If any of the indicated teams is disqualified or stopped participating in the championship for any reason, all bets on this team remain in force, however, if the refusal / disqualification occurred before the start of the season, for all bets on this team for this position there is a return.
- 6. Head2head (Racer)
- In the proposed pairs, it is necessary to name the rider who will perform better. In this case, the best is the rider who took a higher place in the final protocol. If both riders retire, then the best is the one who has driven the most laps. If both riders get off on the same lap, bets will be returned. If one of the riders leaves the race, the rider who finishes the race is considered the best. If a rider has completed more laps, but was disqualified during the race, then any other athlete who was not disqualified is considered the best (even if he completed less than one lap in the race). If both riders are disqualified during the race, the bet will be returned.
- 7. Head2head teams
- It is necessary to determine which team will score the most points. If both teams did not score a single point, then the best is the team whose total number of places occupied by the drivers is less than the other. If at least one of the riders of this team took part in the race, all bets on this position remain valid. Otherwise, the rates on this position are returned.
- 8. Full distance, not full distance
- It is proposed to indicate whether a particular rider will or will not leave the race. At the same time, a rider who left the distance several laps before the finish, but classified according to the results of the race with a lag of a certain number of laps from the leader according to the official protocol, is considered to have completely finished the race.
- If the specified rider did not take part in the race, a return is made on the bets placed on him for this position.
- 9. Fastest lap in a race
- 10. Which driver will score more points in the remaining races of the season?
- If at least one of the riders did not participate in any of the remaining races in the season, the betsfor this position are returned.
- 11. Other types of bets not listed above may be offered.
- Championship
- The ABB FIA Formula E World Championship consists of two separate titles - one dedicated to the drivers and another - to the teams. The drivers' championship is awarded to whichever driver has accumulated the most points over the seven-month campaign. Whereas the teams' championship is decided by calculating both driver's scores during the whole season.
- Points
- Formula E follows a standard points system, used in other FIA-sanctioned series - awarding points to the top-10 finishers.
- 1st - 25pts
- 2nd - 18pts

- 3rd - 15pts
- 4th - 12pts
- 5th - 10pts
- 6th - 8pts
- 7th - 6pts
- 8th - 4pts
- 9th - 2pts
- 10th - 1pt
- Additional points are also awarded for securing Julius Baer Pole Position and clinching the Fastest Lap in Qualifying and the race.
- The driver starting at the front (Julius Baer Pole Position) picks-up an extra three points, while the driver who sets the fastest lap during Qualifying gets an additional point.
- During the race, the driver who completes the Fastest Lap also receives one additional point. However, the driver must finish in the top-10 places to gain the Fastest Lap extra point. If not, then the driver in the top-10 with the next fastest lap takes the honour.
- Julius Baer pole position - 3 points
- Fastest driver in Qualifying - 1 point
- Fastest Lap in race - 1 point (if in a top-10 finishing position)
- Race Day Format
- Shakedown - at most E-Prix, a shakedown session is held on Friday - the day before the main event - but this is dependent on the track (in our case, city streets) being available. Drivers use this session to check the electronic systems and the reliability of the car, but not overall performance as the cars run at a reduced speed.
- POWER - THE POWER IS LIMITED TO 110KW.
- Practice
- Each event has two practice sessions - an opening 45-minute session followed by a further 30-minute session. This is reduced to only one 45-minute session on the second day of a double-header. This is the first time the teams and drivers will take to the track under timed conditions as they get a feel for the track and adapt to the car set-up. Although the timer is on, it doesn't count towards the final result. After all, it's just a practice session.
- POWER - 250KW IS AVAILABLE THROUGHOUT.
- Qualifying and Super Pole shoot-out - Qualifying determines the order the drivers will start the race, with the fastest driver lining-up in first place and slowest at the back. The session lasts one hour and sees drivers divided into four groups of up to six cars, defined by their position in the championship. For the first race of the season, however, the order is decided by where they finished overall in the previous season.
- Once out, each driver has six minutes to set their best time, with the top-six drivers proceeding to the Super Pole shoot-out in a bid to secure Julius Baer Pole Position and an additional three points. During the Super Pole shoot-out, the drivers go out one-by-one, with the sixth fastest driver from the group stages going out first. When they cross the line to start their flying lap, the pitlane light turns green and the fifth fastest driver heads out. This is repeated until all six drivers have completed a lap.
- Tyres and Allocation
- The bespoke 18-inch treaded all-weather tyres used by all teams and drivers are supplied by Michelin - official tyre supplier of the FIA Formula E World Championship. Each driver can't use more than four new

rear and four new front tyres for each event. That means they need to make a total of two sets of tyres last from Shakedown all the way to the end of the race.

- Charging Times
- Charging the car is forbidden during both qualifying and the race, as well as throughout parc ferme and scrutineering. Teams can charge the cars in-between sessions and during practice.
- e-Licence
- Just like a driving licence for the road - Formula E drivers must qualify to participate. In order to enter the FIA Formula E Championship, drivers must comply with the following:
- Drivers must have accumulated at least 20 points in the past three years, in conjunction with the FIA points system - used to qualify for a Super Licence. Or, to have previously been holding a Super Licence, or to have participated in at least three events of the previous FIA Formula E Championship.
- The champion from the previous season automatically qualifies for a Super Licence the following year.
- If these points aren't met - a driver judged by the FIA to have consistently demonstrated outstanding ability in single-seater categories, but with little or no opportunity to qualify, can still participate.
- The race must be held within one week of the scheduled time to be valid, otherwise all bets will be considered void. All Bets will be paid as to the official results stated on the official site, no matter if the race is stopped prematurely for any reason.
- The criteria for resulting is using results from official page and also podium presentation, if a change is made later due to disqualification, results can be changed. It should be around 90% of the laps raced by driver to be considered classified in the race.
- The following markets are available:
- Drivers' Championship
- Player have to predict which driver will be the winner of the Drivers' Championship. Points are calculated from individual races to decide the Drivers' Championship. All bets will be settled according to the ranking provided by its official website.
- Race Winner
- Player have to predict who wins the Race of that particular Grand Prix. Changes after that the final result is published will be ignored. Any driver who does not qualify for the race will be considered void. Dead heat rule applies.
- Qualifying Winner
- Player have to predict who wins the 'Super Pole of that particular Grand Prix. Changes after that the final result is published will be ignored. Dead heat rule applies.
- H2H
- Two drivers are combined in a "head to head" as to who will place higher position, provided that both start the race. If one of the two drivers quit, the driver who left after the most laps will be considered the winner. If both drivers retire in the same lap, the bet will be voided. Any further information that might alter the results will not be considered.
- Types of markets not listed above may also be offered.
- 1. Winner of the race (final classification)
- The winner is the driver who took the first place in the final protocol of the race (final classification).
- 2. The winner for all qualifying bets is determined by the official qualifying times announced by the FIA.
- The winner for all Free Practice Bets (1,2,3) is determined by the Official Free Practice Time announced by the FIA.

- 3. Top 3 (6.10)
- It is necessary to determine which of the riders will enter the top 3 (6, 10) according to the final protocol of the race. If the specified rider did not take part in this race, a return is made on the bets placed on him for this position.
- 4. Fastest lap
- It is necessary to determine which of the riders will complete one lap the fastest. If the specified rider did not take part in the race, a return is made on the bets placed on him for this position.
- 5. If the cars in the race start after the "safety car", and not as usual at the start signals (for example, because of bad weather), when calculating the bets, this will not be considered going to the "safety car" track. The same rule applies to situations where the race resumes after the exit of the "safety car" immediately after the appearance of the red flag.
- 6. Head2head (pilots)
- In the proposed pairs, it is necessary to name the rider who will perform better. In this case, the best is the rider who took a higher place in the final protocol. If both riders quit the race, then the best is the one who has driven the most laps. If both riders get off on the same lap, bets will be returned. If one of the riders leaves the race, the rider who finishes the race is considered the best. If a rider has completed more laps, but was disqualified during the race, then any other athlete who was not disqualified is considered the best (even if he completed less than one lap in the race). If both riders are disqualified during the race, Best will be settled based on the team with the best
- classified car in the official FIA classification at the time of
- the podium presentation.
- Bets are accepted on the team whose rider will take the best place in the race according to the official protocol of the International Automobile Federation (FIA). If no rider from both teams is included in the official final protocol, the winner is the team whose rider completed the most laps. If no rider from both teams is included in the official final protocol and the best riders from both teams complete the same number of laps, Best will be settled based on the team with the best
- 8. How many cars will fail to complete the first lap?
- 9.Which rider will be the first to leave the race
- 10. Which constructor will be the first to leave the race?
- At least one driver from the team must start in the race, otherwise all bets on this team will be void. Riders who do not start in the race are classified as “DNS” in the official race results.
- 11. Will both Team X riders score points in the race?
- For this bet to be settled, both riders must start the race. Riders who do not start in the race are classified as “DNS” in the official race results.
- 12. Winner excluding 'Mercedes'
- The winner, excluding Mercedes, is the driver who took first place in the final protocol of the race, excluding the Mercedes team.
- 13. Pole position
- 14. Markets for overtakings

- An overtaking needs to be maintained until the end of the lap in order to be considered for settlement purposes.
- Overtakings during the first lap are not considered for settlement purposes.
- Overtakings of a specific driver in the same lap when he enters or exits the pit are not considered for settlement purposes.
- Overtakings of a car in the lap of its retirement are not considered for settlement purposes.
- Lapping and unlapping is not considered as overtaking
- All events are settled based on the award ceremony or the competition's official scoresheet,
- without taking into consideration the results of any subsequent investigations or disqualifications.
- Alpine skiing
- ALPINE SKI RACING
- 1. Slalom (SL)
- Slalom is a timed event requiring the execution of many short, quick turns through two different courses. The slalom features the shortest course and quickest turns. As in the giant slalom, each skier makes two runs down two different courses on the same slope. The competitors are required to pass between all the gates, alternate red/blue pairs of poles. Both runs take place on the same day. The times are added together, and the fastest total time determines the winner.
- 2. Giant Slalom (GS)
- Giant slalom is characterized as the discipline that requires the most technical skill: skiers race down the mountain through a faster and more open course than in Slalom. Giant slalom is similar to the slalom, with fewer, but wider and smoother turns. Each skier makes two runs down two different courses on the same slope. Both runs take place on the same day, usually with the first run held in the morning and the second run in the afternoon. The times are added together, and the fastest total time determines the winner.
- 3. Super-G (SG)
- Super G (super giant slalom) is the newest of the Alpine disciplines, combining the elements of speed from the downhill, while integrating high speed technical turns from the giant slalom. The course is shorter than downhill but longer than a giant slalom course. Each skier makes one run down a single course and the fastest time determines the winner. This race discipline is rarely held in Pennsylvania.
- 4. Downhill (DH)
- The downhill event features the longest course and the highest speeds in alpine skiing. Racers attempt to record the fastest time during a single run with a minimum number of control gates. This race discipline is never held in Pennsylvania.
- 5. Derbies (U12, U14 and U16)
- Each age group also has a Derby (Championship Race). Racers who score high during the season may qualify to go to a Derby at the end of February. Racers should check their Derby standings on the PARA web site. Participation in the Derbies is by invitation only based on points scored during the season. The formula can be found on the PARA web site at under the FAQ section "What are quotas and how are they calculated."
- AGE CLASSES / LIMITS FOR ALPINE RACE TEAM
- The competition year is July 1 - June 30 of the following year. A competitor's class is determined by their age on December 31 of the competition year.
- SR Ages 21 and older

- U21 Ages 18-20
- U18 Ages 16 and 17
- U16 Ages 14 and 15
- U14 Ages 12 and 13
- U12 Ages 10 and 11
- U10 Ages 8 and 9
- U8 Ages 7 and younger
- NOTE: Racers should check with their local program, or with their local office regarding details or exceptions that may apply. Some regions, divisions or states may recognize other age categories below the U8 class for awards.
- CALCULATING RACE POINTS
- The below information is a small synopsis of the overall rules for scoring and should not be used as the final official rules. This is intended only as a "high level" review of the scoring process in order for new skiers and parents to gain a better understanding of the process.
- A. Race Points scoring (U16, U14, U12, U10)
- The U10 thru U16 races are scored using the World Cup Points scale (below). PARA uses a race quota formula to determine which racers are invited to participate in one of the end of year race derbies. The formula can be found on the PARA web site at under the FAQ section. "What are quotas and how are they calculated."
- **At this level you do not earn points when you compete outside of your division.
- USSA Points Scoring (U21, U18, U16)
- The official rules can be found in the USSA Alpine Competition Guide or at web site. Some general guidelines:
- Scored race disciplines are Slalom, Giant Slalom, Super G, and Downhill.
- All new skiers start with the seeded points of 990 points.
- The lower your points the higher your standing in the overall discipline rating.
- Lower seeded points allow an earlier start in your next race of that discipline.
- The winner of a race is given "0" race points.
- All racers are also given a penalty that is added to the race points for that event.
- Points can be earned at any USSA sanctioned race
- Points Lists
- The Points List or "Seed List" are created by taking the average of the best two race results in the current season in each race discipline. So, a skier must compete and post scores in two races of the same discipline before his score will change from the 990-initial posting. To further clarify, a racer must finish both runs of a race in two different races of the same discipline in order to have a change in the Points List standings.
- The purposes of the Points List are:
- To measure the relative performance of all competitors in the classification system.
- To serve as a tool to "seed" (organize) the start order of a race.
- To provide a method of team selection.
- How Points Are Scored
- While the winner of any seeded race is given "0" race points, a penalty is also calculated and added to each racer's points to produce the racer's final race score for that event.
- The magnitude of the penalty depends upon

- The seed points of the best five (5) racers who start the race.
- The seed points of the best five (5) racers who finish the race.
- Whether the times of those top five racers (who finish) are clustered near the winner or widely dispersed
- This procedure allows the scoring of different races on different slopes and different days, each with different levels of competition, to be based on a common scale. In theory, this allows all racers to compare themselves against the world's leading racers.
- The average of a racer's two best race results for a given scored discipline becomes the basis for that racer's ranking among other racers. In order to gain better start positions by lower seeding points, competitors also must improve their skills, strength and tactics and then prove this on the race hill.
- Race Points + Penalty = Final Race points score for that race
- Calculation of "Race Points"
- The International Ski Federation (FIS) point scoring system for ski races was developed in order to recognize the better performance of finishing fourth in one race with a one second behind the winner, as opposed to finishing second in another race with a time two seconds behind the winner.
- Formula for calculating race points
- P=((Tr / Tw) – 1) x F
- P = awarded race points
- Tr = the racer's time, in seconds
- Tw = the winner's time, in seconds
- F = a constant, for each race discipline. F=60 / (CM-1).
- F Values Determined by FIS
- Slalom 610
- Giant Slalom 880
- Super G 1030
- Downhill 1350
- F. Calculation of "Penalty Points"
- In calculating penalty points for a race, the results (times) are listed in ascending order for everyone of the same sex who competed on the same race course. Even if competitors of different ability or age classes participated, ranking of the race results must always be used to calculate USSA race points and penalty points.
- Penalty points are calculated by
- Using the most recent USSA "seed list," determine which five racers who started the race have the best seed points in the race discipline.
- Add the seed points of the five racers. (B)
- Again, using the most recent USSA "seed list" determine which five of the top ten placing racers have the best points in the discipline. (A)
- Add together the race points of these five racers then subtract the best points (earned from a previous race, as listed in seed list) of these five racers. (C)
- Placing Racer = a racer who finished both runs of a race successfully.
- Add the total of (A) and (B), then subtract (C), divide the result by 10, rounding to 100th of a point, equals the penalty.
- Penalty = (A + B – C) / 10
- Formats of main competition:

- Individual
- Sprint
- The sprint is 10 km for men (7.5 km for women). The biathlete shoots twice at any shooting lane, once prone and once standing, for a total of 10 shots. For each missed shot, a penalty loop of 150 m must be skied before the race is allowed to continue. As in the Individual competition, the biathletes start in intervals.
- Pursuit
- In a Pursuit, biathletes' starts are separated by their time differences from a previous race, most commonly a Sprint. The competitor crossing the finish line first is the winner. The distance is 12.5 km for men and 10 km for women, there are four shooting bouts (two prone, two standing, in that order), and each miss means a penalty loop of 150 m. To prevent awkward and/or dangerous crowding of the skiing loops, and overcapacity at the shooting range, World Cup Pursuits are held with only the 60 top ranking biathletes after the preceding race. The biathletes shoot at the lane corresponding to the position they arrived (competitor which arrived on the fifth place, must use the fifth lane) for all shooting bouts.
- Mass start
- In the Mass start, all biathletes start at the same time and the first across the finish line wins. In this 15 km and 12.5 km for women competition, there are four bouts of shooting (two prone, two standing, in that order) with the first shooting bout being at the lane corresponding to your bib (Bib #10 shoots at lane #10 regardless of position in race.) with rest of the shooting bouts being at the lane in the position they arrived (Arrive at the lane in 5th place, you shoot at lane five.). As in Sprint races, competitors must ski one 150 m penalty loop for each miss. Here again, to avoid unwanted congestion, World Cup Mass starts are held with only the 30 top ranking athletes on the start line (half that of the Pursuit since here all contestants start simultaneously).
- Relay
- Equipment & Training
- Biathletes have to possess two different skill sets — accuracy and endurance. It is no easy task to ski at breakneck speed only to stop and accurately shoot a target. Controlled breathing, stamina, and focus are just a few techniques which must be mastered for the Biathlon.
- Skis – The biathlete’s skis are shorter and straighter than typical cross-country skis.
- Lycra suits -The tight suits reduce resistance while skiing and allow free movement. Additional layers can provide warmth.
- Goggles – Biathletes must be sure to select goggles which can easily be moved about when it comes time to shoot.
- Ski poles
- Rifles – In 1978, the 22 caliber rifle became the international standard. Today’s Biathlon rifle uses non-optic sights and straight-pull-bolt action (no full or semi-automatics). The rifles have a specially made lightweight stock, though by international rule they must weigh a minimum of 7.7 pounds.
- Rifle harness – Used to carry the rifle on the back while skiing. There is a protective portion to prevent snow from entering the rifle’s barrel.
- Ammunition – Standard 22 caliber ammunition is used for the Biathlon. It is loaded into magazines which hold five rounds. For the relay race, biathletes may carry an additional three rounds, but those must be placed into the rifle individually as they are needed. The rifle is loaded only at the range.
- Arm sling – For stability biathletes connect a sling to a firing cuff on their arm.

- Training for a Biathlon is multi-faceted. First things first —Sportsmen obtain any required licenses for using a firearm
- Main rules
- The competitors in a race start after a corresponding signal. Depending on discipline, the start can be either common for all or split (the athletes start over stipulated intervals). A certain distance being overcome, the biathletes should deal with target shooting. Every shot missed will be penalized either in the necessity to pass a penalty lap or a fixed penalty time being added. The winner is an athlete who manages to show the best (fastest) result for the given distance.
- Biathletes are forbidden in a race:
- Shortcut the laps;
- Ignore penalty laps;
- Exercise intentional physical effect on other athletes.
- General race stage overview
- A skiing stage is clear enough; it is not very different from a standard ski race. The biathletes use a freestyle on ski. With this, it is necessary to consider a target shooting stage in more details. Depending on discipline, the biathletes can choose shooting lanes either in a random order (sprint or Pursuit) or in the right order (Mass Start events) starting from the first free lane. When it comes to the first shooting stage at Mass start events, a competitor should take a shooting lane, the number of which is that same as the start number of the biathletes' team. The same rule applies on the shooting order in Relays.
- In Relays, the biathletes may use three additional bullets (eight attempts in total) at each shooting stage. In all the other biathlon disciplines, the athletes have strictly 5 attempts for the stage.
- Bobsleigh
- Its foundation began when hotelier Caspar Badrutt (1848–1904) convinced some wealthy English regulars to remain through the entire winter at his hotel in the mineral spa town of St. Moritz, Switzerland. He had been frustrated that his hotel was only busy during the summer months. By keeping his guests entertained with food, alcohol, and activities, he quickly established the concept of "winter resorting". Within a few years, wintering at Badrutt's St Moritz hotel became very fashionable in Victorian Britain. However, with increased numbers this led some guests to search for new diversions. In the early 1870s some adventurous Englishmen began adapting boys' delivery sleds for recreational purposes
- Bobsleigh is a team event with two or four participants representing a side. The bobsleigh vehicle itself is the main piece of equipment, although there are other factors to consider.
- Bobsleigh Vehicles: The vehicles in bobsleigh are far more advanced today than they once were. Considerable effort has gone into designing sleds that are aerodynamic, with various forms of light metal and steel used as materials.
- Steering Equipment: Every bobsleigh car is fitted with two metal rings on either side that that helps the pilot to direct the vehicle. If they wish to shift the momentum of the vehicle towards the left, the pilot pulls down on the left ring and vice versa.
- Bobsleigh teams attempt to reach the finish line on their track in the fastest possible time. They do this by:
- Steering: This is an action performed by the pilot, and needs to be implemented carefully and subtly in order to keep the bobsleigh vehicle on track at high speeds.
- Braking: This is an action performed by the brakeman, who needs to press down on a set of pads at the appropriate points on the track in order for the vehicle to take corners at optimum speed, safely.
- Winning

- The winner of a Bobsleigh race is the team that reaches the finish line first. At the Olympics, races are calculated over an aggregate of four separate runs known as "heats". Race times are clocked in hundredths of seconds. The timing starts when the front of the bobsled goes past the electric eye. If teams are tied after all of their runs then they receive the same place. At the end of the competition, times for the runs are added and the team with the lowest time to complete the race wins the competition. Timing is completed with computers.
- Teams that appears first always gain advantage as later on more scratches appear on the track that increase the friction between the sleigh and the ice later on. For Olympics and World Championships, every team makes four runs whereas in case of World Cup, two runs are made by each team.
- Rules of Bobsledding
- Vehicle Weight:
- Every bobsleigh vehicle has limitations on weight (including crew members) for an Olympic games race. The regulations are as follows:
- Four-Man Race: 630kg
- Two-Man Race: 390 kg
- Two-Woman Race: 340kg
- When a race reaches its conclusion, a series of tests are conducted to ensure that athletes and vehicles have met the required regulations. If weight has been exceeded, an inquiry is launched, and the team risks being disqualified from the race (and tournament) entirely.
- Rules regarding Runners
- The runner that slides on the ice during the race has specific sets of rules regarding its shape, structure, and temperature. The blades are made of homogeneous steel. Based on the governing rules, the shape of these runners has to be rounded instead of being sharp in order to avoid unnecessary accidents.
- Track Rules
- Strict guidelines have been made for the race track to prevent accidents and risks as much as possible. The length of the tracks remains between 1200 to 1300 metres and it has to be designed in such a way that the speed of 80m/hr to 100 m/hr can be reached in the first 250 metres. The race course elevation drops from 110 to 125 metres over the distance.
- The track design have to be in such a way that it must slope downhill. The overall race course must contain one straightaway and one labyrinth which includes three quick turns in succession. The bobsleighs have to be designed in such a way that it must be able to withstand strong impacts on walls and curbs. They are mostly made of steel frames and fibre glass with collapsible bars for the crew.
- Weight Rules
- At the end of each race, the sleigh runners go for weight as well as other specification tests by the sports officials in order to ensure they are abiding by all rules. At the end of the race, if any player is found to be illegally more warmed or coated with silicone for better glide, he/she may be disqualified from the game.
- Safety Rules
- The players need to wear high tech plastic made helmets in order to prevent head injuries as well as goggles for eyes. Racers wear tight uniforms to increase aero-dynamicity and spiked shoes to gain traction on the ice. The brakeman wears a Kevlar vest in order to avoid third degree burning during the sleigh's friction with ice.
- Athlete Safety
- Every bobsleigh athlete is required to wear a set of protective clothing. This includes:
- Helmets

- Eye Goggles
- Uniforms
- Spike Shoes
- Kevlar Vests (for brakemen in order to prevent friction burns)
- Substitutes
- Pilots are not permitted to be changed. However, push athletes can be substituted if they are injured or ill.
- Bobsleigh Track
- There are strict racetrack design regulations enforced by governing bodies in bobsleigh in order minimise the risk of injuries.
- Tracks must be between 1200 – 1300 metres in length
- Tracks must accommodate vehicles so that speeds of 80-100 miles per hour can be attained in the first 250 metres.
- Tracks must be designed at an elevated level that slopes downhill, dropping from 110 metres to 125 metres.
- Cross country Skiing
- 1. GOVERNING RULES
- 2. OFFICIAL EVENTS
- The range of events is intended to offer competition opportunities for athletes of all abilities. Programs may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.
- The following is a list of official events available in Special Olympics.
- 10 Meter Ski Race - Classical Technique
- 25 Meter Ski Race – Classical Technique
- 50 Meter Cross-Country Skiing Race - Classical Technique
- 100 Meter Cross-Country Skiing Race - Classical Technique
- 500 Meter Cross-Country Skiing Race
- 1 Kilometer Cross-Country Skiing Race
- 2.5 Kilometer Cross-Country Skiing Race
- 5 Kilometer Cross-Country Skiing Race
- 7.5 Kilometer Cross-Country Skiing Race
- 10 Kilometer Cross-Country Skiing Race
- 4x1 Kilometer Cross-Country Skiing Relay
- 4x1 Kilometer Unified Cross-Country Skiing Relay
- If there are not enough athletes to properly division separate Classical and Free Technique events of similar distances, the events shall be combined and follow Free Technique Rules.
- 3. FACILITIES
- 3.1 Trails
- 3.1.1 Cross-country trails should be suitable in length and terrain to accommodate skiers of beginning, intermediate, and advanced skill levels. Suitable trails will be safe and will test the skills and physical fitness of each athlete.
- 3.1.2 The trail system should include a trail that can be used for the 1 through 10-kilometer events, and which does not have sections that cross themselves for at least 1 kilometer. Ideally, the long courses (2.5

through 10 k) would have no sections which cross themselves.

- 3.1.3 Trails should be clearly marked with red flags or other such identifying banners, and monitors should be positioned at trail junctions to direct athletes onto correct trails where confusion could occur.
- 3.1.4 Trails shall be packed and tracks set prior to the events. After each day of competition, the course must be freshly prepared.
- 3.1.5 If more than one set of tracks are used, they should be 1 to 1.2 meters apart, measured from the middle of one track to the middle of the other. Individual ski tracks should be 20 - 24 centimeters apart, measured from the middle of one track to the other. Tracks should be at least 2-5 centimeters deep.
- 3.1.6 Consideration should be given to the ability level of the field of competitors when determining whether or not a skating lane or a second set of tracks should be set. At least one set of tracks should be set and the other lane, which is mandatory, shall be set as either a skating lane or a second set of tracks.
- 3.2 Warming Facilities
- 3.2.1 A warming facility shall be readily accessible from the trails. It should be large enough to accommodate the Special Olympics crowd in case of extreme weather conditions. Furthermore, waxing adjustments are easier to make inside a warm area than outside in the cold. Therefore, room in the warming facility should be reserved for waxing.
- 3.2.2 A warm-up area and a wax testing area shall be near the start area.
- 3.3 Ski Area
- 3.3.1 A ski area parking lot should allow for enough parking spaces for event volunteers, Special Olympics staff, coaches and athletes. Emergency vehicle access is mandatory.
- 4. COURSE AND VENUE SPECIFICATIONS
- 4.1 Trail Maintenance Tools and Requirements
- 4.1.1 Race organizers should know that trail maintenance equipment is available and adequate for preparing trails for the events.
- 4.1.2 A snowmobile, Grooming Cat, shovels, rakes, and a track-setter are mandatory items to have on hand before and during the competition to establish and repair the course should that become necessary due to course traffic or inclement weather.
- 4.2 Course Layout Equipment
- 4.2.1 Markers, all of uniform size and bright color, shall be placed around the trail at intervals such that the next marker may be seen clearly when standing at the one before it.
- 4.2.2 Poles and fencing shall be used to block off trails which might lead the competitors off the race course.
- 4.2.3 The start and finish areas should be marked off by fencing in order to restrict the presence of non-competitors and non-officials in those areas.
- 4.2.4 Snow fences shall establish a lap lane, if necessary.
- 4.2.5 Banners shall mark the start and finish lines as well as designate the site as a Special Olympics event.
- 4.3 Timing Equipment
- 4.3.1 Electric timing with a back-up hand-held timing system (four stopwatches, two at start and two at finish) shall be used for timing the 1 through 10 Kilometer events.
- 4.3.2 The 100 Meter event should be timed with a number of stopwatches equal at least to the number of athletes per division plus two. A watch should be assigned to each lane while the two extras should serve as back-ups. Each athlete should be timed in all events. Result sheets should reflect this policy. In the event

that the finish referee disagrees with the order of finish as determined by times, the finish referee's decision shall be final.

- 4.4 Public Address System
- 4.5 Information Boards
- 4.5.1 An Official Bulletin Board with competitors' names and bib numbers, arranged in order of start, as well as other critical race information updates (such as race start times, air and snow temperatures at course start/finish areas, air and snow temperatures of the high and low points of course, etc.) should be set up near the finish area for the convenience of athletes, coaches, and spectators.
- 4.5.2 The time and place of the awards should be announced prior to the award ceremony.
- 4.6 First Aid
- 4.6.1 First aid materials and a toboggan or a snowmobile with toboggan for evacuation purposes shall be available at all times near the start/finish area or at the information center.
- 4.6.2 Qualified medical personnel must be on site.
- 4.7 Ski Equipment Repair Tools
- 4.7.1 Ski equipment repair tools (screwdrivers, pliers, scrapers, files, wax, and P-tex) should be available.
- 4.7.2 Waxing benches shall be provided.
- 4.8 Race Staff identification
- 4.8.1 Windbreakers or arm bands can be used to identify course officials such as timers, course monitors, start officials and escorts / police, finish officials and escorts/police, and competition rules committee members.
- 4.9 Communications Systems
- 4.9.2 Timing officials at the start and finish areas and results tabulation personnel should have their own channel as well as access to a general information channel. Timing officials should have their own building with a clear view of the start and finish.
- 4.10 Temperatures
- 4.10.1 Thermometers should be available to record air and snow temperatures at the start/finish areas as well as at the highest and lowest points of the course.
- 4.10.2 Temperatures should be announced throughout the competition.
- 5. COMPETITION STAFF

- Race personnel shall include:
- Chief of Competition
- Race Secretary
- Chief of Course
- Chief Controller
- Chief Timekeeper
- Chief of Information
- Chief of Medical and Rescue Services
- Chief of Race Equipment
- Chief Steward
- 6. RULES OF COMPETITION

- 6.1 General Rules and Modifications

- 6.1.1 Events ranging from the 500 Meter Race through the 10 Kilometer Race should be conducted utilizing the interval start format described in section 351.1 of the FIS rules for Cross-Country Skiing. That is, one or two racers should start on intervals every 30 seconds.
- 6.1.2 The start command for Cross-Country Skiing events ranging from the 500-meter race through the 10-kilometer race shall be as follows: "Racer...15 seconds...10 seconds...5,4,3,2,1, GO!". For individual events of distances 100 meters and less, there shall be no preliminary warning. The start command shall be "Racers... Ready...BANG (i.e. pistol shot)." The start command for relay events shall be the same as for individual events for distances 100 meters and less except that there will be a 10 second warning: "10 seconds. Racers... Ready...BANG (i.e. pistol shot). When racers arrive at the relay point, they shall not interfere with the start of other racers.
- 6.1.3 It is recommended that events ranging from the 1 Kilometer Race through the 10 Kilometer Race be conducted on courses which include uphills, downhills, flat sections, and sections with turns. It is further recommended that when possible the courses should include one third uphills, one-third downhills, and one-third flat sections. The degree of slope of the uphill and downhill sections should be dictated by ability levels of the athletes entered in the events. Thus, the courses for 1 Kilometer events should have less severe terrain than courses for 2.5-kilometer events, and courses for 2.5-kilometer events should have less severe terrain than courses for 5-kilometer events.
- 6.1.4 It is recommended that for the 500-meter event that the course should be mainly flat. Uphills and downhills can be included in the course, but their degree should not exceed 5%. In addition, any downhill sections should not include turns and should be followed by a straight and flat section of at least 20 meters.
- 6.1.5 It is recommended that events ranging from 500 meters through the 10 kilometers race should be conducted on courses which are of a loop configuration.
- 6.1.6 Events ranging from the 500 Meter Race through the 10 Kilometer Race should be conducted on courses which are of a loop configuration. In long distance events, multiple loop courses are permissible. The start and finish areas should be as nearly adjoined as possible.
- 6.3 Event Specific Rules and Modifications
- 6.3.1 50- and 100-Meter Cross-Country Skiing Race
- 6.3.1.1 The 100 Meter event should be conducted in accordance with FIS rules for starting relay races with the following modifications to FIS rule in ICR, Book II, Sections 372.1:
- 6.3.1.1.1.1. The start line is a straight line. There must be eight lanes with tracks set in the center of each lane. These lanes must be a minimum of two meters wide.
- 6.3.1.1.1.2. Sections 372.2, 371.8, and 378.1 do not apply to Special Olympics.
- 6.3.1.2 The course for the 100 Meter event should be as flat as possible. In no event should a course slope more than 5 percent. In the event that the course is set on slopes, the start of the race shall be such that the competitors will ski uphill to finish the race.
- 6.3.2 Cross-Country Skiing Relay Races
- 6.3.2.1 Divisions for cross-country skiing relay races shall be established by computing Team Qualifying Times. A Team Qualifying Time is computed by combining the times of the members of a team in time preliminaries from the individual event of similar distance to one "leg" of the relay event (e.g. Times from the 1 Kilometer Cross-country Skiing Relay).
- 6.3.2.2 Team members not entered in the individual event of similar distance to one "leg" of the relay event must enter and compete the preliminary event for that individual event.
- 6.3.2.3 Race officials may start a relay division once every minute.
- 6.3.2.4 When a 4x1 Kilometer Cross-Country Skiing Relay race has more than eight teams, race organizers should consider splitting the field and conducting two separate races in order to reduce/control start area

exchange zone and course congestion.

- 6.3.2.5 In the event a team does not execute a proper exchange, an exchange zone referee shall notify the skiers involved in the exchange immediately. It is then the skier's responsibility to decide whether or not to re-execute an exchange.
- 6.3.3 25 Meter Ski Race
- 6.3.3.1 Equipment
- 6.3.3.1.1 Start/finish poles
- 6.3.3.1.2 Food coloring/Paint
- 6.3.3.1.3 Stopwatch
- 6.3.3.1.4 Whistle
- 6.3.3.2 Set-up
- 6.3.3.2.1 Mark the start and finish lines 25 meters apart. Set the tracks on flat terrain.
- 6.3.3.2.2 Set poles on Mark the ends of the lines with appropriate start and finish gates.
- 6.3.3.2.3 The vertical drop of the course may be one meter.
- 6.3.3.3 Rules
- 6.3.3.3.1 Start command is: "racers ready...Whistle" or, racers ready..."GO" Timer starts clock when the official indicates that the athletes' boot has crossed the plane of the start line.
- 6.3.3.3.2 Athlete skis the 25-Meter course (with or without poles).
- 6.3.3.4 Score
- 6.3.3.4.1 Athlete is timed from when one boot crosses the start line until one boot crosses the finish line.
- 6.3.3.4.2 Athlete's final score and placement is determined by the elapsed time of one run.
- 6.3.4 10 Meter Ski Race without poles
- 6.3.4.1 Equipment
- 6.3.4.1.1 Start/finish poles
- 6.3.4.1.2 Food coloring/Paint
- 6.3.4.1.3 Stopwatch
- 6.3.4.1.4 Whistle
- 6.3.4.2 Set-up
- 6.3.4.2.1 Mark the start and finish lines 10 meters apart. Set the tracks on flat terrain.
- 6.3.4.2.2 Set poles on the ends of the lines to create start and finish gates.
- 6.3.4.3 Rules
- 6.3.4.3.1 Start command is: "racers ready...Whistle" or, racers ready... "GO" Timer starts clock when the official indicates that the athlete's boot has crossed the plane of the start line.
- 6.3.4.3.2 Athlete skis the 10-meter course (without poles).
- 6.3.4.4 Score
- 6.3.4.4.1 Athlete is timed from when one boot crosses the start line until one boot crosses the finish line.
- 6.3.4.4.2 Athlete's final score and placement is determined by the elapsed time of one run.
- 7.1 Unified Events
- 8. DISQUALIFICATIONS

- 8.1 A competitor may be disqualified by the jury if he/she:
- 8.1.1 Does not follow the marked course or does not pass all the control check points or takes a short cut.

- 8.1.3 Fails to give way to an overtaking competitor when so requested or prevents another racer from passing.
- 8.1.4 Violates technique ruling regarding skating in classical races.
- 8.1.5 Does not finish with skis on his/her feet.
- 8.2 Procedures
- 8.2.1 FIS Rules governing protests will be in force for Special Olympics Competitions.
- Figure Skating Rules
- Athletes produce a wide variety of moves in order to impress a panel of judges, who score the athletes based on their grace, flair and control. Moves include jumps and spirals in the air, spins on the ice and a number of different step sequences.
- The United States are the current world leaders in Olympic Figure Skating, holding a total of 49 medals overall. Russia and Austria are the closest rivals with 26 and 20 medals, respectively. The Soviet Union also picked up 24 medals during their time in the competition.
- Object of the skating
- The overall objective in Figure Skating is to score the highest marks possible from the judges, although there are different ways to score points depending on the nature of the event.
- For all Figure Skating competitions, athletes are required to perform a number of different moves in order to obtain the highest possible score from the judges. During a typical performance, athletes will execute a selection of spins, jumps and steps.
- In pair skating competitions, athletes perform actions with one another in order to score high points, such as throwing a partner in the air and spinning the partner around in various directions.
- Ice dancing is somewhat similar to pair skating, although the focus here on is on footwork and coordination as partners dance together in time with music being played overhead.
- Skaters and Equipment
- Both men and women participate in Figure Skating, and there is little equipment involved other than specially made pairs of skates called “Figure Skates”.
- Figure Skates
- Figure Skates are specially designed skating shoes with thick steel blades at the base and jagged grooves at the front known as “toe picks” – which assist athletes with their footwork on the ice, as well as landing and spinning. The specific style of toe picks can vary.
- The main blades are ordinarily around 4 millimeters thick, although they can vary depending on the shoe size of the athlete. They also curve round to one side in order to assist with turns on the ice.
- Athletes will always attempt to skate on the very edges of the figure skate blades.
- For ice dancing, athletes usually have slightly shorter blades on the base of their shoes, with slightly different design to accommodate step-work rather than jumping.
- Costumes
- Men and women are required to wear specific costumes in order to perform on the professional stage. Men are asked to wear trousers, whilst women are required to wear tights, trousers, or unitards, as well as skirts.
- Athletes in Figure Skating are scored according to the ISU Judging System by a panel of judges (usually nine judges including a technical inspector, and also a referee). This system functions by awarding athletes different amounts of points for different types of moves, as well as how efficiently and effectively these moves are executed. A Grade of Execution (GoE) is calculated, and then a Scale of Value Table is used to turn this grade into an overall mark.

- The main aspects scored during a typical Figure Skating performance include skill, footwork, performance, interpretation, overall execution, choreography and timing. Often, the more complex manoeuvres will be scored highest provided they are executed correctly. For example, the more rotations in a jump will lead to a higher mark.
- The chief referee is responsible for the organizational control of the competition: he summons the skaters to the ice, gives signals to the radio center, monitors the timing.
- A technician with an assistant - fixing elements, falls.
- Technical controller - supervises the work of the technical team.
- 9 judges evaluate the quality of performance.
- The winner of a Figure Skating event is the individual/team who achieves the highest overall score.
- Rules of Figure Skating
- Athletes in Figure Skating must keep their performances varied. The Zayak Rule states that no participant can attempt triple or quadruple jumps on more than two occasions.
- Judges may also mark down participants or disqualify them completely if they fail to adhere to rules and regulations for music and costumes. Certain types of music are not permitted, and costumes cannot contain “excessive decoration” or be considered as too revealing.
- Athletes can also be disqualified for time violations.
- Freestyle Skiing
- The freestyle skiing competition is an artistic event comprising twists, backflips and gravity-defying leaps as athletes launch themselves from ramps and into halfpipes at breakneck velocity.
- Ski acrobatics have been practiced since the 1930s. Aerial skiing was popularized in the 1950s by Olympic gold medalist Stein Eriksen. Early US competitions were held in the mid-1960s.
- In 1969, Waterville Vally Ski Area in New Hampshire, formed the first freestyle instruction program, making the resort the birthplace of freestyle skiing. The following year, Corcoran and Doug Pfeiffer, organized the first National Open Championships of Freestyle Skiing on the Sunnyside trails. In 1971, Waterville Valley Hosted the first Professional Freestyle Skiing Competition, which attracted freestyle skiing legends to Waterville Valley. Some of these competitors, such as Wayne Wong, Floyd Wilkie, and George Askevold, stayed at Waterville Valley as coaches of the first Freestyle Ski Team.
- Freestyle has separate disciplines like aerials, half-pipe, slopestyle, skiercross, and moguls. If you are asking about rules to compete in an event, that is determined by the Federation International du Ski. Each freestyle discipline has its own judging criteria and scoring rules.
- Aerials are judged by a judging panel who evaluate Air, Form and Landing, multiplied by the jump Degree of Difficulty.
- Moguls are scored based on speed (time to complete course), quality of turns, and air (jumps).
- The lowdown
- Bravery, speed and acrobatic endeavour are key in all five events, and each discipline requires the riders to be both technically adept on their skis and competent when executing large jumps. What sets the events apart are the courses on which they’re held. Ski cross is a race set on a track of jumps and wide turns; while ski slopestyle is a judged event on a terrain run of ramps and rails; the halfpipe requires riders to ski along a tube-like slope; moguls is a held on a slope of bumps and jumps; while in aerials, athletes launch themselves from two-to-four-meter jumps to get the biggest air possible.
- Key skills and Top Tips
- Aerials and acrobatics are one of the biggest parts of freestyle skiing because we’re out there flipping and spinning around. You need to know where you are in the air and you need to be able to find yourself if you

get lost," Williams said.

- "Staying on your feet is a big part of it, and when it comes to grinding rails, practice makes perfect. I've been sliding rails ever since I was 10 years old, so I've gotten used to it, as have all the other guys in the field. Balance is the big thing."
- Ski Slopestyle
- Moguls
- While this isn't an event that Williams has competed in, he is aware of the attributes required to be a successful mogul's skier. Moguls are a series of bumps on a trail formed when skiers push the snow into mounds or piles as they execute short-radius turns. Moguls can also be formed deliberately, by piling mounds of snow. In competitions, athletes are judged on their technique as well as on their speed by mastering the bumps in a calm yet aggressive way. Usually there are two jumps. In the early days the location was chosen by the competitors. Since the mid-1980s those jumps have become part of the official slope.
- Halfpipe
- Ski Cross
- The ski cross event is an adrenalised race in which four athletes race down a track featuring jumps, rollers and banks. Thrills and spills are commonplace. Ski cross is based on the snowboarding boardercross. Despite it being a timed racing event, it is often considered part of freestyle skiing because it incorporates terrain features traditionally found in freestyle.
- Aerials
- A judged discipline, aerials is a spectacular jump event in which riders launch themselves off jumps, propelling themselves into the air before performing a series of spins, flips and twists. Aerialists ski off 2-4-meter jumps, that propel them up to 6 meters in the air (which can be up to 20 meters above the landing height, given the landing slope). Once in the air, aerialists perform multiple flips and twists before landing on a 34 to 39-degree inclined landing hill about 30 meters in length. The top male aerialists can currently perform triple back flips with up to four or five twists.
- Luge
- There is evidence to suggest that Luge races may have been held as long ago as 800 AD with Vikings using sleds to compete against one another on the Oslofjord mountains. The first confirmed and recorded international Luge event was held in 1883, with seven nations competing in Davos, Switzerland.
- Luge made its very first appearance at the Olympics back in 1964, and has remained ever-present since. Germany is the leading Nation in Olympic Luge in all events, including Men's Singles, Doubles and Women's Singles. Italy and Austria are the closest rivals, although remain someway behind.
- Luge involves individual races and two-man team races, with athletes required to use their shoulders, abdominal and thigh muscles to control the pace and direction of the sled. Every individual or team competes one at a time, racing against a clock.
- The athlete/team that records the fastest overall time over a series of "runs" is the winner.
- The main piece of equipment involved in a Luge race includes the racing sled. Athletes are also required to wear certain garments, and will need to initiate particular techniques in order to complete the track at the fastest speed possible whilst remaining safe.
- Sled
- Athletes and their coaching teams have to keep their sleds in the best possible condition in order to stand a chance of winning a Luge competition. This includes making regular alterations to make the sled as

aerodynamic as possible. There are restrictions on sled design, which can be found in the “rules” section below.

- During a race, something like a snag in a racing bootie can affect the slider's aerodynamics enough to mean the difference between a win and a loss. Sliders typically race in brand-new gear to reduce the chance of an unnoticed imperfection
- The sled consists of:
- Two runners (sometimes called kufens, which is German for "runners") - Runners are usually made of fiberglass and are the main steering mechanism of the sled. The curved section (the bow) of each runner is flexible. Using their legs, sliders apply pressure to one or the other runner bow in order to steer through the course (they can also steer by making small movements with their shoulders to shift their weight).
- Racing pod - The pod is the platform on which the slider lies. It's usually made of fiberglass.
- Two grips - There is a handle on either side of the pod for the slider to hold on to during the race.
- Protective Clothing:
- Luge is considered by many as an “extreme sport”, and as a result, comes with a wide variety of risks and hazards that organisations must do their best to minimise in order to preserve the participating athletes’ safety. Protective clothing is required to run a Luge race, with all competitors wearing a helmet and visor in order to keep their head safe when racing around the track. A skin-tight rubber suit is also worn to improve aerodynamics, whilst spiked gloves are used so athletes can position themselves on the track at the starting line. Specially designed racing boots also help to keep feet and legs locked in the straight position.
- Ability
- Professionals Luge athletes often train for over a decade in order to master the skills and techniques required in order to compete at the very top level (such as at the Olympics). Their bodies must be in fine form in order to steer their sleds at high velocity, with shoulders, abdominals, calves and quads all crucial to controlling the position of the sled when on the track.
- In Luge, the overall winner is determined over a series of runs. The number of runs permitted varies depending on the nature of the event. Each athlete/team has their runs added together and the total time is calculated. The person/people with fastest time is/are declared the winner(s).
- Rules of Luge
- The rules of Luge vary depending on the type of event being held.
- At the beginning of each run, the Luge sleds are weighed and examined by officials. This is to determine whether the sled falls line with rules and regulations. If the sled fails to meet these requirements, athletes riding will be disqualified. Athletes themselves are also weighed, and may be able to add weight in certain instances as ballast.
- In both singles and doubles events, competitors are divided into four starting groups. The running order changes depending on finishing times.
- A final check known as “sled control” is also conducted after all four runs have been completed to ensure no alterations have been made by teams or athletes. Any sled that fails these checks will see athletes disqualified.
- Olympic rules
- The basic rules of Olympic luge are pretty straightforward:
- Since weight is an advantage, male athletes must weigh at least 198 lbs (90 kg), and women must weigh at least 165 lbs (75 kg). This helps keep the playing field relatively even. Sliders weighing less than the minimum weight can attach extra weights to themselves to make up for the deficit.

- Singles sleds must weigh no more than 50.6 pounds (23 kg); doubles sleds cannot exceed 59.5 pounds (27 kg). Racing suits must weigh no more than 8.8 pounds (4 kg).
- Sleds cannot have any sort of mechanical brakes.
- Steels (the sled's blades -- the only part that touches the ice) cannot be heated. This would melt the ice during the run, decreasing friction between the steels and the ice to provide an unfair speed advantage. In 1968, the women's Olympic luge team from East Germany was disqualified for heating the steels on their sleds.
- Events
- There are four luge disciplines.
- Men's singles
- Doubles (open to both genders)
- Women's singles
- Team relay (Olympic discipline starting in 2014)
- Nordic Combined
- Nordic Combined is being held on a snow field. All athletes need to move down along a ramp like structure known as in-run. He/She has to jump out of it with as much power as possible and need to fly along the steeply hill.
- Overview
- According to Gunderson method, the athlete who will touch the tape at the end of the cross-country race first will be the overall winner.
- Nordic Combined was played with three medal events which include individual, team, and sprint.
- Individual Events
- In individual event the athletes perform twoski jumps from a hill on the first day of the competition and the range is either 295 feet or 90 meters. On the next day cross-country race takes place in which the athletes have to cover 15 kilometers.
- Team Events
- Team event is normally favourite among the viewers and is also crowd pulling in nature. Here each nation will have four players who have to perform two jumps from a hill on the very first day.
- Each team gets ranking based on their eight jumps made on the day. The same players who took part on the first day play the cross country race the next day as relay race of 20 kilometers. Each player will ski for 5kms.
- Sprint Events
- Sprint event is also very popular among the viewers. Here unlike other events the ski jump will be made from a large hill and the range is either 394 feet or 120 m, and like others, the cross-country will take place on the next day whose length will be for about 7.5kms.
- A Brief History of Nordic Combined
- World’s first ski jumping competition was held at Norway in the year 1866. Sondre Norheim won that championship and he was believed to be the father of nowadays ski jumping. After first world war, a new technique was developed popularly known as Kongsberger Technique that helped Sepp Bradl of Austria in achieving 101 metre jump in 1936.
- Participating Countries
- In Sochi Olympics, Eric Frenzel of Germany won gold medal in men’s individual. Norway has always produced great players in Nordic combined as men’s team of Norway won gold medal in Sochi Olympics. Also, Jorgen Graabak of Norway won gold in men’s individual LH category.

- Rules of Scoring
- Gunder Gunderson from Norway is a ski jumper and cross-country runner who invented the new formula. According to the rule, whoever crossed the finishing line first in the cross-country skiing is declared as winner.
- But before the cross-country, the result of ski jumping is announced. The method is point based in which each athlete starts skiing with regular interval. The first player is the one who has earned the maximum points in the ski jumping. Once the winner or the lead of the ski jumping is declared or the rank of players is declared, each player prepares himself to continue for a race.
- Rules of Pursuit Race
- Pursuit race is one of the most important aspects of the Nordic combined as it is crucial to find the winner of the cross-country and the Nordic combined. The concept of pursuit race is that the winner of the ski jumping will take some advantage of few seconds from his next player.
- The winner of ski jumping will start the race first for the next stage and the athlete who is next to him in the race or is second in the race by the difference of a certain time will follow him by that exact time.
- Suppose the second player reaches the line two seconds after the first player. So, in the next stage, the second player will start two seconds after the first one. We can also say that there is lag of two seconds between the first player and second player. This same method is applicable for all the players in the race.
- Playing Environment
- Nordic combined is a sport that demands snow fields and hilly areas for playing. Snow is needed because the players need to ski on the open the plane surface. In general, you can only get musky plain surface in terms of snow only. Apart from that one has to show his skills of sliding, turning and jumping the bumpy hills. This means that the area should be hilly with lot more sliding edges.
- Let us now discuss the equipment used while playing Nordic Combined.
- Bindings
- When you are mounting the binding, try to bind it parallel in the direction of running. Ski should be attached in such a manner that 60% of it can be used as front part.
- Boots
- The boot should be comfortable enough when the skier leans forward while performing skiing. If you are going to buy a new shoe for skiing, do check the following characteristics –
- High backed
- Low cut at the front
- Flexible
- Connection Cord
- It is an essential part of binding. This helps the ski in getting attached to the athlete's boot. If connecting cord will not be connected properly then unsteady motion of the ski will occur during the flight.
- Dress
- Jumping Skis
- They are designed specially to be used for skiing purpose at the steep hills. The length of the ski can be as long as 146% of the athlete's body height.
- However; the shaping and curvature of the suit is done by considering certain geometric features. To jump a certain length, an athlete needs to have certain body weight.
- Backpack
- A player must carry a backpack as it is necessary in case, he/she is not able to avail any help. The backpack must be lightweight and should have contain some sweet chocolates, water, first aid box, a camera, mobile

or walkie talkie or GPS with him.

- Speed Skating
- Speed Skating was developed at some point during the 19th Century, and whilst its precise origins are routinely debated, the first competitive events can be traced back to Norway in 1863.
- Speedskating has been a part of the Winter Olympics from the very beginning with four separate men's events held in 1924. Since 1960, a number of women's events have been introduced, as well as Team Pursuit events in recent years.
- The Netherlands have collected the most Olympic Speed Skating medals overall, with the USA and Norway also experiencing success. Eric Heiden of America and Clas Thunberg of Finland are the most individually decorated Speed Skaters at the Olympics with five gold medals each.
- Olympic history
- Race objective
- In a Speed Skating race, players ordinarily race around the circuit two at a time. Every participant is required to wear specific equipment, including the following.
- Suits
- Athletes require specially made suits that offer protection on the ice but also enable them to skate around the track at high speeds. For low air resistance, these suits are usually skin-tight in design and are tailored to each individual athlete's specific body shape. They also contain Kevlar for added protection.
- Footwear
- Boots are tailor made for professional Speed Skaters, with the blades at the base varying in length from 14 to 18 inches. These blades are also designed with a curve in order to assist turning when racing around the circuit.
- Safety
- Athletes also wear helmets, neck guards, goggles, and ankle shields during racing as well as their suits, which offer added layers of protection in the event of a fall.
- The specific equipment used in Long Track and Short Track differs slightly, with most of the main protective items not required in Long Track.
- In order to improve their chances of reaching the finish line first, Speed Skaters must adopt a particular set of techniques. These include:
- Balance
- Athletes must keep a low center of gravity by bending their knees in order to skate at the highest possible speeds and take corners effectively. The lower to the ground, the better.
- Positioning
- Speed Skating Rules
- In Olympic Speed Skating, races are participated on a 400-meter oval track. In Short Track, they are contested on a 111-meter circuit.
- Races begin from a standing start, signalled by firing a gun. If an athlete moves too soon, this is known as a "false start" and they are given a warning. More than one false start places an athlete at serious risk of being disqualified.
- If two athletes meet on a corner, the racer in the inner lane must give right of way to the rival on the outer lane. Failing to oblige to this regulation or impeding an opponent in any way will result in disqualification.
- Depending on the nature of the race, an athlete that falls down may have the option to run the race again.
- Skaters are not permitted to move lanes when approaching the finish line.

- In certain races, a skater may call a “relay player”, who is essentially a replacement. Before a relay player can be called, the athlete who began the race must have completed a minimum of one lap.
- Age categories
- The age category of the skater will be defined as the skater’s age prior to 1st July of the year of the event. Each skater has to compete in her/ his respective age category.
- Possible events and disciplines
- Long Track
- 500m, 1000m, 1500m, 3000m, 5000m, 10000m
- Short Track
- History
- Short track speed skating developed from speed skating events that were held with mass starts. This form of speed skating was mainly held in the United States and Canada, as opposed to the international form, where athletes skated in pairs. At the 1932 Winter Olympics, speed skating events were conducted in the mass start form. Competitions in North America tended to be held indoors, for example in Madison Square Garden, New York, and therefore on shorter tracks than was usual for outdoor skating.
- In 1967, the International Skating Union (ISU) adopted short track speed skating, although it did not organize international competitions until 1976. World Championships in short track speed skating have been officially held since 1981, although events held in 1976–1980 under different names have since received the status of World Championships retrospectively. The name of the competition was changed several times before it was eventually titled the "World Short Track Speed Skating Championships" in 1989; the championships are now held annually.
- Rules of Short Track Speed Skating
- Here are these actions if a skater commits one of the offences: they risk immediate disqualification from a race, and having their time rendered invalid.
- Impeding: Intentionally pushing, blocking, tripping or otherwise causing an impediment for another skater
- Off track: Skating outside the designated track
- Shooting the line or Kicking out: Driving the foot in lead ahead to reach the finish faster, resulting in the lead foot lifting off the ice and creating a dangerous situation for others
- Equipment: Not wearing the proper safety equipment, losing equipment during the race, or exposure of skin not on face or neck.
- False Start: Leaving before firing of the starter's pistol. On the second violation in the race, the offender on that start is disqualified.
- Did not finish: Usually due to injury, the skater did not finish the race.
- Did not skate: The skater did not go to the starting line.
- In relay races, each team has four skaters, who can take turns freely by tagging. All skaters of each team must take at least one turn, and only one exchange is allowed in the final three laps. Usually, the outgoing skater pushes the incoming skater to help the teammate to gain speed.
- Skeleton
- Skeleton Racing
- There are no brakes, no steering and riders fly head first around curves as fast as it is possible - the space shuttle heads toward space. This isn't some kind of strange dangerous race - it's skeleton racing and it reappeared at the Olympics in 2002 for the first time in more than 50 years.
- How does racing start
- How does it work

- The race objective is to slide as possible. The racer which slides fastest in joint 4 runs is the winner. Every racer has to implement four slides and the shortest in time amongst them is the winner.
- The Olympic Story of Skeleton
- When sliders are racing at high speeds on a sled with no brakes, it's not surprising that there are a lot of injuries. Many racers strain their necks going around the turns or bang their heads against the track. Chris Soule, who races skeleton for the United States, lost his grip on the handle of a sled during a qualifying race. He tried to grab on again but his hand got caught between the sled and the wall and the pressure split his palm open. In 2001, Latvian racer became dead when his sled plowed into an empty bobsled that was on the track.
- alpine racing helmet with chin guard, or a skeleton-specific helmet
- skin-tight racing speed suit made of uncoated textile material
- spiked shoes, similar to track spikes
- goggles or face shields
- optional elbow and shoulder pads under their suits
- Sled design
- The competitions
- Intercontinental Cup - The Intercontinental Cup (ICC) was introduced as an intermediate level between the Continental Cups and the World Cup.
- World Cup - The World Cup is the top level of international skeleton competition, and has the most stringent team quotas, with no teams receiving an automatic entry. To qualify, a team must have placed at least one athlete in the top 60 of the overall ranking table (top 45 for women)
- Continental Championships - One World Cup race a year may be designated as a continental championship for the continent on which it is held.
- Senior World Championships - In non-Olympic years, a national federation volunteers to organize the (Senior) World Championships (for both bobsleigh and skeleton), which are open to all athletes meeting the experience requirements that apply to the World Cup and the ICC (including junior athletes).
- Junior World Championships - The Junior World Championships are held every year, but are scheduled to avoid conflict with the Olympics and the Senior World Championships.
- The first ski jumping competition was held on Husebyrennet hill in Oslo, Norway, in 1875. Due to its not very good infrastructure and the poor weather conditions, in 1892 the event was transferred to Holmenkollen, which is today still one of the main ski jumping events during the season.
- The goal of ski jumping is very simple. It is to score more points from the judges than the other competitors. Each opponent must descend down a specially constructed ramp, known as an in-run, until they eventually reach the end ramp from which they ski off. From here, each competitor attempts to jump as far as they can through the air and then successfully land on the steeply sloped hill that lies below as close to the 'K Line' as possible.
- Jumpers and Equipment
- Jumping Skis: These are specially designed skis that are made specifically for ski jumping. They are longer than normal skis at about 252cm long and are heavier too, as they have to be more substantial to cope with the impact of landings. All ski jumping skis have free heel bindings.
- Ski Boots: Again, specialist equipment is needed. In ski jumping, a jumper needs boots that let them lean forward during a flight. They also need to be flexible and with a high back but low-cut front.
- Each hill has a line calculated and marked on it known as the K Line. Jumpers must try to land as close to this as possible as they can. Deductions of points are made for each meter over or under the ski jumper

lands. There are other aspects that judges pay attention too. For example:

- Style: The better the form of the ski jumper, the more points will be awarded
- Bodyweight: Ski jumpers whose weight is lower than acceptable are penalized with a shorter maximum ski length, reducing the aerodynamic lift they can achieve. This is because lighter jumpers can often jump further with more distance.
- Gate Factor: Certain compensation is given for variable outdoor conditions. This is to ensure that if weather conditions change during a competition, all opponents are treated equally.
- Wind Conditions: Also, other factor to provide fairness as jumpers with a strong wind behind them will be at a greater advantage. Therefore, their jumps may be factored to take this into judgement.
- The winner of a ski jumping is the one who has the most accumulated points at the end of the competition.
- Most major ski jumping competitions are made up of 2 rounds.
- The first round consists of 50 jumpers who each get 2 jumps.
- Only valid jumps in which the jumper successfully lands without touching the ground with their hands are counted.
- Jumps are assessed by 5 judges.
- Landings are videotaped to ensure perfectly exact measuring.
- The overall scores of each jumpers' jumps are added and the top 30 competitors progress to the next round.
- The 30 competitors each make two more jumps with the scores of each added up. The jumper with the highest points is declared as the winner.
- How scores are granted
- Competitors are ranked according to a numerical score obtained by adding up components based on the following: distance, style, in-run length (gate factor) and conditions of wind. In the individual event, the scores from each jumper's two try jumps are combined to determine the winner.
- During the competition, five judges are based in a tower to the side of the expected landing point. They can award up to 20 points each for jumping style, based on keeping the skis steady during flight, balance, optimal body position, and landing. The highest and lowest style scores are disregarded, with the remaining three scores added to the distance score.
- Snowboard
- Safety Tips
- Snowboarding is a great way to have fun and exercising during cold winter. It is easy to learn, but sometimes injuries happen, some of them might be serious.
- The tips to stay safe on the slopes:
- Safe Snowboarding Gear
- A snowboard, boots, and bindings fitted by a trained professional.
- A helmet that's made for snowboarding.
- Goggles that are the right size and tinted for sun protection. Sunglasses can be worn instead, but goggles help to see better if it rains or snows, keep face warmer, and are better at protecting eyes.
- Warm clothing, including a hat, gloves or mittens, snow pants, and a winter jacket. A neck gaiter (which goes around your neck and can be pulled up over the face) can help keep face warm. Dressing in layers can help to adjust if it's too warm weather.
- Sunscreen and lip balm with SPF of 30 or greater for daytime snowboarding, even on cloudy days.
- Wrist guards, especially for beginners.

- There are many styles of snowboarding:
- Jibbing
- 'Jibbing' is the term for technical riding on non-standard surfaces, which usually includes performing tricks. The word 'jib' is both a noun and a verb, depending on the usage of the word. As a noun: a jib includes metal rails, boxes, benches, concrete ledges, walls, vehicles, rocks and logs. As a verb: to jib is referring to the action of jumping, sliding or riding on top of objects other than snow.
- Freeriding
- Freeriding is a style without a set of governing rules or set course, typically on natural, un-groomed terrain. The basic allows for various snowboarding styles in a fluid motion and spontaneity through naturally rugged terrain. It can be similar to freestyle with the exception that no man-made features are utilized.
- Freestyle
- Freestyle snowboarding is riding that includes performing tricks. In freestyle, the rider utilizes natural and man-made features such as rails, jumps, boxes, and innumerable others to perform tricks. It is a popular all-inclusive concept that distinguishes the creative aspects of snowboarding, in contrast to a style like alpine snowboarding.
- Alpine snowboarding
- Slopestyle
- Competitors perform tricks while descending a course, moving around, over, across, up, or down terrain features. The course is full of obstacles including boxes, rails, jumps, jibs, or anything else the board or rider can slide across. Slopestyle is a judged event and winning a slopestyle contest usually comes from successfully implementing the most difficult line in the terrain park while having a smooth flowing line of difficult, mistake-free tricks performed on the obstacles.
- Big air
- Big air competitions are contests where riders perform tricks after launching off a manmade jump built specifically for the event. Competitors perform tricks in the air, aiming to attain sizable height and distance, all while securing a clean landing. Many competitions also require the rider to do a complex trick. But not all competitions call for a trick to win the gold; some intermittent competitions are based solely on height and distance of the launch of the snowboarder. Some competitions also require the rider to do a specific trick to win the major prize.
- The half-pipe is a semi-circular ditch dug into the mountain or purpose-built ramp made up of snow, with walls between 8 and 23 feet. Competitors perform tricks while going from one side to the other and while in the air above the sides of the pipe.
- Boardercross
- Snowboard racing
- In snowboard racing, snowboarders must complete a downhill course constructed of a series of turning indicators (gates) placed in the snow at prescribed distances apart. A gate consists of a tall pole, and a short pole, connected by a triangular panel. The racer must pass around the short side of the gate. There are 3 main formats used in snowboard racing including; single person, parallel courses or multiple people on the course at the same time (SBX).
- Part of the snowboarding approach is to ensure maximum fun, friendship and event quality.
- The United States of America Snowboarding Association (USASA) features three different divisions which include alpine, freestyle, and boardercross. Alpine consists of giant slalom and slalom which is a competition in which the agility and ability to make sharp turns of the snowboarders are tested. Freestyle consists of slopestyle and halfpipe. In boardercross, the idea is to be the first snowboarder down the mountain where

everyone is racing each other through an obstacle course of harsh turns and wipeout potential is very likely. The USASA has 36 regional snowboard series in which anyone can compete.

- a. In the event of a change in the distance, the number of rounds of the competition, as well as in the event of a change in the venue of the competition, all bets on this event are returned.
- b. If the start time of the event is postponed by more than 24 hours, all bets on the event are subject to return.
- c. If the event was interrupted and not resumed within 24 hours from the moment of stopping, all bets on this event, except for the bets, the outcome of which is unambiguously determined by the time the race was stopped, are subject to return.
- d. If, after the stop, the event was resumed on a different track, all bets placed on this event, except for the bets, the outcome of which is unambiguously determined by the time the race was stopped, shall be returned.
- 1. Bet on the winner of the competition
- The winner is the participant who took the first place in the final protocol. If the participant did not go to the start of the competition, the bets are returned.
- It is necessary to determine which of the participants will finish in the top 3. If the participant did not go to the start of the competition, the bets are refunded.
- 3. Head2Head
- PLAYING RULES FOR SNOOKER
- SECTION 1-EQUIPMENT
- 1. The Standard Table
- Dimensions
- (a) The playing area within the cushion faces shall measure 11ft 8 ½ in. x 5ft 10 in. (3569mm x 1778mm) with a tolerance on both dimensions of +/- ½ in. {+/- 13mm)
- Height
- (b) The height of the table from the floor to the top of the cushion rail shall be from 2ft 9 ½ in. to 2ft 10 ½ in. (851mm to 876mm) Pocket Openings.
- (i) There shall be pockets at the comers (two at the spot end known as the top pockets and two at the baulk end known as the bottom pockets) and one each at the middle of the longer sides (known as the middle pockets).
- (ii) The pocket openings shall conform to the templates authorized by the World Professional Billiard and Snooker Association (WPBSA). Baulk-line and Baulk
- (d) A straight line drawn 29 in. (737mm) from the face of the bottom cushion and parallel to it is called the Baulk-line, and that line and the intervening space is termed the Baulk. The'D"
- (e) The "D" is a semi-circle described in Baulk with its centre at the middle of the Baulk-line and with a radius of 11 ½ in. (292mm).
- Spots
- (f) Four spots are marked on the centre longitudinal line of the table:
- (i) the Spot (known as the Black Spot), 12 ¾ in (324mm) from a point perpendicularly below the face of the top cushion,
- (ii) The Centre Spot (known as the Blue Spot), located midway between the faces of the top and bottom cushions,

- (iii) The Pyramid Spot (known as the Pink Spot), located midway between the Centre Spot and the face of the top cushion.
- (iv) The Middle of the Baulk Line (known as the Brown Spot) 16 Two other spots used are located at the corners of the 'D'. Viewed from the Baulk end, the one on the right known as the Yellow spot and the one on the left as the Green Spot.
- 2. Balls
- The balls shall be of an approved composition and shall each have a diameter of 52.5mm with a tolerance of +/- 0.05mm and:
- (a) they shall be of equal weight within a tolerance of 3g per set
- (b) a ball or set of balls may be changed by agreement between the players or on a decision by the referee
- The correct value for the balls is as follows
- Red – 1. Yellow – 2. Green – 3. Brown – 4. Blue – 5. Pink – 6. Black – 7.
- 3. Cue
- A cue shall be not less than 3ft (914mm) in length and shall show no substantial departure from the traditional and generally accepted shape and form.
- 4. Ancillary Various cue rests, long cues (called butts and half butts according to length), extensions and adaptors may be used by players faced with difficult positions for cueing. These may form part of the equipment normally found at the table nut also include equipment introduced by either player or the referee (see also Section 3 Rule 18). All extensions, adaptors and other devices to aid cueing must be of a design approved by the WPBSA.
- SECTION 2 - DEFINITIONS
- 1. Frame
- A frame of snooker comprises the period of play from the first stroke, with all the balls set as described in Section 3 Rule 2, until the frame is completed by:
- (a) concession by any player during his turn,
- (b) claim by the striker when only the Black remains and there is more than seven points difference between the scores in his favour,
- (c) the final pot or foul when only the Black remains, or
- (d) being awarded by the referee under Section 3 Rule 14(c) or Section 4 Rule 2.
- 3. Match
- 4. Balls
- (a) The White ball is the cue-ball.
- (b) The 15 Reds and the 6 colours are the object balls.
- 5. Striker
- The person about to play or in play is the striker and remains so until the referee has decided he has left the table at the end of his turn.
- 6. Stroke
- (a) A stroke is made when the striker strikes the cue-ball with the tip of the cue.
- (b) A stroke is fair when no infringement of Rule is made.
- (c) A stroke is not completed until all balls have come to rest.

- (d) A stroke may be made directly or indirectly, thus:
- (i) A stroke is direct when the cue-ball strikes an object ball without first striking a cushion,
- (ii) A stroke is indirect when the cue-ball strikes one or more cushions before striking an object ball.
- 7. Pot
- 8. Break
- A break is a number of pots in successive strokes made in any one turn by a player during a frame.
- 9. In-hand
- (a) The cue-ball is in-hand
- (i) Before the start of each frame,
- (ii) When it has entered a pocket, or
- (iii) When it has been orced off the table.
- (b) It remains in-hand until
- (i) It is played fairly from in-hand, or
- (ii) A foul is committed whilst the ball is on the table.
- (c) The striker is said to be in-hand when the cue-ball is in-hand as above.
- 10. Ball in Play
- (a) The cue-ball is in play when it is not in-hand
- (b) Object balls are in play from the start of the frame until pocketed or forced off the table.
- (c) Colours become in play again when re-spotted
- 11. Ball On
- Any ball which may be lawfully struck by the first impact of the cue-ball, or any ball which may not be so struck but which may be potted, is said to be on.
- 12. Nominated Ball
- (a) A nominated ball is the object ball which the striker declares, or indicates to the satisfaction of the referee, he undertakes to hit with the first impact of the cue-ball.
- (b) If requested by the referee, the striker must declare which ball he is on.
- 13. Free Ball
- A free ball is a ball which the striker nominates as the ball on when snookered after a foul (see Section 3 Rule 10)
- 14. Forced Off the Table
- A ball is forced off the table if it comes to rest other than on the bed of the table or in a pocket, or if it is picked up by the striker whilst it is in play except as provided for in Section 3 Rule 14(h).
- 15. Foul
- A foul is any infringement of these Rules.
- 16. Snookered
- The cue-ball is said to be snookered when a direct stroke in a straight line to every ball on is wholly or partially obstructed by a ball or balls not on. If one or more balls on can be struck at both extreme edges free of obstruction by any ball not on, the cue-ball is not snookered.

- (a) If in hand, the cue-ball is snookered if it is obstructed as described above from all possible positions on or within the lines of the "D".
- (b) If the cue-ball is so obstructed from hitting a ball on by more than one ball not on
- (i) The ball nearest the cue-ball is considered to be the effective snookering ball, and
- (ii) Should more than one obstructing ball be equidistant from the cue-ball, all such will balls be considered to be effective snookering balls.
- (c) When Red is the ball on, if the cue-ball is obstructed from hitting different Reds by different balls not on, there is no effective snookering ball.
- (d) The striker is said to be snookered when the cue-ball is snookered as above.
- (e) The cue-ball cannot be snookered by a cushion. If the curved face of a cushion obstructs the cue-ball and is closer to the cue-ball than any obstructing ball not on, the cue-ball is not snookered.
- 17. Spot Occupied
- A spot is said to be occupied if a ball cannot be placed on it without touching another ball.
- 18. Push Stroke
- (a) after the cue-ball has commenced its forward motion, or
- 19. Jump Shot
- A jump shot is made when the cue-ball passes over any part of an object ball, whether touching it in the process or not, except:
- (a) When the cue-ball first strikes one object ball and then jumps over another ball.
- (b) When the cue-ball jumps and strikes an object ball, but does not land on the far side of that ball.
- (c) When, after striking an object ball lawfully, the cue-ball jumps over that ball after hitting a cushion or another ball.
- 20. Miss
- 1. Description
- (a) Each player uses the same White cue-ball and there are twenty one object balls - fifteen Reds each valued 1, and six colours: Yellow valued 2, Green 3, Brown 4, Blue 5, Pink 6 and Black 7.
- (b) Scoring strokes in a player's turn are made by potting Reds and colours alternately until all the Reds are off the table and then the colours in the ascending order of their value.
- (c) Points awarded for scoring strokes are added to the score of the striker.
- (d) Penalty points from fouls are added to the opponent's score.
- (e) A tactic employed at any time during a frame is to leave the cueball behind a ball not on such that it is snookered for the next player. If a player or side is more points behind than are available from the balls left on the table, then the laying of snookers in the hope of gaining points from fouls becomes most important.
- (f) The winner of the frame is the player or side
- (i) making the highest score,
- (ii) To whom the frame is conceded, or
- (iii) To whom it is awarded under Section 3 Rule 14(c) or Section 4 Rule 2.
- (i) Winning most, or the required number of frames,
- (ii) making the greatest total where aggregate points are relevant, or
- 2. Position of Balls

- (a) At the start of each frame the cue-ball is in hand and the object balls are positioned on the table as follows:
- (i) The Reds in the form of a tightly packed equilateral triangle, with the Red at the apex standing on the centre line of the table, above the Pyramid Spot such that it will be as close to the pink as possible without touching it, and the base of the triangle nearest to, and parallel with, the top cushion.
- (ii) Yellow on the right-hand comer of the "D ,"
- (iii) Green on the left-hand corner of the "D",
- (iv) Brown on the Middle of t e Baulk-line,
- (v) Blue on the Centre Spot,
- (vi) Pink on the Pyramid Spot and
- (vii) Black on the Spot, (b) after a frame has started, a ball in play may only be cleaned by the referee upon reasonable request by the striker and
- (i) The position of the ball, if not spotted, shall be marked by a suitable device prior to the ball being lifted for cleaning,
- (ii) The device used to mark the position of a ball being cleaned shall be regarded as and acquire the value of the ball until such time as the ball has been cleaned and replaced. If any player other than the striker should touch or disturb the device, he shall be penalised as if he were the striker, without affecting the order of play. The referee shall return the device or ball being cleaned to its position, if necessary, to his satisfaction, even if it was picked up.
- 3. Mode of Play

- The players shall determine the order of play by lot or in any mutually agreed manner.
- (a) The order of play thus determined must remain unaltered throughout the frame, except a player may be asked by the next player to play again after any foul.
- (i) As a stroke is made, or
- (ii) While addressing the cue-ball.
- (d) For a stroke to be fair, none of the infringements described below in Rule 12, Penalties, must occur. (e) For the first stroke of each turn, until all Reds are off the table, Red or a free ball nominated as a Red, potted in the same stroke, is scored.
- (i) If a Red, or a free ball nominated as a Red, is potted, the same player plays the next stroke and the next ball on is a colour of the striker's choice which, if potted, is scored and the colour is then spotted.
- (ii) The break is continued by potting Reds and colours alternately until all Reds are off the table and, where applicable, a colour has been played at following the potting of the last Red.
- (iii) The colours then become on in the ascending order of their value as per Section 3 Rule 1(a) and when next potted remain off the table, except as provided for in Rule 4 below, and the striker plays the next stroke at the next colour on.
- (g) Reds are not replaced on the table once pocketed or forced off the table regardless of the fact that a player may thus benefit from a foul. Exceptions to this concept are provided for in Section 3 Rules 2(b) (ii), 9, 14(f), 14(h) and15.
- (h) If the striker fails to score or commits a foul, his turn ends and the next player plays from where the cue-ball comes to rest, or from inhand if the cue-ball is off the table.
- (a) When only the Black is left, the first score or foul ends the frame excepting only if the following conditions both apply:
- (i) The scores are then equal, and

- (ii) Aggregate scores are not relevant.
- (b) When both conditions in (a) above apply
- (i) the Black is spotted,
- (ii) The players draw lots for choice of playing,
- (iii) The next player plays from in-hand, and
- (iv) The next score or foul ends the frame.
- 5. Playing from In-hand
- To play from in-hand the cue-ball must be struck from a position on or within the lines of the "D", but it may be played in any direction.
- (a) The referee will state, if asked, whether the cue-ball is properly placed (that is, not outside the lines of the "D").
- (b) If the tip of the cue should touch the cue-ball while positioning it and the referee is satisfied that the striker was not attempting to play a stroke, then the cue-ball is not in play.
- 6. Hitting
- Two Balls Simultaneously Two balls, other than two Reds or a free ball and a ball on, must not be struck simultaneously by the first impact of the cue-ball.
- 7. Spotting Colours
- Any colour pocketed or forced off the table shall be spotted before the next stroke is made, until finally potted under Section 3 Rule 3(f).
- (a) A player shall not be held responsible for any mistake by the referee in failing to spot correctly any ball.
- Red is spotted instead of Brown, after Brown was potted:
- 1 .If the error is noticed when the Red is still on the spot it was placed on, or if it has been moved but can still be identified, it is removed and the Brown is spotted (not replaced where the Red is, unless the rogue Red happens to be on the correct spot).
- 2. If it has been moved such that it cannot be identified, then the Brown is spotted and the frame continues as a 16 red ball frame.
- (b) If a colour is spotted in error after being potted in ascending order as per Section 3 Rule 3(f) (iii), it shall be removed from the table without penalty when the error is discovered and play shall continue.
- (c) If a stroke is made with a ball or balls not correctly spotted, they will be considered to be correctly spotted for subsequent strokes. Any colour incorrectly missing from the table will be spotted:
- (i) Without penalty when discovered if missing due to previous oversight,
- (ii) Subject to penalty if the striker played before the referee was able to effect the spotting.
- (d) If a colour has to be spotted and its own spot is occupied, it shall be placed on the highest value spot available.
- (e) If there is more than one colour to be spotted and their own spots are occupied the highest value ball shall take precedence in order of spotting.
- (f) If all spots are occupied, the colour shall be placed as near its own spot as possible, between that spot and the nearest part of the top cushion.
- (g) In the case of Pink and Black, if all spots are occupied and there is no available space between the relevant spot and the nearest part of the top cushion, the colour shall be placed as near to its own spot as possible on the centre line of the table below the spot.
- (h) In all cases, the colour when spotted must not be touching another ball.

- (j) A colour, to be properly spotted, must be placed by hand on the spot designated in these Rules.
- 8. Touching Ball
- (a) If the cue-ball comes to rest touching another ball or balls that are, or could be, on, the referee shall state TOUCHING BALL and indicate which ball or balls the cue-ball is touching.
- (b) When a touching ball has been called, the striker must play the cue-ball away from that ball without moving it or it is a push stroke.
- (c) Providing the striker does not cause the object ball to move, there shall be no penalty if:
- (i) the ball is on,
- (ii) the ball could be on and the striker declares he is on it, or
- (iii) the ball could be on and the striker declares, and first hits, another ball that could be on.
- (d) If the cue-ball comes to rest touching or nearly touching a ball that is not on, the referee, if asked whether it is touching, will answer YES or NO. The striker must play away without disturbing it as above but must first hit a ball that is on.
- (e) When the cue-ball is touching both a ball on and a ball not on the referee shall only indicate the ball on as touching. If the striker should ask the referee whether the cue-ball is also touching the ball not on, he is entitled to be told.
- (f) If the referee is satisfied that any movement of a touching ball at the moment of striking was not caused by striker, he will not call a foul.
- 9. Ball on Edge of Pocket
- (a) If a ball falls into a pocket without being hit by another ball, and being no part of any stroke in progress, it shall be replaced and all points scored shall count.
- (b) If it would have been hit by any ball involved in a stroke:
- (i) with no infringement of these Rules, all balls will be replaced and the same stroke played again, or a differe t stroke may n be played at his discretion, by the same striker.
- (ii) If a foul is committed, the striker incurs the penalty prescribed, all balls will be replaced and the next player has the usual options after a foul.
- (c) If a ball balances momentarily on the edge of a pocket and then falls in, it shall count as in the pocket and will not be replaced.
- 10. Snookered After a Foul
- After a foul, if the cue-ball is sn okered, the referee shall state FREE o BALL (see Section 2 Rule 16).
- (a) If the player next in turn elects to play the next stroke,
- (i) he may nominate any ball as the ball on, and
- (ii) Any nominated ball shall be regarded as, and acquire the value of the ball on except that, if potted, it shall then be spotted.
- (b) It is a foul if the cue-ball should
- (i) fail to hit the nominated ball first, or first simultaneously with the ball on, or
- (ii) be snookered on all Reds, or the ball on, by the free ball thus nominated, except when Pin and Black are the only object k balls remaining on the table.
- (c) If the free ball is potted, it is spotted and the value of the ball on is scored.
- (d) If a ball on is potted, after the cue-ball struck the nominated ball first, or first simultaneously with a ball on, the ball on is scored and remains off the table.

- (e) If both the nominated ball and the ball on are potted, only the ball on is scored unless it was a Red, when each ball potted is scored. The free ball is then spotted and the ball on remains off the table.
- (f) If the offender is asked to play again, the free ball call becomes void.
- 11. Fouls
- If a foul is committed, the referee shall immediately state FOUL.
- (a) If the striker has not made a stroke, his turn ends immediately and the referee shall announce the penalty.
- (b) If a stroke has been made, the referee will wait until completion of the stroke before announcing the penalty.
- (c) If a foul is neither awarded by the referee, nor successfully claimed by the non striker before the next stroke is made, it is condoned.
- (d) Any colour not correctly spotted shall remain where positioned except that if off the table it shall be correctly spotted.
- (e) All points scored in a break before a foul is awarded are allowed but the striker shall not score any points for any ball pocketed in a stroke called foul.
- (f) The next stroke is played from where the cue-ball comes to rest or, if the cue-ball is off the table, from in-hand.
- (g) If more than one foul is committed in the same stroke, the highest value penalty shall be incurred.
- (h) The player who committed the foul
- (i) Incurs the penalty prescribed in Rule 12 below, and
- (ii) Has to play the next stroke if requested by the next player.
- 12. Penalties
- All fouls will incur a penalty of four points unless a higher one is indicated in paragraphs (a) to (d) below. Penalties are:
- (a) value of the ball on by
- (i) Striking when both eet are off the floor,
- (ii) Playing out of turn,
- (iii) Playing improperly from in-hand, including at the opening stroke,
- (iv) Causing the cue-ball to miss all object alls,
- (v) Causing the cue-ball to enter a pocket,
- (vi) Playing a snooker behind a free ball,
- (viii) Playing a jump shot,
- (ix) Playing with a non standard cue, or
- (x) Conferring with a partner contrary to Section 3 Rule 17(e).
- (b) Value of the ball on or the ball concerne hever is higher, by, which:
- (i) Striking when any ball is not at rest,
- (ii) Striking efore the referee has completed the spotting of a b colour,
- (iii) causing a ball not on to enter a pocket,
- (iv) causing the cueball to first hit a ball not on,
- (v) making a push stroke,
- (vi) touching a ball in play, other than the cue-ball with the tip of the cue as a stroke is made, or

- (vii) causing a ball to be forced off the table.
- (c) value of the ball on or higher value of the two balls concerned by causing the cue-ball to first hit simultaneously two balls, other than two Reds or a free ball and a ball on.
- (d) a penalty of seven points is incurred if the striker
- (i) uses a ball off the table for any purpose,
- (ii) uses any object to measure gaps or distance,
- (iii) plays at Reds, or a free ball followed by a Red, in successive strokes,
- (iv) Uses any ball other than White as the cue-ball for any stroke once the frame has started,
- (v) Fails to declare which ball he is on when requested to do so by the referee, or
- (vi) After potting a Red or a free ball nominated as a Red, commits a foul before nominating a colour.
- 13. Play Again
- (a) change his mind as to
- (i) which stroke he will play, and
- (ii) which ball on he will attempt to hit.
- (b) Score points for any ball or balls he may pot.
- 14. Foul and a Miss
- The striker shall, to the best of his ability, endeavour to hit the ball on. If the referee considers the Rule infringed, he shall call FOUL AND A MISS unless only the Black remains on the table, or a situation exists where it is impossible to hit the ball on. In the latter case it must be assumed the striker is attempting to hit the ball on provided that he plays, directly or indirectly, in the direction of the ball on with sufficient strength, in the referee's opinion, to have reached the ball on but for the obstructing ball or balls.
- (a) After a foul and a miss has been called, the next player may request the offender to play again from the position left or, at his discretion, from the original position, in which latter case the ball on shall be the same as it was prior to the last stroke made, namely:
- (i) any Red, where Red was the ball on,
- (ii) any colour on, where all Reds were off the table, or
- (iii) a colour of the striker's choice, where the ball on was a colour after a Red had been potted.
- (b) If the striker, in making a stroke, fails to first hit a ball on when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, the referee shall call FOUL AND A MISS unless either player needed snookers before, or as a result of, the stroke played and the referee is satisfied that the miss was not intentional.
- (i) a further failure to first hit a ball on in making a stroke from the same position shall be called as a FOUL AND A MISS regardless of the difference in scores, and
- (ii) if asked to play again from the original position, the offender shall be warned by the referee that a third failure will result in the frame being awarded to his opponent.
- (d) After the cue-ball has been replaced under this Rule, when there is a clear path in a straight line from the cue-ball to any part of any ball that is or could be on, and the striker fouls any ball, including the cue-ball while preparing to play a stroke, a miss will not be called if a stroke has not been played. In this case the appropriate penalty will be imposed and
- (i) the next player may elect to play the stroke himself or ask the offender to play again from the position left, or
- (ii) the next player may ask the referee to replace all balls moved to their original position and have the offender play again from there, and

- (iii) if the above situation arises during a sequence of miss calls, any warning concerning the possibl awarding of the frame to e his opponent shall remain in effect.
- (e) All other misses will be called at the discretion of the referee.
- (f) After a miss and a request by the next player to replace the cueball, any object balls disturbed will remain where they are unless the referee considers the offending player would or could gain an advantage. In the latter case, any or all disturbed balls may be replaced to the referee's satisfaction and in either case, colours incorrectly off the table will be spotted or replaced as appropriate.
- (g) When any ball is being replaced after a miss, both the offender and the next player will be consulted as to its position, after which the referee's decision shall be final.
- (h) During such consultation, if either player should touch any ball in play, he shall be penalised as if he were the striker, without affecting the order of play. The ball touched shall be replaced by the referee, to his satisfaction, if necessary, even if it was picked up.
- (i) The next player may ask if the referee intends to replace balls other than the cue-ball in the event that he should ask for the stroke to be played from the original position, and the referee shall state his intentions. 1
- 15. Ball Moved by Other than Striker

- If a ball, stationary or moving, is disturbed other than by the striker, it shall be re-positioned by the referee to the place he judges the ball was, or would have finished, without penalty.
- (a) This Rule shall include cases where another occurrence or person, other than the striker's partner, causes the striker to move a ball.
- (b) No player shall be penalised for any disturbance of balls by the referee.
- 16. Stalemate

- If the referee thinks a position of stalemate exists, or is being approached, he shall offer the players the immediate option of re-starting the frame. If any player objects, the referee shall allow play to continue with the proviso that the situation must change within a stated period, usually after three more strokes to each side but at the referee's discretion. If the situation remains basically unchanged after the stated period has expired, the referee shall nullify all scores and re-set all balls as for the start of a frame and
- (a) The same player shall again make the opening stroke.
- (b) The same order of play shall be maintained.
- 17. Four Handed Snooker

- (b) Players may change the order of play at the start of each new frame.
- (c) If a foul is committed and a request to play again is made, the player who committed the foul plays again, even if the foul was made out of turn and the original order of play is maintained such that the offender's partner may lose a turn.
- (d) When a frame ends in a tie Section 3 Rule 4 applies. If a respotted Black is necessary the pair who play the first stroke have the choice of which player will make that stroke. The order of play must then continue as in the frame.
- Should this happen, the referee will call foul (penalty, value of the ball on). The referee should then tell ALL players that this is not permissible. Should a second offence occur another foul would be called. However if the conversing did become persistent the referee could state that a further interruption would possibly lead to the frame being awarded under Section 4, No 2, for ‘ungentlemanly conduct’.
- ◦ PLEASE NOTE:

- At no time can partners approach the table to confer.

- Any warning issued only remains in place for that particular match.
- 18. Use of Ancillary Equipment
- It is the responsibility of the striker to both place and remove any equipment he may use at the table. (a) The striker is responsible for all items including, but not limited to, rests and extensions that he brings to the table, whether owned by him or borrowed (except from the referee), and he will be penalised for any fouls made by him when using this equipment. (b) Equipment normally found at the table which has been provided by another party including the referee are not the responsibility of the striker. Should this equipment prove to be faulty and thereby cause the striker to touch a ball or balls, no foul will be called. The referee will, if necessary, re-position any balls in accordance with Rule 15 above and the striker, if in a break, will be allowed to continue without penalty.
- 19. Interpretation
- (a) Throughout these Rules and Definitions, words implying the masculine gender shall equally apply to and include the female gender.
- (b) Circumstances may necessitate adjustment in how Rules are applied for persons with physical handicaps. In particular and for example:
- (i) Section 3 Rule 12(a) (ii) cannot be applied to players in wheelchairs, and
- (ii) A player, upon request to the referee, shall be told the colour of a ball if he is unable to differentiate between colours as, for example, red and green.
- SECTION 4 - THE PLAYERS
- 1. Time Wasting
- If the referee considers that a player is taking an abnormal amount of time over a stroke or the selection of a stroke, he shall warn the player that he is liable to have the frame awarded to his opponent.
- 2. Conduct
- (a) In the event of:
- (i) a player taking an abnormal amount of time over a stroke or the selection of a stroke, or:
- (ii) any conduct by a player which in the opinion of the referee is willfully or persistently unfair, or
- (iii) any other conduct by a player which otherwise amounts to ungentlemanly conduct; or
- (iv) refusing to continue a frame; the referee shall either:
- (v) warn the player that in the event of any such further conduct the frame will be awarded to his opponent; or
- (vi) award the frame to his opponent; or
- (b) If a referee has warned the player under (v) above, in the event of any further conduct as referred to above, the referee must either:
- (i) award the frame to his opponent; or
- 3. Penalty
- (a) If a frame is forfeited und r this Section, the offender shall
- (i) Lose the frame, and
- (ii) Forfeit all points scored and the non-offender shall receive a number of point's equivalent to the value of the balls remaining on the table, with each Red counting as eight points and any colour incorrectly off the table being counted as if spotted.
- (iii) additionally lose the remaining frames, each valued at 147 points, where aggregate points apply.

- 4. Non-striker
- The non-striker shall, when the striker is playing, avoid standing or moving in the line of sight of the striker. He shall sit or stand at a reasonable distance from the table.
- 5. Absence
- In the case of his absence from the room, the non-striker may appoint a deputy to watch his interests and claim a foul if necessary. Such appointment must be made known to the referee prior to departure.
- 6. Conceding
- (a) A player may only concede when he is the striker. The opponent has the right to accept or refuse the concession, which becomes null and void if the opponent chooses to play on.
- (b) When aggregate scores apply and a frame is conceded, the value of any balls remaining on the table is added to the score of the other side. In such case, Reds shall count as eight points each and any colour incorrectly off the table shall be counted as if spotted.
- (c) A player shall not concede a frame in any match unless snookers are required. Any breach of this rule shall be regarded as ungentlemanly conduct by the player concerned.
- SECTION 5 - THE OFFICIALS
- 1. The Referee
- (a) The referee shall
- (i)be the sole judge of fair and unfair play,
- (ii)be free to make a decision in the interest of fair play for any situation not covered adequately by Rule,
- (iii) be responsible for the proper conduct of the game under these Rules,
- (iv) intervene if he sees any infringement of these Rules,
- (v) tell a player the colour of a ball if requested, and
- (vi) clean any ball u on reasonable request by a player.
- (b) The referee shall not
- (i) answer any question not authorised in these Rules,
- (ii) give any indication that a player is about to make a foul stroke,
- (iii) give any advice or opinion on points affecting play, nor
- (iv) answer any question regarding the difference in scores.
- (c) If the referee has failed to notice any incident, he may take the evidence of the marker or other officials or spectators best placed for observation to assist his decision.
- 2. The Marker
- The marker shall keep the score on the Scoreboard and assist the referee in carrying out his duties. He shall also act as recorder if necessary.
- 3. The Recorder
- The recorder shall maintain a record of each stroke played, showing fouls where appropriate and how many points are scored by each player or side as required. He shall also make note of break totals.
- (a) At the strikers' request, the referee or marker shall move and hold in position any lighting apparatus that interferes with the action of the striker in making a stroke.
- 1. Bets on the result of the match.

- If the match is stopped, the player who advanced to the next round is considered the winner if at least one frame is completed.
- 2. Bets on total frames, handicap frames and specials.
- These bets are calculated if the full number of frames required to determine the winner of the match has been played. If, for any reason, a player won the match before its completion, then all bets on total frames, frame handicaps and special bets will be calculated with odds "1", unless the result of the bet has already been determined.
- 5. If in any frame one of the players was awarded a technical defeat, then in this frame the handicap and total for this frame will be calculated with the odds “1”, unless the results of the bets have already been determined at the time the match was stopped.
- 7. Bets on “n-th frame: First colored ball in a pocket”.
- It is necessary to determine what color will be the first abandoned ball among the colored balls (yellow, green, brown, blue, pink, black) in the frame.
- (e) Partners may only confer during the match
- away from the table
- Should this happen, the referee will call foul (penalty, value of the ball on). The referee should then tell
- Competition rules of Sumo:
- I - Description
- Sumo is a national Japanese wrestling (Japanese martial arts).
- The platform for the sumo (dohyo) presents a ring raised above the ground and rest on a clay foundation, the circle for wrestling enclose by bundles of rice straw, the ends of which are dug into the ground.
- Two wrestlers take part in the bout. The winner is the one who pushes the opponent out of the arena or touch him the ground of anybody among the foot. During the bout wrestlers come out in a special belt, reaching a length 9 meters and 80 cm in width, which is tired around the waist between the legs, akin to wrestling trunks. Before the beginning wrestling, the wrestlers perform different ritual actions with symbolic values: going to the dohyo, scattering salt to clean the arena from evil forces, perform special sit-ups the siko. The bout is preceded by the psychological wrestling of the sikiri, when crouch with fists, wrestlers slowly converge closely and gaze each other steadfastly (niramiai) trying to intimidate the enemy and then begin the bout.
- In general, the bout lasts from several seconds to several minutes and is full of tense moments, which is especially acute because of the gigantic size of participants weighting 150 kg and up to150 kg.
- II - Place of holding the competition (dohyo)
- There are two types of dohyo:
- ○ the mori-dohyo clay earthen trapezoid 34 or 60 cm high;
- -the hira-dohyo which is used for training and for competitions in the occasion of absence Mori-Doha.
- The wrestling arena is a circle with a diameter of 4.55 meters. The center of this is the intersection of two diagonal lines of the square. Rice straw bales – sebudavara, bound the perimeter of wrestling arena.
- In the center of the circle from the eastern and western sides of the dohyo to the surface at a distance of 70 cm from each other two starting lines of white color (sikirisen). The length of sikirisen is 80 cm, width is 6 cm.
- The circle sprinkles with sand inside. Sand is also scattered outside the circle near sebyu-davara, about 25 cm wide, so that “control” line is formed - dzianome. In disputed cases, the presence or absence of traces

dzianome helps to determine correctly the outcome of the bout.

- III - The composition of the referee body
- The referee body include the chief referee, the deputy chief referee, the chief secretary, the referees, informatory and other service staffs. The chief referee is responsible for doing all regulations connecting to general refereeing regulations including the referee body.
- IV - The composition of the referee body
- The referee body consist of 6 people: leader of the team – simpante, referee - gedzi, 4 judges - simpani.
- V - Rules of the wrestling
- The following positions are determined the winner of the bout except for special situations:
- ○ the wrestler will win if the opponent touch with any part of the body step out of the dohyo in the sebyu-davara;
- ○ the wrestler will win to force his opponent to touch the ground with any part of his body other than the soles of his feet within sebyu-davara.
- The special case includes the situation of shini-tai ("dead body") that inevitably leads to defeat in order to soften.
- The attacker does not lose the bout, touching the dohyo with his hand, with the fall and avoid injury at the conclusion of the technical action, because of which the enemy falls into the position of shini-tai. This situation called kabaite.
- The attacker does not lose the bout, because of the sebu-davara, in order to crumple the falling and avoid injuries at the completion of the technical action, in the result of which the opponent falls into the position of the shini-tai. This situation is called cabaiasi.
- The attacker does not lose the bout, standing up for the sebu-davara, when he lifts the opponent and takes him out of his sebu-davara. This situation called okuriasi. However, the attacker loses the bout if by carrying out this technical action; he goes beyond the sebu-davara with his back to the front.
- The attacker does not lose the bout; if during the performance of the victory throw the lifting of his foot touches the dohyo.
- It is not a defeat if the horizontal front part of the mawashi (oricomi) touches the dohyo.
- A wrestler may be announced defeated by a decision of the judges in the following cases:
- if he cannot continue the fight because of an injury
- if he holds a kindzite (forbidden actions);
- if he finishes independently the bout;
- If he did not intentionally rise from the starting position;
- if he does not fulfill the gyotsi commands;
- If he did not appear in the waiting sector after the second official call; If the maebukuro (Gulfik) the Mawashi is unleashed and falls during the bout.
- If the bout lasts longer than the set time, but the winner is not determined, it stops and a re-fight is held.
- V - Forbidden actions (kinjita)
- The following actions are prohibited in sumo:
- Punching or poking with your fingers;
- Kicking in the chest or stomach;
- The hair pulling;
- Seizure by the throat:

- Griping for the vertical parts of mavasi,
- Wringing the opponent's fingers;
- Direct blowing to the head.
- VI – Rituals
- As in other traditional martial arts in Japan, they preserve and honor the arts of rituals and etiquette in Sumo.
- Purification by water and shikiri Rituals consist of ritsu-rei (bow standing), tiritezu Tiritidzu is a unique ritual, originating from the ancient Japanese.
- Tiritidzu is a unique ritual that originates from the ancient Japanese custom of washing a warrior before a battle.
- The custom of washing the warrior before the wrestling. The ritual tiritezu Tiritidzu is performed by both wrestlers simultaneously at the exit on the dohyo. They crouch in the pose of the sonok, balancing on their toes. The heels are torn off the floor, the body and head are held straight, the hands are lowered to the knees. The wrestlers put their hands down and nod to each other. Then the athletes reduce their arms outstretched at the chest level, spread them to the sides with their hands down and again reduce them from the front with cotton in the palms, straighten their arms and spread them to the sides parallel to the ground with the palms up, and at the end of the ritual turn their hands downwards. Sikiri pre-start preparatory movements. The wrestlers sit on the court spreading their legs wide and tilting the body forward. Hips and shoulders at the same time hold horizontally, and hands clenched in fists, rest on the surface of the dohyo along the Sykirisen, without touching, which corresponds to the position "ready!"
- Sakiri ritual - The transition from Tatiyai (starting jerk-rise) must be carried out by the sikiri in the athletes at the same time. Rituals are an integral and important part of sumo and must perform without haste, with dignity and calmness, emphasizing harmony and greatness.
- VII - Bout
- The duration of the bout for adults 18 years and older is 5 minutes. If after the specified time the winner is not determined, a repeated fight (torinosi) is appointed. The next bout any break between fights is not installed. begins immediately after the end of the previous one.
- VIII - Challenge participants
- Participants of the competition go to dohyo-damari in the following order:
- ○ in team competitions, the two teams that are to perform the next must leave and settle in dohyo-damari until the end of the previous meeting;
- ○ in personal competitions the wrestler must be in Dohadamari for 2 seizures to his own.
- Being on dohyo and dohyo-damari, the participants of the competitions should behave with dignity, do not allow rude expressions, so as not to infringe upon the feelings of others.
- The wrestlers are invited to the dohyo by the informant judge on the microphone in a loud and distinct voice 2 times. If, after the second official call, the competitor does not go to dohyo, he is considered defeated.
- IX - Representation of participants
- The wrestlers take part in the competitions under the numbers they received at the draw. The informant judge represents all wrestlers in each weight category at the beginning of the competition by name. Before the start of each bout, participants are listed by name with their data (age, height and weight), titles and titles.
- X - The beginning of the bout

- The fight begins on a team of gyoji after performing the necessary rituals.
- XI - Stop the bout
- The gyoji can stop the fight one or more times due to injury, disorder in clothing (mawashi) or for some other reason not depending on the participant's desire.
- The time spent on breaks per one wrestler can be established by the Regulations on competitions.
- XII - The end of the bout
- The fight ends when the ghouli, having determined the outcome of the bout, announces: "Cebu atta!" - and pointing with his hand to the direction of Doha (East or West), with which the winner started the fight. Wrestlers on this team must stop the fight.
- XIII - The announcement of the winner (katininori).
- After the end of the bout and the announcement of "Cebu Atta!", gyoji and wrestlers return to their original positions.
- The loser performs a bow (Ray) and leaves Doha. The winner takes a pose of a dream and after the gyoji, pointing to him with his hand, will announce "Higashi no Kati!" ("Victory of the East!") or "Nishi-no Kati!" ("Victory of the West!"), Stretches his right hand to the side and down.
- In the case of termination of the bout due to the use of one of the wrestlers of a prohibited admission, the winner's announcement occurs in the established order. In the event that one of the wrestlers cannot continue the fight because of a trauma, his opponent takes a pose of a dream, and the gyoji in the established order declares him the winner.
- In case one of the loser-wrestlers, the wrestler who emerges on the dojo accepts the pose of the dream, and the gyoji in the established order declares him the winner.
- XIV - Clothes
- Competitors must wear a loincloth belt-mawashi. However, amateur sumo is allowed under mawashi to dress the trunks or tight-fitting shorts of black color.
- The width of the mawashi is 40 cm, a certain length does not prescribed, but the length of the mawashi should be sufficient to wrap it around the athlete's torso 4-5 times.
- Athletes do not go to the wrestle with the objects they are wearing, which can injure the opponent. This primarily applies to metal ornaments (rings, bracelets, chains, etc.). The fighter's body must be completely clean and dry, the nails on the arms and legs are short-cropped. The emblem of the club, federation, number, etc. it is allowed to attach to mawashi.
- a. If the match does not take place or one of the fighters surrenders or does not appear, then the bet is returned.
- b. If, before the start of the match one of the declared participants refused or was replaced, then bets on this event are subject to return.
- 2. Winning method
- With what technique the victory was achieved.
- 4. Types of rates not listed above may also be offered.
- ◦ Markets related to cards will be settled as won or lost only if the match is televised and the relevant incidents are clearly shown on the broadcast.
- If the "double Asian handicap" bet of $ 400 was placed on: Manchester United
- If the "double Asian handicap" bet of $ 400 was placed on: Liverpool
- Simulate Reality

- Simulate uses real-world fixtures and odds to generate an on-demand virtual outcome. The results of all Simulate bets are determined by a Random Number Generator (RNG),
- The outcome is not related to real life fixtures. Real money will be used for your Simulated bet
- ensuring fair and unbiased outcomes independent of actual match results.
- Markets that can be Simulated:
- Three Way
- Half-Time Three Way
- Competitor 1 Goal/No Goal
- Competitor 2 Goal/No Goal
- HT Double Chance
- Over/Under
- Competitor 1 Over/Under
- Competitor 2 Over/Under
- Three Way and Over/Under
- HT Goal Goal
- Goal Goal
- Three Way and Goal/No Goal
- HT Three Way
- Total Goals Odd/Even
- 1. General Provisions
- All matches are held offline at the Organizer's venue.
- Matches are played in a 1-on-1 format according to the established schedule.
- The planned interval between the start of matches is 5 minutes.
- 2. Competition Format
- 3 players take part in each stage.
- Player pairings and the sequence of matches are determined by the Organizer.
- 3. Match Format
- Players take their kicks in turn.
- Each player takes no fewer than 3 and no more than 5 penalty kicks.
- After each player has taken three kicks, the series may be ended early if the remaining kicks can no longer affect the determination of the winner.
- If the winner is not determined after three kicks, the series continues, but no more than up to five kicks per player.
- If, after five kicks each, the number of penalties scored is equal, the match ends in a draw. No additional penalty series is held.
- The planned interval between consecutive kicks is 15 seconds.
- 4. Match Result and Scoring
- The winner of an individual match is the player who has scored more penalties by the time the series ends.
- Possible match outcomes:
- victory of the first player;

- draw;
- victory of the second player.
- the number of penalties scored;
- the number of penalties missed/conceded;
- the difference between penalties scored and missed/conceded;
- the number of kicks required to determine the winner;
- early termination of the series.
- Thus, the number of points for a win or another result may differ depending on how quickly the winner was determined and with what final score the match ended.
- Points earned by a participant across all matches of the corresponding stage are summed.
- The winner of a stage is the participant who has accumulated the highest total number of points across all matches of the stage.
- 5. Conditions of Play
- During a match it is prohibited to intentionally pause the game, open the PlayStation system menu, or perform actions that prevent the normal conduct of the match.
- Any actions aimed at obtaining an unfair advantage or intentionally altering the outcome of a match are prohibited.
- The official result is the one recorded and confirmed by the Organizer.
- 6. Technical and Disputed Situations
- In the event of a technical failure, the Organizer or referee decides whether to continue the match, restore it, or replay it.
- If the results of kicks already taken can be reliably determined, they are preserved when the match resumes.
- More modern rules have included Broughton's rules from 1743, the London Prize Ring rules (1838) and the more well-known Marquess of Queensbury Rules which date to 1867. At its best boxing is graceful, elegant and explosive and a magnificent example of the human body's abilities and few spectacles can match the sight of two top heavyweights going toe to toe.
- Object of the fight
- Brutally enough the object of boxing could be stated as to concuss your fellow human being; a less barbaric sounding aphorism, to hit and not be hit, may be a preferred way to look at it, depending on your standpoint.
- fighters & Equipment
- The exact specification of certain equipment varies according to the sanctioning body but the ring (ironically, of course, usually square) is generally around 16-25 feet (4.9-7.6m) along each side. The posts at the corner are 5ft above the level of the ring and the ring itself is usually about three or four feet off the ground on a raised platform.
- Boxers wear gloves and although there has been a long history of bear-knuckle boxing, hand protection dates to Ancient Greece. Modern gloves are usually 12oz, 14oz or 16oz and are designed to protect the hand and the opponent, although there are arguments that they actually increase brain injuries by facilitating a boxer receiving more damaging blows.
- Boxers are divided according to their weight with the different governing bodies having different weights and names for the groupings. Fighters only fight opponents of similar weights as physical size is so crucial to the contest.

- At professional level the bouts are scored by three ringside judges using a subjective method based on which boxer they felt won each individual round. If the match is undecided by knockout, retirement or disqualification then the judges' scorecards are used. If all three judges agree the decision is unanimous, whilst if two think one fighter won it is a split decision. If two judges mark the fight level, or one does and the other two are divided, the fight is classed as a draw.
- It is, however, more common for a fight, especially at the heavier weights, to be stopped before the 12 rounds are up. A boxer is knocked out if they are floored and cannot get up within 10 seconds, whilst the referee may disqualify a fighter for certain foul play. The other method of winning is by a technical knockout or TKO. If a boxer is unwilling to continue, or is deemed unable to do so by either the referee or his corner team or medical staff then it is a TKO. This can also be awarded if a fighter is knocked down a defined number of times in a round (usually three).
- Winning the fight
- The winner is either as scored by the judges if the fight goes the distance or is decided by knockout, technical knockout or disqualification, as detailed above.
- In amateur bouts different methods are used, for example the referee may simply decide or ringside judges use electronic scoring to count the number of blows landed.
- Rules of Boxing
- The rules of boxing vary from jurisdiction to jurisdiction, and on whether it is an amateur or professional bout. A violation of the following rules is considered a foul, and can result in a warning, point deduction, or disqualification by the referee:
- In professional boxing, bouts take place over 12 three-minute rounds with one-minute rest between rounds.
- The only method of attack is punching with a clenched fist and you may not strike below the belt, in the kidneys or the back of your opponent's head or neck (rabbit punch).
- You cannot use the ropes for leverage.
- You cannot hit an opponent when they are down on canvas.
- A boxer hit with a low blow can take five minutes to recover.
- If an unintentional foul (such as a clash of heads) ends the fight before four rounds are completed this is a "no contest", from the fifth onwards the decision goes to the judge's cards and is either a technical decision for either fighter or a technical draw.
- You cannot hit below the belt, hold, trip, kick, headbutt, wrestle, bite, spit on, or push your opponent.
- You cannot hit with your head, shoulder, forearm, or elbow.
- You cannot hit with an open glove, the inside of the glove, the wrist, the backhand, or the side of the hand.
- A boxer who is knocked down cannot be saved by the bell in any round, depending upon the local jurisdiction's rules.
- A boxer who is hit with an accidental low blow has up to five minutes to recover. If s/he cannot continue after five minutes, s/he is considered knocked out.
- If the foul results in an injury that causes the fight to end immediately, the boxer who committed the foul is disqualified.
- If the foul causes an injury but the bout continues, the referee orders the judges to deduct two points from the boxer who caused the injury.
- If a boxer is knocked out of the ring, he gets a count of 20 to get back in and on his feet. He cannot be assisted.
- In some jurisdictions the standing eight-count or the three knockdown rule also may be in effect.
- In other jurisdictions, only the referee can stop the bout.

- You cannot spit out your mouthpiece on purpose to get a rest.
- When the referee breaks you from a clinch, you have to take a full step back; you cannot immediately hit your opponent--that's called "hitting on the break" and is illegal.
- You can't hold your opponent and hit him at the same time, or duck so low that your head is below your opponent's belt line.
- If you score a knockdown of your opponent, you must go to the farthest neutral corner while the referee makes the count.
- A floored boxer has up to ten seconds to get back up on his feet before losing the bout by knockout.
- In the case of live bets, the company has to wait 48 hours. If the match is not continued within 48 hours, the bet will be void.
- 2. The result announced at the end of the fight is final. This concerns the recalculation of the points entered by the judges in the scoresheet. If the outcome of the fight is a “technical draw”, the winning result of the bet is a draw.
- 3. The fight is considered to have started after the first bell. When playing to win one of the participants, the concept of "victory" means victory on points, victory by knockout (KO), victory by technical knockout (TKO), disqualification (DQ) of the opponent or his refusal.
- 4. The term "early victory" means a knockout, technical knockout, disqualification of an opponent or his refusal (KO, TKO, DQ).
- 5. The concept of "victory on points" means a victory won by the decision of the judges after the end of all rounds of the bout.
- 6. If the planned number of rounds has changed, then all bets on the result of the battle remain valid, and bets on the number of rounds are subject to refund.
- 7. If one of the participants in the fight is replaced by another participant, all bets on this fight are subject to return.
- 8. Round bet: Bets are accepted on the round in which the match ends. If any of the boxers does not qualify for the next round, then the previous completed round is considered a "victorious" result in this type of bets.
- 10. Total Rounds - The total number of rounds in a fight. Must be more or less than a certain amount. If the fight is stopped due to surrender or knockout, the round in which this happened is considered to be completely held.
- In case of bets on total amount of rounds: (Over 1.5 Rounds = Round 2 (1min 30sec and after), Under 1.5 Rounds = Round 2 (1min 29sec and before)) The precision of seconds is necessary.
- American football evolved in the United States, originating from the sports of soccer and rugby. The first American football match was played on November 6, 1869, between two college teams, Rutgers and Princeton, using rules based on the rules of soccer at the time. A set of rule changes drawn up from 1880 onward by Walter Camp, the "Father of American Football", established the snap, the line of scrimmage, eleven-player teams, and the concept of downs. Later rule changes legalized the forward pass, created the neutral zone and specified the size and shape of the football. The sport is closely related to Canadian football, which evolved in parallel with and at the same time as the American game (although their rules were developed independently from that of Camp's). Most of the features that distinguish American football

from rugby and soccer are also present in Canadian football. The two sports are considered the primary variants of gridiron football.

- Each team gets 4 chances (downs) to move the ball 10 yards forward. Once they pass the 10 yards their downs reset and they start again for another 10 yards. After 4 downs have passed and they have failed to make it over the 10 yards required the ball will be turned over to the defensive team.
- Whilst there are only 11 players from each team on the field at any team, an American football team is actually made up of 45 players. The teams are generally split into three groups of attacking (generally smaller, stronger, faster type of players, including a quarterback who is said to run the attacking plays and throw the ball to their teammates), defense (larger, more powerful players designed to stop players from running) and special team players (responsible for the kicking and punting side of the game with a mixture of larger and faster players).
- Helmet – Comprises of jaw pads, an integrated face mask, chin strap, mouth guard and particular shock absorbents to reduce the force of impacts of the ball.
- Shoulder Pads – A key equipment with hard outer made of plastic and shock absorbing foam inside, gives the players a broad-shouldered look
- Arm Pads – Light and flexible arm pads help the players to be bruise free
- Elbow Pads – Protect and deforms the impact with its skin-tight webbing.
- Rib pads – Absorb and distribute the shock through the rib pad specially designed to normalize players body temperatures and protects against injuries.
- Hip & tailbone pads – Are put into the pouches of the belt worn under the pants.
- Thigh & knee Pads – Quilted pads made of plastic and foam and are put into the pockets stitched inside the pants
- Gloves – Hand gloves are not mandatory for the players but the thick padding linen helps to protect fingers and hands.
- Jersey – A nylon material loose coloured shirt with coloured side panels are worn by all the players. Usually the players name and number are mentioned by his team colour.
- Pants – A nylon mesh coloured pant with four individual pockets on the inner side of the pant to hold thigh & knee pads. Hip and tailbone pads with a safety belt to secure the pads is also provided.
- When a player scores a touchdown six points are awarded to their team. A touchdown can be scored by either carrying the ball into the end zone or receiving the ball from a pass whilst in the end zone. After a touchdown has been scored the attacking team have opportunity to kick the ball for an extra point. The ball must pass between the upright posts for a successful kick.
- A field goal can be scored from anywhere on the pitch at any time (usually on the final down) and a successful kick will result in three points. A safety is where the defensive team manages to tackle an attacking opponent in their own end zone; for this the team will receive 2 points.
- Advancing the ball and downs
- There are two main ways the offense can advance the ball: running and passing. In a typical play, the center passes the ball backwards and between their legs to the quarterback in a process known as the snap. The quarterback then either hands the ball off to a back, throws the ball, or runs with it. The play ends when the player with the ball is tackled or goes out-of-bounds or a pass hits the ground without a player having caught it. A forward pass can be legally attempted only if the passer is behind the line of scrimmage; only one forward pass can be attempted per down. Like in rugby, players can also pass the ball backwards at any point during a play. In the NFL, a down also ends immediately if the runner's helmet comes off.
- Kicking

- On a kickoff, the ball is placed at the 35-yard line of the kicking team in professional and college play and at the 40-yard line in high school play. The ball may be drop-kicked or place-kicked. If a place kick is chosen, the ball can be placed on the ground or a tee; a holder may be used in either case. On a safety kick, the kicking team kicks the ball from their own 20-yard line. They can punt, drop-kick or place-kick the ball, but a tee may not be used in professional play. Any member of the receiving team may catch or advance the ball. The ball may be recovered by the kicking team once it has gone at least ten yards and has touched the ground or has been touched by any member of the receiving team.
- The three types of scrimmage kicks are place kicks, drop kicks, and punts. Only place kicks and drop kicks can score points. The place kick is the standard method used to score points, because the pointy shape of the football makes it difficult to reliably drop kick. Once the ball has been kicked from a scrimmage kick, it can be advanced by the kicking team only if it is caught or recovered behind the line of scrimmage. If it is touched or recovered by the kicking team beyond this line, it becomes dead at the spot where it was touched. The kicking team is prohibited from interfering with the receiver's opportunity to catch the ball. The receiving team has the option of signaling for a fair catch, which prohibits the defense from blocking into or tackling the receiver. The play ends as soon as the ball is caught and the ball may not be advanced.
- Each team has 4 downs to gain 10 or more yards. They can either throw or run the ball to make the yards. As soon as the team gains the required yards then the downs reset and the yardage resets. Failure to make the yardage after 4 downs will result in a turnover.
- There are hundreds of different plays that players can run on any down. Plays are made up by the teams and often have players running all over the place (routes) in what is essentially organised chaos. The head coach or quarter back calls the on field plays for the attacking team whilst the defensive captain calls the plays for the defensive team.
- On fourth down the offence has the option to either try to make up the yards they are short or to kick the ball. If they decide to kick, they have two options; to punt or to try for a field goal. Depending on their position on the pitch will usually dictate their paly. Anything within 40 yards or so of the opposition’s goal posts will result in a field goal attempt. Further back will likely mean they take the punt option.
- Teams and positions
- Offensive unit
- Diagram showing a green background with a white horizontal line dividing it into two-halves, with eleven small blue squares representing defense players in a formation above the line, and eleven small red circles representing offense players in another formation below the line, with two text captions "Defense" and "Offense", the former placed above the line and the latter below the line.
- The offensive team must line up in a legal formation before they can snap the ball. An offensive formation is considered illegal if there are more than four players in the backfield or fewer than five players numbered 50–79 on the offensive line. Players can line up temporarily in a position whose eligibility is different from what their number permits as long as they report the change immediately to the referee, who then informs the defensive team of the change. Neither team's players, except the center (C), are allowed to line up in or cross the neutral zone until the ball is snapped. Interior offensive linemen are not allowed to move until the snap of the ball.
- The main backfield positions are the quarterback (QB), halfback/tailback (HB/TB) and fullback (FB). The quarterback is the leader of the offense. Either the quarterback or a coach calls the plays. Quarterbacks typically inform the rest of the offense of the play in the huddle before the team lines up. The quarterback lines up behind the center to take the snap and then hands the ball off, throws it or runs with it.
- The primary role of the halfback, also known as the running back or tailback, is to carry the ball on running plays. Halfbacks may also serve as receivers. Fullbacks tend to be larger than halfbacks and function

primarily as blockers, but they are sometimes used as runners in short-yardage situations and are seldom used in passing situations.

- The offensive line (OL) consists of several players whose primary function is to block members of the defensive line from tackling the ball carrier on running plays or sacking the quarterback on passing plays. The leader of the offensive line is the center, who is responsible for snapping the ball to the quarterback, blocking, and for making sure that the other linemen do their jobs during the play. On either side of the center are the guards (G), while tackles (T) line up outside the guards.
- The principal receivers are the wide receivers (WR) and the tight ends (TE). Wide receivers line up on or near the line of scrimmage, split outside the line. The main goal of the wide receiver is to catch passes thrown by the quarterback, but they may also function as decoys or as blockers during running plays. Tight ends line up outside the tackles and function both as receivers and as blockers.
- Defensive unit
- The role of the defense is to prevent the offense from scoring by tackling the ball carrier or by forcing turnovers (interceptions or fumbles).
- The defensive line (DL) consists of defensive ends (DE) and defensive tackles (DT). Defensive ends line up on the ends of the line, while defensive tackles line up inside, between the defensive ends. The primary responsibilities of defensive ends and defensive tackles are to stop running plays on the outside and inside, respectively, to pressure the quarterback on passing plays, and to occupy the line so that the linebackers can break through.
- The defensive backfield, often called the secondary, consists of cornerbacks (CB) and safeties (S). Safeties are themselves divided into free safeties (FS) and strong safeties (SS). Cornerbacks line up outside the defensive formation, typically opposite a receiver to be able to cover them. Safeties line up between the cornerbacks but farther back in the secondary. Safeties are the last line of defense and are responsible for stopping deep passing plays as well as running plays.
- Special teams unit
- The special teams unit is responsible for all kicking plays. The special teams unit of the team in control of the ball tries to execute field goal (FG) attempts, punts and kickoffs, while the opposing team's unit will aim to block or return them.
- Officials and fouls
- Officials are responsible for enforcing game rules and monitoring the clock. All officials carry a whistle and wear black-and-white striped shirts and black hats except for the referee, whose hat is white. Each carries a weighted yellow flag that is thrown to the ground to signal that a foul has been called. An official who spots multiple fouls will throw their hat as a secondary signal. The seven officials (of a standard seven-man crew; lower levels of play up to the college level use fewer officials) on the field are each tasked with a different set of responsibilities:
- The referee is positioned behind and to the side of the offensive backs. The referee is charged with oversight and control of the game and is the authority on the score, the down number, and any rule interpretations in discussions among the other officials. The referee announces all penalties and discusses the infraction with the offending team's captain, monitors for illegal hits against the quarterback, makes requests for first-down measurements, and notifies the head coach whenever a player is ejected. The referee positions themselves to the passing arm side of the quarterback. In most games, the referee is responsible for spotting the football prior to a play from scrimmage.
- The umpire is positioned in the defensive backfield, except in the NFL, where the umpire is positioned lateral to the referee on the opposite side of the formation. The umpire watches play along the line of scrimmage to make sure that no more than 11 offensive players are on the field before the snap and that no

offensive linemen are illegally downfield on pass plays. The umpire monitors contact between offensive and defensive linemen and calls most of the holding penalties. The umpire records the number of timeouts taken and the winner of the coin toss and the game score, assists the referee in situations involving possession of the ball close to the line of scrimmage, determines whether player equipment is legal, and dries wet balls prior to the snap if a game is played in rain.

- The back judge is positioned deep in the defensive backfield, behind the umpire. The back judge ensures that the defensive team has no more than 11 players on the field and determines whether catches are legal, whether field goal or extra point attempts are good, and whether a pass interference violation occurred. The back judge is also responsible for the play clock, the time between each play, when a visible play clock is not used.
- The head linesman/down judge is positioned on one end of the line of scrimmage. The head linesman/down judge watches for any line-of-scrimmage and illegal use-of-hands violations and assists the line judge with illegal shift or illegal motion calls. The head linesman/down judge also rules on out-of-bounds calls that happen on their side of the field, oversees the chain crew and marks the forward progress of a runner when a play has been whistled dead.
- A modern down indicator box is mounted on a pole and is used to mark the current line of scrimmage. The number on the marker is changed using a dial.
- The side judge is positioned twenty yards downfield of the head linesman. The side judge mainly duplicates the functions of the field judge. On field goal and extra point attempts, the side judge is positioned lateral to the umpire.
- The field judge is positioned twenty yards downfield from the line judge. The field judge monitors and controls the play clock, counts the number of defensive players on the field and watches for offensive pass interference and illegal use-of-hands violations by offensive players. The field judge also makes decisions regarding catches, recoveries, the ball spot when a player goes out of bounds, and illegal touching of fumbled balls that have crossed the line of scrimmage. On field goal and extra point attempts, the field judge is stationed under the upright opposite the back judge.
- The center judge is an eighth official used only in the top level of college football. The center judge stands lateral to the referee, the same way the umpire does in the NFL. The center judge is responsible for spotting the football after each play and has many of the same responsibilities as the referee, except announcing penalties.
- Another set of officials, the chain crew, are responsible for moving the chains. The chains, consisting of two large sticks with a 10-yard-long chain between them, are used to measure for a first down. The chain crew stays on the sidelines during the game, but if requested by the officials they will briefly bring the chains on to the field to measure. A typical chain crew will have at least three people—two members of the chain crew will hold either of the two sticks, while a third will hold the down marker. The down marker, a large stick with a dial on it, is flipped after each play to indicate the current down and is typically moved to the approximate spot of the ball. The chain crew system has been used for over 100 years and is considered to be an accurate measure of distance, rarely subject to criticism from either side.
- Normal play consists of two teams of 11 players on field (one on offence the other on defence) competing during four 15-minute quarters.
- There are usually three ‘time-outs’ per half for each team, with a 12 minutes half-time interval.
- Although there are only 11 players from each side on the field at any one time, a team is actually made up of 45 players. The key player on each side is the quarterback who attempts to dictate play.
- Downs

- The team in possession of the ball (offence) needs to move the ball forward by at least 10 yards while they are on offence. This is why the pitch has clearly marked yardage lines on it.
- They have four chances, or downs, to gain those 10 yards and if they advance the ball that far, the count resets and the team earns another set of four downs to try go a further 10 yards.
- If the offensive team fails to move these 10 yards within four downs, possession is then given up and the defensive side gets their turn to play offense. Teams will usually kick for a field goal or downfield to the defending team on the fourth down to try and salvage some points before they lose possession.
- Touchdown (6 Points)
- A touchdown is scored when a team crosses the opposition's goal line with the ball, or catches or collects the ball in the end zone.
- Field Goal (3 Points)
- A team will usually attempt these on the fourth down - if the kicker is close enough to the end zone to kick the ball through between the upright posts.
- Extra Point (1 Or 2 Points)
- An extra point is earned by kicking the ball through the uprights after a touchdown (it’s similar to a conversion in rugby). Two points are earned by taking the ball into the end zone again, but since it is more difficult, most teams opt to take the 1pt.
- Safety (2 Points)
- The defensive team can gain 2 pts if they tackle a member of the offensive team with the ball in their own end zone.
- Quarterback Sack
- Performing a sack is advantageous for the defending team as the offense loses a down, and the line of scrimmage retreats several yards. Even better for the defense is a sack causing the quarterback to fumble the ball at or behind the line of scrimmage; this is also known as a strip sack and can result in a turnover if the defense manages to obtain the ball. A quarterback that is pressured but avoids a sack can still be adversely affected by being forced to hurry.
- Turnover
- a. Overtime counts for all markets except for First Half / Match, Winning margin and Fourth Quarter Outcome.
- b. If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets are subject to return, except for bets, the outcome of which was unambiguously determined by the time the match was stopped.
- c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), all bets are returned.
- 4. First half / match
- 5. Quarter Bets
- 6. First / last touchdown writer
- To win a bet, you need to guess, respectively, the author of the first or last touchdown in the match. For bets to be valid, the player must play more than one second in the match, otherwise bets will be void.
- To win a bet, you need to guess the winner of the first half of the match. Bets will be void if the match is interrupted before the end of the second quarter.
- 8. First / next effective action

- To win a bet, you need to guess what the first / next effective action will be: touchdown, goal in goal or safety. If the match was interrupted or ended before a touchdown, goal or safety was committed, then bets will be void.
- 9. Other types of bets not listed above may be offered.
- The types of bets are usually ‘outright’. Bookmakers offer the guess of the winner of the certain competition, etc.
- The customers can enjoy political markets, like who will be the next mayor of Los Angeles, which political party wins in the parliamentary election in UK, etc.
- Bets on TV cover a huge variety of event types: from reality TV, to TV series, and even including entertainment awards.

Markets

- Match winner
- Bet on the winner of the match.
- Total rounds
- The total amount of rounds during the fight. (Over 1.5 Rounds = Round 2 (2min 30sec and after), Under 1.5 Rounds = Round 2 (2min 29sec and before)) The precision of seconds is necessary.
- Championship Outrights
- Short Term Outrights
- Podium Finish
- Match result
- The result of the fight. It's either win one of the fighters or a draw.
- To win inside distance
- The victory of either fighter will be achieved before all rounds are completely held.
- To win inside distance by first fighter
- The victory of the first fighter will be achieved before all rounds are completely held.
- To win inside distance by second fighter
- The victory of second fighter will be achieved before all rounds are completely held.
- Point victory by first fighter
- The first fighter will win by points.
- Point victory by second fighter
- The second fighter will win by points.
- Fight over first 60 seconds of 1st round
- The fight will be over in the first sixty seconds of the match first round.
- Winning method by first fighter
- Bet on the winning method of first fighter (knock out, technical knock out, disqualification or submission).
- Winning method by second fighter
- Bet on the winning method of second fighter (knock out, technical knock out, disqualification or submission).
- Winning method
- Bet on the winning method (knock out, technical knock out, disqualification or submission).
- Bet on the winning method either fighters (knock out, technical knock out, disqualification or submission).

- In which round fight ends
- In which round the match will end.
- Round the fight will be won by first fighter
- Bet on the round in which the first fighter will win or he/she will win by points.
- Round the fight will be won by second fighter
- Bet on the round in which the second fighter will win or he/she will win by points.
- Bet on which round the first fighter will win the match or he/she will win by points.
- Bet on which round the second fighter will win or he/she wins by points.
- Bet on the round in which the fight ends.
- In which round will the first fighter win by submission
- Bet on which round the first fighter will win specifically by submission.
- In which round will the second fighter win by submission
- Bet on the round in which the second fighter will specifically win by submission.
- In which round will the first fighter win by KO/TKO/DQ
- Bet on which round the first fighter will win specifically by KO/TKO/DQ. (knock out, technical knock out or disqualification)
- In which round will the second fighter win by KO/TKO/DQ
- Bet on the round in which the second fighter will specifically win by KO/TKO/DQ. (knock out, technical knock out, disqualification)
- Bet on the winning method (knock out, submission or referee decision) or a draw.
- The winner will be by points
- The winner of the match is decided by points. (All rounds are held)
- Winner & exact rounds
- Bet on the winner of the fight and the exact number of rounds of the match.
- Significant strikes
- 1st fighter significants strikes
- 2nd fighter significants strikes
- Takedowns
- 1st fighter takedowns
- 2nd fighter takedowns
- Head2head
- 1st half - Result
- The result of the first half of the regular time. It is either win of one of the teams or a draw.
- 1st half - Draw no bet
- 1st half - Odd/Even
- The total amount of points scored in the Regular Time first half of the match is either odd or even. (0 points are counted as an even score)
- 1st half - Handicap
- Asian handicap - The designated team will finish the match regular time first half with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 1st half - Total points
- The total amount of points scored in the Regular Time first half of the match.

- 1st quarter - Result
- The result of the first quarter of the match regular time. It is win one of the teams or a draw.
- 1st quarter - Draw no bet
- 1st quarter - Odd/Even points
- The total amount of points scored in the Regular Time first quarter is either odd or even. (0 points are counted as an even score)
- 1st quarter - Handicap
- Asian handicap - The designated team will finish the match regular time first quarter with the assigned advantage in points. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 1st quarter - Total points
- The total amount of points scored in the first quarter of the Regular Time of the match.
- Match winner (incl. overtime)
- Which team will win the whole match including the overtime.
- 2nd half - Result
- The result of the second half of the regular time. It is either win of one of the teams or a draw.
- 2nd half - Draw no bet
- 2nd half - Total points odd/even
- The total amount of points scored in the Regular Time second half of the match is either odd or even. (0 points are counted as an even score)
- 2nd half - Handicap
- Asian handicap - The designated team will finish the match regular time second half with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 2nd half - Total points
- The total amount of points scored by away team in the Regular Time second half of the match.
- 2nd quarter - Result
- The result of the second quarter of the match regular time. It is win one of the teams or a draw.
- 2nd quarter - Draw no bet
- 2nd quarter - Odd/Even points
- The total amount of points scored in the Regular Time second quarter is either odd or even. (0 points are counted as an even score)
- 2nd quarter - Handicap
- Asian handicap - The designated team will finish the match regular time second quarter with the assigned advantage in points. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 2nd quarter - Total points
- The total amount of points scored in the second quarter of the Regular Time of the match.
- 3rd quarter - Result
- The result of the third quarter of the match regular time. It is win one of the teams or a draw.
- 3rd quarter - Draw no bet
- 3rd quarter - Odd/Even points

- The total amount of points scored in the Regular Time third quarter is either odd or even. (0 points are counted as an even score)
- 3rd quarter - Handicap
- Asian handicap - The designated team will finish the match regular time third quarter with the assigned advantage in points. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 3rd quarter - Total points
- The total amount of points scored in the third quarter of the Regular Time of the match.
- The Regular Time result of the match is either win of one of the teams or a draw.
- 4th quarter - Result
- The result of the fourth quarter of the match regular time. It is win one of the teams or a draw.
- 4th quarter - Draw no bet
- 4th quarter - Odd/Even points
- The total amount of points scored in the Regular Time fourth quarter is either odd or even. (0 points are counted as an even score)
- 4th quarter - Handicap
- Asian handicap - The designated team will finish the match regular time fourth quarter with the assigned advantage in points. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 4th quarter - Total points
- The total amount of points scored in the fourth quarter of the Regular Time of the match.
- Handicap (1X2)
- European handicap - The designated team will finish the match regular time with the assigned advantage. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- Halftime/Fulltime
- The Timeball - Bet on which team wins the first half of the Regular Time of the match simultaneously with which team wins the full time.
- Highest scoring quarter
- Which of the quarters of the match regular time was the most productive in scored points or all were equal.
- Match winner & total (incl. overtime)
- The winner of the match and the amount of total scored points in the match (including overtime)
- Odd/Even (incl. overtime)
- The total amount of points scored in the match (including overtime) is either odd or even. (0 points are counted as an even score)
- Will there be overtime
- Will there be an overtime after the match regular time.
- Handicap (incl. overtime)
- Asian handicap - The designated team will finish the match (including overtime) with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Total points(over-exact-under)
- The total amount of points is either over-exact-under the certain amount during the match regular time.
- Point range (regular time)

- The total amount of points scored in the Regular Time of the match.
- Total points (incl. overtime)
- The total amount of points scored in the match (including overtime).
- Awayteam total points (incl. overtime)
- The total amount of points scored by the away team in the whole match (including overtime).
- Hometeam total points (incl. overtime)
- The total amount of points scored by the home team in the whole match (including overtime).
- Winning Margins
- Bet on either of the teams wins the match (regular time) with the specific margin.
- Total points
- Draw no bet
- Handicap
- Asian handicap - The designated team will finish the match regular time with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Odd/Even
- The total amount of points scored in the Regular Time of the match is either odd or even. (0 points are counted as an even score)
- Matchbet AAMS regular time
- Bet if hometeam or awayteams wins the match regular time by 6+ points or with any other score.
- Total AAMS regular time
- The total amount of points in the match regular time.
- Who scores next {X} points (incl. overtime)
- Which of the teams scores the specific amount of points during the match (including overtime).
- Which team wins the jump ball
- Which of the teams will start the match.
- Race to {Z} points (incl. overtime)
- The race - which of the teams will score the specific amount of points first during the match (including overtime).
- The total amount of points in the first quarter of match regular time.
- Matchbet AAMS for first period
- Total AAMS for first period
- 1st quarter - Race to {Z} points
- The race - which of the teams will score the specific amount of points first or which of them gets the next point in the match regular time first quarter.
- 2nd quarter - Odd/Even
- Matchbet AAMS for second period
- Total AAMS for second period
- 2nd quarter - Race to {Z} points
- The race - which of the teams will score the specific amount of points first or which of them gets the next point in the match regular time second quarter.
- Matchbet AAMS for third period
- Total AAMS for third period

- 3rd quarter - Race to {Z} points
- The race - which of the teams will score the specific amount of points first or which of them gets the next point in the match regular time third quarter.
- Matchbet AAMS for fourth period
- Total AAMS for fourth period
- 4th quarter - Race to {Z} points
- The race - which of the teams will score the specific amount of points first or which of them gets the next point in the match regular time fourth quarter.
- Hometeam total points
- The total amount of points scored by home team in the Regular Time of the match.
- Awayteam total points
- The total amount of points scored by away team in the Regular Time of the match.
- 2nd half - Result (incl. overtime)
- The result in the second half of the match(including overtime).
- 2nd half - Draw no bet (incl. overtime)
- 2nd half - Handicap (incl. overtime)
- Asian handicap - The designated team will finish the match regular time second half (including overtime) with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 2nd half - Total points (incl. overtime)
- The total amount of points scored in the second half of the match regular time (also including in the overtime).
- 2nd Half - Odd/Even (incl. overtime)
- The total amount of points in the second half (and including overtime) is either odd or even.
- Double chance
- 1st half - Double chance
- 1st half - Hometeam total points
- The total amount of points scored by home team in the Regular Time first half of the match.
- 1st half - Awayteam total points
- The total amount of points scored by away team in the Regular Time first half of the match.
- 2nd half - Double chance
- 2nd half - Hometeam total points
- The total amount of points by hometeam in the match regular time second half.
- 2nd half - Awayteam total points
- The total amount of points by awayteam in the match regular time second half.
- 1st quarter - Double chance
- 1st quarter - Hometeam total points
- The total amount of points by hometeam in the match regular time first quarter.
- 1st quarter - Awayteam total points
- The total amount of points by awayteam in the match regular time first quarter.
- 2nd quarter - Double chance
- 3rd quarter - Double chance

- 2nd quarter - Hometeam total points
- The total amount of points by hometeam in the match regular time second quarter.
- 2nd quarter - Awayteam total points
- The total amount of points by awayteam in the match regular time second quarter.
- 3rd quarter - Hometeam total points
- The total amount of points by hometeam in the match regular time third quarter.
- 3rd quarter - Awayteam total points
- The total amount of points by awayteam in the match regular time third quarter.
- 4th quarter - Double chance
- 4th quarter - Hometeam total points
- The total amount of points by hometeam in the match regular time fourth quarter.
- 4th quarter - Awayteam total points
- The total amount of points by awayteam in the match regular time fourth quarter.
- 5 points race
- The race - which of the teams will score five points first in the match regular time.
- 10 points race
- The race - which of the teams will score ten points first in the match regular time.
- 20 points race
- The race - which of the teams will score twenty points first in the match regular time.
- 30 points race
- The race - which of the teams will score thirty points first in the match regular time.
- 40 points race
- The race - which of the teams will score forty points first in the match regular time.
- 50 points race
- The race - which of the teams will score fifty points first in the match regular time.
- Highest scoring quarter Total
- The total amount of points in the match highest scoring quarter.
- Lowest scoring quarter Total
- The total amount of points in the match lowest scoring quarter.
- First time-out
- Which of the team will take the first time-out in the match regular time.
- Last time-out
- Which of the team will take the last time-out in the match regular time.
- First foul
- Which of the team will commit the first foul in the match regular time.
- Last foul
- Which of the team will commit the last foul in the match regular time.
- First rebound
- Which of the teams will do the first rebound in the match regular time.
- First to score points
- Which team scores first points in the match regular time.

- To score the last points
- Which team scores the last points in the match regular time.
- The first points to be scored by
- The first points in the match regular time will be scored by 2-pointer, 3-pointer or Free throw.
- The last points to be scored by
- The last points in the match regular time will be scored by 2-pointer, 3-pointer or Free throw.
- To score the first two-pointer
- Which team scores first 2-pointer in the match regular time.
- To score the last two-pointer
- Which team scores the last 2-pointer in the match regular time.
- To score the first three-pointer
- Which team scores the first 3-pointer in the match regular time.
- To score the last three-pointer
- Which team scores the last 3-pointer in the match regular time.
- To score the first free-throw
- Which team scores the first free-throw in the match regular time.
- To score the last free-throw
- Which team scores the last free-throw in the match regular time.
- Highest scoring half
- Which of the two halves were the most productive in points. It maybe also a draw.
- Free throws scored handicap
- Asian handicap - The designated team will finish the match regular time with the assigned advantage in the amount of free throws. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Free throws scored total
- The total amount of free throws scored in the match regular time.
- First team free throws scored
- The total amount of free throws scored by hometeam in the match regular time.
- Second team Free throws scored
- The total amount of free throws scored by awayteam in the match regular time.
- Two-pointer scored handicap
- Asian handicap - The designated team will finish the match regular time with the assigned advantage in the amount of 2-pointers. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Two-pointer scored total
- The total amount of 2-pointers scored in the match regular time.
- First team two-pointer scored
- The total amount of 2-pointers scored by hometeam in the match regular time.
- Second team two-pointer scored
- The total amount of 2-pointers scored by awayteam in the match regular time.
- Three-pointer scored handicap

- Asian handicap - The designated team will finish the match regular time with the assigned advantage in the amount of 3-pointers. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Three-pointer scored total
- The total amount of 3-pointers scored in the match regular time.
- Hometeam three-pointer scored
- The total amount of 3-pointers scored by hometeam in the match regular time.
- Awayteam three-pointer scored
- The total amount of 3-pointers scored by awayteam in the match regular time.
- Rebounds handicap
- Asian handicap - The designated team will finish the match regular time with the assigned advantage in the amount of rebounds. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Rebounds total
- The total amount of rebounds in the match regular time.
- Hometeam rebounds
- The total amount of rebounds by hometeam in the match regular time.
- Awayteam rebounds
- The total amount of rebounds by awayteam in the match regular time.
- The Result of the match Regular Time first half.
- Asian handicap on the match Regular Time first half - The designated team will finish the match regular time first half with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- The total amount of goals scored during the Regular Time first half of the match is either odd or even. (0 amount counts as even)
- 1st half - Total
- The total amount of goals scoring during the match regular time first half.
- The Result of the match Regular Time second half.
- 2nd Half - Odd / Even
- The number of amount of scored goals in the second half of the Regular Time is either odd or even. (0 amount counts as even)
- The Timeball - Bet on which team wins the first half of the Regular Time of the match simultaneously with which team wins in the Final Score of the Regular Time.
- Which of the halves of the Regular Time was more productive in goals?
- Match result & total
- Bet on the Regular Time result and the total amount goals scored in the regular time all together simultaneously.
- Odd / Even goals
- The total amount of goals scored in the Regular Time of the match is either odd or even. (0 goals are counted as an even score)
- Total
- The total amount of goals scored in the Regular Time of the match.
- Awayteam total

- The total amount of goals scored by away team in the Regular Time of the match.
- Hometeam total
- The total amount of goals scored by home team in the Regular Time of the match.
- Winning margin
- Bet on either of the teams wins the Full Time with 1-5, 6-10, ten plus margin or a draw.
- The total amount of goals scored during the match regular time.
- The first half Regular Time result of the match is either win of one of the teams or a draw.
- 1st half - Handicap (1X2)
- European handicap on the match Regular Time first half - The designated team will finish the match regular time first half with the assigned advantage. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- The total amount of goals during the match regular time first half.
- Who scores {Z} goal (incl. overtime)
- Bet on the team which score the specific goal (in count) during the match (including overtime).
- Race to {Z} goal (incl. overtime)
- Bet on which of the teams score the certain amount of goals first during the match (including overtime).
- The total amount of goals scored in the first half of the Regular Time of the match is either odd or even. (0 goals are counted as an even score)
- Highest scoring team in either half
- Bet on the highest scoring team in either halves of the match regular time.
- Overtime - Total
- The total amount of goals scored in the match overtime.
- Match winner (incl. overtime and penalties)
- Bet on the winner of the match regardless it is in regular time, overtime or penalties.
- Overtime - Handicap
- Asian handicap on the match overtime - The designated team will finish the match overtime with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- Total hometeam
- Total awayteam
- 1st half - Hometeam total
- Bet on the amount of goals scored by the home team in the first half of the Regular Time.
- 1st half - Awayteam total
- The total amount of goals scored by away team in the Regular Time first half of the match.
- Awayteam highest scoring half
- Which of the match regular time halves was the most productive in goals for awayteam.
- Hometeam highest scoring half
- Which of the halves of the Regular Time was more productive in goals for the hometeam?
- 1st half - Result & total
- Bet on the Regular Time first half result and the amount of goals scored in the first half all together simultaneously.
- 1st half - Winning margins

- Bet on either of the teams wins the Full Time first half with 1-5, 6-10, ten plus margin or a draw.
- Total range
- The total amount of goals scored in the Regular Time of the match counted by range.
- 1st half - Total range
- The total amount of goals scored in the Regular Time first half of the match counted by range.
- Hometeam total range
- The total amount of goals scored by hometeam in the Regular Time of the match counted by range.
- Awayteam total range
- The total amount of goals scored by awayteam in the Regular Time of the match counted by range.
- 1st period - Result
- The match Regular Time first period result is either win of one of the teams or a draw.
- 1st period - Both teams to score
- Both of the teams have to score at least once during the match Regular Time first period.
- 1st period - Double chance
- 1st period - Draw no bet
- 1st period - First team to score
- Which of the teams will score the first goal during the match regular time first period.
- 1st period - Handicap
- Asian handicap - The designated team will finish the match regular time first period with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 1st period - Last team to score
- Which of the teams will score the last goal during the match regular time first period.
- 1st period - Odd/Even goals
- The total amount of goals scored in the Regular Time first period of the match is either odd or even. (0 goals are counted as an even score)
- 1st period – Total
- The total amount of goals scored in the Regular Time of the match first period.
- 2nd period - Result
- The match Regular Time second period result is either win of one of the teams or a draw.
- 2nd period - Both teams to score
- Both of the teams have to score at least once during the match Regular Time second period.
- 2nd period - Double chance
- 2nd period - Draw no bet
- 2nd period - First team to score
- Which of the teams will score first in the match regular time second period.
- 2nd period - Handicap
- Asian handicap - The designated team will finish the match regular time second period with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 2nd period - Last team to score
- Which of the teams will score the last goal in the match regular time second period.
- 2nd period - Odd/Even goals

- The total amount of goals scored in the Regular Time second period of the match is either odd or even. (0 goals are counted as an even score)
- 2nd period – Total
- The total amount of goals scored in the Regular Time of the match second period.
- Match winner (incl. OT & pen.)
- 3rd period - Result
- The match Regular Time third period result is either win of one of the teams or a draw.
- 3rd period - Both teams to score
- Both of the teams have to score at least once during the match Regular Time third period.
- 3rd period - Double chance
- 3rd Period - Draw no bet
- 3rd period - First team to score
- Which of the teams will score the first goal during the match regular time third period.
- 3rd period - Handicap
- Asian handicap - The designated team will finish the match regular time third period with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- 3rd period - Last team to score
- Which of the teams will score the last goal during the match regular time third period.
- 3rd period - Odd/Even goals
- The total amount of goals scored in the Regular Time third period of the match is either odd or even. (0 goals are counted as an even score)
- 3rd period - Total
- The total amount of goals scored in the Regular Time of the match third period.
- Both teams to score
- Both of the teams have to score at least once during the Regular Time of the match.
- Correct score
- Bet on the correct score of the Regular Time of the match.
- First team to Score
- Bet on which of the teams score the first goal during the match regular time.
- Handicap (incl. OT & pen.)
- Asian handicap - The designated team will finish the match (including overtime and penalties) with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Highest scoring period
- Which of the periods of the Regular Time was more productive in goals.
- Last team to score
- Which of the teams will score the last goal during the match regular time.
- Match result and total
- Bet on the Regular Time result and the amount of goals scored in the regular time all together simultaneously.
- Odd/Even goals (Inc. OT & Pen.)

- The total amount of goals scored in the the match (including overtime and penalties) is either odd or even. (0 goals are counted as an even score)
- The total amount of goals scored in the match regulart time.
- Total (incl. OT & pen.)
- The total amount of goals scored in the match (including overtime and penalties).
- Bet on either of the teams wins the Full Time with one, two, three plus margin or a draw.
- Handicap (1X2) (incl. OT & pen.)
- Who will be the winner of the match.
- Correct Frame Score (best of 11 frames)
- Bet on the correct score of the match.
- Correct score (best of 5 frames)
- Correct score (best of 7 frames)
- Correct Frame Score (best of 9 frames)
- 1st frame - Winner
- Frame handicap
- Asian handicap - The designated player will finish the match with the assigned advantage in frames. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Total frames
- The total amount of frames in the match.
- Who wins the rest of the match {Z}
- Bet on which player wins the rest of the match from the current frame. (Live market)
- {X} frame - Winner
- Correct Score Snooker
- Leader after {X} frames
- {X} frame - Player to pot {Y} ball
- Which player will pot the specific ball in the match specific frame.
- {X} frame - Player to pot last ball
- Which of the players will pot the last ball in the match specific frame.
- {X} frame - Race to 30
- The race - which of the players will gain 30 points first during the specific frame.
- {X} frame - Player with highest break
- Bet on the player which will have the highest break in the match specific frame.
- {X} frame - Handicap
- Asian handicap - The designated player will finish the match specific frame with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Race to {X} frames
- The race - which of the players will win the specific amount of frames first in the match.
- {X} frame - First colour potted
- Which of the balls will be potted first in the match specific frame. (Yellow, green, brown, black, blue, pink)
- {X} frame - Last points scored
- Bet on the specific colour of the ball by which will be earned the last points in the specific frame. (Yellow, green, brown, black, blue, pink, red or a foul)

- {X} frame - Odd/Even number of points
- The total number of points in the match specific frame is either odd or even. (0 counts as even)
- {X} frame - Will there be a foul
- Bet if there be a foul in the match specific frame.
- {X} - frame - Any player with a break 50+
- Bet on any player to have a 50+ break in the match specific frame.
- {X} frame - Player 1 with a break 50+
- Bet on the player 1 to have break on 50+ points in the match specific frame.
- {X} frame - Player 2 with a break 50+
- Bet on the player 2 to have break on 50+ points in the match specific frame.
- {X} frame - Any player with a break 100+
- Bet on any player to have a 100+ break in the match specific frame.
- {X} frame - Player 1 with a break 100+
- Bet on the player 1 to have break on 100+ points in the match specific frame.
- {X} frame - Player 2 with a break 100+
- Bet on the player 2 to have break on 100+ points in the match specific frame.
- {X} frame - Highest break
- The highest amount of points in break of either players in the match specific frame.
- {X} frame - Total points
- The total amount of points in the match specific frame.
- Match will go to a deciding frame
- The score in frames is equal and the winner will be decided by the last frame. (Number of frames are fixed before the match. The total number of maximum frames are always odd. First player who wins majority of frames, wins the match)
- Odd/Even number of frames
- The total amount of frames in the match is either odd or even. (0 amount is considered as even)
- Correct score after {X} frames
- Bet on the correct of the match after the specific amount of frames.
- Frames {X} to {Y} - {Z} consecutive frames winner
- Bet on the winner of the specific consecutive amount of frames from one specific frame to another. For example, winner of consecutive amount frames from frame 2 to 5.
- 1st frame - Handicap
- Asian handicap - The designated player will finish the match first frame with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 1st frame - Total
- The total amount of points in the match first frame.
- 1st Period Winner Home/Away
- 2nd Period Winner Home/Away
- 3rd Period Winner Home/Away
- 4th Period Winner Home/Away
- 5th Period Winner Home/Away
- 6th Period Winner Home/Away

- 7th Period Winner Home/Away
- 8th Period Winner Home/Away
- 9th Period Winner Home/Away
- 10th Period Winner Home/Away
- 11th Period Winner Home/Away
- The result of the match is either win of one of the players or a draw.
- Winner
- Bet on which wrestler wins the match.
- 1st set - Correct score
- The correct score of the match first set.
- 1st set - Will there be a tiebreak
- Will there be a tiebreak in the first set of the match. The tiebreak is over when one player reaches seven points, provided he or she is two clear points ahead of his or her opponent. If the score gets to 6-6 in a tiebreak, a player must have a two point advantage to win the tiebreak.
- 1st set winner
- The winner of the first set of the match.
- 2nd set - Winner
- The winner of the second set of the match.
- Any set to nil 6:0 or 0:6
- Correct score (best of 3 sets)
- The correct score of the match by sets.
- Correct score (best of 5 sets)
- Double result (1st set/match)
- The double chance - which of the players wins the first set simultaneously with which of them wins the match.
- Player 1 to win a set
- The player one wins the specific set of the match.
- Player 2 to win a set
- The player two wins the specific set of the match.
- Set handicap
- Asian handicap - The designated player will finish the match with the assigned advantage in sets. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Will there be a tiebreak
- Will there be a tiebreak during the match. The tiebreak is over when one player reaches seven points, provided he or she is two clear points ahead of his or her opponent. If the score gets to 6-6 in a tiebreak, a player must have a two point advantage to win the tiebreak.
- Exact sets (best of 3)
- How many sets will be played during the match. In women compatition it's either 2 or 3. In men 3 to 5.
- Exact sets (best of 5)
- The winner of the match. (Player 1 or Player 2)
- {X} set - Winner
- Which player wins the specific set of the match.

- {X} set - Correct score
- Bet on the correct score of the specific set of the match.
- Will there be a deuce (40 - 40) in the specific set.
- {X} set - Will there be a tiebreak
- Will there be a tie-break during the specific set of the match. The tiebreak is over when one player reaches seven points, provided he or she is two clear points ahead of his or her opponent. If the score gets to 6-6 in a tiebreak, a player must have a two point advantage to win the tiebreak.
- The exact points in the specific set of the match.
- Winner & total
- Highest scoring sets
- Which of the sets will be the most high scoring during the match.
- Total tie-breaks
- The total amount of tie-breaks during the match.
- Total sets
- Total amount of sets played during the match.
- First point won
- Which of the players will win the first point in the match.
- Tie-break in 1st set
- Will there be the tie-break in the match first set.
- To make more breaks during the match
- Bet on which player will make more breaks during the match.
- Total breaks in the match
- The total amount of breaks during the match.
- Total breaks in 1st set
- The total amount of breaks during the match first set.
- First break in 1st set
- Which player will take the first brake during the match first set.
- 1st set - Total set points
- The total amount of set points in the first set of the match.
- First ace
- Which player will take the first ace point.
- Aces handicap
- Asian handicap - The designated player will finish the match with the assigned advantage in aces. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Total number of aces
- The total amount of aces during the match.
- Player 1 total aces
- The total amount of aces in the match by player one.
- Player 2 total aces
- The total amount of aces in the match by player two.
- 1st set - Total aces
- The total amount of aces during the first set of the match.

- First double fault
- Which player will make the double fault in the match.
- Double faults handicap
- Asian handicap - The designated player will finish the match with the assigned advantage in double faults (hitting afault on the second service. The server loses the point). This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Double faults Total
- The total amount of double faults (hitting fault on the second service. The server loses the point) during the match
- Player 1 double faults total
- The total amount of double faults (hitting fault on the second service. The server loses the point) during the match by player 1.
- Player 2 double faults total
- The total amount of double faults (hitting afault on the second service. The server loses the point) during the match by player 2.
- 1st set - Total double faults
- The total amount of double faults in the match first set.
- 1st set - Double fault
- Will there be a double fault in the match set.
- Total match points
- The total amount of match points (a situation in tenniswhen the person who wins the nextpointwill win thematch) in the match.
- Player 1 - 1st serve %
- The successful first serve percentage during the match by player 1 is over or under the certain amount.
- Player 2 - 1st serve %
- The successful first serve percentage during the match by player 2 is over or under the certain amount.
- Player 1 - Winning % on 1st serve
- The percentage of winning of first serves by player 1 during the match is under or over the certain amount.
- Player 2 - Winning % on 1st serve
- The percentage of winning of first serves by player 2 during the match is under or over the certain amount.
- How long does the 1st set last (min.)
- How long will the first set last in minutes.
- How long does the match last (min.)
- How long will the match last in minutes.
- Highest scoring set total
- Lowest scoring set total
- To lose the 1st set and win the match
- The specific player will lose the first set and win the match.
- Player 1 To win and total under
- Player 2 To win and total under
- Player 1 To win and total over
- Player 2 To win and total over

- Match will be won by an ace
- Bet if the match is won by an ace.
- 1st set - Player 1 total aces
- The total amount of aces during the match first set by player 1.
- 1st set - Player 2 total aces
- The total amount of aces during the match first set by player 2.
- The first set winner.
- The second set winner.
- 3rd set - Winner
- The third set winner.
- 4th set - Winner
- The fourth set winner.
- 5th set - Winner
- The fifth set winner.
- Most Aces
- The result in aces during the match. Either first or second player wins or a draw.
- 1st set - Most Aces
- The result in aces during the match first set. Either first or second player wins or a draw.
- 1st set - Aces handicap
- Asian handicap - The designated player will finish the match first set with the assigned advantage in aces. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Most double fault
- The result in double faults during the match. Either first or second player wins or a draw.
- 1st set - Most double faults
- The result in double faults during the match first set. Either first or second player wins or a draw.
- 1st set - Double faults handicap
- Asian handicap - The designated player will finish the match first set with the assigned advantage in double faults. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 2nd set - Correct score
- The correct score of the match second set.
- 3rd set - Correct score
- The correct score of the match third set.
- 4th set - Correct score
- The correct score of the fourth set.
- 5th set - Correct score
- The correct score of the match fifth set.
- 4th set race to {Z}
- 5th set race to {Z}
- Player 1 to win exactly 1 set
- The player one wins exactly one set in the match.
- Player 2 to win exactly 1 set

- The player two wins exactly one set in the match.
- Player 1 to win exactly 2 set
- The player one wins exactly two sets in the match.
- Player 2 to win exactly 2 set
- The player two wins exactly two set in the match.
- The total amount of sets played during the match.
- Player 1 to win exactly 2 sets
- The player one wins exactly two set in the match.
- Player 2 to win exactly 2 sets
- The player two wins exactly two sets in the match.
- The total amount of scored points during the first half of the match Regular Time.
- 1st half – Odd/Even points
- The total amount of points scored in the first half of the Regular Time of the match is either odd or even. (0 points are counted as an even score)
- Asian handicap on the match Regular Time first half - The designated team will finish the match regular time first half with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- The total amount of scored points by awayteam during the first half of the match Regular Time.
- The total amount of points scored by home team in the match regular time first half.
- 1st half - Handicap tries
- Asian handicap on the match Regular Time first half - The designated team will finish the match regular time first half with the assigned advantage in tries. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- 1st half - Double chance tries
- 1st half - Draw no bet tries
- 1st half - Handicap tries (1X2)
- European handicap on the match Regular Time first half - The designated team will finish the match regular time first half with the assigned advantage in tries. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- 1st half - Most tries
- The result of tries (amount of tries) during the match regular time first half. Either win one of the teams or a draw.
- 1st half - Tries odd/even
- The total amount of tries scored in the first half of the Regular Time of the match is either odd or even. (0 goals are counted as an even score)
- 1st half - Total tries
- The total amount of tries scored by both teams in the Regular Time first half of the match.
- 1st half - Awayteam total tries
- The total amount of tries scored by away team in the Regular Time first half of the match.
- 1st half - Hometeam total tries
- The total amount of tries scored by home team in the Regular Time first half of the match.
- Handicap tries

- Asian handicap - The designated team will finish the match regular time with the assigned advantage in tries. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Double chance tries
- Draw no bet tries
- First scoring play
- What would be the first scoring play during the match regular time by first or second team - Try, penalty or a drop goal.
- The total amount of scored points (counted in range) during the first half of the match Regular Time.
- 1st half - Total margins
- The total range of the teams' amount of points in the first half of the match regular time.
- Bet on either of the teams wins the Full Time first half with the specific margin or a draw.
- Handicap tries (1X2)
- European handicap - The designated team will finish the match regular time with the assigned advantage in number of tries. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- Match result & total points
- The Regular Time result and total amount of scored points.
- Most tries
- The result of tries (amount of tries) during the match regular time. Either win one of the teams or a draw.
- Total points odd/even
- The total amount of points scored in the Regular Time of the match is either odd or even. (0 goals are counted as an even score)
- Odd/Even tries
- The total amount of tries scored in the Regular Time of the match is either odd or even. (0 goals are counted as an even score)
- Total margins
- The total amount of points scored in the match regular time (counted by range)
- The range of the total points' amount scored during the Regular Time of the match.
- Total tries
- The total amount of tries scored during the Regular Time of the match.
- Awayteam total tries
- The total amount of tries scored by away team in the Regular Time of the match.
- Hometeam total tries
- The total amount of tries scored by home team in the Regular Time of the match.
- Bet on either of the teams wins the Full Time with the specific margin or a draw.
- Bet on either of the teams wins the Full Time with specific margin or a draw.
- Total in range
- The total amount of points scored (counted in range) in the match regular time.
- Which team wins the rest of the match {Z}
- 1st half - Rest of the half {Z}
- The total amount of points scored in the first half of the Regular Time of the match is either odd or even. (0 goals are counted as an even score)

- 1st half - Winning margin
- Bet on the total amount of points scored by the away team in the first half of the Regular Time.
- European handicap - The designated team will finish the match regular time with the assigned advantage in tries. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- The total amount of tries scored during the match regular time.
- Asian handicap - The designated team will finish the match regular time first half with the assigned advantage in tries. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- The total amount of scored tries during the first half of the match Regular Time.
- The total amount of scored tries by the away team during the first half of the match Regular Time.
- The total amount of tries scored during the Regular Time first half of the match is either odd or even. (0 amount counts as even)
- 1st half - Race to {Z} points
- Bet on which of the teams score the certain amount of points first during the first half of the match Regular Time.
- Next {X} scoring play
- What will be the next scoring play by home or away team during the match regular time - Try, penalty or a drop goal.
- Race to {Z} points
- Bet on which of the teams score the certain amount of points first during the match Regular Time.
- Total range points
- The total amount of goals scored in the match regular time (counted by range).
- 1st half - Total range points
- The total amount of scored points during the second half of the match Regular Time.
- Asian handicap on the match Regular Time second half - The designated team will finish the match regular time second half with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- {X} scoring play
- What will be the specific scoring play by home or away team during the match regular time - Try, penalty or a drop goal.
- To Qualify
- Which team will go through the next round of playoff or group stage?
- Winner of the final
- Which teams wins the final of the cup competition, regardless in Regular Time, Extra Time, Penalty Shootout.
- 3rd place winner
- Which team wins the match of a cup competition that awards 3rd place winner, regardless in Regular Time, Extra Time or Penalty Shootout.
- Extra time - Result
- The result of extra time of the match. (Either win of one of the teams or a draw)
- 1st set - Point handicap
- Asian Handicup - The designated team will finish the match first set with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- 1st set - Total points odd/even

- The total amount of points scored in the first set of the match is either odd or even. (0 counts as even)
- 1st Set Race to X
- The race - Which team will win the certain amount of points in the first set first or which of them scores next.
- 1st set - Total points
- The total amount of points scored by both teams during the match first set.
- Which team will be the winner of the match.
- 4th set played
- Will the fourth set be played in the match.
- 5th set played
- Will the fifth set be played in the match.
- The correct score of the match in sets.
- Handicap points
- Asian Handicup - The designated team will finish the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- How many sets will end with tie-break
- The total amount of points scored by both teams during the match.
- The exact amount of sets in the match.
- The winner of the fifth set of the match.
- The winner of the fourth set of the match.
- The winner of the third set of the match.
- The winner of the specific set of the match.
- 2nd set - Point handicap
- Asian Handicup - The designated team will finish the second set of the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- 3rd set - Point handicap
- Asian Handicup - The designated team will finish the 3rd set of the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- 4th set - Point handicap
- Asian Handicup - The designated team will finish the 4th set of the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- 5th set - Point handicap
- Asian Handicup - The designated team will finish the 5th set of the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- Which team wins race to {X} points, first set
- Which team wins race to {X} points, second set
- The race - Which team will win the certain amount of points in the second set first or which of them scores next.
- Which team wins race to {X} points, third set
- The race - Which team will win the certain amount of points in the third set first or which of them scores next.
- Which team wins race to {X} points, fourth set

- The race - Which team will win the certain amount of points in the fourth set first or which of them scores next.
- Which team wins race to {X} points, fifth set
- The race - Which team will win the certain amount of points in the fifth set first or which of them scores next.
- Who scores {X}th point first set
- Which of the teams will get the certain amount of points during the match first set.
- Who scores {X} th point second set
- Which of the teams will get the certain amount of points during the match second set.
- Who scores {X} th point third set
- Which of the teams will get the certain amount of points during the match third set.
- Who scores {X} th point fourth set
- Which of the teams will get the certain amount of points during the match fourth set.
- Who scores {X} th point fifth set
- Which of the teams will get the certain amount of points during the match fifth set.
- The exact number of sets in the match.
- 2nd set - Total points
- The total amount of points scored by both teams during the match second set.
- 3rd set - Total points
- The total amount of points scored by both teams during the match third set.
- 4th set - Total points
- The total amount of points scored by both teams during the match fourth set.
- 5th set - Total points
- The total amount of points scored by both teams during the match fifth set.
- 2nd set - Total points odd/even
- The total amount of points scored in the second set of the match is either odd or even. (0 counts as even)
- 3rd set - Total points odd/even
- The total amount of points scored in the third set of the match is either odd or even. (0 counts as even)
- 4th set - Total points odd/even
- The total amount of points scored in the fourth set of the match is either odd or even. (0 counts as even)
- 5th set - Total points odd/even
- The total amount of points scored in the fifth set of the match is either odd or even. (0 counts as even)
- The total amount of points scored by first team during the match.
- The total amount of points scored by second team during the match.
- The total amount of points in the match is either odd or even. (0 counts as even)
- The total amount of sets in the match.
- Asian Handicup - The designated team will finish the match with the assigned advantage in sets. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- Which of the teams will win the first set of the match, simultaneously which of them wins the match.
- The final result of the match. (either win of one of the players or a draw)
- Asian handicap - The designated player will finish the match regular time with the assigned advantage. This market offers many outcomes only on two possibilities (player 1 wins, player 2 wins).

- Which team will win the whole match.
- The total amount of points scored in the match (regular time) is either odd or even. (0 points are counted as an even score)
- Who will score {X} point of the match? (incl. overtime)
- Match winner (incl. extra innings)
- Bet on the winner of the match (including extra innings).
- The result of the match after the regular amount of innings. (Either win of one of the teams or a draw)
- Match winner and Totals (incl. extra innings)
- Match winner and total amount of runs (points) all together simultaneously. (incl. extra innings)
- Odd/Even runs (incl. extra innings)
- The total amount of points (runs) in the match (including extra innings) is either odd or even. (0 counts as even)
- Will there be an extra inning
- Bet if there be extra inning in the match.
- Handicap (incl. extra innings)
- Asian handicap - The designated team will finish the match (including extra innings) with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Total (incl. extra innings)
- The total amount of runs (points) in the match (including extra innings)
- Totals
- The total amount of runs (points) in the match.
- Awayteam total (incl. extra innings)
- The total amount of runs (points) in the match got by the away team (including extra innings)
- Hometeam total (incl. extra innings)
- The total amount of runs (points) in the match got by the home team (including extra innings)
- Bet on either of the teams wins the match (regular innings) with one, two, three plus margin (in innings) or a draw.
- Final Result
- Which team wins the rest of the match {Z} (incl. extra innings)
- Which team gets highest score for inning
- Bet on the team with the highest scoring inning. (first nine innings)
- Exact runs in highest scoring inning
- The exact amount of runs in the highest scoring inning. (in first nine innings)
- Winning margin (incl. extra innings)
- Bet on either of the teams wins the match (including extra innings) with one, two, three plus margin (in innings) or a draw.
- Who scores next {Z} run (incl. extra innings)
- Which of the teams will score the specific run in a row during the match (including extra inning).
- Race to {Z} runs (incl. extra innings)
- The race - which of the teams will get the specific amount of runs first or which of them will make the next run. (all during the match, including extra inning)
- Hometeam to bat in 9th inning

- Will the home team bat in the 9th inning?
- Match result and Total (incl. extra innings)
- The result of the match and total amount of runs (points) all together simultaneously. (All including the extra innings)
- Innings 1 to 5th top - Result
- The result in the first four and first half of the fifth inning (top) of the match. (Either win one of the teams or a draw)
- Innings 1 to 5th top - Handicap
- Asian handicap - The designated team will finish the first four innings and the fifth inning's half-inning (top) (first 9 half innings) with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Innings 1 to 5th top - Total
- The total amount of runs (points) during the first four innings and the first half (top) of the fifth inning (first 9 half innings).
- Innings 1 to 5 - Result
- The result in the first five innings of the match. (Either win one of the teams or a draw)
- Innings 1 to 5 - Handicap
- Asian handicap - The designated team will finish the match first five innings with the assigned advantage. This market offers many outcomes only on two possibilities (Home team wins, Away team wins).
- Innings 1 to 5 - Total
- The total amount of runs (points) in the first five innings of the match.
- Innings 1 to 5 - Hometeam total
- The total amount of runs (points) made by home team in the first five innings of the match.
- Innings 1 to 5 - Awayteam total
- The total amount of runs (points) made by away team in the first five innings of the match.
- {X} inning - Result
- The result of the match in the specific inning. (either one of the teams win or a draw)
- 1st inning - Total
- The total amount of runs (points) in the match first inning.
- 2nd inning - Total
- The total amount of runs (points) in the match second inning.
- 3rd inning - Total
- The total amount of runs (points) in the match third inning.
- 4th inning - Total
- The total amount of runs (points) in the match fourth inning.
- 5th inning - Total
- The total amount of runs (points) in the match fifth inning.
- 6th inning - Total
- The total amount of runs (points) in the match sixth inning.
- 7th inning - Total
- The total amount of runs (points) in the match seventh inning.
- 8th inning - Total

- The total amount of runs (points) in the match eighth inning.
- Innings 1 to 5th top - Hometeam total
- The total amount of runs (points) made by home team during the first four innings and the first half (top) of the fifth inning (first 9 half innings).
- Innings 1 to 5th top - Awayteam total
- The total amount of runs (points) made by away team during the first four innings and the first half (top) of the fifth inning (first 9 half innings).
- Handicap (1X2) (incl. extra innings)
- European handicap - The designated team will finish the match (including extra innings) with the assigned advantage. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- Which team wins more innings
- Bet on the team which will win more innings than another. It's either team 1 or team 2. (All including extra innings)
- Run range (incl. extra innings)
- The amount of runs in the match (including extra inning) is counted in the specific range.
- Total (over-exact-under) (incl. extra innings)
- The total amount of runs (points) in format over-exact-under combined in one market.
- Highest scoring inning
- Bet on the highest scoring inning in regular 9 innings. It's either one of them or all are equal.
- Total runs for innings from {X} to {Y}
- The total amount of runs (points) from one specific inning to another.
- Hometeam total runs for innings from {X} to {Y}
- Awayteam total runs for innings from {X} to {Y}
- 1st half - Cards point range
- 1st half - Awayteam exact corners
- The exact amount of Corners conducted by the away team during the Regular Time first half of the match. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- 1st half - Awayteam red card
- Bet if the referee sends off the away team player with a red card in the first half of the match Regular Time. (The bench player card doesn't count)
- 1st half - Both teams to score
- Both teams will score in the first half of the match Regular Time.
- 1st half - Awayteam clean sheet
- The away team won't concede a goal during the first half of the Regular Time of the match.
- 1st half - Hometeam clean sheet
- The home team won't concede a goal during the first half of the Regular Time of the match.
- 1st half - Corner handicap
- Asian handicap - The designated team will finish the first half of the match regular time with the assigned advantage in the result of Corners. This market offers many outcomes only on two possibilities (Home team wins, Away team wins). (If the corner is pointed and not played after because of the lack of time, then it is

not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.

- 1st half - Most corners
- The Regular Time first half Corner result. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- 1st half - Corners odd/even
- The total amount of corners deliverd in the first half of the Regular Time of the match is either odd or even. (0 goals are counted as an even score) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- 1st half - Corner range
- The exact amount of Corners conducted during the Regular Time first half of the match - counted by range. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- 1st half - Correct score
- Bet on the exact score of the match Regular Time first half including any other score.
- 1st half - Double chance & both teams to score
- 1st half - Exact cards
- The exact amount of yellow and red cards shown by referee to both teams during the first half of the match Regular Time. (bench cards do not count) (Direct red card equals two yellow cards)
- 1st half – Exact goals
- The exact number of goals in the first half
- 1st half - First corner
- Bet on which of the teams conducts the first corner in the first half of the match regular time. In live and pre-match odds the corner minute is indicated when it is taken - not given.
- 1st half - First card
- Bet on which of the teams gets the first card (yellow or red) in the first half of the match regular time.
- 1st half - First team to score
- Bet on which of the teams will score the goal first in the match regular time first half.
- 1st half - Hometeam exact corners
- The exact amount of Corners conducted by the home team during the Regular Time first half of the match. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- 1st half - Hometeam red card
- Bet if the referee sends off the home team player with a red card in the first half of the match Regular Time. (The bench player card doesn't count)
- 1st half - Last corner
- Bet on which of the teams conducts the last corner in the first half of the match regular time. In live and pre-match odds the corner minute is indicated when it is taken - not given.
- 1st half - Most cards
- The result of cards (yellow and red) in the first half of the match Regular Time. (Direct red card equals two yellow cards)
- 1st half - Multigoals

- The quantity of goals scored in the match Regular Time first half.
- 1st half - Awayteam exact cards
- The total amount of yellow and red cards shown by referee to the away team during the first half of the match Regular Time. (bench cards do not count) (Direct red card equals two yellow cards)
- 1st half - Hometeam exact cards
- The total amount of yellow and red cards shown by referee to the home team during the first half of the match Regular Time. (bench cards do not count) (Direct red card equals two yellow cards)
- 1st half - Odd/Even goals
- 1st half - Red card
- Bet if the Red Card is shown during the first half of the match Regular Time. (Bench cards don't count)
- 1st half - Total corners
- The total amount of Corners conducted during the Regular Time first half of the match. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Total goals in the first half.
- 1st half - Total card points
- The amount of points accumulated from the Yellow and Red cards (Yellow Card 10, Red Card 25) during the first half of the match Regular Time. (Bench cards don't count) (Direct red card equals two yellow cards) (During the match a player can get maximum 35 card points)
- 1st half - Total cards
- The total amount of yellow and red cards shown by referee to both teams during the first half of the match Regular Time. (bench cards do not count) (bench cards do not count) (Direct red card equals two yellow cards)
- The total amount of scored goals during the first half of the match Regular Time.
- The total amount of scored goals scored by the away team during the first half of the match Regular Time.
- The total amount of scored goals scored by the home team during the first half of the match Regular Time.
- 2nd half - Total
- 2nd half - Both teams to score
- Bet if both teams score in the second half of the Regular Time.
- 2nd half - Awayteam clean sheet
- The away team will not concede a goal in the second half of the match Regular Time.
- 2nd half - Hometeam clean sheet
- The home team will not concede a goal in the second half of the match Regular Time.
- 2nd half - Correct score
- Bet on the exact score of the match Regular Time second half offered by the company including any other score.
- 2nd half - Double chance & both teams to score
- 2nd half - Handicap (1X2)
- European handicap on the match Regular Time second half - The designated team will finish the match regular time second half with the assigned advantage. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- 2nd half - First team to score
- Bet on which of the teams will score the goal first in the match regular time second half.

- 2nd half - Result & both teams to score
- Bet on the Regular Time second half result and if both teams score a goal in the second half all together simultaneously.
- 2nd half - Result & total
- Bet on the Regular Time second half result and the amount of goals scored in the second half all together simultaneously.
- 2nd half - Multigoals
- The quantity of goals scored of the match Regular Time second half.
- 2nd half - Odd/Even goals
- 2nd half - Exact goals
- The exact amount of goals score in the second half of the match regular time.
- The total amount of scored goals during the second half of the match Regular Time.
- 2nd half - Awayteam total
- The total amount of scored goals by the away team during the second half of the match Regular Time.
- 2nd half - Hometeam total
- The total amount of scored goals by the home team during the second half of the match Regular Time.
- Card range points
- Anytime goalscorer
- Awayteam no bet
- Awayteam corner range
- The exact amount of Corners conducted by the away team during the Regular Time of the match - counted in range. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Awayteam red card
- Bet if the away team player is sent off the pitch by referee giving him/her Red card during the match Regular Time. (Bench cards don't count) (Direct red card equals two yellow cards)
- Awayteam to score in both halves
- Bet if the Away team scores in both halves of the Regular Time.
- Awayteam wins both halves
- The away team wins the both halves of the Regular Time.
- Awayteam wins any of the halves
- The away team wins one of two halves of the Regular Time.
- Awayteam wins to nil
- The Away team will win and won't concede a goal during the Regular Time of the match.
- Both half goals over 1.5
- Both half goals under 1.5
- Total & both teams to score
- Bet on the total amount of goals scored in the Regular Time of the match in condition if both teams score a goal.
- 1st / 2nd half both teams to score
- Both teams will score in both first and second halves of the Regular Time.
- Clean sheet awayteam

- The Away team won't concede a goal during the Regular Time of the match.
- Clean sheet hometeam
- The Home team won't concede a goal during the Regular Time of the match.
- Corner handicap
- Asian handicap - The designated team will finish the match regular time with the assigned advantage in the result of Corners. This market offers many outcomes only on two possibilities (Home team wins, Away team wins). (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Most corners
- Bet on the result of corners of the match Regular Time. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Corners odd/even
- The number of the total amount of Corners conducted during the Regular Time of the match is either odd or even. (0 corners are defined as even) (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Corner range
- The total amount of Corners conducted during the Regular Time of the match. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Correct Score (incl other)
- The exact score of the match in the regular time
- Double chance & 1st half both teams score
- Double chance & 2nd half both teams score
- Double chance & both teams to score
- Double chance & total goals
- Exact cards
- The exact quantity of cards (Yellow and Red) given by the referee during the Regular Time of the match. (Bench cards don't count) (Direct red card equals two yellow cards)
- Expected Total and Supremacy
- Expected quantity of the goals and supremacy of any of the teams over their opponents (regular time)
- 00:00 - 09:59 min. - Result
- The result after ten minutes of the match regular time. (Either win of one of the teams or a draw)
- First corner
- Bet on which of the teams conducts the first corner in the match regular time. In live and pre-match odds the corner minute is indicated when it is taken - not given.
- First goal interval
- In which 10 minutes interval the firlst goal will be scored during the match Regular Time.
- In which 15 minutes interval the first goal will be scored during the match Regular Time.
- First goalscorer
- 1st half - Result & both teams to score
- Bet on the Regular Time first half result simultaneously with both teams have to score a goal in the first half.

- The Regular Time first half result and amount of scored goals
- First card
- Bet on which of the teams gets the first card (yellow or red) in the match regular time.
- Bet on which of the teams will score the goal first in the match regular time.
- Awayteam exact goals 3+
- The exact goals scored by the away team during the match regular time.
- Hometeam exact goals 3+
- The exact goals scored by the home team during the match regular time.
- Halftime/Fulltime correct score
- Bet on the correct scores of the first half (regular time) and the the match regular time. (all together simultaneously)
- The away team's highest scoring half of the match Regular Time.
- The home team's highest scoring half of the match Regular Time.
- Hometeam no bet
- Hometeam corner range
- The exact amount of Corners conducted by the home team during the Regular Time of the match - counted in range. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Hometeam red card
- Bet if the home team player is sent off the pitch by referee giving him/her Red card during the match Regular Time. (Bench cards don't count)
- Hometeam to score in both halves
- Bet if the Home team scores in both halves of the Regular Time.
- Hometeam wins both halves
- The home team wins the both halves of the Regular Time.
- Hometeam wins any of the halves
- The home team wins one of two halves of the Regular Time.
- Hometeam wins to nil
- The Home team will win and won't concede a goal during the Regular Time of the match.
- The winning method: First or second half of the match regular time, first or second half of the match extra time or penalty shootout.
- Last corner
- Which team conducts the last corner in the match Regular Time. (If the corner is pointed and not played after because of the lack of time, then it is not counted in the total amount) In live and pre-match odds the corner minute is indicated when it is taken - not given.
- Last goalscorer
- Bet on the player who scores the last goal during the Regular Time of the match. Own Goal doesn't count.
- Which team scores the last goal in a Regular Time of the Match.
- Most cards
- Bet on the result of total cards (Yellow and Red) of the match Regular Time. (Which team has more amount of cards or a draw) (Bench player cards don't count) (Direct red card equals two yellow cards)
- Match result & both teams to score

- Bet on the Regular Time result of the match is either win of one of the teams or a draw in condition of both teams score a goal.
- Match result + Total goals
- Bet on the result of the match (either win of one of the teams or a draw) and the total amount of goals scored during the Regular Time of the match simultaneously.
- First goal & match result
- Multigoals
- The quantity of goals scored in the match Regular Time.
- Multigoals awayteam
- The quantity of goals scored by the away team in the match Regular Time.
- Multigoals hometeam
- The quantity of goals scored by the home team in the match Regular Time.
- Multiscores
- The quantity of the exact scores of the match Regular Time.
- Awayteam exact cards
- Bet on the exact amount of cards (yellow and red) taken by the away team during the Regular Time. (Bench cards don't count) (Direct red card equals two yellow cards)
- Hometeam exact cards
- Bet on the exact amount of cards (yellow and red) taken by the home team during the Regular Time. (Bench Cards don't count) (Direct red card equals two yellow cards)
- Awayteam odd/even
- The number of total amount of goals scored by the away team in the regular time of the match is either odd or even. (0 goals are counted as an even score)
- Hometeam odd/even
- The total amount of goals scored by the home team in the regular time of the match is either odd or even. (0 goals are counted as an even score)
- Extratime and goal
- Bet if there be Extra Time after the Regular Time of the match and a goal scored during that all together simultaneously.
- Will there be an extra time
- Will there be a penalty shootout
- Bet whether there be a Penalty shootout.
- Red card
- Bet if there be the Red Card during the Regular Time of the match. (Bench cards don't count)
- Total corners
- Exact quantity of total goals scored (regular time)
- Exact goals
- Exact amount of goals scored (regular time)
- Total card points
- The amount of booking points calculated by Yellow and Red Cards (Yellow Card 10, Red Card 25) in the match Regular Time. (Bench cards don't count) (Direct red card equals two yellow cards) (During the match a player can get maximum 35 card points)

- Total cards
- The total amount of cards (Yellow and Red) given by the referee during the Regular Time of the match. (Bench cards don't count) (Direct red card equals two yellow cards)
- Awayteam total goals
- Hometeam total goals
- Which team to score
- Which team will score a goal during the Regular Time of the match?
- The winner of the match. It's either fighter 1 or fighter 2.
- The final result of the bout. It's win one of fighers or a draw.
- The total amount of rounds in the bout. If the fight is stopped due to surrender or knockout, the round in which this happened is considered completely held.
- Double result (Round / Match winner)
- Bet on the result of the match first round and the match total winner.
- In which round will the second boxer win?
- In which round will the first boxer win?
- To win inside distance first boxer
- To win inside distance second boxer
- Both fighters will be sent to knockdown
- Bet on both fighters to be sent to knockdown during the match.
- First boxer to be knocked down and win
- Bet on the first boxet to be knocked down and win the match.
- Second boxer to be knocked down and win
- Bet on the first boxer to be knocked down and win the match.
- 1st boxer will win with points
- The first boxer will win the match by points.
- 2nd boxer will win with points
- The second boxer will win the match by points.
- How to win the fight 1st boxer
- The winning method of the first boxer: KO, TKO, split decision, marjority decision, unanimous decision, disqualification or retirment.
- How to win the fight 2nd boxer
- The winning method of the second boxer: KO, TKO, split decision, marjority decision, unanimous decision, disqualification or retirment.
- In which round will the 1st boxer win
- In which round will the 2nd boxer win
- In which round will the fight end
- Exact winning method
- The winning method. It's either KO, TKO, Referees decision, split decision, marjority decision, unanimous decision, disqualification, win by retirment. The outcomes are even more specific by adding the specific decision - yes or no.
- The winning method. It's either KO or a referee decision. It might be even a draw.
- Will the fight go the distance

- Bet if the bout continues in all rounds without any of the fighters being knocked out.
- The winner of the match and the exact amount of rounds.
- Winner & round range
- The winner of the match and the amount of rounds counted in range.
- Bet on the winner of the match. It's either first or the second fighter.
- 1st set - Draw no bet
- 1st set - Handicap
- Asian Handicup - The designated player will finish the match first set with the assigned advantage in sets. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 1st set - Player 1 total
- The total amount of points scored by first player during the match.
- 1st set - Player 2 total
- The total amount of points scored by second player during the match.
- The total amount of points scored by both players during the match first set.
- 1st set - Result
- The result of the match first set. (Either win of one of the players or a draw)
- Bet on the correct score in sets of the match.
- Asian Handicup - The designated player will finish the match with the assigned advantage in sets. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Bet on the exact number of sets in the match.
- {X} set - Result
- The result of the specific set of the match. (Either win of one of the players or a draw)
- {X} set - Draw no bet
- {X} set - {Y} end winner
- The winner of the specific end in the match specific set.
- {X} set - Handicap
- Asian Handicup - The designated player will finish the match specific set with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- {X} set - Handicap (1X2)
- European Handicup - The designated player will finish the match specific set with the assigned advantage in points. This market offers many outcomes on three possibilities - like: player 1 wins, a draw and player 2 wins.
- The total amount of sets in the match. (Over or under the certain amount)
- {X} set - Total points
- The total amount of points scored by both players during the match specific set.
- {X} set - {Y} end total points
- The total amount of point in the specific end of the match specific set.
- {X} set - Hometeam total points
- The total amount of points scored by player 1 during the match specific set.
- {X} set - Awayteam total points
- {Y} set - Who takes first the mutual {X} points
- Which of the players will take the specific point (in count) during the match specific set.

- {X} set - {Y} end exact points
- The exact number of point in the specific end of the match specific set.
- {X} set - {Y} end total points odd/even
- The total amount of points scored in the match specific set's specific end is either odd or even. (0 counts as even)
- {Y} set - race to {X} points
- The race - Which player will win the certain amount of points in the specific set first or which of them scores next.
- The total amount of points scored by player 2 during the match specific set.
- Total goals
- Which team wins the rest {Z}
- Next goal {Z}
- Bet on which of the teams scores the next goal during the match regular time.
- Both teams will score in the match regular time.
- 1st half - Total goals
- Correct score rest of the match {Z}
- Bet on the exact score of the match Regular Time - in the rest of the match. - Live market. In the live-situation the scores within the outcomes have to be shifted according to the current score.
- 1st half - Next goal {Z}
- Bet on which of the teams scores the next goal during the match regular time first half.
- 1st half - Correct score rest of the match {Z}
- Bet on the exact score of the match Regular Time first half offered by the company including any other score.
- Overtime - Result
- Overtime - Total Goals
- The total amount of goals scored in Extra Time.
- Overtime - Who wins the rest of the match {Z}
- Overtime - Next goal {Z}
- Which team scores the next goal in the overtime.
- Penalty shootout - {Z} next goal
- Bet if the specific team scores the next penalty kick during the Penalty Shootout. (first, second, third, etc.)
- Penalty shootout - Winner
- Bet on the winner in the penalty shootout.
- Home team will win and total under
- Home team will win and total over
- Away team will win and total over
- Away team will win and total under
- 2nd half - Total Goals
- 1st half - Awayteam total points odd/even
- The total amount of points scored by the away team during the match regular time first half is either odd or even. (0 counts as even)
- 1st half - Hometeam total points odd/even

- The total amount of scored points in the first half of the Regular Time of the match is either odd or even. (0 points are counted as an even score)
- 1st half - Total points odd/even
- The result of the match regular time first quarter is either win of one of the teams or a draw.
- Asian handicap on the match Regular Time first quarter - The designated team will finish the match regular time first quarter with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- The total amount of points in the first quarter of the match regular time.
- Bet on the winner of the match. (including overtime)
- The Result of the match Regular Time second half (including overtime).
- Asian handicap on the match Regular Time second half- The designated team will finish the match regular time second half with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- The total amount of points in the match second half (including ovetime).
- The result of the match regular time second quarter is either win of one of the teams or a draw.
- Asian handicap on the match Regular Time second quarter - The designated team will finish the match regular time second quarter with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- The total amount of points in the second quarter of the match regular time.
- The result of the match regular time third quarter is either win of one of the teams or a draw.
- Asian handicap on the match Regular Time third quarter - The designated team will finish the match regular time third quarter with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- The total amount of points in the third quarter of the match regular time.
- Match result (incl. Overtime)
- The result of the match (including overtime) is either win of one of the teams or a draw.
- The result of the match regular time fourth quarter is either win of one of the teams or a draw.
- 4th quarter - Result (incl. overtime)
- The result of the match regular time fourth quarter (including overtime) is either win of one of the teams or a draw.
- 4th quarter - Draw no bet (incl. Overtime)
- Asian handicap on the match Regular Time fourth quarter - The designated team will finish the match regular time fourth quarter with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- 4th quarter - Handicap (incl. Overtime)
- Asian handicap on the match Regular Time fourth quarter - The designated team will finish the match regular time fourth quarter (including overtime) with the assigned advantage. This market offers many outcomes only two possibilities (Home team wins, Away team wins).
- The total amount of points in the fourth quarter of the match regular time.
- 4th quarter - Total points (incl. Overtime)
- The total amount of points in the first quarter of the match (including overtime).
- Draw no bet (incl. Overtime)
- Awayteam odd/even points

- The number of total amount of points scored by the away team in the regular time of the match is either odd or even. (0 points are counted as an even score)
- Awayteam odd/even points (incl. Overtime)
- The number of total amount of points scored by the away team in the match (including overtime) is either odd or even. (0 points are counted as an even score)
- Hometeam odd/even points
- The total amount of points scored by the home team in the regular time of the match is either odd or even. (0 points are counted as an even score)
- Hometeam odd/even points (incl. Overtime)
- The total amount of points scored by the home team in the match (including overtime) is either odd or even. (0 points are counted as an even score)
- Odd/Even points
- Odd/Even Points (incl. Overtime)
- The total amount of points scored in the whole match (including overtime).
- The total amount of points in the match (including overtime).
- Team with highest scoring quarter
- The winner in the highest scoring quarter. (Team 1, Team 2 or a draw)
- Bet on either of the teams wins the match regular time with the specific margin or a draw.
- Bet on the racer who will have better position than another racer on the finish of the race.
- 1st set - Race to 5 points
- The race - which of the teams will score 5 points first in the first set.
- 1st set - Race to 10 points
- The race - which of the teams will score 10 points first in the first set.
- 1st set - Race to 15 points
- The race - which of the teams will score 15 points first in the first set.
- 1st set - Race to 20 points
- The race - which of the teams will score 20 points first in the first set.
- 3rd set - Race to {Z} points
- 1st set - Race to {Z} points
- 2nd set - Race to {Z} points
- 4th set - Race to {Z} points
- 5th set - Race to {Z} points
- Hometeam to win a set
- Bet if the home team wins at least one set in the match.
- Awayteam to win a set
- Bet if the away team wins at least one set in the match.
- Exact sets
- {X} set - Point handicap
- Asian Handicup - The designated team will finish the specific set of the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- The total amount of points scored by both teams during the match specific set.
- {X} set - Total points odd/even

- The total amount of points scored in the specific set of the match is either odd or even. (0 counts as even)
- The race - Which team will win the certain amount of points in the specific set first or which of them scores next.
- Hometeam to win exactly 1 set
- The home team will win exactly one set in the match.
- Awayteam to win exactly 1 set
- The away team will win exactly one set in the match.
- Hometeam to win exactly 2 sets
- The home team will win exactly two sets in the match.
- Awayteam to win exactly 2 sets
- The away team will win exactly two sets in the match.
- Exact sets (best of 7)
- Correct score (best of 5)
- Correct score (best of 7)
- How many sets will end with tie-break (best of 7)
- How many sets will end with tie-break (best of 5)
- Asian Handicap - The designated team will finish the specific set of the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: team 1 wins, team 2 wins.
- Which of the teams will get the certain amount of points during the match specific set.
- Asian handicap - The designated player will finish the match first set with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 1st set - Odd/Even
- The total amount of poins in the first set is either odd or even. (0 counts as even)
- The total amount of points scored in the match first set. Must be under or over the given amount.
- The winner of the match.
- Point handicap
- Asian handicap - The designated player will finish the match with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Correct score (best of 3)
- How many sets will be with tie-break (best of 3)
- The total amount of points scored in the match. Must be under or over the given amount.
- Exact number of sets (best of 3)
- Exact number of sets (best of 5)
- The fifth set's winner in the match.
- The first set's winner in the match.
- The fourth set's winner in the match.
- The second set's winner in the match.
- The third set's winner in the match.
- The total amount of points scored in the match second set. Must be under or over the given amount.
- The total amount of points scored in the match third set. Must be under or over the given amount.
- The total amount of poins in the second set is either odd or even. (0 counts as even)
- The total amount of poins in the thrid set is either odd or even. (0 counts as even)

- Asian handicap - The designated player will finish the match fourth set with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- The race - which of the players will score the certain amount of points first in the fourth set or which of them scores the next point.
- Asian handicap - The designated player will finish the match fifth set with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Which of the players will get the certain amount of points during the match fourth set.
- Which of the players will get the certain amount of points during the match fifth set.
- Number of sets (best of 5)
- The total amount of points scored in the match fourth set. Must be under or over the given amount.
- The total amount of poins in the fourth set is either odd or even. (0 counts as even)
- The total amount of poins in the fifth set is either odd or even. (0 counts as even)
- The total amount of points scored in the match fifth set. Must be under or over the given amount.
- The specific set's winner in the match.
- Asian handicap - The designated player will finish the match second set with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Asian handicap - The designated player will finish the match third set with the assigned advantage in points. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- The race - which of the players will score the certain amount of points first in the first set or which of them scores the next point.
- The race - which of the players will score the certain amount of points first in the second set or which of them scores the next point.
- The race - which of the players will score the certain amount of points first in the third set or which of them scores the next point.
- Which of the players will get the certain amount of points during the match first set.
- Which of the players will get the certain amount of points during the match second set.
- Which of the players will get the certain amount of points during the match third set.
- How many sets will exceed score limit (best of 5)
- How many sets will exceed the score limit in the match.
- Which of the teams will score the next goal during the match regular time.
- Next goal {Z} (incl. OT & pen.)
- Which of the teams will score the next goal during match (including overtime and penalties).
- Correct score flex
- Hometeam exact goals
- The exact quantity of goals scored by home team in the Regular Time of the match.
- Hometeam exact goals (Inc. OT & Pen.)
- The exact quantity of goals scored by home team in the match regular time (including overtime and penalties).
- Awayteam exact goals
- The exact quantity of goals scored by away team in the Regular Time of the match.
- Awayteam exact goals (Inc. OT & Pen.)

- The exact quantity of goals scored by away team in the match regular time (including overtime and penalties).
- Correct score (Inc. OT & Pen.)
- Bet on the correct score of the match (including overtime and penalties).
- Hometeam total (incl. OT & pen.)
- The total amount of goals scored by home team in the match (including overtime and penalties).
- Awayteam total (incl. OT & pen.)
- The total amount of goals scored by away team in the match (including overtime and penalties).
- Hometeam clean sheet
- Hometeam clean sheet (Inc. OT & Pen.)
- The Home team won't concede a goal during the the match (including overtime and penalties).
- Awayteam clean sheet
- Awayteam clean sheet (Inc. OT & Pen.)
- The Away team won't concede a goal during the the match (including overtime and penalties).
- Which of the teams will score the goal during the match regular time.
- Which team to score (Inc. OT & Pen.)
- Which of the teams will score a goal during the match (including overtime and penalties).
- Match result & total (Inc. OT & Pen.)
- Bet on the result of the match (either win of one of the teams or a draw) and the total amount of goals scored during the match (including overtime and penalties). (all together)
- Match result & both teams to score (Inc. OT & Pen.)
- Bet on the match result and both teams have to score in the match all together simultaneously. (including overtime and penalties)
- Matchbet and 1st goal
- Bet on the match regular time result and the which team will score the first goal during the regular time.
- Matchbet and 1st goal, including overtime and penalties
- Bet on the result of the match and the first goal during the match all together simultaneously. (Inclduing overtime and penalties)
- The exact quantity of goals scored by both teams in the Regular Time of the match.
- Exact goals (incl. OT & pen.)
- The exact quantity of goals scored by both teams in the match (including overtime and penalties).
- The total amount of goals scored in the match (including overtime and penalties) is either odd or even. (0 goals are counted as an even score)
- 3rd period - Odd/Even
- Who wins the rest of the match (OT only!)? {Z}
- Which team will win the rest of the match in the overtime.
- Which of the teams will score the next goal during the match overtime.
- Penalty shootout - Next goal {Z}
- Which of the teams will score next in the penalty shootout.
- Winning margins (incl. OT & pen.)
- Bet on either of the teams wins the match (including overtime and penalties) with one, two, three plus margin or a draw.

- {X} period - Result
- The match Regular Time specific period result is either win of one of the teams or a draw.
- {X} period - Handicap (1X2)
- European handicap - The designated team will finish the match regular time specific period with the assigned advantage. This market offers many outcomes on three possibilities (Home team wins, draw, Away team wins).
- Asian total for {X} period
- The total amount of goals scored in the specific period of the match Regular Time.
- {X} period - Next goal {Z}
- Which of the teams will score the next goal in the match regular time specific period.
- {X} period - Double chance
- {X} period - Correct score
- Bet on the correct score of the match regulart time specific period.
- Goals home team for {X} period
- The exact quantity of goals scored by home team in the match Regular Time specific period.
- Goals away team for {X} period
- The exact quantity of goals scored by away team in the match Regular Time specific period.
- {X} period - Hometeam total
- The total amount of goals scored by home team in the specific period of the match regular time.
- {X} period - Awayteam total
- The total amount of goals scored by away team in the specific period of the match regular time.
- Team 2 To Score {X} period
- Will the awayteam score the goal in the match regular time specific period.
- Team 1 To Score {X} period
- Will the hometeam score the goal in the match regular time specific period.
- {X} period - Both teams to score
- Both of the teams have to score at least once during the match Regular Time specific period.
- {X} period - Which team to score
- Which of the teams will score in the match regular time specific period.
- Exact number of goals for {X} period
- The exact amount of goals scored in the specific period of the match regular time.
- The total amount of goals scored during the match regular time first period.
- Draw No Bet for first period
- Who wins the rest of the first period? {Z}
- 1st period - Odd/Even
- The total amount of goals scored in the second period of the match Regular Time.
- Draw no Bet for second period
- Who wins the rest of the second period? {Z}
- 2nd period - Odd/Even
- Draw No Bet for third period
- 1st period and Matchbet, including overtime and penalties

- The result of the match regular time first period (either win of one of the teams or a draw) and the final result of the match (including overtime and penalties).
- 1st period and Matchbet
- Bet on the match first period result (win either of teams or a draw) and the final result of the match regular time (win either of teams or a draw).
- Hometeam to win all periods
- Bet on hometeam to win all the three periods of the match regular time.
- Awayteam to win all periods
- Bet on awayteam to win all the three periods of the match regular time.
- Hometeam win either period
- Bet on the hometeam to win any of the periods of the match regular time.
- Awayteam win either period
- Bet on the awayteam to win any of the periods of the match regular time.
- Hometeam to score in all periods
- Bet on the hometeam to score in all the periods of the match regular time.
- Awayteam to score in all periods
- Bet on the awayteam to score in all the periods of the match regular time.
- All periods over {h}
- Bet if goals in match regular time all periods are over the certain amount.
- All periods under {h}
- Bet if goals in match regular time all periods are under the certain amount.
- Hometeam highest scoring period
- Which of the periods of the Regular Time was more productive in goals for the hometeam.
- Awayteam highest scoring period
- Which of the periods of the Regular Time was more productive in goals for the awayteam.
- The match overtime result is either win of one of the teams or a draw.
- Overtime - Draw no bet
- Overtime - Double chance
- Overtime - Hometeam no bet
- Overtime - Awayteam no bet
- 1st period - Hometeam total
- The total amount of goals scored by home team in the first period of the match regular time.
- 1st period - Awayteam total
- The total amount of goals scored by away team in the first period of the match regular time.
- 2nd period - Hometeam total
- The total amount of goals scored by home team in the second period of the match regular time.
- 2nd period - Awayteam total
- The total amount of goals scored by away team in the second period of the match regular time.
- 3rd period - Hometeam total
- The total amount of goals scored by home team in the third period of the match regular time.

Result Sources

- A scout is a representative of a company (or a partner of a company) at the stadium who reports in details about the events of the match.
- After the match, the scout checks the sent information with the match officials and in case of errors, the events are corrected. If the connection is lost, then after the match all information about the events will be received from the scout, after which all the results will be recorded.
- A scout is a representative of a company (or a partner of a company) at the stadium who reports in details about the events of the match (goals, corners, cards, throw-ins, player's running range, etc.)
- on the site there is a result source on each market, if the official result source doesn't have results, the company has the right to settle markets according to alternative results sources like: and etc

MyStake - Promotions

- General Terms and Conditions apply.
- 5. General Terms and Conditions Apply

MyStake - Online Casino & Sportsbook

- I am over 18+ years, I accept Terms & Conditions

Time Out Period

- To assist our players in playing responsibly, we provide a selection of options:
- Time out periods
- Self-exclusion periods
- Time Out Period
- In case the situation is more serious

Refund Policy

- Carefully read the following policy describing the refund practices for Mystake.
- Make sure you understand our terms and conditions.
- All costs that may occur upon refund procedure are on the player. These costs may include at the sole discretion of the Company the administrative fee in amount of 20% and any and all fees accrued during the processing of the refund

Fairness & RNG Testing Methods

- The Random Number Generator (RNG) is the heart of game functionality and player confidence to game outcomes and fairness. Company has tested and certified various RNG's by a reputable license laboratory.
- a) Identification of algorithm;
- b) Security of internal state, seeding and re-seeding, thread safety;
- Our thorough tests of the RNG assess the statistical randomness, unpredictability and non-repeatability of the RNG.
- RNG's or Random Number Generators are programs set on all of our Casino games, reinforcing the fact that all results remain random. These games are unable to be predicted or manipulated no matter what.
- The commitment scheme is used to ensure that the player has an influence on all results generated.
- Company hopes to bring an easy, enjoyable, and transparent gaming environment right to your computer or mobile device.

Privacy Policy

- 1. General
- As a data controller, we have a legal obligation under gambling regulations to process personal data from players in order to allow them to participate in games and provide them with ancillary services.
- 2. Information
- 3. How we use your information
- 4. Marketing communication
- 5. Obtaining personal information
- We shall not collect any Personal Information about you without your knowledge. We may, however, automatically collect certain data about you where you would have provided such information through the use of our services and through your interactions with us. We may also lawfully receive certain Personal Information from online vendors and service providers, such as fraud prevention companies. In addition, we retain the right to engage the services of third-party providers to render technical support, so as to process your online transactions and source gaming content. Please understand that we may be granted access to any information you may provide to such vendors, service providers and third-party e-commerce services. Rest assured that we will use and safeguard any Personal Information so obtained, as set out in this Policy. Any information that you provide will only be disclosed to third parties outside the Company in accordance with this Privacy Policy, and we shall take any necessary steps to ensure that our agreements with third-party service providers always protect your private information.
- 6. Data recipients
- 7. Releasing data to third parties
- 8. Data retention
- 9. Security of your data
- You may always contact us in regards to this Policy should you wish to: Confirm the accuracy of the personal information we have collected about you; Enquire about our use of your personal information; Prohibit future use of your data for direct marketing purposes; Update or rectify any information that you have provided us (in such cases you shall provide any evidence we may reasonably require to effect such changes). Note it is illegal to provide us with false information about you and it is your responsibility to ensure that we are always updated with your correct data. We have appointed a data protection officer ("DPO") who is responsible for overseeing questions in relation to this privacy policy. If you have any questions about this privacy policy, please contact the DPO at support@mystake.email. In addition, as per Article 77 of the GDPR, you have the right to lodge a complaint related to your data processing to a supervisory authority, in particular in the Member State of your habitual residence, place of work, or place of an alleged infringement.
- 11. Cookie Policy

About Us

- About Us
- mystake.com was founded by the team of professionals to reinvent online gambling experience.
- Our mission is what drives us to do everything possible to expand gambling potential.

- that the only thing in your concern is having unlimited fun.
- the experience and security are always kept in focus. With innovative online gaming products that are localized to
- As the online gambling industry changes, we will continue to provide digital entertainment designed to make our platform the favorite destination for all the lovers of gambling.
- mystake.com

Responsible Gaming

- We, as a responsible iGaming company, want our users to consider gambling as a way of fun and entertainment. In order to prevent gambling related problems, we advise you to take note that: Gambling is not the source of income, but it's the way to make fun, only if you have some extra money and time.
- As a responsible gambling provider, we are committed to creating a safe and enjoyable online casino environment for our valued players.
- Protecting Underage Users
- • Do not allow persons under 18 to participate in any gambling activity;
- • Create separate profiles for everyone who uses your computer;
- • Use child-protection software, such as Cyberpatrol, Net Nanny or CYBERsitter to block gambling sites from minors;
- Anyone under 18 found playing or is participated/involved in any form will be blocked immediately.
- Here are some of them:
- Staff Awareness and Qualification
- It is our responsibility to ensure that all of our staff are trained to recognise any signs of problem gambling, and to take the necessary steps to protect our members.
- • Direct links to responsible gambling organisations
- Do you have problems with gambling?
- There are few questions that will help you to find out whether you have problems with gambling or not:
- • Do your family members often complain about your engagement with gaming?
- • Do you find yourself willing to gamble while doing other things?
- • Do you think gambling is a way to earn money?
- • Are your thoughts and dreams connected with winning the jackpot?
- • Is it boring to spend the day without gaming? At least one affirmative answer to the above questions is a signal for you to start analyzing your attitude towards gambling. In case you need help with this issue, here are some people willing to avoid your addiction:
- • Gambling Anonymous
- • GamCare
- • Gambling Therapy
- message Live chat
- We're here to help 24 hours a day, 7 days a week.

Support, complaints, and contacts

deposit

- Live Support

- Contact Us
- support@mystake.email
- Real-time chat application with live messaging, file sharing, emoji support, and customer support ticketing. Connect instantly with agents for help and feedback through our responsive chat widget.

Welcome to MyStake affiliates. Join us and earn money by inviting people to Mystake.com

- Customer Support
- MyStake Support
- You might be interested in the frequently asked questions. If you are already our affiliate partner, please read our Beginner's Guide. Do you still require assistance? Please contact us using the email address provided below.

General Terms

- Foul is preselected and should be used for all offences that involve direct physical contact with the opponent, e.g. kicking, tripping, pushing, excessive tackling or holding.
- A shot off target counts as an any clear attempt to score the goal that goes over or wide of the goal post without making contact with any other player or is stopped/redirected from the goal post by any player on the field. Sometimes players hit the goal post itself and this also counts as a shot off goal. So basically, A shot off Goal is a clearly intended shot missing the goal, no matter by how many meters the target is missed.

Game Rules

- OVERSLIDE (or OVERSLIDING) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.
- The PITCHER'S PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.
- (4) Make intentional contact with the umpire in any manner.
- APPROVED RULING: When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher, and goes directly into the dugout, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher while in contact with the rubber, throws to a base, and the throw goes directly into the stands or into any area where the ball is dead. If, however, the pitched or thrown ball goes through or by the catcher or through the fielder, and remains on the playing field, and is subsequently kicked or deflected into the dugout, stands or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw.
- (a) After a fly ball is caught, he fails to retouch his original base before he or his original base is tagged; "Retouch," in this rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of his base.
- (b) The Set Position. Set Position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not off the end of the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body and coming to a complete stop. From such Set Position he may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if he so elects, he shall come to Set Position before delivering the ball to the batter. After assuming Set Position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or

interruption. Preparatory to coming to a set position, the pitcher shall have one hand on his side; from this position he shall go to his set position as defined in Rule 8.01 (b) without interruption and in one continuous motion. The whole width of the foot in contact with the rubber must be on the rubber. A pitcher cannot pitch from off the end of the rubber with just the side of his foot touching the rubber. The pitcher, following his stretch, must

- (e) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and if he makes a wild throw from that position, it shall be considered the same as a wild throw by any other infielder. The pitcher, while off the rubber, may throw to any base. If he makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.
- (a) (1) Bring his pitching hand in contact with his mouth or lips while in the 18 foot circle surrounding the pitching rubber.
- Substitutions can be done by any team when the ball becomes dead, prior to the check-ball. The substitute can enter the game after his teammate steps off the court and establishes a physical contact with him. Substitutions can only take place behind the end line opposite the basket and substitutions require no action from the referees or table officials.
- A rectangular goal is positioned at the middle of each goal line. The inner edges of the vertical goal posts must be 3 m (9.8 ft) apart, and the lower edge of the horizontal crossbar supported by the goal posts must be 2 m (6.6 ft) above the ground. Nets made of hemp, jute or nylon are attached to the back of the goalposts and crossbar. The lower part of the nets is attached to curved tubing or another suitable means of support. The depth of the goal is 80 cm (31 in) at the top and 1 m (3.3 ft) at the bottom.
- 7:6 play the ball while kneeling, sitting or lying on the floor; this means that is it permitted to execute a throw (for instance a free throw), from such a position, if the requirements of Rule 15:1 are met, including the requirement of having a part of one foot in constant contact with the floor.
- to use bent arms to make body contact with an opponent, and to monitor and follow him in this way.
- a particularly aggressive action against a part of the body of the opponent, especially face, throat or neck; (the intensity of the body contact);
- Also, a foul with a very small physical impact can be very dangerous and lead to a severe injury, if the foul is committed in a moment when the player is jumping in the air or running, and therefore is unable to protect himself. In this type of situation, it is the danger to the opponent and not the intensity of the body contact that is the basis for the judgment whether a disqualification is warranted.
- insulting or threatening behaviour directed at another person, e.g., referee, timekeeper/scorekeeper, delegate, team official, player, spectator; the behaviour may be in verbal or non-verbal form (e.g., facial expression, gestures, body language or body contact);
- During the execution, except in the case of the goalkeeper throw, the thrower must have one part of a foot in constant contact with the floor until the ball is released. The other foot may be lifted and put down repeatedly (see also Rule 7:6).
- 16:8 A disqualification of a player or team official is always for the entire remainder of the playing time. The player or official must leave the court and the substitution area immediately. After leaving, the player or official is not allowed to have any form of contact with the team.
- When an opponent bats a puck out of the air with a stick above shoulder height, play shall be stopped and a faceoff shall ensue. A goal scored by a puck that made contact with a stick that was above the height of the goal crossbar shall be disallowed.
- MMA (mixed martial arts) is one of the world's fastest growing sports and is one of the most dynamic and exciting full contact combat sports on the planet. Mixed martial arts is essentially a sport in which fighters

of any martial discipline, such as boxing, karate, Jiu jitsu, wrestling and judo compete under rules that allow kicking, punching and grappling techniques, both stand-up and on the ground.

- MMA is contested by two people in a cage or a ring. It is generally thought of as an adult only sport but there are more and more juniors training in MMA and they compete in competitions. However, because MMA can be a dangerous sport, matches are generally not full contact, strikes to the face are not allowed and nor are any forms of joint locks that could be dangerous to growing bones. In adult competition, the following weight classes apply:
- A nonstop open-water swim, undertaken according to standardized rules, and requiring at least several hours of sustained effort to complete. Ten kilometers without significant assistance from currents is the minimum distance considered to be a marathon swim.
- Draw shot. With this delivery, players concentrate on aiming the bowl to land in a specific location on the rink, without coming into contact with the other bowls already played. Right-handed bowlers aim the bowl to the right side of the jack so it curves towards the left – this is known as a forehand draw. A backhand draw can also be delivered, which happens when a bowler aims the bowl to the left of the jack so it curves towards the right
- d. If a player stops the clocks in order to seek the arbiter's assistance, the arbiter shall determine if the player had any valid reason for doing so. If it is obvious that the player had no valid reason for stopping the clocks, the player shall be penalised according to Article 13.4.
- 7.3 If a player displaces one or more pieces, he shall re-establish the correct position on his own time. If necessary, either the player or his opponent shall stop the clocks and ask for the arbiter's assistance. The arbiter may penalise the player who displaced the pieces.
- The races are held mainly over water near cities, but are also held at airfields or natural wonders. They are accompanied by a supporting program of show flights. Races are usually flown on weekends with the first day for qualification then knockout finals the day after. The events attract large crowds and are broadcast, both live and taped, in many nations.
- NB: ANY rule violations, crashes or issues during any race are to be reported after the race and a committee will decide the outcomes of any complaints the next day (prior to posting results).
- Mostly these accidents are caused by overturning the front runners by the driver. For safety measures, the construction of runners has to follow standard rules about length and widths set for it. They can be polished in order to avoid friction but cannot be narrow as they support the whole sleigh.
- 4.4.1 Race venues must make use of a good quality public address system to assist in the staging of events, broadcast of information and assistance of race operations, as well as general race commentary. Music should also be available.
- 6.3.3.3.3 Athlete may not receive assistance from coaches, officials, volunteers, etc., at any time after he / she crosses the start line, or before he / she crosses the finish line.
- 6.3.4.3.3 Athlete may not receive assistance from coaches, officials, volunteers, etc., at any time after he / she crosses the start line, or before he / she crosses the finish line.
- 8.1.2 Receives unauthorized assistance.
- 8.1.6 Falls or leaves the track: that individual has two minutes to resume racing, the competitor must also advance forward a minimum of 20 meters within that time. Failing to resume advancement on the track within two minutes, and/or receiving unauthorized assistance. Skier may leave the track to complete or exchange equipment as allowed.
- A luge sled is a high-tech machine. It's made primarily of fiberglass and steel, and it's custom-built for each athlete based on his or her height, weight and proportions. Luge teams contract companies to design and

build their sleds based on custom specifications. The sled weighs between 50 and 60 pounds (23-27 kg) and runs from the slider's shoulders to his or her knees, and there is no head support.

- Two steels - The steels are the only part of the sled that contacts the ice. Steels are made of metal and are very sharp.
- Two bridges - The bridges are made of steel. They connect to the runners and support the pod.
- Sweet chocolates will give him carbohydrate and instant energy whereas water will save him from dehydration. Besides these, a GPS will enable you to locate yourself and a mobile phone can help you to communicate with others in danger. First aid is a must because it will give you medical assistance in need and last but not least a camera will allow you to take pictures of great sightseeing.
- Racing in groups of four to eight competitors, skaters compete on an indoor track the ice hockey rink size which length is 111 meters (364 feet). The first two finishers from each heat passes through the next round. Passing strategies and pacing are important components of this sport. Contact often occurs as skaters jockey for position. Because of the sharp turns at high speeds, a special speed skate, one with a taller blade and higher boot, is used to provide extra support and safety for the skater. Falls are common in short-track racing, and skaters wear protective pads on their elbows and knees, as well as helmets and gloves. The walls of the track are also padded. Individual short-track races are held over 500 meters, 1,000 meters, 1,500 meters, and 3,000 meters for both men and women. Four-person relays cover distances of 3,000 meters (women) and 5,000 meters (men).
- Assistance: Giving physical assistance to another skater. For example: pushing a teammate from behind for an extra boost, or allowing a teammate to lean on another for stability in corners
- Distance score depends on the hill's K-point. For K-90 and K-120 competitions, the K-point is set at 90 meters and 120 meters, respectively. Competitors are awarded 60 points (normal and large hills) and 120 points (flying hills) if they land on the K-point. For every meter beyond the K-point, the competitor is awarded extra points; the typical value is 2 points per meter in small hills, 1.8 points in large hills and 1.2 points in ski flying hills. A competitor's distance is measured between the takeoff and the point where the feet came in full contact with the landing slope (for abnormal landings, touchpoint of one foot, or other body part is considered). Jumps are measured with accuracy of 0.5 meters for all competitions.
- A pot is when an object ball, after contact with another ball and without any infringement of these Rules, enters a pocket. Causing a ball to be potted is known as potting.
- A push stroke is made when the tip of the cue remains in contact with the cue-ball.
- (b) as the cue-ball makes contact with an object ball except, where the cue-ball and an object ball are almost touching, it shall not be deemed a push stroke if the cue-ball hits a very fine edge of the object ball.
- A miss is when the cue-ball fails to first contact a ball on and the referee considers that the striker has not made a good enough attempt' to hit the ball on.
- (c) The first player plays from in-hand, the frame commencing when the cue-ball has been placed on the table and contacted by the tip of the cue, either
- (g) If a stationary object ball, not touching the cue-ball when examined by the referee, is later seen to be in contact with the cue-ball before a stroke has been made, the balls shall be repositioned by the referee to his satisfaction.
- (c) After a miss has been called under paragraph (b) above when there was a clear path in a straight line from the cue-ball to a ball that was on or that could have been on, such that central, full ball, contact was available (in the case of Reds, this is to be taken as a full diameter of any Red that is not obstructed by a colour), then:
- 4. Assistance by Officials

- (b) It is permissible for the referee or marker to give necessary assistance to handicapped players according to their circumstances.

MyStake - Promotions

- After finishing the Lucky Wheel spin, you will instantly receive the prize that you won. You must return to the website and use the prize item. If you do not receive the prize instantly, please contact our Live Support.

dispute resolution

- You are free to contact Our customer service team according to the instructions found on the Website to give Us any complaints regarding Our Services.
- Complaints are handled in the support department and escalated in the organization of the Company in the case that support personnel did not solve the case immediately. You shall be informed about the state of the complaint to a reasonable level.

Time Out Period

- 24/7 Customer Support

Privacy Policy

- 10. Contacting us

Responsible Gaming

- You may want to exclude yourself from gambling for an extended period of time. Please contact our Customer Support team at any time via the official email requesting self-exclusion for the period between 6 months to 5 years.
- Contact Info
- If you have any questions or need further information, contact us on the following:

Mobile versions, devices, and languages

deposit

- Language
- Select language

General Terms

- No foul or abusive language used during the game, by either players or coaches.

Game Rules

- (2) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
- 4.19 PROTESTING GAMES. Each league shall adopt rules governing procedure for protesting a game, when a manager claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League President shall be final. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless in the opinion of the League President the violation adversely affected the protesting team's chances of winning the game. Whenever a manager protests a game because of alleged misapplication of the rules

the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. A protest arising on a game ending play may be filed until 12 noon the following day with the League Office.

- (d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- (b) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.
- Yellow and red cards are used in futsal. The yellow card is to caution players over their actions. If they get two, they are given a red card, which means they are sent off the field. A yellow card is shown if a player shows unsporting behaviour, dissent, persistent infringement of the Laws of the Game, delaying the restart of play, failing to respect the distance of the player from the ball when play is being restarted, infringement of substitution procedure or entering, re-entering and leaving the field without the referee's permission. A player is shown the red card and sent off if they engage in serious foul play, violent conduct, spitting at another person, or denying the opposing team a goal by handling the ball (except the goalkeeper inside their penalty area). Also punishable with a red card is denying an opponent moving towards the player's goal a goalscoring opportunity by committing an offence punishable by a free kick or a penalty kick and using offensive, insulting or abusive language or gestures. A player who has been sent off must leave the vicinity of the field.
- Please also note the integrated “Guidelines and Interpretations” that give additional guidance on the application of certain rules. The former version published in 2010 with updates is no longer valid. The “Guidelines and Interpretations” will be expanded, if required.
- 4.9.1 Radios are necessary for communications to and from the Chief of Competition, Race Secretary, medical area, start and finish areas, results tabulation area, and Race Headquarters.

MyStake Online Slots

- Explore 6,000+ slots and crash games from top studios at MyStake. New releases, classic reels, and high-volatility hits.

Result Sources

- The collected information is sent by the scout to the company via the specific application, through which the live results of the match are recorded.

Tower Rush, game rules, demo, and settings

Welcome to MyStake affiliates. Join us and earn money by inviting people to Mystake.com

- Explore 6000 different casino games from the best providers with the RTP

General Terms

- 'CASHOUT'
- The use of the 'CASHOUT' function in a bet is available at any time, for any number of positions, for any type of ticket,
- To use the 'CASHOUT' function, the positions in the bet must be active.

- If the prematch event specified in the active bet is not available in live betting, the 'CASHOUT' function will not be
- If the live event specified in the active bet is not available in live betting (game disabled or any reason), the 'CASHOUT' function will not be available.
- Cashout is not available for betslips with coefficient above 8.0 and / or express betslips with over 7 events
- Using the 'CASHOUT' function is possible for any sporting event (Prematch, Live, Virtual Sports).
- After using the 'CASHOUT' function, the ticket is automatically paid regardless of its outcome after the cashout.
- The 'CASHOUT' function will not be available for bets that used the function of 'Replace'.
- The 'CASHOUT' quantity is changeable
- The 'CASHOUT' function is not available for bets that were made using FreeBet.
- Company reserves the right to disable the 'CASHOUT' function at any time, without prior notice to the client.
- When using the 'REPLACE' function, the 'CASHOUT' function will not be available for this ticket.

Game Rules

- b. If a match is canceled or postponed for any reason for more than 24 hours, then all bets on these events will receive a winning odds of one.
- c. If a match is interrupted or suspended for more than 24 hours, then all bets on this match also receive a winning odds equal to one, if it is completed within 24 hours, all bets on it remain valid.
- d. If a match is canceled or postponed for any reason for more than 24 hours (pre-match) or 48 hours (live), all bets will receive a winning odds of one.
- If the started match is not completed (for example, one of the participants refuses to continue the game, is disqualified), then those outcomes that are unambiguously determined (for example, the outcome of the first game, the total of the first game, etc.) are accepted for bet calculations. All other bets are paid out with a winning odds equal to "1" (Return).
- a. If a match is canceled or postponed for any reason for more than 24 hours (pre-match) or 48 hours (live), all bets on that event will receive a winning odds of “1”.
- 3. If a match is interrupted or suspended for more than 24 hours (pre-match) or 48 hours (live), all bets on this match receive a winning odds equal to "1", unless the results of the bets have already been determined at the time of the interruption match.
- 1. Date: If the fight is postponed and will be held no later than 24 hours after the originally planned date of the fight, then all previously placed bets are valid for the newly organized fight. If within 24 hours after the scheduled date of the match did not take place, then all placed bets are considered void and are subject to return (Calculated with odds 1). If a boxing match is interrupted or suspended for more than 24 hours, all bets on this match receive a winning odds equal to "1"; if it is played out within 24 hours, all bets on it will remain.

MyStake - Online Casino & Sportsbook

- Tower Rush

Catalogs, providers, and game sections

MyStake Live Casino

- Slots
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- Help
- F.A.Q (Frequently Asked Questions)
- Dispute Resolution
- Self-Exclusion
- Live Chat
- affiliate@mystake.email
- © Copyright 2026
- MyStake Live Casino
- Play live blackjack, roulette, baccarat, and game shows with real dealers in HD at MyStake Live Casino. Real-time action, anytime.
- Talk to us
- Our team is ready to help with anything you need
- Email
- Start Conversation

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- Share a real-life casino emotions with our live casino games

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General Terms

- There are eleven players on the field per team during a football game. Every team has one goalkeeper and other 10 players that are situated on the field. These players must keep the ball in play on a rectangular field. All of the players have their designated positions. Each team has their own preferred formation (style of play). On the field teams are generally represented by defenders, midfielders and forwards. Goalkeepers are understood positions and aren't included in the formation. Play is not allowed to begin or continue if a team has fewer than 7 players on the field, as this is deemed the absolute minimum to carry out a game. So, A team may also end up with fewer players on the field if they have made all of their substitutions and one of their players can't go on due to injury. In anyway, the football team may continue playing as long as they have at least seven players out on the field.
- A standard football match consists of two halves 45 minutes each. Each half runs without any interruptions. There is usually a 15-minute half-time break between the halves. The end of the match is known as full-time.

The football game also has extra time and penalty shootout. Basically, regular time is the time that consists of two 45-minute halves. Unlike the standard football match there are also different leagues and championships like youth leagues, friendly games and etc., where there can be two 30-minute halves or even three halves of 25 minute each, but the standard, regular game of football consists of two 45-minute halves. The lack of information about the duration of the match, does not constitute a basis for the cancellation of the bet.

- In case of draw or in a balance of two games where score is equal in proportion (each team winning by the same score on its home* field) in cup competition, there will be Extra Time. Extra Time consists of two halves with 15 minutes each. There is a couple of minutes break between the end of regular time and start of the 1st half of Extra Time and also between first and second halves of Extra Time. Extra Time can be also played in a friendly game (depending on the agreement between the teams).
- - Teams occasionally depending on variety of reasons hold a match on a neutral venue (even on opponents' stadiums) and formally considered as home game.
- The game is played within an area that measures between 90 and 120 meters long and between 45 and 90 meters wide. There is a line in the center of the field that divides it into two equal halves. Both halves have penalty areas. All four corners of the field have corner flags.
- All official games must match with FIFA (Fédération Internationale de Football Association) or UEFA (Union of European Football Associations) requirements. The local football federation and FIFA or UEFA requirements must match. The stadium (sits and infrastructure) and the pitch must be satisfactory for the competition.
- In football, like in any other sports games, there are people who are monitoring the fair play of the game and make sure that all the rules are followed by players on the field, these people are called referees. The referee is the sole and final judge of events that occur on the field. The referee has two assistant referees (often unofficially referred to as a linesmen/lineswomen), who help and advise him/her in all aspects of the game. There is also a fourth official, who is assigned as the designated replacement for the referee, if the latter becomes incapable of refereeing the game. The fourth official may perform additional duties as instructed by the referees (showing additional/stoppage time after each regular/extra time by tab or showing substituted players' numbers). Sometimes in a crucial and high important matches Additional assistant referees are appointed by match officials. The additional assistant referee (AAR) is an official that assists the referee behind the goal line to assist the referee in observing any incident that may occur near the penalty area.
- In the recent times football Association decided to add Video Assistant Referee (VAR). VAR is a match official who reviews decisions made by the head referee. The VAR team is stationed in the video operation room and automatically checks every on-field referee decision. Sometimes VAR check may cause the game to be delayed because it need time to review the incident. The referee may delay the restart of play because of VAR and indicates an ongoing check. VAR is mostly used to check an offside, foul, Handball and if the ball is out of play.
- First and second halves of the game starts with Kick Off. Both of halves of Extra time starts with Kick Off too.
- In a regular game of football teams have the limit of 3 substitutions per game. Each team usually has several players on the bench just in case they need to make substitutions. In different leagues, friendly matches and competitions the teams are allowed to make far more substitutions than the regular three. Some official cup tournaments allow '3+1' substitution format. In this case the team is allowed to use the fourth substitution if the game goes to extra time. In most cases players that have been substituted are not allowed to return to the field of play although some informal and amateur leagues permit this. While substituting a team usually informs the referee that they want to make a replacement. The substitute player enters the field from the

middle while the ball is out of play or the game has stopped. Sometimes when the footballer is far from the center from where he/she must be substituted with another player, in order to save time, he/she goes out from a different angle of the field. As soon as he/she is out of the playing field, the substitute player is allowed to enter. While goalkeeper substitutions are rare, it does happen and any player in the squad can take the keeper's place as long as the referee is told and it follows the standard rules for substitutions. In this case the regular player must put the goalkeeper gloves on.

- Usually the fourth official referee shows the numbers of substitute players with the tab. In friendly games it may happen that the referee asks the coach to substitute a player who should receive a red card, instead of sending him/her off directly. In some friendly games the substitution after red card is also possible (depends on the agreement between the teams).
- Free kicks are part of the football game and mainly happen after a foul is committed by any of the teams. This type of kick does not feature the one-on-one matchup against the goalkeeper. Instead, the opposing team may line its players up no closer than 9 meters from the ball. There are 3 reasons of a Free Kick – Foul, Offside and Other.
- If an offence is not committed by a player or outside the field of play and the referee has to interrupt the game, a drop ball is applied to restart play. As a punishment to a foul referee awards a free kick or if the more serious fouls are committed the referee might award a player with a yellow/red card.
- In football Play-Offs are mostly in two rounds on home and away venues (rare cases with more rounds that depends on agreement between the teams). To go to the next round one of the teams have to score more in both games in aggregate.
- From 2021 the rules of play-off have been changed. The goal scored on away team stadium is no longer considered as advantage. If after two matches the aggregate score is equal, the second match goes to extra time and then penalties (if the aggregate score is equal even after extra time). The next play-off rule is no longer valid: If the aggregate score is equal and both games ended up in a draw, the team who scored more goals on the away venue, goes to the next round.
- If the aggregate score is equal and both games ended up in a draw with the same score, extra time is added on the second match of the play-off. If the Extra Time didn't decide the winner with more goals, then there will be Penalty Shootout.
- At the end of all periods (1st and 2nd half of regular time, 1st and 2nd half of extra time) there can be Penalty Shootout. If a cup or a friendly match (depending on agreement) ends up in a draw or in a balance of two games where score is equal in proportion (both games ended up in a draw with the same score, each team winning by the same score on its home*or away field), then Penalty Shootout will be conducted. Depending on the competition, the format of the penalty shootout can vary. The standard format for most competitions is ABAB (indicating the order in which team A and team B take the penalty). However, there are competitions that use the format ABBA. Also depends on the competition and agreement in friendly games, the penalty shootout can be conducted directly after regular time without extra time.
- In game of football sometimes shots made by players get blocked. A blocked shot is a type of shot which is going on target and is blocked by a player on the field, where there are other defenders or a goalkeeper behind the blocker. This includes shots blocked unintentionally by the shooter's own teammates.
- Cards are the main attributes of the referee and are used in extreme situations when the foul committed by the player is serious. The referee mainly gives out cards for unsportsmanlike behavior, cautionable handball, arguing with the referee, diving, receiving more than one foul, delaying the game and entering or leaving the game without informing the referee. Every player can receive up to two yellow cards in a single match, if the player with already one yellow card receives another, then it automatically turns into a red card and the player is dismissed from the match. Second Yellow Card is not counted in number of yellow cards in a game and doesn't affect the YC stats. It is considered as yellow/red card which is equal to direct red card. In some

championships if the player receives yellow cards in a two-consecutive match, he/she is banned from playing the third match and therefore has to miss it.

- Yellow Cards in friendly games do not ban a player or a coach from any other further matches.
- The referee might give a Yellow Card during the Half Time before the second half starts and also the small time after the game. The Yellow or Red card given on the bench, during the Half-time or extra-time, during the breaks between extra-times and penalty shootout or after the game doesn't count in the total statistics of the match. However, it will affect the further personal statistics that cause missing the next matches.
- Red Cards in friendly games do not ban a player or a coach from any other further matches, unless the behavior is so badly severe, it requires further disciplinary actions.
- In friendly games Depending on the agreement between teams, the Yellow/Red carded or directly Red Carded player will not be banned but substituted by another player.
- The referee might give a Red Card during the Half Time before the second half starts and also the small time after the game. The Yellow or Red card given on the bench, during the Half-time or extra-time, during the breaks between extra-times and penalty shootout or after the game doesn't count in the total statistics of the match. However, it will affect the further personal statistics that cause missing the next matches.
- There will be 1 green card awarded to each team, per game – provided that they fulfil each of the following criteria –
- Line-up & shake hands before each game with opposing team & game officials.
- No over aggressive play during the game.
- Respect shown to game officials, other players & coaches at all times.
- Line-up & shake hands after each game with opposing team & game officials.
- Each team that fulfills all of these points will receive a green card – 1 for each game. Teams must have achieved a green card in all of their games, as well as fulfilling other criteria, to be eligible to go forward to Future Football Cup events at regional and national levels.
- In football the ball is played through field via passing. The act of successfully connecting a ball to a teammate is called a pass. Passes include open play passes, goal kicks, corners and free kicks played as a pass. A pass must be made by feet or head or chest. Touching the ball by hand is a foul. The game of football has various statistics involving passes such as total passes and completed passes. Total passes are the passes made by the entire team of players in the full time of the match. Passes of individual players are counted all together and you have an exact number of total passes, but it is important to know that this position includes both completed and incomplete passes. Completed passes are counted when a pass from one teammate to another is complete (meaning that a player successfully receives a pass from his/her teammate).
- During the gameplay players from both teams are looking for the opening to either score a goal or pass to the right position so that it can be resulted in a goal. One of the most common strategies for this is making a cross. A cross is defined as an any intentional pass from a wide position that is going to reach a teammate in a specific area which is usually in front of a goal. Also sending the ball from one flank to another either on the ground or in the air.
- Added minutes is a time added at the end of each half in the game of football. Usually during the play, a lot of things might happen that will cause the game to pause until the referee resolves the situation. Injuries, VAR reviews, fouls, penalty kicks, freekicks, roughing on the field and etc. Each of these take some time, therefore at the end of each half referee usually adds several minutes to the game. The added minutes usually range from one minute till 6, but there are times when referee adds even more time to compensate for the time that was lost on the field. Added minutes is totally decided by the referee and if he/she deems so, he/she might not even add a second and instantly finish the half. Compensated time for each half is

being usually is being shown with tab by fourth official referee. In some competitions the fourth official is not present on the game and the tab with added minutes is not shown, however that doesn't mean that the referee has not added time to the game. Added Minutes can also be referred as Stoppage Time.

- As it is given the standard game of football consists of two 45-minute halves and the match results in 90 minutes of the gameplay, but sometimes 90 minutes is not enough to resolve the outcome of the match, therefore extra time is added. Extra time is added only during the specific stages of the competition. If after the full time the game does not have a winner, two 15-minute halves are added to the game and the game results in 120 minutes in total, this is considered as an extra time. Sometimes the outcome is not decided even in the extra time so to finalize the game the penalty shootout is added.
- Referee and its assistants are in the center with each team's captains. The referee flips coin. The captain which wins in flip coin chooses who starts the game, the other chooses the side of the field from where its team starts the match.
- Last Check before the game starts
- Referee Assistants check the net. It's done by linesmen/linewomen. If there are fifth and sixth assistants, then the net checking should be done by them. After all referee assistants are on their positions, the team players are on their halves, no one is on the pitch except main squad players, referee and its assistants, then the referee can blow a whistle, thus give a command for kick off/game start.
- Usually if a player is injured and laying down on the pitch the other players kick the ball on a throw in or the referee decides Drop Ball. Either after a throw in or a drop ball the players return a ball to opponents whose was a ball before the gameplay was being stopped.
- The drop ball is a way of restarting the game after an interruption for reasons that do not involve a player's infringement. This includes interference of the game from outside the field (e.g. a second ball is on the pitch, streakers interrupt the game etc.) and incidents such as a defective ball or a power blackout.
- Game suspension reasons
- The game has been suspended because of rioting crowds or other problems with the spectators. Serious fight that affects the match. Throwing different things on the playing field.
- The weather has turned so bad that the game is interrupted. That might be heavy rain or wind, storm, sleet and hail, etc.
- Someone has ignited pyrotechnic articles and the game has been suspended. The visibility on the pitch significantly reduced.
- One of the referees has been injured and the game has been suspended.
- More than one ball on the field is not allowed. In case of more than one ball on the pitch referee pauses a game. Only referee, its assistants and field players are allowed to get rid of the extra ball(s) from the playing field.
- If extra ball is far (the other side of the pitch) from the gameplay the referee might decide to not pause the game and let and indicate to the player or its assistant who's located the nearest to the ball to kick it out of the pitch.
- If a home team fails to provide the match safety and referee is forced to Stop the game, the home team will have 0:3 technical loss. All team or a player stat will be lost for that game. These goals which were appointed after technical loss, will not be counted in total scored goals, only 3 points will be awarded or possibly going to next round in case of cup competition.
- Pre-match betting is a process of placing a bet before the match starts. Players can bet on a game or an event which is scheduled to happen in a specific time on a specific date.
- X – By betting on this option you choose that there will be a draw by both teams in the matter of the designated market position. For example: The game results? – X

- 1X – The home team will either win the match in the regular time of the game or the match will result in a draw also in the regular time of the game. To win the current market the home team must not lose the game.
- 2X - The away team will either win the match in the regular time of the game or the match will result in a draw also in the regular time of the game. To win the current market the away team must not lose the game.
- 12 – Either the home team or the away team will win the match in the regular time of the game. In this market only the outcome of a draw (X) results in a loss.
- 1 (0) – Draw no bet option gives players an advantage while betting. In two out of three outcomes the player does not lose the wager. If the home team wins, the position is won and in the events of a tie the bet will be refunded. The bet is lost only if the home team loses the game.
- 2 (0) - Draw no bet option gives players an advantage while betting. In two out of three outcomes the player does not lose the wager. If the away team wins, the position is won and in the events of a tie the bet will be refunded. The bet is lost only if the away team loses the game.
- 1 (-0.5) - In case of 0.5 the game starts with a score of 0 -0.5. The weaker team has the lead of a half goal before the game starts. If you bet on a team to win with -0.5 handicap and your team wins, you win the bet. If the outcome is a draw you lose the bet and so on.
- 1/1, x/1 - Combined market which allows players to guess the outcome of the first half of the game as well as the outcome of the entire match in the regular time of the game. 1/1 – means that the first team (home team) will win the first half of the game and the entire match in the regular time of the game as well. x/1 – means that the first half of the game will be a draw and the first team (home team) will win the entire match in the regular time of the game.
- 'SAVE' GAME
- store the information on the desired games, in a comfortable menu.
- 'DELETE' GAME
- You can use the remove function till any of the games from the active ticket have started.
- After removing a game from the active ticket, each time 10% of the current bet will be cut from the bet amount.
- For example: If the bet on the ticket is 100 USD, after removing the game 10% of the current bet will be cut
- 90 USDT left. After removing the second game 10% will be cut again (9 USDT) and you will have 81 USDT.
- You can remove the game with any odd unless the live odd exceeds the odd in the active ticket by 30%.
- 'REPLACE' the game
- If technical personnel makes an odds line by mistake and in the event of the emergence of controversial situations related to publication, when the client has the opportunity to win money without risk, the company may at its sole discretion deem the lines above and/or games cancelled:
- If the positions of the same game are selected in the ticket that cannot be combined, such positions will be invalidated (equal to one).

Game Rules

- Game Rules
- BASEBALL RULES: 1.00 OBJECTIVES OF THE GAME
- NOTE: No laminated or experimental bats shall be used in a professional game (either championship season or exhibition games) until the manufacturer has secured approval from the Rules Committee of his design and methods of manufacture.

- (c) The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance, which extends past the 18 inch limitation, shall cause the bat to be removed from the game.
- NOTE: If the umpire discovers that the bat does not conform to (c) above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.
- (d) No colored bat may be used in a professional game unless approved by the Rules Committee.
- 1.11 (a) (1) All players on a team shall wear uniforms identical in color, trim and style, and all players uniforms shall include minimal six inch numbers on their backs. (2) Any part of an undershirt exposed to view shall be of a uniform solid color for all players on a team. Any player other than the pitcher may have numbers, letters, insignia attached to the sleeve of the undershirt. (3) No player whose uniform does not conform to that of his teammates shall be permitted to participate in a game.
- (b) A league may provide that (1) each team shall wear a distinctive uniform at all times, or (2) that each team shall have two sets of uniforms, white for home games and a different color for road games.
- (e) All bat/ball boys or girls shall wear a protective helmet while performing their duties. If the umpire observes any violation of these rules, he shall direct the violation to be corrected. If the violation is not corrected within a reasonable time, in the umpire's judgment, the umpire shall eject the offender from the game, and disciplinary action, as appropriate, will be recommended.
- A CALLED GAME is one in which, for any reason, the umpire in chief terminates play.
- A DOUBLE HEADER is two regularly scheduled or rescheduled games, played in immediate succession.
- A FORFEITED GAME is a game declared ended by the umpire in chief in favor of the offended team by the score of 9 to 0, for violation of the rules.
- The HOME TEAM is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.
- An INNING is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning.
- THE LEAGUE PRESIDENT shall enforce the official rules, resolve any disputes involving the rules, and determine any protested games. The league president may fine or suspend any player, coach, manager or umpire for violation of these rules, at his discretion.
- (a) The club shall designate the manager to the league president or the umpire in chief not less than thirty minutes before the scheduled starting time of the game.
- "PLAY" is the umpire's order to start the game or to resume action following any dead ball.
- A SUSPENDED GAME is a called game which is to be completed at a later date.
- BASEBALL RULES: 3.00 GAME PRELIMINARIES
- 3.01 Before the game begins the umpire shall:
- (e) Have in his possession at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when_
- PENALTY: The umpire shall demand the ball and remove the offender from the game. In case the umpire cannot locate the offender, and if the pitcher delivers such discolored or damaged ball to the batter, the pitcher shall be removed from the game at once and shall be suspended automatically for ten days.
- 3.03 A player, or players, may be substituted during a game at any time the ball is dead. A substitute player shall bat in the replaced player's position in the team's batting order. A player once removed from a game shall not re enter that game. If a substitute enters the game in place of a player manager, the manager may thereafter go to the coaching lines at his discretion. When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as

fielders, designate to the umpire in chief such players' positions in the team's batting order and the umpire in chief shall so notify the official scorer. If this information is not immediately given to the umpire in chief, he shall have authority to designate the substitutes' places in the batting order. A pitcher may change to another position only once during the same inning; e.g. the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning. Any player other than a pitcher substituted for an injured player shall be allowed five warm up throws. (See Rule 8.03 for pitchers.)

- 3.04 A player whose name is on his team's batting order may not become a substitute runner for another member of his team. This rule is intended to eliminate the practice of using so called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a teammate. No player who has been in the game and has been taken out for a substitute shall return as a courtesy runner. Any player not in the lineup, if used as a runner, shall be considered as a substitute player.
- 3.08 (a) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when_
- 3.09 Players in uniform shall not address or mingle with spectators, nor sit in the stands before, during, or after a game. No manager, coach or player shall address any spectator before or during a game. Players of opposing teams shall not fraternize at any time while in uniform.
- 3.11 Between games of a doubleheader, or whenever a game is suspended because of the unfitness of the playing field, the umpire in chief shall have control of ground keepers and assistants for the purpose of making the playing field fit for play.
- PENALTY: For violation, the umpire in chief may forfeit the game to the visiting team.
- 3.15 No person shall be allowed on the playing field during a game except players and coaches in uniform, managers, news photographers authorized by the home team, umpires, officers of the law in uniform and watchmen or other employees of the home club. In case of unintentional interference with play by any person herein authorized to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as in his opinion will nullify the act of interference.
- 3.17 Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, trainers and bat boys shall occupy a bench during a game.
- PENALTY: For violation the umpire may, after warning, remove the offender from the field. Players on the disabled list are permitted to participate in pre-game activity and sit on the bench during a game but may not take part in any activity during the game such as warming up a pitcher, bench jockeying, etc. Disabled players are not allowed to enter the playing surface at any time or for any purpose during the game.
- 3.18 The home team shall provide police protection sufficient to preserve order. If a person, or persons, enter the playing field during a game and interfere in any way with the play, the visiting team may refuse to play until the field is cleared.
- PENALTY: If the field is not cleared in a reasonable length of time, which shall in no case be less than fifteen minutes after the visiting team's refusal to play, the umpire may forfeit the game to the visiting team.
- BASEBALL RULES: 4.00 STARTING AND ENDING A GAME
- 4.01 Unless the home club shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams. In sequence:

- 4.02 The players of the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter's box, the umpire shall call "Play" and the game shall start.
- 4.04 The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.
- PENALTY: The offending base coach shall be removed from the game, and shall leave the playing field. It has been common practice for many years for some coaches to put one foot outside the coach's box or stand astride or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains, and then, the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times. It is also common practice for a coach who has a play at his base to leave the coach's box to signal the player to slide, advance or return to a base. This may be allowed if the coach does not interfere with the play in any manner.
- PENALTY: The offender shall be removed from the game and shall leave the playing field, and, if a balk is made, it shall be nullified.
- 4.07 When a manager, player, coach or trainer is ejected from a game, he shall leave the field immediately and take no further part in that game. He shall remain in the club house or change to street clothes and either leave the park or take a seat in the grandstand well removed from the vicinity of his team's bench or bullpen. If a manager, coach or player is under suspension he may not be in the dugout or press box during the course of a game.
- PENALTY: The umpire shall order the offenders from the bench to the club house. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.
- PENALTY: If the runner on third refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed. If, with two out, the batter runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out. Approved Ruling: No run shall score during a play in which the third out is made by the batter runner before he touches first base. Example: One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter runner before he touched first base, Jones' run does not count. Approved Ruling: Following runners are not affected by an act of a preceding runner unless two are out. Example: One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals to umpire, and Jones is out. Smith's and Brown's runs count. Approved Ruling: Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play. Approved Ruling: One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs. Approved Ruling: Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs. No run counts. Here is a general statement that covers: When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the

following runners. Approved Ruling: One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

- (2) because the umpire calls the game.
- EXCEPTION: National Association leagues may adopt a rule providing that one or both games of a doubleheader shall be seven innings in length. In such games, any of these rules applying to the ninth inning shall apply to the seventh inning.
- (d) If each team has the same number of runs when the game ends, the umpire shall declare it a "Tie Game."
- (a) The game ends when the visiting team completes its half of the ninth inning if the home team is ahead.
- (b) The game ends when the ninth inning is completed, if the visiting team is ahead.
- (c) If the home team scores the winning run in its half of the ninth inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.
- EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter runner and all runners on base are permitted to score, in accordance with the base running rules, and the game ends when the batter runner touches home plate.
- APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the ninth or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.
- (d) A called game ends at the moment the umpire terminates play.
- EXCEPTION: If the game is called while an inning is in progress and before it is completed, the game becomes a SUSPENDED game in each of the following situations:
- (2) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead. National Association Leagues may also adopt the following rules for suspended games in addition to 4.11 (d) (1) & (2) above. (If adopted by a National Association League, Rule 4.10 (c) (d) & (e) would not apply to their games.):
- EXCEPTION: The above sections (3), (4), (5) & (6) will not apply to the last scheduled game between the two teams during the championship season, or League Playoffs. Any suspended game not completed prior to the last scheduled game between the two teams during the championship season, will become a called game.
- 4.12 SUSPENDED GAMES.
- (a) A league shall adopt the following rules providing for completion at a future date of games terminated for any of the following reasons:
- (5) Weather, if the game is called while an inning is in progress and before it is completed, and one of the following situations prevails:
- (c) A suspended game shall be resumed and completed as follows:
- (1) Immediately preceding the next scheduled single game between the two clubs on the same grounds; or
- (2) Immediately preceding the next scheduled doubleheader between the two clubs on the same grounds, if no single game remains on the schedule; or
- (i) Immediately preceding the next scheduled single game, or
- (ii) Immediately preceding the next scheduled doubleheader, if no single game remains on the schedule.
- (4) If a suspended game has not been resumed and completed on the last date scheduled for the two clubs, it shall be a called game.

- (d) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension. No player removed before the suspension may be returned to the lineup. A player who was not with the club when the game was suspended may be used as a substitute, even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended. If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a baserunner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.
- (a) (1) Only two championship games shall be played on one date. Completion of a suspended game shall not violate this rule.
- (2) If two games are scheduled to be played for one admission on one date, the first game shall be the regularly scheduled game for that date.
- (b) After the start of the first game of a doubleheader, that game shall be completed before the second game of the doubleheader shall begin.
- (c) The second game of a doubleheader shall start twenty minutes after the first game is completed, unless a longer interval (not to exceed thirty minutes) is declared by the umpire in chief and announced to the opposing managers at the end of the first game.
- EXCEPTION: If the league president has approved a request of the home club for a longer interval between games for some special event, the umpire in chief shall declare such longer interval and announce it to the opposing managers. The umpire in chief of the first game shall be the timekeeper controlling the interval between games.
- (e) When a regularly scheduled doubleheader is delayed in starting for any cause, any game that is started is the first game of the doubleheader.
- (f) When a rescheduled game is part of a doubleheader the rescheduled game shall be the second game, and the first game shall be the regularly scheduled game for that date.
- 4.15 A game may be forfeited to the opposing team when a team:
- (a) Fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire has called "Play" at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire's judgment, unavoidable;
- (b) Employs tactics palpably designed to delay or shorten the game;
- (c) Refuses to continue play during a game unless the game has been suspended or terminated by the umpire;
- (e) After warning by the umpire, willfully and persistently violates any rules of the game;
- (f) Fails to obey within a reasonable time the umpire's order for removal of a player from the game;
- (g) Fails to appear for the second game of a doubleheader within twenty minutes after the close of the first game unless the umpire in chief of the first game shall have extended the time of the intermission.
- 4.16 A game shall be forfeited to the visiting team if, after it has been suspended, the order of the umpire to groundskeepers respecting preparation of the field for resumption of play are not complied with.
- 4.17 A game shall be forfeited to the opposing team when a team is unable or refuses to place nine players on the field.

- 4.18 If the umpire declares a game forfeited he shall transmit a written report to the league president within twenty four hours thereafter, but failure of such transmittal shall not affect the forfeiture.
- 5.01 At the time set for beginning the game the umpire shall call "Play."
- (m)A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play: The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously, this is an umpire's judgment play.
- (d) He uses or attempts to use a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes, bats that are filled, flat surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by his League President.
- (a) Four "balls" have been called by the umpire; A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.
- In World Series or exhibition games, the rule will be used or not used as is the practice of the home team.
- In All Star games, the rule will only be used if both teams and both Leagues so agree.
- (b) The Rule provides as follows: A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A Designated Hitter for the pitcher must be selected prior to the game and must be included in the lineup cards presented to the Umpire in Chief. The designated hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers. It is not mandatory that a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a Designated Hitter for that game. Pinch hitters for a Designated Hitter may be used. Any substitute hitter for a Designated Hitter becomes the Designated Hitter. A replaced Designated Hitter shall not re enter the game in any capacity. The Designated Hitter may be used defensively, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the manager then must designate their spots in the batting order. A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch run. A Designated Hitter is "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation of the Designated Hitter. Once the game pitcher is switched from the mound to a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, this move shall terminate the Designated Hitter role for the remainder of the game. Once the game pitcher bats for the Designated Hitter this move shall terminate the Designated Hitter role for the remainder of the game. (The game pitcher may only pinch hit for the Designated Hitter). Once a Designated Hitter assumes a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. A substitute for the Designated Hitter need not be announced until it is the Designated Hitter's turn to bat.
- (2) after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base; Any runner after reaching first base who leaves the baseline heading for his dugout or his position believing

that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter runner circles bases. In this case, the base runner would be called out "for abandoning his effort to touch the next base" and batter runner permitted to continue around bases to make his home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play.

- EXCEPTION: Provided it is agreed to by both managers, the umpire prior to the start of a game played in cold weather, may permit the pitcher to blow on his hand.
- (b) In the case of a second offense by the same pitcher in the same game, the pitcher shall be disqualified from the game.
- (b) Have on his person, or in his possession, any foreign substance. For such infraction of this section (b) the penalty shall be immediate ejection from the game.
- (c) Intentionally delay the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.
- PENALTY: If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game.
- Expel the pitcher, or the manager and the pitcher, from the game, or
- may warn the pitcher and the manager of both teams that another such pitch will result in the immediate expulsion of that pitcher (or a replacement) and the manager. If, in the umpire's judgment, circumstances warrant, both teams may be officially "warned" prior to the game or at any time during the game. (League Presidents may take additional action under authority provided in Rule 9.05) To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be and is condemned by everybody. Umpires should act without hesitation in enforcement of this rule.
- 8.03 When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed eight preparatory pitches to his catcher during which play shall be suspended. A league by its own action may limit the number of preparatory pitches to less than eight preparatory pitches. Such preparatory pitches shall not consume more than one minute of time. If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire in chief shall allow him as many pitches as the umpire deems necessary.
- 8.04 When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 20 seconds after he receives the ball. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball." The intent of this rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher, and that the pitcher take his position on the rubber promptly. Obvious delay by the pitcher should instantly be penalized by the umpire.
- (h) The pitcher unnecessarily delays the game;
- (d) if a pinch hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher. A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber. If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound. Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound. If the coach goes to the mound and removes a pitcher and then the manager goes to

the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning. In a case where a manager has made his first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up. The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.

- (a) Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
- (d) No umpire may be replaced during a game unless he is injured or becomes ill.
- (6) Decide when a game shall be forfeited;
- (7) If a time limit has been set, announce the fact and the time set before the game starts;
- (3) Aid the umpire in chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire in chief in administering and enforcing the rules and maintaining discipline.
- 9.05 (a) The umpire shall report to the league president within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore.
- (c) After receiving the umpire's report that a trainer, manager, coach or player has been disqualified, the league president shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the club of which the penalized person is a member. If the penalty includes a fine, the penalized person shall pay the amount of the fine to the league within five days after receiving notice of the fine. Failure to pay such fine within five days shall result in the offender being debarred from participation in any game and from sitting on the players' bench during any game, until the fine is paid.
- Be courteous, always, to club officials; avoid visiting in club offices and thoughtless familiarity with officers or employees of contesting clubs. When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball.
- Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rule book. It is better to consult the rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed.
- Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.
- a. If two matches are played on the same day with the participation of the same teams, and the bookmaking company has offered only one for the game, then the result is credited for the first game.
- The match must be played in full for bets to be settled. If the match is interrupted, all bets on this game, with the exception of the bets, the outcome of which is unambiguously determined by the time the match was interrupted, are considered void.
- Bets will be settled based on the official score after 9 innings (8.5 innings if leading). If additional innings are required to complete the game, bets will be settled based on the final official score. If the game ends early, all bets will be void.
- 3. The game "hosts - guests"

- The game is played by the matches of one playing day, and only the matches indicated in the current line. If at least one of the matches is not played 8.5-9 innings, the rates for this position are refunded. The calculation of the bet is determined as the sum of the runs scored by the hosts against the sum of the runs scored by the guests (in the event of a tie at the rates, a refund occurs).
- It is necessary to determine in what period of the match more runs will be made: in the first 4.5 innings (including the top 5 innings), or in the second 5 innings (after the top 5 innings (from the bottom of the 5 innings inclusive to the end of the game)), or there will be a draw. In the case of extra innings, the result after the top 5 inning includes the result of the extra innings.
- Bets will be settled based on the official score after 9 innings (8.5 innings if leading). If additional innings are required to complete the game, bets will be settled based on the final official score. If the game ends early, all bets will be void. Exception: if, before the match was stopped, one of the teams made three runs.
- 15. Game "hosts - guests"
- The game takes part in the matches of one playing day. If at least one of the matches is not played 8.5-9 innings at the rates, then a return is issued. The calculation of the bet is determined as the sum of the runs scored by the hosts versus the sum of the runs scored by the guests (in the event of a tie, a refund occurs when betting on a win).
- 3x3 Rules of the Game
- The Official FIBA Basketball Rules of the Game are valid for all game situations not specifically mentioned in the 3x3 Rules of the Game listed below.
- The game of 3x3 is played on a half court with one basket. A regular 3x3 court playing surface in official competitions is approximately 49' wide x 36' deep (15 meters x 11 meters), with regular basketball court markings, including a 19-foot (5.8 meters) free throw line, a 22-foot (6.75 meters) 2-point line, and a “no-charge semi-circle” area underneath the one basket. Half of a traditional basketball court may be used.
- Art. 3 Game officials
- The game shall consist of 1 or 2 referees and time/score keepers.
- Art. 4 Beginning of the game
- 4.1. Both teams shall warm-up simultaneously prior to the game.
- 4.2. A coin flip shall determine which team gets the first possession. The team that wins the coin flip can either choose to benefit from the ball possession at the beginning of the game or at the beginning of a potential overtime.
- 4.3. The game must start with three players on the court.
- Art. 6 Playing time/Winner of a game
- 6.2. The first team to score 21 points or more wins the game if it happens before the end of regular playing time. This rule applies to regular playing time only (not in a potential overtime).
- 6.3. If the score is tied at the end of playing time, an extra period of time will be played. There shall be a break of 1 minute before the overtime starts. The first team to score 2 points in the overtime wins the game.
- 6.4. A team shall lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with w-0 or 0-w (“w” standing for win).
- 6.5. A team shall lose by default if it leaves the court before the end of the game or all the players of the team are injured and/or disqualified. In case of a default situation, the winning team can choose to keep its score or have the game forfeited, while in either case the defaulting team's score is set to 0.
- Note: if a game clock is not available the running time’s length is at the organizer’s discretion. FIBA recommends setting the score limit in line with the game’s duration (10 minutes/10 points; 15 minutes/15

points; 21 minutes/21 points).

- 7.5. Possession is kept after the last free throw derived from an unsportsmanlike or technical foul and the game shall continue with an exchange of the ball behind the arc at the top of the court.
- A player from a non-scoring team will resume the game by dribbling or passing the ball from inside the court directly underneath the basket (not from behind the end line) to a place on the court behind the arc.
- In case a team believes its interests have been adversely affected by a decision of an official or by any event that took place during a game, it must proceed in the following manner:
- A player of that team shall sign the score sheet immediately at the end of the game and before the referee signs it.
- Video materials may be used only to decide if a last shot for a field goal at the end of the game was released during playing time and/or whether that shot for a field goal counts for 1 or 2 points.
- Most wins (or win ratio in case of unequal number of games in inter-pool comparison);
- If the match is interrupted before the end of the regular time and is not continued within 24 hours (pre-match) or 48 hours (live), all bets on this match, the outcome of which is not unambiguously determined at the time the game was stopped, will be returned, except in cases where when the results of the bets have already been determined at the time the match was stopped.
- Basketball dates back as far as 1891 and since then has evolved into a sport played around the world. Many countries have adopted the game such as Russia, Great Britain, Germany, Spain and parts of Asia, but it is America where the biggest and most lucrative league in the world lives: the NBA (National Basketball Association).
- Game Objective
- The object of basketball is to throw the ball (basketball) into a hoop to score points. The game is played out on a rectangular court and depending on which section of court you successfully throw a ball into the basket will depend on how many points are scored. The ball can be moved around the by dribbling or passing the ball. At the end of the game the team with the most points is declared the winner.
- The court is a rectangular shaped and measures 91 feet long and 50 feet wide. There is a halfway line in which a small circle is found in the center; this is where the game starts with a tip off (the ball is thrown in the air by the referee and a player from each team tries to win possession for their team). At each end of the court are two baskets both 10 feet in height. A three-point arc is the outside ring, whilst in the middle of that is the key which includes a free throw line.
- The game is split up into 4 twelve-minute quarters. In between the 2nd and 3rd quarter is a 15-minute half time interval.
- Winning the Game
- Winning a game of basketball is pretty simple; score more points than your opponents in the allotted game time. If the scores are tied at the end then an extra quarter will be played until a winner is found.
- Each team can have a maximum of 5 players on the court at any one time. Substitutions can be made as many times as they wish within the game.
- Fouls committed throughout the game will be accumulated and then when reached a certain number will be eventually be awarded as a free throw. A free throw involves one player from the offensive team (the player fouled) to take a shot unopposed from the free throw line. Depending on where the foul was committed will depend on the number free throws a player gets.
- No shouldering, holding, striking, pushing, or tripping in any way of an opponent. The first infringement of this rule by any person shall count as a foul; the second shall disqualify him until the next basket is made or, if there was evident intent to injure the person, for the whole of the game. No substitution shall be allowed.

- b. Unless the match is interrupted before the end of the regulated time and is not resumed within 24 hours (pre-match) or 48 hours (live), all bets on this match, the outcome of which is not unambiguously determined at the time the game was stopped, will be returned. If the start time of the match is postponed for more than 24 hours, all bets on this match are subject to return, otherwise the bets remain in force.
- Futsal is played between two teams of five players each, one of whom is the goalkeeper. Unlimited substitutions are permitted. Unlike some other forms of indoor football, the game is played on a hard-court surface delimited by lines; walls or boards are not used. Futsal is also played with a smaller, harder, low-bounce ball. The surface, ball and rules together favour ball control and passing in small spaces. The game's "emphasis is on improvisation, creativity and technique".
- Ages 13 and up: Size 4, circumference 62–64 cm (24–25 in), weight between 400–440 g (14–16 oz) at the start of the game.
- Ages 9-13: Size 3, circumference 56–59 cm (22–23 in), weight between 350–380 g (12–13 oz) at the start of the game.
- In some competitions, the game cannot end in a draw, so away goals, extra time and kicks from the penalty mark are the three methods for determining the winner after a match has been drawn. Away goals mean that if the team's score is level after playing one home and one away game, the team which has scored more away goals wins. Extra time consists of two periods of five minutes. If no winner is produced after these methods, three kicks from the penalty mark are taken, and the team that has scored the most wins. If it is not decided after three kicks from the penalty mark, it continues to go on with one extra kick from the penalty mark to each team at a time until one of them has scored more goals than the other. Unlike extra time, the goals scored in a shoot-out do not count towards the goals scored throughout the match.
- At the beginning of the match, a coin toss is used to decide who will start the match. A kick-off is used to signal the start of play and is used at the start of the second half and any periods of extra time. It is also used after a goal has been scored, with the other team starting the play. After a temporary stoppage for any reason not mentioned in the Laws of the Game, the referee will drop the ball where the play was stopped, provided that, before the stoppage, the ball was in play and had not crossed either the touch lines or goal lines.
- These Rules of the Game will take effect on 1 July 2016.
- There should be a safety zone surrounding the playing court, with a width of at least 1 meter along the side lines and 2 meters behind the goal lines. The characteristics of the playing court must not be altered during the game in such a way that one team gains an advantage.
- 2:2 Overtime is played, following a 5-minute break, if a game is tied at the end of the regular playing time and a winner has to be determined. The overtime period consists of 2 halves of 5 minutes, with a 1-minute half-time break.
- If the game is again tied after a first overtime period, a second period is played after a 5- minute break. This overtime period also has 2 halves of 5 minutes, with a 1-minute halftime break.
- If the game is still tied, the winner will be determined in accordance with the rules for the particular competition. In the case that the decision is to use 7-metre throwing as tiebreaker to decide a winner, the procedures indicated below shall be followed.
- If a public clock with an automatic final signal is not available, the timekeeper shall use a table clock or a stopwatch and end the game with a final signal (18:2, 2nd paragraph).
- 2:4 Infractions and unsportsmanlike conduct that take place before or simultaneously with the final signal (for half-time or end of game, and also for the end of the halves in overtime) are to be punished, also if the resulting free throw (under Rule 13:1) or 7- meter throw cannot be taken until after the signal.

- Similarly, the throw must be retaken, if the final signal (for half-time or end of game, also in overtime) sounds precisely when a free throw or a 7-metre throw is being executed or when the ball is already in the air.
- In both cases, the referees end the game only after the free throw or 7-metre throw has been taken (or retaken) and its immediate result has been established.
- 2:7 If the referees determine that the timekeeper has given the final signal (for half-time or end of game, also in overtime) too early, they must keep the players on the court and play the remaining time.
- The team that was in possession of the ball at the time of the premature signal will remain in possession when the game resumes. If the ball was out of play, then the game is restarted with the throw that corresponds to the situation. If the ball was in play, then the game is restarted with a free throw in accordance with Rule 13:4a-b.
- If the first half of a game (or an overtime period) has been terminated too late, the second half must be shortened correspondingly. If the second half of a game (or an overtime period) has been terminated too late, then the referees are no longer in a position to change anything.
- However, in the case of obligatory time-outs where the game has been interrupted by a whistle signal from the timekeeper or Delegate (2:8b-c), the timekeeper is required to stop the official clock immediately, without awaiting a confirmation from the referees.
- The whistle must always be blown to indicate the restart of the game after a time-out (15:5b).
- 3:3 For every game there must be at least two balls available. The reserve balls must be immediately available at the timekeeper's table during the game. The balls must meet the requirements of Rules 3:1-2.
- A team must have at least 5 players on the court at the start of the game. The number of players on a team can be increased up to 14, at any time during the game, including overtime.
- The game may continue even if a team is reduced to less than 5 players on the court. It is for the referees to judge whether and when the game should be permanently suspended (17:12).
- A team official is generally not allowed to enter the court during the game. A violation of this rule is to be penalised as unsportsmanlike conduct (see 8:7-10, 16:1b, 16:3e-g and 16:6c). The game is restarted with a free throw for the opponents (13:1a-b; see, however, Clarification No. 7).
- 4:3 A player or team official is entitled to participate if he is present at the start of the game and is included in the score sheet.
- Players and team officials who arrive after the game has started must obtain their entitlement to participate from the timekeeper/scorekeeper and must be entered into the score sheet.
- The game is restarted with a free-throw for the opponents (13:1a-b; see, however, Clarification No. 7).
- The game is in both cases restarted with a free throw for the opponents (13:1a-b; see, however, Clarification No. 7).
- Regardless of the counted number of attacks, the player can re-enter the playing court when the game is continued after the end of a half-time. If the player enters the playing court too early, he shall be punished according to Rule 4:4-4:6.
- 5:3 leave the goal area without the ball and participate in the game in the playing area; when doing so, the goalkeeper becomes subject to the rules applying to players in the playing area (except in the situation described in Rule 8:5 Comment, 2nd paragraph). The goalkeeper is considered to have left the goal area as soon as any part of the body touches the floor outside the goal-area line.
- 6:5 The ball remains in play, while it is rolling on the floor inside the goal area. It is in the possession of the goalkeeper's team and only the goalkeeper may touch it. The goalkeeper may pick it up, which brings it out of play, and then put it back into play, in accordance with Rules 6:4 and 12:1-2 (see, however, 6:7b). It leads

to a free throw (13:1a) if the ball is touched by a teammate of the goalkeeper while it is rolling (see, however, 14:1a, in conjunction with Clarification 6c), and the game is continued with a goalkeeper throw (12:1 (III)) if it is touched by an opponent.

- premeditated or malicious action, which is not in any way related to the game situation.
- When a foul under Rule 8:5 or 8:6 is committed during the last 30 seconds of a game, with the purpose of preventing a goal, then the action is to be seen as 'extremely unsportsmanlike conduct' under Rule 8:10d and punished accordingly.
- deliberately throwing the ball at an opponent during a stoppage in the game; if it is done with a lot of force and from very short distance, it is more appropriately regarded as a 'particularly reckless action' under 8:6 above;
- In cases involving the following infractions (a, b), serving as examples, the referees have to submit a written report after the game has been ended to allow the competent bodies to decide what measures shall be taken:
- if during the last 30 seconds of a game the ball is out of play, and a player or team official prevents or delays the execution of a throw for the opponents, in order to prevent them from being able to take a shot on goal or to obtain a clear scoring chance, the guilty player / official is to be disqualified and a 7m throw is to be granted to the opponents. It applies to any type of interference (e.g., with only limited physical action, interfering with the execution of a throw such as intercepting a pass, interference with the reception of the ball, not releasing the ball).
- if during the last 30 seconds of a game the ball is in play, and the opponents
- If the player who was fouled, or a teammate, scores a goal before the game is interrupted, the 7m throw shall not be granted.
- A goal cannot be awarded if a referee, timekeeper or delegate has interrupted the game before the ball has completely crossed the goal line.
- A goal shall be awarded if the ball is prevented from going into the goal by someone or something not participating in the game (spectators, etc.), and the referees are convinced that the ball would otherwise have entered the goal.
- 9:3 The team that has scored more goals than the opponents are the winner. The game is tied if both teams have scored the same number of goals or no goals at all (see 2:2).
- 10:1 At the start of the game, the throw-off is taken by the team that wins the coin toss and elects to start with the ball in its possession. The opponents then have the right to choose ends. Alternatively, if the team that wins the coin toss prefers to choose ends, then the opponents take the throw-off.
- The teams change ends for the second half of the game. The throw-off at the start of the second half is taken by the team that did not have the throw-off at the start of the game.
- This means that in all these situations the ball is considered out of play, and that the game is resumed with a goalkeeper throw (13:3) if there is a violation after a goalkeeper throw has been awarded and before it has been executed.
- 13:1 In principle, the referees interrupt the game and have it restarted with a free throw for the opponents when:
- 13:2 The referees should allow continuity in the game by refraining from interrupting the game prematurely with a free-throw decision.
- If a personal punishment is to be given because of rules violation, then the referees may decide to interrupt the game immediately, if this does not cause a disadvantage for the opponents of the team committing the violation. Otherwise the punishment should be delayed until the existing situation is over.

- Rule 13:2 does not apply in the case of infringements against Rules 4:2-3 or 4:5-6, where the game shall be interrupted immediately, normally through the intervention of the timekeeper, the delegate or the referees.
- 13:3 If a violation that would normally lead to a free throw under Rule 13:1a-b takes place when the ball is out of play, then the game is restarted with the throw that corresponds to the reason for the existing interruption (please see also Rules 8:10c, special instructions during the last 30 seconds of the game).
- 13:4 In addition to the situations indicated in Rule 13:1a-b, a free throw is also used as the way of restarting the game in certain situations where the game is interrupted (i.e. when the ball is in play), even though no violation of rules has occurred:
- If a referee or delegate (of the IHF or a continental confederation/national federation) interrupts the game because of an infringement on the part of a player or team official of the defending team, and this results in a verbal caution or a personal punishment, then the free-throw should be taken from the place where the ball was when the game was interrupted, if this is a more favourable location than the position where the infringement took place.
- The same exception as in the previous paragraph applies if a timekeeper interrupts the game because of violations under Rules 4:2-3 or 4:5-6.
- As indicated in Rule 7:11, free throws called because of passive play shall be taken from the place where the ball was when the game was interrupted.
- The referees must correct the positions of players of the throwing team who are between the free throw line and the goal-area line prior to the execution of the free throw, if the incorrect positions have an influence on the game (15:3, 15:6). The free throw shall then be taken following a whistle signal (15:5b). The same procedure applies (Rule 15:7, 2nd paragraph) if players of the throwing team enter the restricted area during the execution of the free throw (before the ball has left the thrower's hand), if the execution of the throw was not preceded by a whistle signal.
- a clear chance of scoring is destroyed through the interference of someone not participating in the game, for instance a spectator entering the court or stopping the players through a whistle signal (except when 9:1 Comment applies).
- By analogy, this rule also applies in the case of a 'force majeure', such as a sudden electrical failure, that stops the game precisely during a clear chance of scoring. See Clarification No. 6 for the definition of clear chance of scoring.
- Rule 14:2 is not applicable in cases involving infractions of the Rules 4:2-3 or 4:5-6, when the game has to be interrupted immediately by a signal from the timekeeper, the delegate or the referees.
- for a faulty substitution, if an additional player enters the court, or if a player interferes in the game from the substitution area (4:5-6); note, however, Rule 8:10b (II);
- for unsportsmanlike conduct by a player before the game has been restarted, after he has just been given a 2-minute suspension (16:9a).
- The suspended player is not allowed to participate in the game during his suspension time, and the team is not allowed to replace him on the court.
- The suspension period begins when the game is restarted with a whistle signal.
- A 2-minute suspension carries over to the second half of the game if it has not been completed by the end of the first half. The same applies from the normal playing time to overtime and during overtime. An unexpired 2-minute suspension at the end of overtime means that the player is not entitled to participate in a subsequent tie-breaker through 7- meter throws in accordance with 2:2 Comment.
- 16:9 If a player or team official is guilty of more than one violation simultaneously or in direct sequence before the game has been restarted and these violations warrant different punishments, then in principle, only the most severe one of these punishments shall be given.

- if a player who has just been given a 2-minute suspension is guilty of unsportsmanlike conduct before the game restarted, then the player is given an additional 2-minute suspension (16:3g); if the additional suspension is the player's third one, then the player is to be disqualified;
- if a player who has just been given a disqualification (directly or because of a third suspension) is guilty of unsportsmanlike conduct before the game is restarted, then the team is given a further punishment so that the reduction will be for 4 minutes (16:8, 2nd paragraph);
- if a player who has just been given a 2-minute suspension is guilty of seriously or extremely unsportsmanlike conduct before the game is restarted, then the player is furthermore disqualified (16:6b); these punishments combined lead to a 4-minute reduction (16:8, 2nd paragraph);
- if a player who has just been given a disqualification (directly or because of a third suspension) is guilty of seriously or extremely unsportsmanlike conduct before the game is restarted, then the team is given a further punishment so that the reduction will be for 4 minutes (16:8, 2nd paragraph).
- 16:11 Unsportsmanlike conduct, seriously unsportsmanlike conduct, extremely unsportsmanlike conduct, or any form of particularly reckless actions (see Rules 8:6-10) on the part of a player or team official, taking place on the premises where a game is played but outside the playing time, shall be punished as follows:
- Before the game
- Such punishments for violations prior to the game can be implemented at any time during the game, whenever the guilty person is discovered to be a participant in the game, as this fact may not be possible to establish yet at the time of the incident.
- After the game
- 17:1 Two referees with equal authority shall be in charge of each game. They are assisted by a timekeeper and a scorekeeper.
- 17:5 In principle, the entire game shall be conducted by the same referees.
- It is their responsibility to ensure that the game is played in accordance with the rules, and they must penalise any infractions (see, however, 13:2 and 14:2).
- If one of the referees becomes unable to finish the game, the other referee will continue the game alone.
- A time-out is obligatory. Following the consultation between the referees, they give clear hand signals and the game is restarted after whistle signal (2:8d, 15:5).
- 17:12 The referees have the right to suspend a game temporarily or permanently. Every effort must be made to continue the game, before a decision is taken to suspend it permanently.
- The scorekeeper has the main responsibility for the team rosters, the score sheet, the entering of players who arrive after the game has started, and the entering of players who are not entitled to participate.
- If there is no scoreboard clock with automatic signal available, the timekeeper assumes the responsibility for giving the final signal at half-time and at the end of the game (see 2:3).
- If the public scoreboard is not capable of displaying also the suspension time (at least three per team during IHF games), the timekeeper shall display a card on the timekeeper's table, showing the expiration time of each suspension, together with the player's number.
- c. If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets on this match, except for the rates for which the outcome was uniquely determined by the time the game was stopped, will be returned.
- It is necessary to determine which of the teams will score the specified number of goals in the match first. If the given number of goals has not been scored by the end of the game, all bets on this position are returned.
- Object of the Game

- The object of the game is to hit a small puck across the ice before then hitting it into a goal with a hockey stick. Every time the puck goes into the goal then one point is awarded for that team. The puck can be passed around the players on the ice and it's the job of the opposition to try and prevent the other team from scoring. The team with the most goals at the end of the game are declared the winners. Should the game end in a tie then the game will go into overtime where the first team to then score will be crowned winners.
- The game is played on an ice rink measuring roughly 61m in length by 30m in width. The rink is split into three main sections. The middle section is the neutral zone and includes a center circle where the games start. At either side of the neutral zone are attacking and defending zones of which are determined by whichever team has the puck at the time. In each attacking and defending zone are two end zone faceoff circles and spots. There is a goal crease which is a half-circle surrounding the goal. Behind the goal is the boards area.
- Each team can have a maximum of 20 players. Of these 20 players only six may be on the ice at any one time. The rest will be used as substitutes but can come and go from the game as often as required. The six starters include a goal tender and 5 outfield players. Whilst each player will be given a position, the players are free to move around the ice as they choose. This does exclude the goal tender of which must remain within their half and not pass the center red line.
- Each game lasts for three 20-minute periods. For every stoppage in the game the game clock is stopped and as soon as the time is up in each period then the game will instantly cease.
- To win a game one team must score more goals than their opponents. If the game is a tie then the game goes into overtime and an additional quarter is played out until one of the teams score. The first team to score will be the winners.
- Delay of Game
- The following actions will result in a two-minute minor penalty for delay of game:
- Player actions that violate the rules of the game may be given penalties at the discretion of the officials. Penalties are classified into three categories: minor, major and misconduct. For a minor penalty, players are required to serve two minutes in the penalty box while their team plays short-handed. A minor penalty will expire if the opposing team scores while on the power play. Major penalties require a player to serve five minutes in the penalty box and only expire at the end of that time. Misconduct penalties vary in length.
- Any regular-season game that ends overtime play with a tie score will go into a shootout. A shootout is a series of penalty shots in which each team is allowed three attempts to score in alternating fashion. If after three attempts the teams remain tied, the shootout will continue to alternate shots until one team fails to match the attempt of the other. The winner of the shootout will be awarded one goal.
- c. If the match was interrupted and not finished within 24 hours (pre-match) or 48 hours (live), all bets on this match, except for the bets for which the outcome was uniquely determined by the time the game was stopped, will be returned.
- Over / under bets, which include three options (over / under / exactly ... goals), are offered for regular time for all hockey matches unless otherwise specified, regardless of the championship. If the game ends with a shootout, the winning team will get one more goal and, accordingly, a regular goal will be considered in the total. (Scored goals in shootouts count as one goal scored in the total number of goals)
- If the selected player did not take part in this game, the bets placed on him are subject to return.
- "Yes" - the team that scores the first goal of the match wins the game;
- 30. Over/ Under goals in the matches of the game day

- That means fighters will often have a base style such as Brazilian Jiu Jitsu but will also incorporate wrestling, Thai boxing and western boxing training to give them an all round fight game. Such a mix of styles in which you take the strengths of each is essential to being successful in modern MMA and consistently winning matches.
- Marathon swimming is an open water swimming competition defined by long distances (at least 10 kilometers) and traditional rules based in English Channel swimming. Marathon swims vary in distance. One commonly used minimum definition is 10 kilometers (6.21 miles), the distance of the marathon swimming event at the Olympic Games.
- Bowls, also know as lawn bowls, is a game involving bowls – almost-spherical ball-like objects with flattened sides and a weight bias – and jacks (a smaller ball, this time spherical in shape), in which the former are rolled (bowled) towards the latter on the bowling green. It can be played indoors or outside on grass or artificial surfaces and on flat (flat-green bowls) or convex (crown-green bowls) pitches (greens). It has a long history that stretches back to at least the 13th century and possibly earlier, with the world's oldest surviving bowling green – the Southampton Old Bowling Green – dating way back to 1299.
- It has had something of a coloured history too as it was seen by British monarchs such as Edward III, Richard II and Henry VIII banned the early versions of the game for fear that it would interfere with the archery practice of their troops.
- The first set of rules, the "Manual of Bowls Playing", was published in 1864 by a Glasgow cotton merchant named William Wallace Mitchell and formed the basis of the rules of the game as we know it today. Perhaps as a result of Mitchell's rules, the home of the modern game is still in Scotland with the World Bowls Centre located in its capital Edinburgh.
- The object of the game is simple: to roll your bowls to as close a proximity to the jack as possible, and to ensure that one or more of your bowls are closer to the jack than any of those of your opponent.
- The bowls themselves come in a variety of sizes but are generally around 1.5kg in weight and possess a bias in weight so they roll in a curved path, the precise judgement of which is where much of the challenge of the game lies.
- The bowling green is usually split into individual "rinks" in which games are played as singles (one player against one other), pairs (two against two), triples or fours. The rinks are 4.3 to 5.8 metres wide and 31 to 40 metres long. There is a ditch at either end of the green which must be wide enough for bowls to be able to fall into it if they reach it.
- The number of points required to win a game varies from competition to competition, but commonly the first player or team to reach 21 points or to have accumulated the greater number of points after 18 or 21 ends is declared the winner.
- Upshot or yard on. Similar to the drive, this method aims to move the jack or other bowls without bringing the game to an end
- There are various bowls competitions held around the world: World Outdoor Bowls Championships, Commonwealth Games, World Indoor Bowls Championships, Asia Pacific Championships, World Champion of Champions Singles, World Cup Singles, National Championships and other leading events.
- Bowls is one of the "core sports" that must be included at each edition of the Commonwealth Games. With the exception of the 1966 Games, the sport has been included in all Games since their inception in 1930.
- The game of tennis played on a rectangular court with a net running across the center. The aim is to hit the ball over the net landing the ball within the margins of the court and in a way that results in your opponent being unable to return the ball. You win a point every time your opponent is unable to return the ball within the court.

- You need to score four points to win a game of tennis. The points are known as 15 (1 point), 30 (two points), 40 (three points) and the fourth would result in the winning point and the end of that game. If the scores went to 40-40 this would be known as deuce. When a game reaches deuce the player must then win by two clear points.
- To win the game you must win a certain amount of sets (best of three for women's matches and best of 5 sets for men's matches). Winning a set is simply the first player to reach 6 games but have to be clear by at least 2 games. If your opponent wins 5 games you must win the set 7-5. If the set goes to 6-6 then a tie break is played and it's simply the first player to 7 points.
- The game starts with a coin toss to determine which player must serve first and which side they want to serve from.
- You need 4 points to win a game. If a game lands on 40-40 it's known as deuce. From deuce a player needs to win 2 consecutive points to win the game. After winning one point from deuce they player is on advantage. If the player wins the next point, they win the game, if they lose it goes back to deuce.
- To win the set a player must win 6 games by 2 or more. The opening sets will go to a tie break if it ends up 6-6 where players play first to 7 points. The final set will not have a tie break and requires players to win by two games with no limits.
- The balls in a tennis match are changed for new balls every 6 games
- Handicap and total for tennis matches are indicated in games.
- In the event of a change in the game format (that is, the number of sets), the odds of winning for all outcomes of this event are assumed to be equal to one.
- Outcomes of the match, sets and games
- Handicaps of a match, sets and games
- Totals of the match, sets and games
- Specific match scores, sets and games
- E. Tennis matches in case of a decisive set (super tie-break) - a super tie-break is equal to one game.
- To win a game you must reach 21 points before your opponent. If you do so then you will have won that set. If the scores are tied at 20-20 then it comes down to whichever player manages to get two clear points ahead. If the points are still tied at 29-29 then the next point will decide the winner of the set. Winning the overall game will require you to win 2 out of the 3 sets played.
- A game can take place with either two (singles) or four (doubles) players.
- Each game will start with a toss to determine which player will serve first and which side of the court the opponent would like to start from.
- Each game is umpired by a referee on a high chair who overlooks the game. There are also line judges who monitor if the shuttlecock lands in or not. The referee has overriding calls on infringements and faults.
- The game has only two rest periods coming the form of a 90 second rest after the first game and a 5-minute rest period after the second game.
- If the match is interrupted and not resumed within 24 hours (pre-match) or 48 hours (live), then those outcomes that are uniquely determined are accepted for bet settlement. (for example, the outcome of the first game, the total of the first game, etc.) For all other bets there will be (Return).
- Article 1: The nature and objectives of the game of chess
- 1.1 The game of chess is played between two opponents who move their pieces alternately on a square board called a 'chessboard'. The player with the white pieces commences the game. A player is said to 'have the move', when his opponent's move has been 'made'. (See Article 6.7)
- 1.3 If the position is such that neither player can possibly checkmate, the game is drawn.

- 2.2 At the beginning of the game one player has 16 light-coloured pieces (the 'white' pieces); the other has 16 dark-coloured pieces (the 'black' pieces).
- Article 5: The completion of the game
- b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.
- c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1)
- d. The game may be drawn if any identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2)
- e. The game may be drawn if each player has made at least the last 50 consecutive moves without the movement of any pawn and without any capture. (See Article 9.3) 9
- 6.4 Before the start of the game the arbiter decides where the chess clock is placed.
- 6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.
- a. Any player who arrives at the chessboard after the start of the session shall lose the game. Thus the default time is 0 minutes. The rules of a competition may specify otherwise.
- a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See the Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c and 9.6) The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.
- b. If during a game it is found that the setting of either or both clocks was incorrect, either player or the arbiter shall stop the clocks immediately. The arbiter shall install the correct setting and adjust the times and move counter. He shall use his best judgement when determining the correct settings.
- a. the game shall continue if it happens in any period of the game except the last period
- b. the game is drawn if it happens in the period of a game, in which all remaining moves must be completed.
- a. If the game needs to be interrupted, the arbiter shall stop the clocks.
- c. The arbiter shall decide when the game is to be restarted in either case.
- 7.1 a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played. b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.
- 7.2 If a game has begun with colours reversed then it shall continue, unless the arbiter rules otherwise.
- 7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.13. The game shall then continue from this re-instated position.
- It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to the Guidelines of Adjourned Games point 1.a.
- 8.2 The scoresheet shall be visible to the arbiter throughout the game.
- c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times and the number of moves made, if this information is available, before reconstruction takes place. 8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next

move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made.

- 8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.
- Article 9: The drawn game
- 9.2 The game is drawn upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by a repetition of moves):
- 9.3 The game is drawn, upon a correct claim by the player having the move, if:
- a. If the claim is found to be correct, the game is immediately drawn.
- b. If the claim is found to be incorrect, the arbiter shall add three minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made as according to Article 4.
- 10.1 A 'quickplay finish' is the phase of a game when all the (remaining) moves must be made in a limited time. 1
- a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.
- b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after a flag has fallen. He shall declare the game drawn if he agrees that the final position cannot be won by normal means, or that the opponent was not making sufficient attempts to win by normal means.
- 11.1 Unless announced otherwise in advance, a player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (½).
- 12.1 The players shall take no action that will bring the game of chess into disrepute.
- 12.5 Players who have finished their games shall be considered to be spectators.
- 12.8 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game. The arbiter shall decide the score of the opponent.
- 12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.
- 13.3 The arbiter shall observe the games, especially when the players are short of time, enforce decisions he has made and impose penalties on players where appropriate.
- d. declaring the game to be lost
- e. reducing the points scored in the game by the offending party
- f. increasing the points scored in the game by the opponent to the maximum available for that game
- 13.5 The arbiter may award either or both players additional time in the event of external disturbance of the game.
- 13.6 The arbiter must not intervene in a game except in cases described by the Laws of Chess. He shall not indicate the number of moves made, except in applying Article 8.5, when at least one flag has fallen. The arbiter shall refrain from informing a player that his opponent has completed a move or that the player has not pressed his clock.
- a. Spectators and players in other games are not to speak about or otherwise interfere in a game. If necessary, the arbiter may expel offenders from the playing venue. If someone observes an irregularity, he

may inform only the arbiter.

- The object of the game is score more points than your opponents in the 80 minute time frame allotted for each rugby match. The team with the greater number of points at full time is announced as the winner. Games may end as a draw.
- To win the game you must score more points than your opponent within 80 minutes. Points can be scored via any of the methods mentioned above.
- The game is broken down into two 40 minute halves with a 10 minute rest period in between. The game carries no stoppage time and will end exactly on 80 minutes.
- The field consist of the following markings; half way line, 5 metre line, 22 metre line, 10 metre line and dead ball line. Also included is a centre spot for restarting the game after a try, penalty or drop goal has been scored.
- The game must have one referee and two touch judges. It's the referee's job to time keep, make decisions throughout the game and keep order on the field. The two touch judges can assist the referee with decisions and also notify the referee when players are in touch (out of playing boundaries).
- The game will stop if a player is fouled, the ball goes out of play or a try or drop goal is scored.
- The international governing body of rugby union (and associated games such as sevens) is World Rugby (WR). The WR headquarters are in Dublin, Ireland. WR, founded in 1886, governs the sport worldwide and publishes the game's laws and rankings. As of February 2014, WR (then known as the IRB, for International Rugby Board) recorded 119 unions in its membership, 101 full members and 18 associate member countries. According to WR, rugby union is played by men and women in over 100 countries. WR controls the Rugby World Cup, the Women's Rugby World Cup, Rugby World Cup Sevens, HSBC Sevens Series, HSBC Women's Sevens Series, World Under 20 Championship, World Under 20 Trophy, Nations Cup and the Pacific Nations Cup. WR holds votes to decide where each of these events are to be held, except in the case of the Sevens World Series for men and women, for which WR contracts with several national unions to hold individual events.
- Rugby sevens is sanctioned by World Rugby, and is played under similar laws (with exceptions noted below) and on a field of the same dimensions as the 15 player game. While a regular rugby union match lasts at least 80 minutes, a normal sevens match consists of two halves of seven minutes with a two-minute half-time break.
- Variations to the laws of the game
- In major competitions, there are additional officials present (in-goal touch judges) to judge success of kicks at goals, which means the game is not delayed waiting for touch judges to move into position to judge conversion attempts.
- Rugby league historian Tony Collins has written that since rugby union turned professional in the mid-1990s, it has increasingly borrowed techniques and tactics from rugby league. The inherent similarities between rugby league and rugby union have at times led to experimental hybrid games being played that use a mix of the two sports' rules.
- c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), all bets are returned. Exception: if, when the match was postponed, a new date and time of the match was immediately appointed, according to which the match will be played during the same game week as previously planned (from Monday to Sunday, GMT time), all bets on this match remain in strength.
- c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), bets are returned. Exception: if, when the match was postponed, a new date and time of the match was immediately appointed, according to which the match will be played during the same game week as previously planned (from Monday to Sunday, GMT time), all bets on this match remain in strength.

- Variations of the game volleyball have been in circulation since around 1895. The game has evolved since then and it was in 1964 where the sport entered its first Olympic games. The sport now has a global following with nations from around the world professionally competing. The pinnacle of the sport comes in the Olympic Games were the best players are often on show.
- The object of volleyball is to hit the volleyball over the net (by only using your hands) running through the centre of the court whilst trying to get it to bounce in your opponents half. The opposing team have to try and prevent the ball from bouncing before returning the ball. Games are played out in best of 3 or 5 sets and the team with most sets at the end of the game wins.
- Each team has 6 players on a court at any one time. Substitutes can be used throughout the game. There are no professional mixed sex teams. Each player takes up a position in either the attacking zone (next to the net) or the defensive zone (at the back of the court). Three players are in each zone and rotate in a clockwise position after every point.
- Each game is played to 25 points and must be two points clear. If the scores reach 24-24 then the game is played until one team leads by two.
- To win the game you must score more points than your opponents. The best of 3 or 5 sets are generally played and the winners will be the first team to reach the required number of sets.
- Games are played up to 25 points and must be won by 2 clear points.
- Drivers are to enable the pit lane limiter while in the pit lane. Failure to do so may be met with an in-game penalties.
- Called military patrol, the combination of skiing and shooting was competed at the Olympic Winter Games in 1924, and then demonstrated in 1928, 1936 and 1948, but did not regain Olympic recognition then, as the small number of competing countries disagreed on the rules During the mid-1950s, however, biathlon was introduced into the Russian and Swedish winter sport circuits and was widely enjoyed by the society.
- The first World Championship in biathlon was held in 1958 in Austria, and in 1960 the sport finally became part of the Olympic Games. The first women Biathlon Olympic championship was held in 1992 at Albertville.
- The major international biathlon events are Olympic games, world championships and world cup.
- It will come as no surprise to learn that the origins of bobsleigh can be traced back to Switzerland. Winter sports are Switzlerland's speciality and citizens of the snowy alpine lands helped to popularise bobsleighing as long ago as the 1860s. Starting off as a recreational activity, this now-famous winter sport morphed into a competitive game over the subsequent decades, appearing at the debut Olympic games in 1924.
- If the sleigh is turned upside down but reaches the finishing point and the team members are still inside the sleigh, then the race qualifies. In case of any of these team members get thrown away from the sleigh, the whole crew gets disqualified for the game.
- Coating the runners in order to increase the speed of the sleigh during the race is allowed. However, the temperature of these runners has to be between some degrees. Prior to the competition, the temperatures of these runners are measured and if the temperature differs than the standard temperature by more than 4 degrees, the particular crew will be disqualified for the game.
- The crew have to follow the weight guidelines that is 630kg for four -man, 390kg for two man and 340kg for two-woman, neglecting which will result in disqualification from the game. The players have to use strong uniform and protective gear guidelines in order to stay safe.
- Figure Skating has been a part of the Winter Olympics since the games first began in 1924, and also made appearances at 1908 and 1920 Summer Olympics before that.
- According to 2017 world champion and US Olympic team member McRae Williams, it’s one of the most exciting events at the Olympic Winter Games.

- The freestyle skiing competition at the Olympic Winter Games PyeongChang 2018 was made up of five thrilling disciplines: moguls, halfpipe, ski cross, aerials and ski slopestyle, with each one taking place at the Phoenix Snow Park.
- In slopestyle, athletes ski or snowboard down a course including a variety of obstacles including rails, jumps, and other terrain park features. Points are scored for amplitude, originality and quality of tricks. Twin-tip skis are used and are particularly useful if the skier lands backwards. Slopestyle tricks fall mainly into four categories: spins, grinds, grabs and flips. Slopestyle became an Olympic event, in both skiing and snowboarding forms, at the 2014 Winter Games in Sochi, Russia.
- A former X Games gold medalist, and a silver medalist from the 2017 X Games, McRae is one of the more experienced heads in the US Olympic freestyle team at the age of 27.
- Half-pipe skiing is the sport of riding snow skis on a half-pipe. Competitors gradually ski to the end of the pipe by doing flips and tricks. It became an Olympic event for the first time at the 2014 Olympic Games in Sochi, Russia.
- Speed skating began as a rapid form of transportation across frozen lakes and rivers. It made its debut on the Olympic programme at the 1924 winter games.
- Speed skating appeared for the first time in 1924 at the first Olympic Winter Games in Chamonix. Initially, only men were allowed to participate. It was only at the Lake Placid Games in 1932 that women were authorised to compete in speed skating, which was then only a demonstration sport. It was not until the 1960 Games in Squaw Valley that women's speed skating was officially included in the Olympic programme.
- The events almost always follow the European system, which consists of skaters competing two-by-two. At the 1932 Olympic Games, the Americans organised American-style events, i.e. with a mass start. This decision brought about a boycott by many European competitors, which allowed the Americans to win the four gold medals. This system would give birth to short-track speed skating, which was added to the Olympic programme in Albertville in 1992.
- Short track speed skating was introduced as a demonstration sport at the 1988 Winter Olympics in Calgary, Alberta in Canada. It was upgraded to a full Olympic sport in 1992 and has been part of the Winter Olympics ever since. There were only four short track events in the 1992 Winter Games, but the programme was expanded to include six events in 1994 and 1998, and finally eight events in the 2002 Winter Games. The events are the same for both men and women: 500 meters, 1000 meters, 1500 meters, plus the relay event (5000 meters for men, 3000 meters for women). Starting with the 2018-2019 World Cup Season, a 2000-meter mixed team relay was added, and will appear in the 2022 Winter Olympics. A 3000-meter super-final event is included in the European Championships, but this is not currently part of the Olympic short track programme.
- Sliders push the skeleton for about 40 meters before diving onto the sled headfirst and tucking their arms under their body. They then fly down an icy and curvy track at speeds of nearly 145 km per hour. While going through some curves, sliders experience five Gs of force - the equivalent of a space shuttle takeoff. The sleds have no brakes or steering wheel - sliders control the sled by turning their bodies. The only way to stop is to run out of slope or to be crashed in something.
- Skeleton appeared at the Olympics for the first time in 1928 - and then wasn't hold until the 1948 Winter Olympics. The IOC dropped the sport again until 2002. The 2002 Winter Olympics were the first-time women were allowed to participate in the competition. Americans proved to be the top sliders in skeleton racing's in 2002 when skeleton returned to the Olympic Games. Jimmy Shea won the gold medal for the USA, becoming the third generation in his family to compete in the Winter Olympics. His father competed in cross-country skiing at the 1964 Winter Olympics and his grandfather won two Olympic gold medals in speedskating events at the 1932 Games. American Tristin Gale won the women's skeleton event while sporting red, white and blue streaks in her hair. Fellow American, Lea Ann Parsley took the silver. It was all

downhill for the US in 2006 though, with Canada and Switzerland stepping up their game to take the five of the six skeleton medals. The sixth medal went to the United Kingdom.

- Skeleton Crash and Burns
- Olympic Winter Games - The skeleton event in the Winter Olympics uses the same two-day, four-heat format as the World Championships, but team quotas are significantly smaller.
- A popular winter sport around the world, it came to wider world attention in 1988 when the UK's Eddie the Eagle became an unlikely world star when he came last out of 73 competitors in the 1988 Winter Games.
- Snowboarding is a recreational and competitive activity that involves descending a snow-covered slope while standing on a snowboard attached to a rider's feet. It features in the Winter Olympic Games and Winter Paralympic Games.
- Boardercross, also known as "Boarder X" and "Snowboard X", is extremely popular but relatively new winter sport, starting in the 1980s and earning its place as an official Winter Olympic sport in the 2006 Turin games. In Boardercross, several riders (usually 4 to 6) race down a course similar to a motorcycle motocross track (with jumps, berms and other obstacles constructed out of snow on a downhill course). Unlike traditional head-to-head races, competitors use the same terrain, sometimes resulting in accidental collisions.
- Some of the larger snowboarding competitions are: the European Air & Style, the Japanese X-Trail Jam, Burton Global Open Series, Shakedown, FIS World Championships, the annual FIS World Cup, the Winter X Games, Freeride World Tour and the Winter Dew Tour.
- 2. Game
- A game is an agreed or stipulated number of frames.
- A match is an agreed or stipulated number of games.
- SECTION 3 - THE GAME
- Snooker may be played by two or more players, either independently or as sides. The game can be summarised as follows:
- (g) The winner of the game is the player or side
- (iii) To whom the game is awarded under Section 4 Rule 2.
- (h) The winner of a match is the player or side winning most games or, where aggregate points are relevant, with the greatest total.
- (b) The player or side to strike first must alternate for each frame during a game. Whenever a frame is started by the wrong player or side it must be restarted by the correct player or side provided that only the first stroke or foul has been made. This could continue so that three frames in succession could be opened by the same player or side.
- 4. End of Frame, Game or Match
- (c) When aggregate scores determine the winner of the game or match, and the aggregate scores are equal at the end of the last frame, the players in that frame shall follow the procedure for a respotted Black set out in (b) above.
- (a) In a four handed game each side shall open alternate frames and the order of play shall be determined at the start of each frame and, when so determined, must be maintained throughout that frame.
- (c) When there is no referee, such as in a social game, the opposing player or side will be regarded as such for the purpose of these Rules.
- (vii) in the event that the conduct is sufficiently serious award the game to his opponent.
- (ii) in the event that the further conduct is sufficiently serious, award the game to his opponent.

- (c) If a referee has awarded a frame to a player's opponent pursuant to the above provisions, in the event of any further conduct as referred to above by the player concerned, the referee must award the game to the player's opponent.
- (d) Any decision by a referee to award a frame and/or the game to a player's opponent shall be final and shall not be subject to any appeal.
- (b) If a game is forfeited under this Section, the offender shall Lose the frame in progress as in (a), and additionally lose the required number of unplayed frames to complete the game where frames are relevant, or
- 4. If the game is postponed for more than 24 hours (pre-match) or 48 hours (live), bets will be settled with odds "1".

- The competition is held daily. The game day runs from 07:00 to 23:00 UTC.
- The game day is divided into stages lasting 4 hours each.
- Game teams, simulator settings, and equipment are determined by the Organizer.
- In disputed situations, video recordings of the match, in-game data, and technical logs may be used.
- The decision of the Organizer or head referee on gameplay and technical situations is final.
- In essence boxing may well be the world's oldest sport. At its most basic it is fighting and since there has been man, there has been conflict. It is certainly at least as old as 688 BC when it was included in the ancient Olympic Games, although more regulated, codified versions of boxing date to about the 1500s. Having said that, carvings dating to the 3rd millennium BC show people fist-fighting in front of audiences so it is safe to say the art of pugilism is an ancient one indeed.
- American Football is one of the biggest North American sports. Whilst the game is played worldwide, the professional leagues in North America (such as the NFL) easily attract the best players in the world making its leagues the most competitive. The pinnacle of the sport comes in the form of the Super Bowl played out every year to millions of people around the world.
- American football is the most popular sport in the United States. The most popular forms of the game are professional and college football, with the other major levels being high school and youth football. As of 2012, nearly 1.1 million high school athletes and 70,000 college athletes play the sport in the United States annually. The National Football League, the most popular American football league, has the highest average attendance of any professional sports league in the world. Its championship game, the Super Bowl, ranks among the most-watched club sporting events in the world. The league has an annual revenue of around US$13 billion. Other professional leagues exist worldwide, but the sport does not have the international popularity of other American sports like baseball or basketball.
- Protective equipment in gridiron football ("football gear") consists of equipment worn by football players for the protection of the body during the course of a football game. Basic equipment worn by most football players include helmet, shoulder pads, gloves, shoes, and thigh and knee pads, a mouthguard, and a jockstrap or compression shorts with or without a protective cup. Neck rolls, elbow pads, hip pads, tailbone pads, rib pads, and other equipment may be worn in addition to the aforementioned basics. Football protective equipment is made of synthetic materials: foam rubbers, elastics, and durable, shock-resistant, molded plastic. Football protective equipment has remained consistent in use for decades with some slight modifications made over the years in design and materials. The assignment and maintenance of football gear belongs to the team equipment manager.
- Cleats (footgear) – Players need perfect sole footwear with spikes called "cleats" below the sole designed specifically for games on the grass

- The team with the most points at the end of the game will be deemed the winner. If the points are tied then over time will come into play where the teams will play an additional quarter until a winner is found.
- Games last for four 15-minute quarters. A 2-minute break between the 1st & 2nd and 3rd & 4th quarters is had along with a 15-minute rest between 2nd and 3rd quarters (half time).
- At the start of every game is the coin toss to decide which team receives the ball first and which side of the pitch they want to start from.
- The game begins with a kick-off where one team punts the ball down field for the other team to then run back with the ball as far as possible.
- A football game is played between two teams of 11 players each. Playing with more on the field is punishable by a penalty. Teams may substitute any number of their players between downs; this "platoon" system replaced the original system, which featured limited substitution rules, and has resulted in teams utilizing specialized offensive, defensive and special teams units.
- Individual players in a football game must be designated with a uniform number between 1 and 99. NFL teams are required to number their players by a league-approved numbering system, and any exceptions must be approved by the Commissioner. NCAA and NFHS teams are "strongly advised" to number their offensive players according to a league-suggested numbering scheme.
- Although the sport is played almost exclusively by men, women are eligible to play in high school, college, and professional football. No woman has ever played in the NFL, but women have played in high school and college football games In 2018, 1,100 of the 225,000 players in Pop Warner Little Scholars youth football were girls, and around 11% of the 5.5 million Americans who report playing tackle football are female according to the Sports and Fitness Industry Association. Women can also serve as officials; Sarah Thomas became the NFL's first female official in 2015.
- Linebackers line up behind the defensive line but in front of the defensive backfield. They are divided into two types: middle linebackers (MLB) and outside linebackers (OLB). Linebackers are the defensive leaders and call the defensive plays. Their diverse roles include defending the run, pressuring the quarterback, and guarding backs, wide receivers and tight ends in the passing game.
- The line judge is positioned on the end of the line of scrimmage, opposite the head linesman. They supervise player substitutions, the line of scrimmage during punts, and game timing. The line judge notifies the referee when time has expired at the end of a quarter and notifies the head coach of the home team when five minutes remain for halftime. In the NFL, the line judge also alerts the referee when two minutes remain in the half. If the clock malfunctions or becomes inoperable, the line judge becomes the official timekeeper.
- The game
- The purpose of the game is to move the ball into the opposition's ‘end zone’, either by running with the ball until tackled, or by passing the ball to a teammate downfield, towards the end zone.
- Downs are the part of the game which often needlessly confuses newcomers. They are actually fairly straightforward. In a nutshell, the rule is as follows:
- The ultimate aim in American football is similar to pretty much every other sport out there – to score more points than the opposition. Scoring is worked out in the game as follows:

New Daily Mini Games Race

- Username
- MINI Games Tournament
- Current
- Upcoming

- Prize Pool
- Ends In
- 0d 16h 26m
- Rank
- N°0
- Points
- Points — 0
- Prize
- 0.00 USD
- N° PLAYER POINTS PRIZE
- N° PLAYER POINTS PRIZE — 1
- Player

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- ROYAL DERBY
- THIMBLES
- DICE
- WHEEL
- ROULETTE
- TELEPORT

- HILO
- PLINKO
- CATCHUP
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- Frutinions
- Mine Slot 2
- Mega Greatest Catch
- Evoplay
- Fruitomania
- Oh My Gods
- Delulu
- Big Boat Big Catch
- Chicken Rush
- Sugar Sweets
- Roulette Lobby
- Pragmatic Play
- Evolution
- Cabaret Roulette
- Winfinity
- Blackjack Lobby
- Bar Blackjack
- Kickoff Roulette
- Creedroomz
- Lightning Roulette
- Baccarat
- Big Wins
- 39.2K
- 35K
- 29.4K
- 12K
- 11.6K
- 11.1K
- 10.8K
- 10.4K
- 8.7K
- 15.9K
- 8.0K
- 7.2K
- 7.0K
- 6.9K
- 6.5K
- 6.1K
- 4.7K
- 5.5K

- 4.3K
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Markets

- Which of the players will be the leader of the game after the specific amount of frames.
- 1st set - Game handicap
- Asian handicap - The designated player will finish the match first set with the assigned advantage in games. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 1st set - Total games
- Bet on how many games will be held during the match first set.
- Will any of the sets finish with score in games 6:0 or 0:6.
- Game handicap

- Asian handicap - The designated player will finish the match with the assigned advantage in games. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Odd/Even number of games
- The total amount of game played in the match is either odd or even.
- Total games
- Bet on how many games will be held during the match.
- Player 1 total games
- The total amount of games won by the player 1 in the match.
- Player 2 total games
- The total amount of games won by the player 2 in the match.
- {X} set - Which player will win {Y} and {Z} games
- Which player will win the specific one and another games in the set.
- 1st set - Game {X} winner
- The first set specific game winner.
- 2nd set - Game {X} winner
- The second set specific game winner.
- 3rd set - Game {X} winner
- 4th set - Game {X} winner
- The fourth set specific game winner.
- 5th set - Game {X} winner
- The fifth set specific game winner.
- {X} set - Game handicap
- Asian handicap - The designated player will finish the match with the assigned advantage in games in the specific set. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Bet on how many games will be held during the first set of the match.
- 2nd set - Total games
- Bet on how many games will be held during the second set of the match.
- 3rd set - Total games
- Bet on how many games will be held during the third set of the match.
- 4th set - Total games
- Bet on how many games will be held during the fourth set of the match.
- 5th set - Total games
- Bet on how many games will be held during the fifth set of the match.
- {X} set - Odd/Even games
- The amount of games in in the specific set is either odd or even.
- Score of game {X} of set 1
- The first set's specific game score.
- Score of game {X} of set 2
- The second set's specific game score.
- Score of game {X} of set 3
- The third set's specific game score.

- Score of game {X} of set 4
- The fourth set's specific game score.
- Score of game {X} of set 5
- The fifth set's specific game score.
- Score of game {X} of set 1 or break
- The first set's specific game correct score or break.
- Score of game {X} of set 2 or break
- The second set's specific game correct score or break.
- Score of game {X} of set 3 or break
- The third set's specific game correct score or break.
- {X} set - {Y} game to deuce
- Score of game {X} of set 4 or break
- The fourth set's specific game correct score or break.
- Score of game {X} of set 5 or break
- The fifth set's specific game correct score or break.
- {X} set - {Y} game exact points
- {X} set - Who wins {Z} point in game {Y}
- Which of the players will get the specific point (first, second, third, fourth, fifth, etc.) in the specific set's specific game.
- {X} set - {Y} game race to {Z} points
- The race which of the players will get the specific amount of points first or which of them gets the next points during the specific set's specific game.
- {X} set - Who will win first {Z} points of game {Y}
- {X} set - Race to {Y} games
- The race which of the players will win the specific amount of games first or which of them wins the next game during the specific set.
- {X} set - {Y} game points odd/even
- The amount of points in the specific set's specific game is either odd or even.
- The winner of the match and the total amount of games in the match.
- To win 1st game in the match
- Which of the players will win the first game in the match.
- Total points in 1st game
- The total amount of points in the match first game.
- Player 1 total points in 1st game
- The total amount of points assembled by the player 1 in the first game of the match.
- Player 2 total points in 1st game
- The total amount of points assembled by the player 2 in the first game of the match.
- Player 1 Break in 1st or 2nd game
- Player 1 to take a break in the first or second games.
- Player 2 Break in 1st or 2nd game
- Player 2 to take a break in the first or second games.
- Player 1 ace in 1st or 2nd game

- Bet if the player 1 will get a point with ace in the first or the second games.
- Player 2 ace in 1st or 2nd game
- Bet if the player 2 will get a point with ace in the first or the second games.
- Player 1 double fault in 1st or 2nd game
- The player 1 will have a double fault in the match first or second game.
- Player 2 double fault in 1st or 2nd game
- The player 2 will have a double fault in the match first or second game.
- The highest scoring set total in games.
- The lowest scoring set total in games.
- The first player to win the match and the total amount of games during the match is under the certain amount.
- The second player to win the match and the total amount of games during the match is under the certain amount.
- The first player to win the match and the total amount of games during the match is over the certain amount.
- The second player to win the match and the total amount of games during the match is over the certain amount.
- 2nd set - Game handicap
- Asian handicap - The designated player will finish the match second set with the assigned advantage in games. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 3rd set - Game handicap
- Asian handicap - The designated player will finish the match third set with the assigned advantage in games. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 4th set - Game handicap
- Asian handicap - The designated player will finish the match fourth set with the assigned advantage in games. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- 5th set - Game handicap
- Asian handicap - The designated player will finish the match fifth set with the assigned advantage in games. This market offers many outcomes on two possibilities - like: player 1 wins, player 2 wins.
- Game winner set/game {Z}
- The winner of the match specific set's specific game.
- Point winner. set/game/point {Z}
- Which of the player will win the specific set's specific game specific point.
- 1st set race to {Z} game
- The race - which player will win the specific amount of games first in the first set.
- 2nd set race to {Z} game
- The race - which player will win the specific amount of games first in the second set.
- 3rd set race to {Z} game
- The race - which player will win the specific amount of games first in the third set.
- The race - which player will win the specific amount of games first in the fourth set.
- The race - which player will win the specific amount of games first in the fifth set.
- {X} set - Total games

- Bet on how many games will be held during the specific set of the match.
- {Y} set - Game {X} winner
- Which of the players will win the specific set's specific game.
- {Y} set - {X} game correct score
- The specific set's specific game correct score.
- {Y} set - {X} game correct score or break
- The specific set's specific game correct score or break.
- What would be the result of the game in the rest of the match Regular Time - (live). The betting player have to guess from the current time what would be the last score. The odds change according to the score in the currently playing game. For example, if the score is 1:0 and the second teams scores a goal, after the new score 1:1 the odds on winning of the first team increases, etc.
- What would be the result of the game in the rest of the match (including extra innings) - (live). The betting player have to guess from the current time what would be the last score. The odds change according to the score in the onplaying game. For example, if the score is 3:2 and the second teams wins the inning, after the new score 3:3 the odds on winning of the first team increases, etc.
- Exact quantity of points accumulated from the given cards in the first half of the game (yellow card 10 points, red card 25 points) (Direct red card equals two yellow cards)
- Total quantity of the goals scored by both teams in the first half of the game
- Total quantity of the goals scored by both teams in the second half of the game
- The exact score of the second half of the game
- Bet on the player who scores the goal during the Regular Time of the match. Bets on scorers will be avoided only in case if player don't participate in match at all from the beginning. In case a player is substituted during the game, the bet can be done on him/her. In case a player entered the field via substitution, the bet can be done on him/her. In all other cases, if player left the match at any minute for any reason, it will not be affected on bets (settled as lost if he didn't manage to score a goal in that time)
- The total amount of goals scored in the game (regular time)
- The total amount of points scored by player 2 during the match specific game.
- This market appears only in Extra Time. Live betting will be open on the result of Extra Time. Odds are changed according to the currently playing game score.
- What would be the result of the first period in the rest of the time- (live). The betting player have to guess from the current time what would be the last score. The odds change according to the score in the currently playing game. For example, if the score is 1:0 and the second teams scores a goal, after the new score 1:1 the odds on winning of the first team increases, etc.

MyStake Tournaments

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- Games

ORIGINALS

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- MyStake Aviamasters
- Pumped X

- Play me
- Drop The Billionaire
- Mine Slot
- Triple Nipple
- Swipe Girls
- MyBalloon
- Falling Pickaxe
- AviaPix
- Candy Hole
- Big Bass Crash
- DoubleX
- XCrash
- 8BITMAN
- Burger Win
- Goblin Run
- Plinko XY
- Adrenaline Rush

MyStake - Promotions

- Slot Of The Week
- Depending on Tournament, you can receive points by betting on either Mini Games, Sportsbook, Slots or Live Casino. The exact game requirement will be included in the description of the tournament.
- Eligible Games:
- Casino Slots (except for restricted games).
- Excluded Games:
- $1 Slots Bet = 0.01 ★
- $1 Mini Game Bet = 0.01 ★
- Live Casino Bets Excluded
- Level-up free 50 X €1 spins are credited on Axolotl Games - COD Hunters
- evel-up free 50 X €1 spins are credited on Axolotl Games - COD Hunters
- This week’s featured slot:
- Desert Madness by Axolotl Games
- Instead of the usual 0.01 Stars per bet, you will receive 0.02 Stars whenever you spin the reels of Desert Madness by Axolotl Games
- And this is only the beginning — each week will feature a new Slot of the Week, giving you another chance to earn 2x Stars.
- Try Desert Madness by Axolotl Games now and watch your Stars grow.

Refund Policy

- All the users should be playing in a fair manner, meaning, they should not impact the result of a game using computer aids or other methods.

Fairness & RNG Testing Methods

- c) Scaling for Instant game.

About Us

- enable players to enjoy the games they want, above all in a safe and secure environment.

Responsible Gaming

- We use our best endeavors to prevent and protect underage users' rights. Each user shall take reasonable steps to prevent any minors from accessing and/or playing online games:
- • Do not leave under 18s unattended near your computer or mobile when signed in to the casino;

Sports, esports, and settlement rules

MyStake Sportsbook

- Sports
- Live Sports
- E-sports
- Tournaments
- Sports Betting
- Spark Sport
- Basketball
- American Football
- Gaelic Football
- Affiliate
- EN
- Virtual
- Racing
- Originals
- Prediction
- New
- Hot
- untitled page
- Soccer
- Japan, J.League 2
- FC Imabari
- Hokkaido Consadole Sapporo
- 2nd half
- Japan, J-League 3
- FC Ryukyu
- Gifu
- 1st half
- China, Chinese Football League, Women
- Hebei W.
- Qingdao West Coast W.

- Shanghai Shenhua
- Wuhan SU W.
- Fujian Quanzhou Nan An W.
- Shanghai Shengli B W.
- Yongchuan Chashan W.
- Henan W.
- India, Bangalore Super Division
- Asc And Center Fc
- Roots FC
- EAdriatic League, International
- Sweden (Leonardo)
- Norway (Flash)
- Portugal (Cezar)
- Denmark (Gabriel)
- EAdriatic League, Champions League
- Manchester City FC (Beckham)
- Real Madrid (Alexander)
- Bayern Munich (Spartan)
- Paris Saint Germain (Nathan)
- FIFA, FIFA - Battle - 8 Mins play
- FC Salzburg (Jekunam)
- Fenerbahce (Edwardson)
- STARTED
- FC Porto (Flewless_phoenix)
- Roma (Revange)
- Spain (Upcake22)
- Argentina (d1pseN)
- England (KraftVK)
- Brazil (Bomb1to)
- FIFA, ESoccer GT Leagues -12 Mins Play
- Man City (Thug)
- Man Utd (Scorpion)
- Arsenal (Walnut)
- Aston Villa (Voodoo)
- FIFA, H2H GG - 8 Mins play
- Tottenham (COSMOS)
- Newcastle (ARCTIC)
- Man City (DEMOLISHOR)
- PSG (GUARDIAN)
- Cyberfootball, FC 24. 5x5 Volta High Cup (2x3 min)
- Vladimirov (Netherlands)

- Larichev (France)
- Iskhakov (England)
- Not started
- Cyberfootball, FC. Ultimate Penalty League
- Aston Villa (Zaruba)
- Atletico Madrid (Vese1ls)
- Penalty
- Philippines, NCAA, Seniors
- SSC-R Golden Stags
- AU Chiefs
- 1st Quarter
- China, CDBL (4x12 min)
- Ningbo Waves
- Shenyang Seagulls
- 4th Quarter
- Ukraine, Bskt Cup
- Union Kremin
- Vela Basket
- 3rd Quarter
- Russia, Pro Division
- Barnaul Altayskiy Kray
- Sochi
- Russia, Pro Division - Women
- Kursk W.
- Orenburg W.
- 2nd Quarter
- Tennis
- WTA
- Yastremska, Dayana
- Sonmez, Zeynep
- 2 Set
- Gibson, Talia
- Oliynykova, Oleksandra
- 1 Set
- Ninomiya M / Zhang Y (1998)
- Hozumi E / Klepac A
- Teichmann, Jil
- Garland, Joanna
- Challenger
- Imamura, Masamichi
- Leong, Mitsuki Wei Kang

- ITF Men
- Jin, Y
- Hong, S
- Sarksian, Daniil
- Tang, Sheng
- Beknazarov, Makhmudbek
- Arcon, Adrian
- Abdullaev, Akmal
- Savelov, Pavel
- Suresh, Darrshan
- Groysman, M
- Serazhetdinov, Ruslan
- Asylkozhaev, Amir
- ITF Women
- Lopez, Chrystal
- Piskun, Liliya
- Shan, Y
- Janssen, C
- Yoshida, Sara
- Luo, Xi
- 3 Set
- Geng, Xinle
- Qu, Y
- Chen, Yiru/Tang, Xiao
- Hu, Feier/Jeng, Ju-Yun
- Huang, Y
- Hanatani, Nagi
- Koike, Ena
- You, Xiaodi
- Yao, Xinxin
- Chang, Hanna
- Back, Dayeon/Ren, Yufei
- Morisaki, Kanako/Sato, Naho
- Kosaka, Rira/Uchijima, Maiko
- Ito, Koharu/Sakaguchi, Kokono
- Miyazato, Ruka/Suzuki, Kano
- Arakawa, Haruna/Suzuki, Minami
- Stabauer, Theresa
- Capuzu, Karina Maria
- Gabriel, Anais
- Toregen, Satima

- Turkmen, Doga
- Marinescu, Alessia
- Aksu, Semra
- Glushkova, Andreya
- Kartseva, Anna
- Vaja, Klara
- UTR Men
- Fujiwara, Tomoki
- Suzuki, Eita
- Tashiro, Yuga
- Ogura, Ewan
- Simulated Reality
- Medvedev, Daniil (SRL)
- Hurkacz, Hubert (SRL)
- Sim-Play Tennis
- Nadel
- Bertich
- Fedirer
- Thimm
- Andorsen
- Tsogna
- Zveriev
- Queray
- AGASSI, ANDRE (90-98)
- COURIER, JIM (90-98)
- RODDICK, ANDY (99-07)
- NADAL, RAFAEL (99-07)
- NADAL, RAFAEL (2017)
- DJOKOVIC, NOVAK (2017)
- DJOKOVIC, NOVAK (08-16)
- NADAL, RAFAEL (08-16)
- Ice Hockey
- Cyberhockey, NHL. High Cup (3x4 min)
- Gainullin (GRE)
- Kartashov (RED)
- II Period
- Mustaev (YEL)
- Litvak (BLU)
- Volleyball
- Philippines, PVL, Women, Open Conference
- Galeries Tower Highrisers

- Akari Chargers
- IV Set
- Table Tennis
- International, TT Cup
- Pawlik, Dominik
- Veliev, Anton
- Item 3 Set
- International, TT Elite Series
- Baron, Mariusz
- Gajda, Rafal
- Item 2 Set
- Belarus Masters, Minsk. League B. Hall 3 (7-set match)
- Tristen, Andrey
- Migun Daniil
- Item 4 Set
- Belarus Masters, Minsk. League C. Hall 4 (7-set match)
- Kiselev Dmitry
- Leshkevich Dmitry
- Item 5 Set
- Belarus Masters, Minsk. League D. Hall 1 (7-set match)
- Naidenko, Sergey
- Stasevich, Alexander
- Belarus Masters, Minsk. League D. Hall 2 (7-set match)
- Shkurin Igor
- Radionov Alexey
- Counter-Strike
- Tournaments, IEM Beijing
- MOUZ
- BB team
- FaZe Clan
- Falcons Esports
- Sim-Play Baseball
- Sim-Play Baseball, Sim-Play Baseball
- Texas Rangers
- Boston Red Sox
- 9th inning top
- Sim-Play Cricket
- Sim-Play Cricket, Sim-Play Cricket
- Punjab
- Chennai
- First innings, away team

- Sim-Play Cricket, World T20
- Papua New Guinea
- Namibia
- First innings, home team
- Prematch
- Overview
- Event View
- Multi View
- Schedule
- Japan
- J.League 2
- TIME
- TEAMS
- FT
- 1ST
- 2ND
- HT
- Bet Builder
- Results
- Total
- Handicap
- 1st team
- 2nd team
- Correct score
- Both teams to score
- Over (4.5)
- Under (4.5)
- Over (5.5)
- Under (5.5)
- Handicap (1X2)
- Odd/Even goals
- Odd
- Even
- Next goal 5th
- No goal
- Rest of the match 0:4
- Exact goals
- Awayteam clean sheet
- Hometeam total
- Over (0.5)
- Under (0.5)

- Awayteam total
- Hometeam exact goals
- Double chance & total
- 1X / Over (4.5)
- 12 / Over (4.5)
- X2 / Over (4.5)
- 12 / Under (4.5)
- X2 / Under (4.5)
- Match result & both teams to score
- Home / Yes
- Draw / Yes
- Away / Yes
- Away / No
- Double chance & both teams to score
- 1X / Yes
- 12 / Yes
- X2 / Yes
- 12 / No
- X2 / No
- Any other score
- Correct score rest of the match 0:4
- Match Animation
- Live Stream
- Betslip
- No odds selected
- min
- IMA
- HCS
- Ball Safe
- Attacking
- Dangerous Attack
- Possession
- Imabari
- Sapporo
- spam protection reCAPTCHA
- MyStake Sportsbook offers 112,000+ Live Events, 5,200 Markets with more than 140 Sport types available.
- MyStake Sportsbook
- Talk to us
- Our team is ready to help with anything you need
- Email
- Start Conversation

- Virtual Events
- Football League
- Football Bundesliga
- English Football League
- Football Turkish League
- World Match Football
- Fast Football
- Football Euro Cup
- Football World Cup
- Football Champions Cup
- Football Asian Cup
- Football Nations Cup
- Virtual NBA
- Horse Racing
- Dog Racing
- Virtual In-Play
- Season:
- Tour:
- Match result
- Over
- Under
- 1st half - Total
- VL London
- VL Ankara
- VL Moscow
- VL Bern
- VL Madrid
- VL Athens
- VL Rome
- VL Zagreb
- VL Vienna
- VL Copenhagen
- VL Kiev
- VL Prague
- VL Berlin
- VL Lisbon
- VL Paris
- VL Amsterdam
- Season 47003
- Match Day 23
- Pos Team Played W D L Goals Diff Pts Form

- WWLWW
- LWDDW
- WDWWL
- DWLWD
- WWWDW
- DDWDL
- DWDWD
- DLWDL
- WWWDL
- WLLDL
- LDDWD
- DLLLD
- LDLDD
- DLDLL
- LLLDL
- DLWLL
- Full Time 2
- Half Time X
- First Goal 1
- Total Goals - Over/Under 1.5 O
- 2.5 O
- 3.5 U
- Handicap 0:1 2
- Asian Handicap -0.25 2
- Correct Score 1:2
- Half Time / Full Time X2
- Double Chance X2
- Both Teams to Score Yes
- Total Goals - Home 0.5 O
- 1.5 U
- Total Goals - Away 1.5 O
- Odd/Even Odd
- Draw No Bet 2
- Team to Score Both
- Match Day 24
- PLACE YOUR BETS
- PLACE YOUR BETS — 17
- Live Tennis
- Live BaseBall
- Live Cricket
- CC

- Closed Captions
- No subtitles
- Pos
- Team
- Played
- Goals
- Diff
- Pts
- Form
- Head to Head
- Last 5 matches
- Draw
- Team Form
- Last 5 matches per team
- Form Rating
- Total Goals
- Ranking
- Season 47003 / Match Day 23
- Points — 22/34
- Full Time
- Half Time
- First Goal
- Total Goals - Over/Under
- Asian Handicap
- Half Time / Full Time
- Double chance
- Total Goals - Home
- Total Goals - Away
- Odd/Even
- Draw No Bet
- Team to Score
- Both
- Yellow card
- Egger, M.
- Steiner, W.
- Warren, U.
- Goal
- Sparacio, A.
- Red Card
- Foresta, K.
- Lehmann, B.

- de Wit, O.
- Info:
- Current channel: 0
- Current competition_nr: 47003
- Current stage: league
- Current chunk_nr: 23
- Current chunk description: Match Day 23
- Current matchset_nr: 23
- Current match_id: 1412747554
- Current phase: post_match
- Show Overlay:
- Pre Match Overlay (Group Stage)
- Pre Match Overlay (KO-Stage)
- Post Match Overlay
- Post Group Overlay
- Post Cup Overlay
- Post League Overlay
- Hide Overlays
- Toggle IgnorePhaseChange
- Open Statistic Center
- Toggle Debug Output:
- Controllers:
- ViewControllers:
- Views:
- You have been inactive too long and the service has been stopped, click to reactivate.
- Reactivate
- Australia
- Ireland
- Great Britain
- United States
- Greyhound
- Today
- Tomorrow
- With Odds
- Upcoming
- Race Off
- Finished
- Fairyhouse
- Dundalk
- Wexford
- Chelmsford (AW)

- Lingfield
- Wolverhampton
- Sedgefield
- Warwick
- Musselburgh
- Kempton
- Chepstow
- Nottingham
- Top Events
- Draft
- Time Filters
- 6H
- 12H
- 24H
- 48H
- Top Leagues
- UEFA Champions League
- UEFA Europa League
- UEFA Europa Conference League
- Premier League
- La Liga
- Bundesliga
- Serie A
- Ligue 1
- Primera LPF, Clausura
- UEFA Nations League. League A.
- UEFA Nations League. League B.
- UEFA Nations League. League C.
- NBA
- Euroleague
- NHL
- My Favourites
- Baseball
- Handball
- Formula 1
- Rugby
- Snooker
- Boxing
- Specials
- MMA
- Badminton

- Lacrosse
- Waterpolo
- Speedway
- Motorcycle Racing
- Aussie Rules
- Floorball
- Golf
- Bandy
- Darts
- Stock Car Racing
- Cycling
- Field Hockey
- Cricket
- Gaelic Hurling
- Ski Jumping
- Alpine Skiing
- Cross Country
- Biathlon
- League of Legends
- Dota 2
- Arena of Valor
- Warcraft 3
- Overwatch
- Mobile Legends
- League Stage
- Shakhtar Donetsk
- Sporting Lisbon
- Galatasaray
- Stuttgart
- 4 November
- Atletico Madrid
- Bayern Munich
- Barcelona
- Aston Villa
- Manchester United
- Roma
- Bodo/Glimt
- Lille
- Feyenoord
- Inter Milan
- Villarreal

- PSG
- LASK
- Slovan Bratislava
- Fenerbahce
- Liverpool
- AEK Athen
- Real Madrid
- 5 November
- Borussia Dortmund
- Betis
- Betis — 4.11
- RB Leipzig
- Manchester City
- Slavia Prague
- Arsenal
- PSV
- Club Brugge
- Viking
- Sabah Masazir
- Porto
- Napoli
- Rennes
- Olympiacos Piraeus
- Brazil,
- Chapecoense SC
- Mirassol SP
- Internacional
- Coritiba PR
- NO_FAV_ITEMS
- No Matches Available
- Gt Sports League,
- Gt Premier League
- Arsenal FC (Walnut)
- Manchester United FC (Scorpion)
- Manchester City FC (Thug)
- AFC Bournemouth (Kenzo)
- Gt Champions League 4
- Villarreal CF (Carlos)
- PSV Eindhoven (Jose)
- Aston Villa (Fred)
- Sporting Cp (Vendetta)

- EAdriatic League,
- Champions League
- FC Barcelona (Pascal)
- International
- Belgium (Oliver)
- International Clubs,
- AFC Champions League Elite, East Region
- Newcastle Jets
- Shanghai Sipg
- VfB Stuttgart (Habibi)
- China,
- U20 China League
- Henan U20
- Wuhan Three Towns U20
- Myanmar,
- U20 League
- Shan United FC U20
- Yangon City FC U20
- Vissel Kobe
- Ratchaburi
- Jeonbuk Motors
- Johor Darul Ta'zim FC
- International Youth,
- UEFA Youth League
- Bodo/Glimt U19
- Lille U19
- Odds
- AAA
- Muswellbrook
- Doomben
- Hobart
- Sunshine Coast
- Ascot
- Gold Coast
- Darwin
- Kembla Grange
- Flemington
- Geraldton
- Randwick
- Morphettville
- Melbourne Cup

- Echuca
- Wangaratta
- Bunbury
- Coffs Harbour
- Port Lincoln
- Grafton
- Kyneton
- Belmont
- Ipswich
- Gawler
- Gosford
- Sapphire Coast
- Philadelphia
- Finger Lakes
- Horseshoe Indianapolis
- Mahoning Valley
- Zia Park
- Mountaineer
- Churchill Downs
- Penn National
- Delta Downs
- Charles Town
- Remington Park
- UFC,
- UFC 334: Gane vs. Hokit
- Match winner
- Total rounds
- 15 November
- Elder, Evan
- Sanches, Samuel
- Gordon, Jared
- Costa, Melquizael
- Chiasson, Macy
- Mesquita, Beatriz
- Johnson, Donte
- Almeida, Cesar
- Miller, Jim
- Mckinney, Terrance
- Dober, Drew
- Duncan, Chris
- Thompson, Stephen

- Radtke, Charles
- Hasan, Bilal
- Gurule, Luis
- Medic, Uros
- Holland, Kevin
- Borralho, Caio
- Belgaroui, Yousri
- Harrison, Kayla
- Nunes, Amanda
- Gane, Ciryl
- Hokit, Josh
- UFC Fight Night: Bonfim vs. Brady
- 8 November
- Parsons, Jonny
- Nascimento De Souza, Jose Henrique
- Cachoeira, Priscila
- Milosevic, Nina
- Nakamura, Keiichiro
- Schmid, Ollie
- Delano, Jose
- Magomedov, Murtazali
- Raposo, Mitch
- Degli, Marcos
- Silva, Karine
- Fernandes, Gabriella
- Lorenco, Gabriel
- Petersen, Thomas
- Kondratavicius, Mantas
- Petroski, Andre
- Go back
- Financials
- Mentions
- Climate And Weather
- Commodities
- Economics
- Entertainment
- Science And Technology
- Politics
- Companies
- Crypto
- Social

- Health
- When will NVIDIA release Vera Rubin?
- Before Jan 2027
- Before Oct 2026
- 5 MARKETS
- Talen Energy TWh generation in fiscal 2026
- Above 46 Twh
- Above 47 Twh
- 21 MARKETS
- Wingstop total system-wide restaurants in fiscal 2026
- Above 3500
- Above 3400
- 9 MARKETS
- Wingstop US same store sales growth in Q2
- Above 4%
- Above 0%
- Domino's total US stores in Q3
- Above 7250
- Above 7300
- Domino's US same store sales growth in Q3
- Above 2%
- 10 MARKETS
- Above 41 Million
- Above 40.2 Million
- 12 MARKETS
- Wingstop total system-wide restaurants in Q2
- Above 3200
- Above 3300
- 7 MARKETS
- First Solar megawatts sold in Q2
- Above 3300 MW
- Above 3400 MW
- 11 MARKETS
- Wingstop US same store sales growth in fiscal 2026
- Wingstop US same store sales growth in fiscal 2026 — 4.76
- Alaska Air passenger load factor in Q3
- Above 83.5%
- Above 84.5%
- Google search paid clicks change in Q3
- Above 16%
- Above 17%

- American Airlines passenger load factor in fiscal 2026
- 8 MARKETS
- American Airlines passenger load factor in Q3
- Alaska Air passenger load factor in fiscal 2026
- View More
- Betis — 4.34

Top 5 Leagues Tourmament

- Virtual Sports
- E-Sport
- SportsBook Rules
- Username
- Points
- Top 5 Leagues Tourmament
- Win up to $10,000 every week in Cash Prizes and Freebets.
- Current
- Prize Pool
- Up to $10,000 every week
- Ends In
- 5d 16h 26m
- Rank
- Prize
- PLAYER
- 3000 USD
- 2000 USD
- 1000 USD
- 500 USD
- 400 USD
- 300 USD
- 200 USD
- 150 USD
- 100 USD
- 80 USD
- 50 USD FreeBet
- 50 USD FreeBet — 27
- 30 USD FreeBet
- 30 USD FreeBet — 42
- Our Products
- Information
- Company Details
- Blog

- Help
- F.A.Q (Frequently Asked Questions)
- Dispute Resolution
- Self-Exclusion
- Live Chat
- affiliate@mystake.email
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- Multi-profile world of various sports activities with the highest odds
- Follow the most popular E-Sport events assembling millions of players
- Boosted, non-stop activity thanks to our special tournaments
- MyStakeSports
- F1 Betting Tips
- The Rise Of E-Sports
- Boosted Sports Odds on MyStake

General Terms

- Basketball 3x3
- Motorsport
- Winter Sports
- ESport StarCraft
- ESport League of Legends
- ESport Dota
- Virtual Basketball
- Football
- The jersey consists of T-shirt, shorts and socks. All the team members must have the same color jerseys, except of the goalkeeper (which must have different outfit than the other regular players). Goalkeepers must wear special goalkeeper gloves. All players must wear football boots. The players are allowed to wear any color or style boots. The opponent teams must wear different color jerseys.
- The players are not allowed to wear any accessories (rings, bracelets, necklaces, piercings, earrings, etc.) during the match. Only goalkeepers use goalkeeper gloves. Goalkeepers are allowed to use caps in case of necessity. All players are allowed to wear a rugby helmet for health safety measures. In cold weather regular players are allowed to wear special gloves. Players are also allowed to wear special sports glasses, but these cases are rare.
- Local football federations and ministries of sports (depending on the country) require the presence of ambulance, fire service and police. The match is forbidden to start without the presence of any of them. That might cause the match delay or postpone.
- The objective of football is to score more goals than your opponent. A goal can be interpreted as an action of a player or a group of players that leads the ball entering the opponent's net. To be considered as a goal, the ball must cross at least 50% of the goal line.

- In football players try to score the goal in opponent's net. Every shot that enters the net or would have entered the goal if it had not been blocked by the goalkeeper or other player, counts as a shot on goal. Any other attempt of kicking the ball does not count as a shot on goal unless it is either in the net or is deflected/caught by the goalkeeper.
- The betting rule on cards
- Number of Cards: On this category, the betting player must guess the number of cards given in the indicated time of the match. Direct red card equals to two yellow cards. The second yellow cards taken by a player in the match, which turns into red card counts as one. (Ex. 1 yellow card + 1 yellow card + red card = 3 cards). A player can get maximum 3 cards during the match.
- ○ The bench player cards do not count during the betting.
- Any event of the match (goals; throw-ins; cards; corners; etc.) are calculated during the match, and not after its completion or at half-time. For example: Card received out of football pitch (card on bench) and card received after the match. ((Exception: the card shown during the half-time , which will be shown to a field player, will be counted in the total number of cards and will be recorded as card shown in the second half)); Not taken corner, throw-in, etc. will not be counted in the total number of that event and won't be recorded as such in the match.
- Red card is the most severe punishment a player can receive on the field. Red cards are usually awarded if the player commits a very serious foul, unsportsmanlike behavior, cautionable handball, arguing with the referee, diving, receiving shows violent actions against the referee or other players, uses his hands to stop a goal (no goalkeeper), badmouthing or receives a second yellow card, which automatically turns his card into red one. After a player receives a red card, he/she is dismissed from the field and automatically misses 2 next matches of the current championship. In some cases, the committed foul is so grave that a player along with the 2-match disqualification is faced with additional disciplinary action.
- Attacking is an action performed in football. Basically, attacking describes the movement of the team in possession of the ball in the direction of the opponent's net. Just kicking the ball to the net doesn't count as an attack. Apart from attacks there are also "Dangerous Attacks" which means that the opposing team is close to scoring a goal and their attack might end with shot on goal, shot off goal, shot on woodwork, shot blocked, corner, dangerous free kick or penalty.
- During the full match of football, a lot of shots are made by both teams. Special committee calculates how many of these shots were successful and how many of them were not, this is later shown in the statistics as the shooting accuracy. Shooting accuracy is calculated by dividing the shots on target with all shots that were made, excluding blocked attempts and own goals.
- If an opposing player fails to respect the required distance (2 m) before the ball is in play or otherwise unfairly distracts or impedes the thrower, he or she may receive a caution (yellow card) for unsporting behavior.
- Football Clubs can change, sell, buy and send on loan players. The transfer is only permitted during the Transfer Window period. Usually the Transfer Window has two periods – Summer and Winter. The summer period is opened on first of June and closed on August 30th. In the Winter the Transfer Window Opens on January 1st and closes on January 31st. Sometimes due to different reasons the Transfer Window period deadlines might shift. Any Transfer Window law break will cause serious sanctions to the team or a player.
- Fair Play Goals counts for the betting company as regular goals.
- Live betting is a process of placing a bet on a sporting event after it has already started. During the live betting, odds constantly change. For example, if a home team has a specific odd on a win and the away team scores, during the live betting the odd of home team to win will change. So basically, during the live betting player bets on already started events and try to guess how will it all end.

- If in football 2 (two) halves format match the length of each half is changed, in this case positions are not subject to return and bets are still being settled. (exception: When one of the halves length is lesser than 30 minutes and it is not indicated in the subject line. In this case the bet is multiplied to 1.0)
- During live match streams the time and statitstics appearing on the screen have only informative function and the betting company do not take responsibility on their precision.
- If in a football match the length of halves is changed, the positions are not cancelled and bets are still settled. Matches where statutory time is less than 45 minutes or more than 120 minutes will be considered
- Asian Betting explanation
- Double Asian Handicap is a match betting with a handicap (advantage) in which the Handicap value (H) is multiple of 0.25, but not multiple of 0.5, for instance: H = -0.25, +0.25, -0.75, +0.75, and so on. Such betting is interpreted in two (simple, "half") bets with the same odds and with the nearest common Handicap value (H1 = H - 0.25 and H2 = H + 0.25). The amount of each "half" bet equals the half of the "Double" bet amount.
- Double Total Bet is a Total betting in which the Total value (T) is multiple of 0.25, but not multiple of 0.5, for instance: T = 2.25, 2.75, 3.25, etc. Such bet is interpreted in two (simple, "half") bettings at the same odds and with the nearest common Total value (T1 = T - 0.25 and T2 = T + 0.25). The amount of each "half" bet equals the half of the "Double" betting amount.
- While making bets in football you will come up with different betting options, all of which have their own symbols and definitions. Here are some of the most common betting options below:
- 1 – Betting on this option this always refers to the first team (Home team). By betting on this option, you choose that the first team will win the designated market position. For example: The winner of the match – 1
- 2 - Betting on this option this always refers to the second team (Away team). By betting on this option, you choose that the second team will win the designated market position. For example: Which team scores more goals – 2
- A maximum of 10 markets from a single sport can be included in a Bet Builder Bet.
- Freebet is only available for bets on sporting events.

Game Rules

- (b) No fielder shall take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.
- Basic betting rules:
- 1. Live betting
- e. The following positions are offered for baseball betting:
- The settlement is based on the official protocols of the governing bodies and federations of the respective tournaments.
- ○ FIBA Official Competitions are Olympic tournaments, 3x3 World Cups (including U18), zone championships (including U18), the 3x3 World Tour and 3x3 All -Stars
- 7.4. Team fouls 7, 8 and 9 shall always be awarded with 2 free throws. The 10th and any subsequent team foul as well as technical and unsportsmanlike fouls will be always awarded with 2 free throws and ball possession. This clause is applied also to fouls during the act of shooting and overrules 7.2 and 7.3.
- All that is needed to play is a court and basketball. Teams must wear matching strips with some players choosing to wear gum shields and face masks for protection.

- There are three scoring numbers for basketball players. Any basket scored from outside the three-point arc will result in three points being scored. Baskets scored within the three-point arc will result in two points being scored. Successful free throws will result in 1 point being scored per free throw. The number of free throws will depend on where the foul was committed.
- Violations in basketball include travelling (taking more than one step without bouncing the ball), double dribble (picking the ball up dribbling, stopping then dribbling again with two hands), goaltending (a defensive player interferes with the ball travelling downwards towards the basket) and back court violation (once the ball passes the half way line the offensive team cannot take the ball back over the half way line).
- Basic rules for betting:
- d. If, as a result of the match, the total number of points scored is equal to the total of the bet, a return occurs (depending on the position, in some positions there is with and without overtime). Likewise for quarter / half totals, team and player individual totals (including bets on over / under rebounds, foul transfers, block shots, interceptions made by a team or a player), as well as bets on match / halves / quarters handicaps , comparison of player statistics and other positions where the options for the exact value of the handicap / total are not provided.
- The following positions are offered for basketball betting:
- Disposals resulting from technical and unsportsmanlike fouls do not count.
- Futsal (also known as fútsal or footsal) is a ball sport played on a hard court, smaller than a football pitch, and mainly indoors. It has similarities to five-a-side football.
- The two most important governing bodies of futsal are the Asociación Mundial de Fútsal (AMF) and Fédération Internationale de Football Association (FIFA). AMF is the successor organization to the original governing body. FIFA later took an interest in futsal. However, talks between FIFA and AMF to reconcile governance were not successful. FIFA organizes its own separate competitions.
- The International Futsal Alliance (IFA) is a partnership of countries formed to offer high quality futsal tournaments throughout the world. It sees itself as ancillary rather than competing with FIFA. Its membership spans countries from North and South America, Europe, Africa, Asia, and Oceania. Several tournaments have been organized under the auspices of IFA, including a world cup for men held in 2019 and one for women held in 2017.
- Many of the laws are similar or identical to those found in association football, or reference association football in their absence (such as a section noting that there is no offside infraction in futsal.)
- There are two periods of 20 minutes with time stopping at every dead ball. Between the two periods there is a break of 15 minutes. Each team may use one time-out per half, which lasts one minute. Some lower leagues and tournaments use 24 minute periods with running time.
- The kit is made up of a jersey or shirt with sleeves, shorts, socks, shinguards made out of metal, plastic or foam, and shoes with rubber soles. The goalkeeper is allowed to wear long trousers and a different coloured kit to distinguish themselves from the other players on the team and the referee. The goalkeeper is also allowed to wear elbow pads because the surface is about as hard as a tennis court or basketball court. Jewellery is not allowed, nor are other items that could be dangerous to the player wearing the item or to other active participants.
- The field is made up of wood or artificial material, or similar surface, although any flat, smooth and non-abrasive material may be used. The length of the field is in the range of 38–42 m (125–138 ft), and the width is in the range of 20–25 m (66–82 ft) in international matches. For other matches, it can be 25–42 m (82–138 ft) in length, while the width can be 16–25 m (52–82 ft), as long as the length of the longer boundary lines (touchlines) are greater than the shorter boundaries where the goals are placed (goal lines) (Basketball

courts of 28 m × 15 m (92 ft × 49 ft) can be used). The "standard" size court for an international is 40 m × 20 m (131 ft × 66 ft) (the size of a handball field). The ceiling must be at least 4 m (13 ft) high.

- Unlike football, there is no offside rule in futsal. Attackers can get much closer to the goal than they can in the traditional outdoor version of football.
- 4. If a match is interrupted or suspended for more than 24 hours (pre-match) or 48 hours (live), all bets on this match will be settled with odds "1", unless the results of the bets have already been determined at the time the match was stopped ... Those outcomes that are uniquely determined by the time it was stopped (for example, the outcome of the first half, the first goal scored and its time, etc.) are accepted for betting settlements.
- 2:6 Players and team officials remain subject to personal punishment for infractions or unsportsmanlike conduct which take place during the execution of a free throw or 7- meter throw in the circumstances described in Rules 2:4-5. An infraction during the execution of such a throw cannot, however, lead to a free throw in the opposite direction.
- 4:9 The players must wear sports shoes.
- A player who does not follow the instructions of the referees in connection with this provision is deemed guilty of unsportsmanlike conduct (8:7, 16:1b and 16:3d).
- RULE 8 - Fouls and Unsportsmanlike Conduct
- Unsportsmanlike conduct that warrants a personal punishment under Rules 8:7-10
- As unsportsmanlike conduct is considered any verbal and non-verbal expressions that are not in conformity with the spirit of good sportsmanship. This applies to both players and team officials, on the court and outside the court. For the punishment of unsportsmanlike, seriously unsportsmanlike, and extremely unsportsmanlike conduct, a difference is made between 4 levels of actions:
- Unsportsmanlike conduct that warrants progressive punishment
- 8:7 The actions listed below under a-f are examples of unsportsmanlike conduct that is to be punished progressively, beginning with a warning (16:1b).
- Unsportsmanlike conduct warranting an immediate 2-minute suspension
- 8:8 Certain unsportsmanlike actions are by their nature seen as more severe and warrant an immediate 2-minute suspension, regardless of whether the player or the officials had received a warning earlier. This includes:
- Seriously unsportsmanlike conduct warranting a disqualification
- 8:9 Certain forms of unsportsmanlike conduct are considered so serious that they warrant a disqualification.
- Disqualification due to extremely unsportsmanlike conduct also to be reported in writing
- 14:10 It is not permitted to change goalkeepers once the thrower is ready to take the 7-metre throw, standing in the correct position with the ball in hand. Any attempt to make a substitution in this situation is to be penalised as unsportsmanlike conduct (8:7c, 16:1b and 16:3d).
- unsportsmanlike conduct that is to be punished progressively (8:7).
- for unsportsmanlike conduct by a player as under 8:7, if the player and/or his team has already received the maximum number of warnings;
- for unsportsmanlike conduct by a team official as under 8:7, if one of the officials on the team has already received a warning;
- for unsportsmanlike conduct by a player or team official as under 8:8 (see also 4:6);
- for seriously unsportsmanlike conduct under 8:9 and extremely unsportsmanlike conduct under 8:10, by a player or team official, on or outside the court;

- for unsportsmanlike conduct by any one of the officials of a team under 8:7, after they have collectively already received both a warning and a 2-minute suspension in accordance with 16:1b and 16:3e;
- for significant or repeated unsportsmanlike conduct during a tie-breaker such as 7- meter throwing (2:2 Comment and 16:10).
- In this way any form of significant or repeated unsportsmanlike conduct will prevent the further participation of the player concerned (see Rule 2:2 Comment).
- a warning shall be given in the case of unsportsmanlike conduct under Rules 8:7-8;
- b. All results are calculated according to official statistics taken from the official websites of each league or tournament.
- e. The following positions are offered for handball betting:
- 14. Tournament winner
- The bet is calculated only after the completion of all matches of the specified group within this round of the tournament.
- g. The following positions are offered for hockey betting:
- Regardless of the country and the tournament, all bets on such a position will be settled on the results of regular time, excluding the result of overtime and shootout unless otherwise stated.
- 8. Tournament winner
- The bet is calculated only after the end of the final match of the tournament according to the actually fixed result at the time of the end of the tournament.
- If the team on which the bet was made did not qualify for this tournament, was disqualified or refused to participate in the competition, all bets on it are considered to be lost.
- Regardless of the country and the tournament, all bets on such a position will be settled on the results of regular time, excluding the result of overtime and shootout.
- Regardless of the country and the tournament, all bets on such a position will be settled on the results of regular time, unless otherwise indicated.
- The bet is calculated only after the completion of all matches of the indicated teams within the framework of this round of the tournament.
- Such fighting has gone on for many years and can be traced as far back as ancient Greece where a sport known as Pankration was popular which was a combat sport that featured range of grappling and striking techniques. Similar styles of combat have existed throughout the ages but none have ever attracted worldwide attention until the advent of the Ultimate Fighting Championship in the USA in 1993.
- The object of the sport is to defeat your opponent utilizing striking, throwing and grappling techniques. Although in the early years of MMA and particularly the UFC fighters tended to concentrate on one martial art and tended to be solely strikers and grapplers, nowadays most fighters recognize the need to cross-train to be successful in MMA.
- Because mixed martial arts is the ultimate one-on-one combat sport, no other equipment is used apart from MMA gloves, lightweight padded gloves that allow movement of the fingers whilst also protecting the hands when punching.
- In mixed martial arts matches, scoring is done in the same way as many other combat sports such as boxing. Three judges sit around the ring and score each round, giving the winner of the round in their judgement 10 points and the loser 9 points. In rounds where there is a clear winner, the loser may only receive 8 points.

- 2. Betting on rounds. If the athlete cannot continue the fight after being invited to the start of the next round, the fight will be considered completed in the previous round.
- 4. If the fight is interrupted or suspended for more than 24 hours, all bets on this match will be settled with odds "1", unless the results of the bets have already been determined at the time the match was interrupted. Those outcomes that are uniquely determined by the time it stops (for example, the outcome of the first round) are accepted for betting settlements.
- 4. If markets remain open with an incorrect score which has a significant impact on the prices, company reserves the right to void betting.
- 5. If the players/teams are displayed incorrectly, company reserves the right to void betting.
- 7. Match Betting In the event of a match starting but not being completed, the player progressing to the next round will not be deemed as the winner. The market will be voided.
- Swimming is an individual or team racing sport that requires the use of athlete's entire body to move through water. The sport is conducted in pools or open water in a sea or lake). Competitive swimming is one of the most popular Olympic sports, with varied distance events in butterfly, backstroke, breaststroke, freestyle, and individual medley. In addition to these individual events, four swimmers can take part in either a freestyle or medley relay. A medley relay consists of four swimmers who will each swim a different stroke, ordered as backstroke, breaststroke, butterfly and freestyle.
- Tennis is a sport that originated in England around the 19th century and is now played in a host of countries around the world. There are four major tournaments known as the 'majors' that include Wimbledon, US Open, French Open and Australian tournament.
- In past tournaments, line judges tasked with calling the serve were sometimes assisted by electronic sensors that beeped to indicate an out-of-bounds serve; one such system was called "Cyclops". Cyclops has since largely been replaced by the Hawk-Eye system. In professional tournaments using this system, players are allowed three unsuccessful appeals per set, plus one additional appeal in the tie-break to challenge close line calls by means of an electronic review. The US Open, Miami Masters, US Open Series, and World Team Tennis started using this challenge system in 2006 and the Australian Open and Wimbledon introduced the system in 2007. In clay-court matches, such as at the French Open, a call may be questioned by reference to the mark left by the ball's impact on the court surface.
- The 4 tennis grand slams that must be known are Wimbledon, the U.S. Open, the French Open and last but not least the Australian Open. These 4 major tennis tournaments are seen as the most significant tennis events of each and every year; their significance is determined by factors like awarded prize money, the tradition attached to each event, the world tour ranking points, the public attention and the size as well as the strength of the tennis player field.
- This grass court tennis grand slam is the oldest of all four of these tennis events. The oldest, still-active tennis tournament in the entire world, it is looked at by many in the tennis world as the most prestigious, and it is usually held from late June to early July. Since its year of inception, which was 1877, Wimbledon has been held at the All England Club located in Wimbledon, London.
- This tennis grand slam was established all the way back in 1881, making it the second-oldest right after Wimbledon. Chronologically, the U.S. Open is the fourth as well as the final tennis grand slam each and every year. Traditionally, it takes place in the months of August and September for a two-week period, which stretches from the weeks right prior to and then after the Labor Day weekend. The U.S. Open's main tennis tournament involves singles for men and women, doubles for men and women, mixed doubles, junior tourneys, senior tourneys and wheelchair tourneys.

- The French Open is held in Paris, France, every year from late May to early June for a period of slightly more than two weeks at the Stade Roland Garros. This tournament is interesting because the players are playing on clay courts so you will see them sliding and gliding on the court. One of the more prestigious of all events in the sport of tennis, the French Open is renowned for possessing the highest worldwide broadcast viewership of all the usual events in tennis.
- D. If a tennis match is interrupted, not completed on the same day and postponed, then bets on it remain in force until the end of the tournament in which the match was played, until the match is completed or one of the players refuses.
- Badminton is a sport that has been around since the 16th century. The sport is played indoors and the pinnacle comes from its Olympic events. The sport is very popular in Asian countries such as China and India with these countries leading the way by producing some of the world's best players.
- Handicap and total for these sports are indicated in points, unless otherwise indicated.
- The "Winner" bet. The athlete (team) who takes the first place in the tournament is considered the winner. If the athlete refuses to participate in the tournament before its start, the odds of winning on bets on him are assumed to be "1" (Return).
- c. are not valid for any FIDE match, championship or qualifying event, or for a FIDE title or rating tournament.
- The following positions are offered for betting on chess:
- 4. Tournament winner

- Rugby is one of the most physical of sports. Internationally the pinnacle of the sport lies in the Rugby World Cup. Other tournaments such as the Tri Nations (including South Africa, New Zealand and Australia), Six Nations (including England, Ireland, Scotland, Wales, Italy and France) and the Heineken Cup are other tournaments which are held in high esteem throughout.
- Asia Rugby, formerly Asian Rugby Football Union (ARFU)
- Sevens is played on a standard rugby union playing field. The field measures up to 100 metres (330 ft) long and 70 metres (230 ft) wide. On each goal line are H-shaped goal posts. The goal posts are on the goal line. This is unlike American football in which the posts are behind the back of the goal line.
- Comparison with rugby union
- Rugby league and rugby union are distinct sports with many similarities and a shared origin. Both have the same fundamental rules, are played for 80 minutes and feature an oval-shaped ball and H-shaped goalposts. Both have rules that the ball cannot be passed forward, and dropping it forwards leads to a scrum. Both use tries as the central scoring method and conversion kicks, penalty goals and drop goals as additional scoring methods. However, there are differences in how many points each method is worth.
- d. The following positions are offered for rugby betting:
- 6. Tournament Winner

- If the team on which the bet was made did not qualify for this tournament, was disqualified or refused to participate in the competition, all bets on this team are considered to be lost.
- The bet is calculated only after the end of the last match in the series of this round of the tournament with the participation of the indicated teams.
- Our company makes bets on the following motorsports: Formula 1, Rally, Bikes, Nascar, Speedway, DTM, Rallycross, Indycar, Red Bull Air Race, Supercars, Formula 2, Formula E.
- Motorcycle racing (also called moto racing and motorbike racing) is the motorcycle sport of racing motorcycles. Major varieties include motorcycle road racing and off-road racing, both either on circuits or

open courses, and track racing. Other categories include hill climbs, drag racing and land speed record trials.

- Motorcycle speedway, usually referred to as speedway, is a motorcycle sport involving four and sometimes up to six riders competing over four anti-clockwise laps of an oval circuit. The motorcycles are specialist machines which use only one gear and have no brakes; racing takes place on a flat oval track usually consisting of dirt, loosely packed shale, or crushed rock (mostly used in Australia and New Zealand). Competitors use this surface to slide their machines sideways, powersliding or broadsiding into the bends. On the straight sections of the track the motorcycles reach speeds of up to 70 miles per hour (110 km/h).
- Drivers who shunt an opponent will stand a much better chance of avoiding a penalty if they wait for the other car to retake their position. If an opponent needs to pit for repairs then you too should follow them into the pit lane and enable your limiter all the way down the lane before re-joining the race. Your sporting gesture may be taken into consideration and a penalty may not need apply. Doing the opposite will be met with a certain post-race penalty.
- c. The winner for all qualifying bets will be determined by the official qualifying time announced by the respective governing federation for that tournament.
- e. The following types of bets on motorsport are accepted:
- Drivers must conduct a specific FIA training session focussing on electrical safety, specific features of the fully-electric Formula E car, as well as reviewing both technical and sporting aspects of the series.
- Formula One - A Racing Sport
- The company provides odds on the following winter sport: Alpine Skiing, Biathlon, Bobsleigh, Cross Country, Figure Skating, Freestyle Skiing, Luge, Nordic Combined, Speed Skating, Short Track, Skeleton, Ski Jumping, Snowboard.
- Race points are determined by comparing the winner's time and the individual racer's time. The formula for points makes the comparison and produces points in each discipline according to the ratio of the racer's time to the winner's time.
- Biathlon is a very popular winter sport that combines cross-country skiing and rifle shooting. It has its origins in an exercise for Norwegian soldiers. The first known competition took place in 1767 when border patrol companies competed against each other. Gradually the sport became more common throughout the Nordic countries as an alternative training for the military service men/women.
- The 20 km Individual race for men and 15 km for women is the oldest biathlon event. The biathlete shoots four times at any shooting lane, in the order of prone, standing, prone, standing in total for 20 targets. For each missed target the sportsmen are usually penalized for fixed one minute. It is added to the skiing time of the biathlete. Competitors' starts are staggered, normally by thirty seconds.
- Of course, this event also requires a few more piece of equipment than other winter sports. Biathletes must expertly use:
- Bobsledding, also called bobsleighing, the sport of fast sliding down an ice-covered natural or artificial incline on a four-runner sled, called a bobsled, bobsleigh, or bob, that carries either two or four persons.
- When bobsleighing began, participators used wooden sleds to slide their way down the tracks, although these were eventually replaced by steel-based vehicles as the sport accrued wider attention and recognition. There are now both two-man and four-man tournaments held in bobsleigh at the Olympics, with events available for both men and women.
- Expectedly, Switzerland are one of the most successful nations in Olympic bobsledding, with Germany and USA also picking up a wide variety of medals in the sport.
- Bobsleighing is a racing sport – and the first team to reach the finish line at the end of the race is crowned the victor. Bobsleigh vehicles will have two or four athletes inside depending on the type of event, and the

teams' crews push the vehicles off from a standing start to begin their movement down the track.

- Crews: Because bobsleighing is a sport dictated by gravity, every team needs to be pushed into action by crew members – who literally get behind the bobsleigh vehicle and force the vehicle onto the track to begin the momentum. Every person in a bobsleigh team has a specific role to play, be it a pilot, a brakeman or a pusher.
- The Official Special Olympics Sports Rules for Cross-Country Skiing shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale de Ski (FIS) rules for cross-country skiing found at FIS or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Cross-Country Skiing or Article I. In such cases, the Official Special Olympics Sports Rules for Cross-Country Skiing shall apply.
- 6.2 Jury and Sport-Specific Rules Committee
- 6.2.1 Refer to Article I SECTION G concerning composition of jury or sport-specific rules committee.
- 7. UNIFIED SPORTS®
- 7.1.1 A relay team consists of two Special Olympics Athletes and two Unified Sports Partners.
- 7.1.2 Selection of Special Olympics Athletes and Unified Sports Partners of similar age and ability is preferred for Unified Sports training and competition in Cross Country Skiing. Age and ability matching will enhance the quality of the training and competition experience.
- Figure Skating is a sport in which single athletes or teams of athletes conduct artistic performances on ice. Both men and women participate in their own singles events with pair skating events and ice dancing events open to both genders (usually one male and one female).
- One of the showpiece events of any winter sports competition, the halfpipe is a stylistic event in which athletes' race through a 'half-pipe' carved into the snow performing jumps and turns as they fly from the top.
- Luge is a winter sport that involves riding sleds down an artificial tracks built with steep banks and inclines. Participating athletes position themselves in a "supine" position whilst riding the sleds (lying down on their backs facing upwards with their feet at the bottom)
- The sport of luge, like the skeleton and the bobsleigh, originated in the health-spa town of St Moritz, Switzerland, in the mid-to-late 19th century, through the endeavours of hotel entrepreneur Caspar Badrutt. Badrutt successfully sold the idea of winter resorting, as well as rooms with food, drink, and activities. His more adventurous English guests began adapting delivery boys' sleds for recreation, which led to collisions with pedestrians as they sped down the lanes and alleys of the village.
- Georg Hackl, Jan Behrendt and Stefan Krausse are three of Germany's top Luge athletes, but the most successful individual in the sport to date is Italy's Armin Zoggeler with 2 gold, 1 silver and 3 bronze medals overall.
- The object of this sport is to reach the end of the track in the fastest time possible.
- Scoring in Luge is calculated by counting the total time it takes for an athlete or team to complete a pre-determined number of "runs" (a "run" means completing the track from start to finish). All races are timed to a thousandth of a second. This puts Luge among some of the most accurately timed sports on the world.
- In singles tournaments, all competing athletes are allowed to take four separate runs down the track. In doubles tournaments, teams of two take two runs down the Luge track.
- These are further broken into several age classes - multiple youth and junior classes that cover the range of age 7–20, and general class (ages 21 and older). Older competitors may enjoy the sport in masters (age 30–50), and senior masters (age 51+) classes. In a team relay competition, one man, one woman, and a doubles

pair form a team. A touchpad at the bottom of the run is touched by a competitor signaling a teammate at the top of the run to start.

- Nordic combined is a sport which includes ski jumping and cross-country skiing. Currently Nordic combined is played in Winter Olympics and to popularize this sport, FIS Nordic Combined World Cup is played. The highest authority to regulate Nordic combined is the International Ski Federation. It has not sanctioned any women's competition. Nordic combined is largely dominated by the Scandinavian countries. This sport is invented by Norwegians and many great athletes arrive in Norway to participate in competitions.
- The Nordic combined sport includes ski jumping and cross-country skiing. Basically, skiing technique was invented to travel over snow on skis. It is believed that skiing was invented and practiced as early as 600 B.C. Inception ski jumping which is a part of Nordic combined started in Norway in 1808, when Ole Rye jumped over a height of 9.5 meter.
- Coming back to Nordic combined, the first major competition took place in 1892 in OSLO. This sport became prominent when it was included in 1924 Winter Olympics. Initially, cross-country race was held first and ski jumping the day after. But after 1950 the style was reversed and ski jumping was held first.
- Nordic combined has gained much popularity all over the world. Since its introduction to modern Olympics in 1924, the popularity of this sport by different nations grew exponentially. Many Asian and non-Asian countries participate actively in the sport. Some of the major dominating Asian countries are Kazakhstan, Korea, Japan. But Europeans mainly the Scandinavian countries are dominant in this sport. The list includes Poland, Italy, Norway, Austria, Germany.
- In order to facilitate the scoring system in the Nordic combined sport and make it fan friendly, new method was of scoring introduced at the 1988 Winter Sports played in Calgary. It made the sport friendly for the spectators because fans do not have to wait for the final result.
- It is mandatory that all the part of the suit should be made up of the same kind of material. They should have some part of air permeability. As the sport is played on snow track, it is better that the thickness of the suit is more. For the flexibility during the sport, the size of the suit should be perfect for the athlete when he is in upright position.
- Speed Skating is a winter sport where athletes compete against one another on an ice-based circuit, using skates to navigate their way around the track. There are three main variants of speed skating – Long Track Speed Skating, Short Track Speed Skating, and Marathon Speed Skating. In the Olympics, "Speed Skating" is the term used to describe the Long Track category, whereas Short Track Speed Skating is abbreviated to "Short Track".
- Speed Skating is a racing sport, so the primary aim is to complete each circuit in the fastest time possible. Athletes compete in races two at a time, with a lane reserved for each. During the race, athletes reach a specific point where they swap lanes to ensure they cover the same amount of distance as one another overall. If a race is neck and neck and both competitors meet on a corner, the athlete occupying the inner lane must offer right of way to the rival on the outside. The athlete that reaches the finish line first is declared the winner.
- The winner of a Speed Skating race is the athlete that reaches the finish line first. There are often no heats or finals in Speed Skating like there are in other racing sports.
- Short track speed skating is a winter sport and a form of ice speed skating. In competitions, multiple skaters (typically between four and six) skate on an oval ice track with a length of 111.112 meters (364.54 ft). The rink itself is 60 meters (200 ft) long by 30 meters (98 ft) wide, which is the same size as an Olympic-sized figure skating rink and an international-sized ice hockey rink. Short track speed skating is the similar sport to long track speed skating and also to inline speed skating.

- Unsportsmanlike conduct: Acting in a manner not befitting an athlete or a role model. Including cursing at a competitor, kicking your feet, striking other skaters or officials, etc.
- Skeleton is a winter sliding sport in which a person rides a small sled down a frozen track while lying face down (prone), during which the rider experiences forces up to 5 g and reaches speeds over 130 km/h. The sport was named from the bony appearance of the sled. It was added to the Olympic program for the 2002 Winter Olympics; previously, it had been in the Olympic program only in St. Moritz, Switzerland, in 1928 and also in 1948.
- Unlike other sliding sports like - bobsleigh and luge, the skeleton always involves single riders. Like bobsleigh, but unlike luge, the race begins with a running start from the opening gate at the top of the course. The skeleton sled is thinner and heavier than the luge sled, and skeleton affords the rider more precise control of the sled. Skeleton is the slowest of the three sliding sports, as skeleton's face-down, head-first riding position is less aerodynamic than luge's face-up, feet-first ride.
- "The 'toboggans' used in Alpine countries at the end of the 19th century were inspired by Canadian/Indian sleds used for transport". Various additions and redesigning efforts by athletes have led to the skeleton sleds used today. In 1892, L. P. Child introduced the "America", a new metal sled that revolutionized skeleton as a sport. The stripped-down design provided a compact sled with metal runners, and the design caught on quickly. In 1902, Arden Bott added a sliding seat to help athletes shift their weight forward and backward, a feature that is no longer included on modern sleds.
- Continental Cups - The two Continental Cup series are the Europe Cup and the North American Cup. Both are open to athletes from all participating nations, but with some restrictions: the top 15 athletes in combined ranking are not permitted to race in the Continental Cups, and athletes are not permitted to race unless their team has filled all of its assigned quota sports in the World Cup.
- Ski jumping is one of the most famous and admired winter sports that sees competitors attempt to jump off a large ramp and land successfully scoring the most points. As part of the Winter Olympics since it began in 1924 for men and, since 2014 for women, it has provided some of the Winter Olympics some of its most dramatic moments. Ski jumping is actually a form of Nordic skiing although unlike most other forms of skiing it is not done on a piste, rather on a specially constructed ramp known as an in-run.
- Geographic locations seriously affected the leaders in this sport like Norway, Finland and Austria, which are by far the most successful ski jumping nations.
- Ski jumping is an individual event sport and one that has relatively few equipment.
- Helmet: Helmets are mandatory in ski jumping competitions in regarding to the potential dangers of this sport.
- The right gear can help prevent injuries. Those who follow this sport must:
- Since snowboarding was established as a winter sport, it has developed various styles, each with its own specialized equipment and technique. Nowadays the most frequently seen styles are: freeride, freestyle, and freecarve/race.
- Alpine snowboarding is a discipline within the sport of snowboarding. It is practiced on groomed pistes. It has been an Olympic event since 1998.
- Snowboarding has been a Winter Olympic sport from 1998 Winter Olympics. Events were changing through the years. During the 2018 Winter Olympics, the snowboarding events were big air, halfpipe, parallel giant slalom, slopestyle and snowboard cross.
- f. The following positions are offered for betting on winter sports:
- 6. Bets on the winner of the tournament.

- If the player refuses to participate in the tournament before its start, the odds for winning bets are assumed to be "1".
- It combines elements of single combat, show and religious rites. Such a philosophical ritual, as a greeting before the fight there is not any kinds of sport. Opponents greet each other, gesturing that they came with intentions, without weapons, and are ready in an honest fight to prove thein superiority. The main components of Japanese sumo wrestling are spirit, technique, body. One of the main principles of sumotori sounds such as: having won, not ignorance; losing, do not fall!
- Competitions by sumo are held on a square sports ring 7,27 meters on a side which called dohyo.
- c. The following betting positions are offered:
- 3. Tournament winner.
- Rules of the official sports competition Ultimate Penalty League
- Ultimate Penalty League is a competition in the EA SPORTS FC 26 sports simulator on the PlayStation 5 platform.
- A match is a series of penalty kicks in EA SPORTS FC 26.
- For each match played, a participant is awarded a calculated number of tournament points, determined depending on the result and the course of the match.
- The procedure and formula for calculating tournament points are established by the Organizer and applied uniformly to all participants of the competition.
- The object of American football is to score more points than your opponents in the allotted time. To do this they must move the ball down the pitch in phases of play before eventually getting the ball into the ‘end zone’ for a touchdown. This can be achieved by either throwing the ball to a teammate or running with the ball.
- An American football field is generally around 100 yards long and 160 yards wide. Lines are drawn on the field at 10-yard interval to indicate how far each team has to go before reaching the end zone. The end zones are added at each end of the pitch and are roughly 20 yards in length each. Posts can also be found at each end of which the kicker kicks the ball over.
- The offense is given a series of four plays, known as downs. If the offense advances ten or more yards in the four downs, they are awarded a new set of four downs. If they fail to advance ten yards, possession of the football is turned over to the defense. In most situations, if the offense reaches their fourth down they will punt the ball to the other team, which forces them to begin their drive from farther down the field; if they are in field goal range, they might attempt to score a field goal instead. A group of officials, the chain crew, keeps track of both the downs and the distance measurements. On television, a yellow line is electronically superimposed on the field to show the first down line to the viewing audience.
- There are two categories of kicks in football: scrimmage kicks, which can be executed by the offensive team on any down from behind or on the line of scrimmage, and free kicks. The free kicks are the kickoff, which starts the first and third quarters and overtime and follows a try attempt or a successful field goal; the safety kick follows a safety.
- Rules of American Football
- The role of the offensive unit is to advance the football down the field with the ultimate goal of scoring a touchdown.
- Three positions are specific to the field goal and PAT (point-after-touchdown) unit: the placekicker (K or PK), holder (H) and long snapper (LS). The long snapper's job is to snap the football to the holder, who will catch and position it for the placekicker. There is not usually a holder on kickoffs, because the ball is kicked off a tee; however, a holder may be used in certain situations, such as if wind is preventing the ball from

remaining upright on the tee. The player on the receiving team who catches the ball is known as the kickoff returner (KR).

- Scoring in American football
- In American football, a sack occurs when the quarterback (or another offensive player acting as a passer) is tackled behind the line of scrimmage before he can throw a forward pass, when the quarterback is tackled behind the line of scrimmage in the "pocket" and his intent is unclear, or when a passer runs out of bounds behind the line of scrimmage due to defensive pressure. This often occurs if the opposing team's defensive line, linebackers or defensive backs are able to apply pass pressure (also called a pass rush) to quickly get past blocking players of the offensive team (the quarterback's protection), or if the quarterback is unable to find a back to hand the ball off to or an available eligible receiver to catch the ball, allowing the defense a longer opportunity to tackle the quarterback.
- In gridiron football, a turnover occurs when the team with the ball loses possession of the ball without kicking it, which is then gained by the other team. In American football, the two events that are officially classified as "turnovers" are fumbles (accidental loss of a live ball after a player has possession and interceptions (passes intended for a member of the passing team, but caught by a member of the defending team).
- d. The following positions are offered for betting on American football:
- 7. First half betting
- For the betting players the bookmaker companies create the special types of bets for more entertainment. These kinds of markets include all kinds of different bets, which in bookmaking industry is considered as a sport. These are: Special bets on regular sports, Politics, TV shows and movies, etc.
- Political betting can offer the following markets like: Which Politian or political party will attain victory in the election. There are betting offers on parliamentary elections around the world, presidential races and odds on different political outcomes.
- The traditional sport is also included in the special bets. For instance, player can bet on BBC Sports Personality, etc.
- If the customers decide to bet on who will get the Oscar, who'll become a president, who'll be the best director, who'll be the sportsmen of the year, which party will win the election, will the chosen candidate run for president in next election, etc. then our company offers the best bets.

MyStake - Online Casino & Sportsbook

- SPORT
- Top Sports

Markets

- The betting is done on either first or the second team wins in the match in the first half of the match Regular Time. In case of a draw in this time, the betting is returned.
- The betting is done on either first or the second team wins the first quarter of the match Regular Time. In case of a draw in this time, the betting is returned.
- The betting is done on either first or the second team wins in the match in the second half of the match Regular Time. In case of a draw in this time, the betting is returned.
- The betting is done on either first or the second team wins the second quarter of the match Regular Time. In case of a draw in this time, the betting is returned.

- The betting is done on either first or the second team wins the third quarter of the match Regular Time. In case of a draw in this time, the betting is returned.
- The betting is done on either first or the second team wins the fourth quarter of the match Regular Time. In case of a draw in this time, the betting is returned.
- The betting is done on either first or the second team wins in the match Regular Time. In case of a draw in the Regular Time, the betting is returned.
- The winner in the second half the of the match (and including overtime). In case of a draw the betting is returned.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time first half outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time second half outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time first quarter outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time second quarter outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time third quarter outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time fourth quarter outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The Betting player has been given double chance to win with the offering of combining two possible the match Regular Time first half outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The betting is done on either first or the second team wins in the match Regular Time first half. In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team wins in the match Regular Time second half. In case of a draw in the Regular Time, the betting is returned.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time first period outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The betting is done on either first or the second team wins in the match Regular Time first period. In case of a draw in the Regular Time, the betting is returned.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time second period outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)

- The betting is done on either first or the second team wins in the match Regular Time second period. In case of a draw in the Regular Time, the betting is returned.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time third period outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The betting is done on either first or the second team wins in the match Regular Time third period. In case of a draw in the Regular Time, the betting is returned.
- Bet if Overtime is held after the Regular Time. If Extra Time is held at least one minute and then postponed or cancelled, then the bet is won. If due to any reason Extra Time is appointed but not started, the company waits for 48 hours for live betting and 24 hours for pre-match. It Extra Time will be played after the mentioned time, than the bet is lost.
- Bet on the winner of the first frame. In case of a draw, the betting is returned.
- Bet on the winner of the specific frame of the match. In case of a draw, the betting is returned.
- Bet on the winner of the second frame. In case of a draw, the betting is returned.
- Bet on the winner of the third frame. In case of a draw, the betting is returned.
- Bet on the winner of the fourth frame. In case of a draw, the betting is returned.
- Bet on the winner of the fifth frame. In case of a draw, the betting is returned.
- Bet on the winner of the sixth frame. In case of a draw, the betting is returned.
- Bet on the winner of the seventh frame. In case of a draw, the betting is returned.
- Bet on the winner of the eighth frame. In case of a draw, the betting is returned.
- Bet on the winner of the ninth frame. In case of a draw, the betting is returned.
- Bet on the winner of the tenth frame. In case of a draw, the betting is returned.
- Bet on the winner of the eleventh frame. In case of a draw, the betting is returned.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time first half outcomes of tries in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The betting is done on either first or the second team wins in the match Regular Time's first half. In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team win in the amount of tries in the match Regular Time's first half. In case of a draw in the Regular Time, the betting is returned.
- The Betting player has been given double chance to win in the amount of tries with the offering of combining two possible match Regular Time outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The betting is done on either first or the second team wins in the amount of tries in the match Regular Time. In case of a draw in the Regular Time, the betting is returned.
- Bets on the first half of the match Regular Time result. This Market appears after the match starts and offers odds till the end of the first half of the match Regular Time. Works only in live betting. Odds change with the score of the currently playing match.
- The betting is done on either first or the second team win in the match Regular Time's first half. In case of a draw in the Regular Time, the betting is returned.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time outcomes in one bet. (Player 1 wins or a draw, either one or second player wins, Player 2 wins or a draw)

- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time first half outcomes in one bet (The home team wins or a draw, either one or second team wins, the away team wins or a draw) and both teams have to score a goal in the match Regular Time. The betting is done all together simultaneously.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time second half outcomes in one bet (The home team wins or a draw, either one or second team wins, the away team wins or a draw) and both teams have to score a goal in the match Regular Time second half. The betting is done all together simultaneously.
- The betting is done on either first or the second team win in the match Regular Time's second half. In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either the home team wins or a draw in the match Regular Time. In case the away team wins in the Regular Time, the betting is returned.
- The amount of Goals scored in the Regular Time. In order for betting player to win a bet, the scored goals must be over the float number chosen by him/her.
- The amount of Goals scored in the Regular Time. In order for betting player to win a bet, the scored goals must be under the float number chosen by him/her.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time outcomes in one bet (The home team wins or a draw, either one or second team wins, the away team wins or a draw) and both teams have to score a goal in the first half of the match Regular Time. The betting is done all together simultaneously.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time outcomes in one bet (The home team wins or a draw, either one or second team wins, the away team wins or a draw) and both teams have to score a goal in the second half of the match Regular Time. The betting is done all together simultaneously.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time outcomes in one bet (The home team wins or a draw, either one or second team wins, the away team wins or a draw) and both teams have to score a goal during the match Regular Time. The betting is done all together simultaneously.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time outcomes in one bet (The home team wins or a draw, either one or second team wins, the away team wins or a draw) and also the total amount of goals scored in the match Regular Time. The betting is done all together simultaneously.
- The betting is done on either the away team wins or a draw in the match Regular Time. In case the home team wins in the Regular Time, the betting is returned.
- Bet if Extra Time is held after the Regular Time. If Extra Time is held at least one minute and then postponed or cancelled, then the bet is won. If due to any reason Extra Time is appointed but not started, the company waits for 48 hours for live betting and 24 hours for pre-match. It Extra Time will be played after the mentioned time, then the bet is lost.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time outcomes in one bet. (The fighter 1 wins or a draw, either one or second fighter wins, the fighter 2 wins or a draw)
- The betting is done on either first or the second player wins match first set. In case of a draw, the betting is returned.
- The betting is done on either first or the second player wins match specific set. In case of a draw, the betting is returned.

- Betting if home team wins the Regular Time or total goals scored in the Regular Time are under selected float number in the market.
- Betting if home team wins the Regular Time or total goals scored in the Regular Time are over selected float number in the market.
- Betting if away team wins the Regular Time or total goals scored in the Regular Time are over selected float number in the market.
- Betting if away team wins the Regular Time or total goals scored in the Regular Time are under selected float number in the market.
- The betting is done on either first or the second team win in the match Regular Time's first quarter. In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team win in the match Regular Time's second half (including overtime). In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team win in the match Regular Time's second quarter. In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team win in the match Regular Time's third quarter. In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team win in the match Regular Time's fourth quarter. In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team win in the match Regular Time's fourth quarter (including overtime). In case of a draw in the Regular Time, the betting is returned.
- The betting is done on either first or the second team wins in the match (including overtime). In case of a draw in the Regular Time, the betting is returned.
- et if overtime is held after the Regular Time. If overtime is held at least one minute and then postponed or cancelled, then the bet is won. If due to any reason Extra Time is appointed but not started, the company waits for 48 hours for live betting and 24 hours for pre-match. It Extra Time will be played after the mentioned time, than the bet is lost.
- The Betting player has been given double chance to win with the offering of combining two possible match Regular Time specific period outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The betting is done on either first or the second team wins in the match overtime. In case of a draw in the Regular Time, the betting is returned.
- The Betting player has been given double chance to win with the offering of combining two possible match overtime outcomes in one bet. (The home team wins or a draw, either one or second team wins, the away team wins or a draw)
- The betting is done on either on a draw or the second team wins in the match overtime. In case of a hometeam win in the overtime, the betting is returned.
- The betting is done on either on a draw or the first team wins in the match overtime. In case of a awayteam win in the overtime, the betting is returned.

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- Hybrid
- Sub Affiliate
- Our Products
- Why MyStake
- Lifetime Income
- Flexible Commissions

- No Negative Carryover
- Anthony
- Sarah
- Chicken-Mystake
- Since we have a longstanding relationship with MyStake, we can confidently say that their system is the best in the business. Our staff is overjoyed to have such a wonderful partner.
- George
- Robert
- Mystake-Dino
- We have had the opportunity to interact with Mystake's qualified affiliate managers as an exclusive partner. There is nothing but joy in speaking with them. One of the top affiliate programs in the business. Highly recommended!
- Paul
- We are happy to be part of Mystake affiliates. Mystake team is one of our favourite partners and by collaborating with them we have reached excellent results in a while. We make a recommendation of its reliability and nice playing environment. It's pleasure to work with Mystake.
- Marcus
- Very kind and fast managers.
- Gerald
- We looking forward to our future partnership with great hopes!
- Andrew
- Juego de Penaltis MyStake
- Bitcoin Gambling Is Available On Mystake
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- How to Bet on League of Legends
- How to Bet on Valorant?
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- How to Bet on Dota 2
- Gates of Olympus
- What is MyStake Affiliates System?
- MyStake Affiliates is a program where we give you the opportunity to earn money every month simply by giving us the chance to welcome more players through our virtual doors.
- Do you have social channels, groups, or gambling-related websites? Then we will be happy to have you around. We sincerely appreciate your interest and desire to collaborate with us.
- How can I become a MyStake affiliate partner?
- What is the commission rate that you offer the affiliates?
- How do you calculate my commission?
- How often do I get paid?
- untitled page
- Squad is astonished with the conversions at MyStake. They're great at handling all kind of traffic from any GEO!

- collab
- orate
- with us.
- Talk to us
- Our team is ready to help with anything you need
- Username
- Start Conversation

Interface sections and categories

- **Catalogs, providers and game sections.** 1st set - Game handicap · 1st set - Game {X} winner · 1st set - Total games · 1st set race to {Z} game · 2nd set - Game handicap · 2nd set - Game {X} winner · 2nd set - Total games · 2nd set race to {Z} game · 3rd set - Game handicap · 3rd set - Game {X} winner · 3rd set - Total games · 3rd set race to {Z} game · 3x3 Rules of the Game · 4th set - Game handicap · 4th set - Game {X} winner · 4th set - Total games · 5th set - Game handicap · 5th set - Game {X} winner · 5th set - Total games · Best.Casino · Casino · Game handicap · Game Rules · Game winner set/game {Z} · Live Casino · Lucky-minigames · Mini Games · My-stake.casino · Mystake Slots · NOLIMIT CASINOS · Non Gamstop Casino · Odd/Even number of games · ORIGINALS · Player 1 ace in 1st or 2nd game · Player 1 Break in 1st or 2nd game · Player 1 double fault in 1st or 2nd game · Player 1 total games · Player 1 total points in 1st game · Player 2 ace in 1st or 2nd game · Player 2 Break in 1st or 2nd game · Player 2 double fault in 1st or 2nd game · Player 2 total games · Player 2 total points in 1st game · Point winner. set/game/point {Z} · Score of game {X} of set 1 · Score of game {X} of set 1 or break · Score of game {X} of set 2 · Score of game {X} of set 2 or break · Score of game {X} of set 3 · Score of game {X} of set 3 or break · Score of game {X} of set 4 · Score of game {X} of set 4 or break · Score of game {X} of set 5 · Score of game {X} of set 5 or break · To win 1st game in the match · Total games · Total points in 1st game · {X} set - Game handicap · {X} set - Odd/Even games · {X} set - Race to {Y} games · {X} set - Total games · {X} set - Which player will win {Y} and {Z} games · {X} set - Who will win first {Z} points of game {Y} · {X} set - Who wins {Z} point in game {Y} · {X} set - {Y} game exact points · {X} set - {Y} game points odd/even · {X} set - {Y} game race to {Z} points · {X} set - {Y} game to deuce · {Y} set - Game {X} winner · {Y} set - {X} game correct score · {Y} set - {X} game correct score or break
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- **Registration, account and identity verification.** Charles Schwab active brokerage accounts in Q3

- **Sports, esports and settlement rules.** 100 USD · 1000 USD · 150 USD · 200 USD · 2000 USD · 30 USD FreeBet · 300 USD · 3000 USD · 400 USD · 50 USD FreeBet · 500 USD · 80 USD · Alaska Air passenger load factor in fiscal 2026 · Alaska Air passenger load factor in Q3 · American Airlines passenger load factor in fiscal 2026 · American Airlines passenger load factor in Q3 · Domino's total US stores in Q3 · Domino's US same store sales growth in Q3 · e-Sports · First Solar megawatts sold in Q2 · Google search paid clicks change in Q3 · MyStakeSports · Racing · Sports Betting · Sportsbook · Talen Energy TWh generation in fiscal 2026 · Top 5 Leagues Tourmament · Tournaments · Virtual Events · When will NVIDIA release Vera Rubin? · Wingstop total system-wide restaurants in fiscal 2026 · Wingstop total system-wide restaurants in Q2 · Wingstop US same store sales growth in fiscal 2026 · Wingstop US same store sales growth in Q2
- **Legal conditions, restrictions and integrity.** 00:00 - 09:59 min. - Result · 1. General Provisions · 10 points race · 10th Period Winner Home/Away · 11th Period Winner Home/Away · 1st / 2nd half both teams to score · 1st boxer will win with points · 1st fighter significants strikes · 1st fighter takedowns · 1st frame - Handicap · 1st frame - Total · 1st frame - Winner · 1st half - Awayteam clean sheet · 1st half - Awayteam exact cards · 1st half - Awayteam exact corners · 1st half - Awayteam red card · 1st half - Awayteam total · 1st half - Awayteam total points · 1st half - Awayteam total points odd/even · 1st half - Awayteam total tries · 1st half - Both teams to score · 1st half - Cards point range · 1st half - Corner handicap · 1st half - Corner range · 1st half - Corners odd/even · 1st Half - Correct Score · 1st half - Correct score rest of the match {Z} · 1st half - Double chance · 1st half - Double chance & both teams to score · 1st half - Double chance tries · 1st half - Draw no bet · 1st half - Draw no bet tries · 1st half - Exact cards · 1st half - First card · 1st half - First corner · 1st half - First team to score · 1st half - Handicap · 1st half - Handicap (1X2) · 1st half - Handicap tries · 1st half - Handicap tries (1X2) · 1st half - Hometeam clean sheet · 1st half - Hometeam exact cards · 1st half - Hometeam exact corners · 1st half - Hometeam red card · 1st half - Hometeam total · 1st half - Hometeam total points · 1st half - Hometeam total points odd/even · 1st half - Hometeam total tries · 1st half - Last corner · 1st half - Most cards · 1st half - Most corners · 1st half - Most tries · 1st half - Multigoals · 1st half - Next goal {Z} · 1st half - Odd / Even · 1st half - Odd/Even goals · 1st half - Race to {Z} points · 1st half - Red card · 1st half - Rest of the half {Z} · 1st half - Result · 1st half - Result & both teams to score · 1st half - Result & total · 1st half - Total · 1st half - Total card points · 1st half - Total cards · 1st half - Total corners · 1st half - Total goals · 1st half - Total margins · 1st half - Total points · 1st half - Total points odd/even · 1st half - Total range · 1st half - Total range points · 1st half - Total tries · 1st half - Tries odd/even · 1st half - Winning margin · 1st half - Winning Margins · 1st half – Exact goals · 1st half – Odd/Even points · 1st inning - Total · 1st period - Awayteam total · 1st period - Both teams to score · 1st period - Double chance · 1st period - Draw no bet · 1st period - First team to score · 1st period - Handicap · 1st period - Hometeam total · 1st period - Last team to score · 1st period - Odd/Even · 1st period - Odd/Even goals · 1st period - Result · 1st period - Total · 1st period and Matchbet · 1st period and Matchbet, including overtime and penalties · 1st Period Winner Home/Away · 1st quarter - Awayteam total points · 1st quarter - Double chance · 1st quarter - Draw no bet · 1st quarter - Handicap · 1st quarter - Hometeam total points · 1st quarter - Odd/Even points · 1st quarter - Race to {Z} points · 1st quarter - Result · 1st quarter - Total points · 1st set - Aces handicap · 1st set - Correct score · 1st set - Double fault · 1st set - Double faults handicap · 1st set - Draw no bet · 1st set - Handicap · 1st set - Most Aces · 1st set - Most double faults · 1st set - Odd/Even · 1st set - Player 1 total · 1st set - Player 1 total aces · 1st set - Player 2 total · 1st set - Player 2 total aces · 1st set - Point handicap · 1st set - Race to 10 points · 1st set - Race to 15 points · 1st set - Race to 20 points · 1st set - Race to 5 points · 1st set - Race to {Z} points · 1st set - Result · 1st set - Total aces · 1st set - Total double faults · 1st set - Total points · 1st set - Total points odd/even · 1st set - Total set points · 1st set - Will there be a tiebreak · 1st set - Winner · 1st Set Race to X · 2. Competition Format · 20 points race · 2nd boxer will win with points · 2nd fighter significants strikes · 2nd fighter takedowns · 2nd half - Awayteam clean sheet · 2nd half - Awayteam total · 2nd half - Awayteam total points · 2nd half - Both teams to score · 2nd half - Correct score · 2nd half - Double chance · 2nd half - Double chance & both teams to score · 2nd half - Draw no bet ·

2nd half - Draw no bet (incl. overtime) · 2nd half - Exact goals · 2nd half - First team to score · 2nd half - Handicap · 2nd half - Handicap (1X2) · 2nd half - Handicap (incl. overtime) · 2nd half - Hometeam clean sheet · 2nd half - Hometeam total · 2nd half - Hometeam total points · 2nd half - Multigoals · 2nd Half - Odd / Even · 2nd Half - Odd/Even (incl. overtime) · 2nd half - Odd/Even goals · 2nd half - Result · 2nd half - Result & both teams to score · 2nd half - Result & total · 2nd half - Result (incl. overtime) · 2nd Half - Total · 2nd half - Total Goals · 2nd half - Total points · 2nd half - Total points (incl. overtime) · 2nd half - Total points odd/even · 2nd inning - Total · 2nd period - Awayteam total · 2nd period - Both teams to score · 2nd period - Double chance · 2nd period - Draw no bet · 2nd period - First team to score · 2nd period - Handicap · 2nd period - Hometeam total · 2nd period - Last team to score · 2nd period - Odd/Even · 2nd period - Odd/Even goals · 2nd period - Result · 2nd period - Total · 2nd Period Winner Home/Away · 2nd quarter - Awayteam total points · 2nd quarter - Double chance · 2nd quarter - Draw no bet · 2nd quarter - Handicap · 2nd quarter - Hometeam total points · 2nd quarter - Odd/Even · 2nd quarter - Odd/Even points · 2nd quarter - Race to {Z} points · 2nd quarter - Result · 2nd quarter - Total points · 2nd set - Correct score · 2nd set - Point handicap · 2nd set - Race to {Z} points · 2nd set - Total points · 2nd set - Total points odd/even · 2nd set - Winner · 3. Match Format · 30 points race · 3rd inning - Total · 3rd period - Both teams to score · 3rd period - Double chance · 3rd Period - Draw no bet · 3rd period - First team to score · 3rd period - Handicap · 3rd period - Hometeam total · 3rd period - Last team to score · 3rd period - Odd/Even · 3rd period - Odd/Even goals · 3rd period - Result · 3rd period - Total · 3rd Period Winner Home/Away · 3rd place winner · 3rd quarter - Awayteam total points · 3rd quarter - Double chance · 3rd quarter - Draw no bet · 3rd quarter - Handicap · 3rd quarter - Hometeam total points · 3rd quarter - Odd/Even points · 3rd quarter - Race to {Z} points · 3rd quarter - Result · 3rd quarter - Total points · 3rd set - Correct score · 3rd set - Point handicap · 3rd set - Race to {Z} points · 3rd set - Total points · 3rd set - Total points odd/even · 3rd set - Winner · 4. Match Result and Scoring · 40 points race · 4th inning - Total · 4th Period Winner Home/Away · 4th quarter - Awayteam total points · 4th quarter - Double chance · 4th quarter - Draw no bet · 4th quarter - Draw no bet (incl. Overtime) · 4th quarter - Handicap · 4th quarter - Handicap (incl. Overtime) · 4th quarter - Hometeam total points · 4th quarter - Odd/Even points · 4th quarter - Race to {Z} points · 4th quarter - Result · 4th quarter - Result (incl. overtime) · 4th quarter - Total points · 4th quarter - Total points (incl. Overtime) · 4th set - Correct score · 4th set - Point handicap · 4th set - Race to {Z} points · 4th set - Total points · 4th set - Total points odd/even · 4th set - Winner · 4th set played · 4th set race to {Z} · 5 points race · 5) General Terms and Conditions Apply · 5. Conditions of Play · 50 points race · 5th inning - Total · 5th Period Winner Home/Away · 5th set - Correct score · 5th set - Point handicap · 5th set - Race to {Z} points · 5th set - Total points · 5th set - Total points odd/even · 5th set - Winner · 5th set played · 5th set race to {Z} · 6. Technical and Disputed Situations · 6th inning - Total · 6th Period Winner Home/Away · 7th inning - Total · 7th Period Winner Home/Away · 8th inning - Total · 8th Period Winner Home/Away · 9th Period Winner Home/Away · About Us · Aces handicap · All periods over {h} · All periods under {h} · Any set to nil 6:0 or 0:6 · Anytime goalscorer · Asian total for {X} period · Away team will win and total over · Away team will win and total under · Awayteam clean sheet · Awayteam clean sheet (Inc. OT & Pen.) · Awayteam corner range · Awayteam exact cards · Awayteam exact goals · Awayteam exact goals (Inc. OT & Pen.) · Awayteam exact goals 3+ · Awayteam highest scoring half · Awayteam highest scoring period · Awayteam no bet · Awayteam odd/even · Awayteam odd/even points · Awayteam odd/even points (incl. Overtime) · Awayteam rebounds · Awayteam red card · Awayteam three-pointer scored · Awayteam to score in all periods · Awayteam to score in both halves · Awayteam to win a set · Awayteam to win all periods · Awayteam to win exactly 1 set · Awayteam to win exactly 2 sets · Awayteam total · Awayteam total (incl. extra innings) · Awayteam total (incl. OT & pen.) · Awayteam total goals · Awayteam total points · Awayteam total points (incl. overtime) · Awayteam total range · Awayteam total runs for innings from {X} to {Y} · Awayteam total tries · Awayteam win either period · Awayteam wins any of the halves · Awayteam wins both halves · Awayteam wins to nil · Both fighters will be sent to knockdown · Both half goals over 1.5 · Both half goals under 1.5 · Both teams to score · Card range

points · Championship Outrights · Clean sheet awayteam · Clean sheet hometeam · Corner handicap · Corner range · Corners odd/even · Correct Frame Score (best of 11 frames) · Correct Frame Score (best of 9 frames) · Correct score · Correct score (best of 3 sets) · Correct score (best of 3) · Correct score (best of 5 frames) · Correct score (best of 5 sets) · Correct score (best of 5) · Correct score (best of 7 frames) · Correct score (best of 7) · Correct score (Inc. OT & Pen.) · Correct Score (incl other) · Correct score after {X} frames · Correct score flex · Correct score rest of the match {Z} · Correct Score Snooker · Do you have problems with gambling? · Double chance · Double chance & 1st half both teams score · Double chance & 2nd half both teams score · Double chance & both teams to score · Double chance & total goals · Double chance tries · Double faults handicap · Double faults Total · Double result (1st set/match) · Double result (Round / Match winner) · Draw no bet · Draw no bet (incl. Overtime) · Draw No Bet for first period · Draw no Bet for second period · Draw No Bet for third period · Draw no bet tries · Exact cards · Exact goals · Exact goals (incl. OT & pen.) · Exact number of goals for {X} period · Exact number of sets (best of 3) · Exact number of sets (best of 5) · Exact runs in highest scoring inning · Exact sets · Exact sets (best of 3) · Exact sets (best of 5) · Exact sets (best of 7) · Exact winning method · Expected Total and Supremacy · Extra time - Result · Extratime and goal · Fairness & RNG Testing Methods · Fight over first 60 seconds of 1st round · Final Result · First ace · First boxer to be knocked down and win · First break in 1st set · First card · First corner · First double fault · First foul · First goal & match result · First goal interval · First goalscorer · First point won · First rebound · First scoring play · First team free throws scored · First team to Score · First team two-pointer scored · First time-out · First to score points · Frame handicap · Frames {X} to {Y} - {Z} consecutive frames winner · Free throws scored handicap · Free throws scored total · General Terms · Goals away team for {X} period · Goals home team for {X} period · Halftime/fulltime · Halftime/Fulltime correct score · Handicap · Handicap (1 X 2) · Handicap (1X2) (incl. extra innings) · Handicap (1X2) (incl. OT & pen.) · Handicap (incl. extra innings) · Handicap (incl. OT & pen.) · Handicap (incl. overtime) · Handicap points · Handicap tries · Handicap tries (1X2) · Head2head · Highest scoring half · Highest scoring inning · Highest scoring period · Highest scoring quarter · Highest scoring quarter Total · Highest scoring set total · Highest scoring sets · Highest scoring team in either half · Home team will win and total over · Home team will win and total under · Hometeam clean sheet · Hometeam clean sheet (Inc. OT & Pen.) · Hometeam corner range · Hometeam exact cards · Hometeam exact goals · Hometeam exact goals (Inc. OT & Pen.) · Hometeam exact goals 3+ · Hometeam highest scoring half · Hometeam highest scoring period · Hometeam no bet · Hometeam odd/even · Hometeam odd/even points · Hometeam odd/even points (incl. Overtime) · Hometeam rebounds · Hometeam red card · Hometeam three-pointer scored · Hometeam to bat in 9th inning · Hometeam to score in all periods · Hometeam to score in both halves · Hometeam to win a set · Hometeam to win all periods · Hometeam to win exactly 1 set · Hometeam to win exactly 2 sets · Hometeam total · Hometeam total (incl. extra innings) · Hometeam total (incl. OT & pen.) · Hometeam total goals · Hometeam total points · Hometeam total points (incl. overtime) · Hometeam total range · Hometeam total runs for innings from {X} to {Y} · Hometeam total tries · Hometeam win either period · Hometeam wins any of the halves · Hometeam wins both halves · Hometeam wins to nil · How long does the 1st set last (min.) · How long does the match last (min.) · How many sets will be with tie-break (best of 3) · How many sets will end with tie-break · How many sets will end with tie-break (best of 5) · How many sets will end with tie-break (best of 7) · How many sets will exceed score limit (best of 5) · How to win the fight 1st boxer · How to win the fight 2nd boxer · In which round fight ends · In which round will the 1st boxer win · In which round will the 2nd boxer win · In which round will the fight end · In which round will the first boxer win? · In which round will the first fighter win by KO/TKO/DQ · In which round will the first fighter win by submission · In which round will the second boxer win? · In which round will the second fighter win by KO/TKO/DQ · In which round will the second fighter win by submission · Innings 1 to 5 - Awayteam total · Innings 1 to 5 - Handicap · Innings 1 to 5 - Hometeam total · Innings 1 to 5 - Result · Innings 1 to 5 - Total · Innings 1 to 5th top - Awayteam total · Innings 1 to 5th top - Handicap · Innings 1 to 5th top - Hometeam total · Innings 1 to 5th top - Result ·

Innings 1 to 5th top - Total · Last corner · Last foul · Last goalscorer · Last team to score · Last time-out · Leader after {X} frames · Lowest scoring quarter Total · Lowest scoring set total · Markets · Match result · Match result & both teams to score · Match result & both teams to score (Inc. OT & Pen.) · Match result & total · Match result & total (Inc. OT & Pen.) · Match result & total points · Match result (incl. Overtime) · Match result + Total goals · Match result and total · Match result and Total (incl. extra innings) · Match will be won by an ace · Match will go to a deciding frame · Match winner · Match winner & total (incl. overtime) · Match winner (incl. extra innings) · Match winner (incl. OT & pen.) · Match winner (incl. overtime and penalties) · Match winner (incl. overtime) · Match winner and Totals (incl. extra innings) · Matchbet AAMS for first period · Matchbet AAMS for fourth period · Matchbet AAMS for second period · Matchbet AAMS for third period · Matchbet AAMS regular time · Matchbet and 1st goal · Matchbet and 1st goal, including overtime and penalties · Most Aces · Most cards · Most corners · Most double fault · Most tries · Multigoals · Multigoals awayteam · Multigoals hometeam · Multiscores · Next goal {Z} · Next goal {Z} (incl. OT & pen.) · Next {X} scoring play · Number of sets (best of 5) · Odd / Even goals · Odd/Even · Odd/Even (incl. overtime) · Odd/Even goals (Inc. OT & Pen.) · Odd/Even number of frames · Odd/Even points · Odd/Even Points (incl. Overtime) · Odd/Even runs (incl. extra innings) · Odd/Even tries · Overtime - Awayteam no bet · Overtime - Double chance · Overtime - Draw no bet · Overtime - Handicap · Overtime - Hometeam no bet · Overtime - Next goal {Z} · Overtime - Result · Overtime - Total · Overtime - Total Goals · Overtime - Who wins the rest of the match {Z} · Penalty shootout - Next goal {Z} · Penalty shootout - Winner · Penalty shootout - {Z} next goal · Player 1 - 1st serve % · Player 1 - Winning % on 1st serve · Player 1 double faults total · Player 1 to win a set · Player 1 To win and total over · Player 1 To win and total under · Player 1 to win exactly 1 set · Player 1 to win exactly 2 set · Player 1 to win exactly 2 sets · Player 1 total aces · Player 2 - 1st serve % · Player 2 - Winning % on 1st serve · Player 2 double faults total · Player 2 to win a set · Player 2 To win and total over · Player 2 To win and total under · Player 2 to win exactly 1 set · Player 2 to win exactly 2 set · Player 2 to win exactly 2 sets · Player 2 total aces · Podium Finish · Point handicap · Point range (regular time) · Point victory by first fighter · Point victory by second fighter · Privacy Policy · Protecting Underage Users · Race to {X} frames · Race to {Z} goal (incl. overtime) · Race to {Z} points · Race to {Z} points (incl. overtime) · Race to {Z} runs (incl. extra innings) · Rebounds handicap · Rebounds total · Red card · Refund Policy · Responsible Gaming · Result Sources · Round the fight will be won by first fighter · Round the fight will be won by second fighter · Run range (incl. extra innings) · Second boxer to be knocked down and win · Second team Free throws scored · Second team two-pointer scored · Self-Exclusion · Set handicap · Short Term Outrights · Significant strikes · Staff Awareness and Qualification · Takedowns · Team 1 To Score {X} period · Team 2 To Score {X} period · Team with highest scoring quarter · The first points to be scored by · The last points to be scored by · The winner will be by points · Three-pointer scored handicap · Three-pointer scored total · Tie-break in 1st set · Time Out Period · To lose the 1st set and win the match · To make more breaks during the match · To Qualify · To score the first free-throw · To score the first three-pointer · To score the first two-pointer · To score the last free-throw · To score the last points · To score the last three-pointer · To score the last two-pointer · To win inside distance · To win inside distance by first fighter · To win inside distance by second fighter · To win inside distance first boxer · To win inside distance second boxer · Total · Total & both teams to score · Total (incl. extra innings) · Total (incl. OT & pen.) · Total (over-exact-under) (incl. extra innings) · Total AAMS for first period · Total AAMS for fourth period · Total AAMS for second period · Total AAMS for third period · Total AAMS regular time · Total awayteam · Total breaks in 1st set · Total breaks in the match · Total card points · Total cards · Total corners · Total frames · Total goals · Total hometeam · Total in range · Total margins · Total match points · Total number of aces · Total points · Total points (incl. overtime) · Total points odd/even · Total points(over-exact-under) · Total range · Total range points · Total rounds · Total runs for innings from {X} to {Y} · Total sets · Total tie-breaks · Total tries · Totals · Two-pointer scored handicap · Two-pointer scored total · Which team gets highest score for inning · Which team to score · Which team to score (Inc. OT & Pen.) · Which team wins more innings · Which team wins race to {X} points,

fifth set · Which team wins race to {X} points, first set · Which team wins race to {X} points, fourth set · Which team wins race to {X} points, second set · Which team wins race to {X} points, third set · Which team wins the jump ball · Which team wins the rest of the match {Z} · Which team wins the rest of the match {Z} (incl. extra innings) · Which team wins the rest {Z} · Who scores next {X} points (incl. overtime) · Who scores next {Z} run (incl. extra innings) · Who scores {X} th point fifth set · Who scores {X} th point fourth set · Who scores {X} th point second set · Who scores {X} th point third set · Who scores {X}th point first set · Who scores {Z} goal (incl. overtime) · Who will score {X} point of the match? (incl. overtime) · Who wins the rest of the first period? {Z} · Who wins the rest of the match (OT only!)? {Z} · Who wins the rest of the match {Z} · Who wins the rest of the second period? {Z} · Will the fight go the distance · Will there be a penalty shootout · Will there be a tiebreak · Will there be an extra inning · Will there be an extra time · Will there be overtime · Winner · Winner & exact rounds · Winner & round range · Winner & total · Winner of the final · Winning margin · Winning margin (incl. extra innings) · Winning margins · Winning margins (incl. OT & pen.) · Winning method · Winning method by first fighter · Winning method by second fighter · {X} - frame - Any player with a break 50+ · {X} frame - Any player with a break 100+ · {X} frame - First colour potted · {X} frame - Handicap · {X} frame - Highest break · {X} frame - Last points scored · {X} frame - Odd/Even number of points · {X} frame - Player 1 with a break 100+ · {X} frame - Player 1 with a break 50+ · {X} frame - Player 2 with a break 100+ · {X} frame - Player 2 with a break 50+ · {X} frame - Player to pot last ball · {X} frame - Player to pot {Y} ball · {X} frame - Player with highest break · {X} frame - Race to 30 · {X} frame - Total points · {X} frame - Will there be a foul · {X} frame - Winner · {X} inning - Result · {X} period - Awayteam total · {X} period - Both teams to score · {X} period - Correct score · {X} period - Double chance · {X} period - Handicap (1X2) · {X} period - Hometeam total · {X} period - Next goal {Z} · {X} period - Result · {X} period - Which team to score · {X} scoring play · {X} set - Awayteam total points · {X} set - Correct score · {X} set - Draw no bet · {X} set - Handicap · {X} set - Handicap (1X2) · {X} set - Hometeam total points · {X} set - Point handicap · {X} set - Result · {X} set - Total points · {X} set - Total points odd/even · {X} set - Will there be a tiebreak · {X} set - Winner · {X} set - {Y} end exact points · {X} set - {Y} end total points · {X} set - {Y} end total points odd/even · {X} set - {Y} end winner · {Y} set - race to {X} points · {Y} set - Who takes first the mutual {X} points

Game cards and catalog entries

General list of distinguishable entries and names. The identifier is indicated where it is legible in the card. Image captions show the observed name.

- AFFILIATE__CASINO
- AFFILIATE__LIVE_CASINO
- AFFILIATE__MINI_GAMES
- lime_cube
- lime_cube_fragmented
- lime_cube_small_fragmented
- purple_cube_def
- purple_cube_fragmented
- red_cube
- red_cube_def
- red_cube_fragmented
- red_cube_small_fragmented

Tables of terms, parameters, and observations

General Terms. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3
1st Example:		
Teams	Double Asian Handicap	Odds
Manchester United:	-0.25 (0, -0.5)	2.0
Liverpool:	+0.25 (0, +0.5)	1.8

General Terms. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3
2nd Example:		
Teams	Double Asian Handicap	Odds
Manchester United:	0.75 (-0.5, -1)	2.0
Liverpool:	+0.75 (+0.5, +1)	1.8

General Terms. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3
3rd Example:		
Teams	Double Asian Handicap	Odds
Manchester United:	-1.25 (-1, -1.5)	2.0
Liverpool:	+1.25 (+1, +1.5)	1.8

General Terms. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3
4th Example:		
Teams	Double Asian Handicap	Odds
Manchester United:	-1.75 (-1.5, -2)	2.0
Liverpool:	+1.75 (+1.5, +2)	1.8

General Terms. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3
5th Example:		
Teams	Double Asian Handicap	Odds
Manchester United:	-2.25 (-2, -2.5)	2.0
Liverpool:	+2.25 (+2, +2.5)	1.8

General Terms. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3	Field 4	Field 5
		Example of double total bets		
№	Match	Double Total Bet	Odds	Bet
1	Bayern-Borussia	Over 2.25 (2, 2.5)	2.0	(respective currency)400
2	Bayern-Borussia	Under 2.25 (2, 2.5)	1.8	(respective currency)400
3	Bayern-Borussia	Over 2.75 (2.5, 3)	1.9	(respective currency)400
4	Bayern-Borussia	Under 2.75 (2.5, 3)	1.9	(respective currency)400

New Daily Mini Games Race. Catalogs, providers and game sections.

Field 1	Field 2	Field 3	Field 4
N°	PLAYER	POINTS	PRIZE
1		107363	100 FREE SPINS
2		32575.09	75 FREE SPINS
3		32186.18	50 FREE SPINS
4		29930.33	25 FREE SPINS
5		26114.6	25 FREE SPINS
6		22457.2525	25 FREE SPINS
7		14065.0875	25 FREE SPINS
8		11794.28	25 FREE SPINS
9		10857.61	25 FREE SPINS
10		10485.5	25 FREE SPINS
11		9760	10 FREE SPINS
12		9514.94410325	10 FREE SPINS
13		9166	10 FREE SPINS
14		8700.925	10 FREE SPINS
15		7882.6	10 FREE SPINS
16		7803.55	10 FREE SPINS
17		7750.775	10 FREE SPINS
18		7531.2	10 FREE SPINS
19		6890.4	10 FREE SPINS
20		6604.91425	10 FREE SPINS
21		5463.75	10 FREE SPINS
22		5461.8	10 FREE SPINS

Field 1	Field 2	Field 3	Field 4
23		5402	10 FREE SPINS
24		5243.5	10 FREE SPINS
25		5137.48	10 FREE SPINS
26		4937.8	10 FREE SPINS
27		4628.8	10 FREE SPINS
28		4549.25	10 FREE SPINS
29		4483.8	10 FREE SPINS
30		4058.2	10 FREE SPINS

New Daily Mini Games Race. Catalogs, providers and game sections.

Field 1	Field 2	Field 3	Field 4
N°	Player	Points	Prize
1		107363	100 Free Spins
2		32575.09	75 Free Spins
3		32186.18	50 Free Spins
4		29930.33	25 Free Spins
5		26114.6	25 Free Spins
6		22457.2525	25 Free Spins
7		14065.0875	25 Free Spins
8		11794.28	25 Free Spins
9		10857.61	25 Free Spins
10		10485.5	25 Free Spins
11		9760	10 Free Spins
12		9514.94410325	10 Free Spins
13		9166	10 Free Spins
14		8700.925	10 Free Spins
15		7882.6	10 Free Spins
16		7803.55	10 Free Spins
17		7750.775	10 Free Spins
18		7531.2	10 Free Spins
19		6890.4	10 Free Spins
20		6604.91425	10 Free Spins
21		5463.75	10 Free Spins

Field 1	Field 2	Field 3	Field 4
22		5461.8	10 Free Spins
23		5402	10 Free Spins
24		5243.5	10 Free Spins
25		5137.48	10 Free Spins
26		4937.8	10 Free Spins
27		4628.8	10 Free Spins
28		4549.25	10 Free Spins
29		4483.8	10 Free Spins
30		4058.2	10 Free Spins

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10
Pos	Team	Played	W	D	L	Goals	Diff	Pts	Form
1 1	VL Madrid	23 23	14 14	4 4	5 5	35:25 35:25	+10 +10	46 46	WWLWW
2 2	VL Lisbon	23 23	13 13	6 6	4 4	40:18 40:18	+22 +22	45 45	LWDDW
3 3	VL Athens	23 23	14 14	3 3	6 6	39:27 39:27	+12 +12	45 45	WDWWL
4 4	VL Berlin	23 23	13 13	5 5	5 5	39:19 39:19	+20 +20	44 44	DWLWD
5 5	VL Moscow	23 23	12 12	7 7	4 4	36:22 36:22	+14 +14	43 43	WWWDW
6 6	VL London	23 23	10 10	7 7	6 6	36:25 36:25	+11 +11	37 37	DDWDL
7 7	VL Paris	23 23	9 9	9 9	5 5	33:28 33:28	+5 +5	36 36	DWDWD
8 8	VL Amsterdam	23 23	9 9	8 8	6 6	40:32 40:32	+8 +8	35 35	DLWDL
9 9	VL Kiev	23 23	9 9	6 6	8 8	37:32 37:32	+5 +5	33 33	WWWDL
10 10	VL Rome	23 23	9 9	3 3	11 11	35:32 35:32	+3 +3	30 30	WLLDL
11 11	VL Zagreb	23 23	7 7	8 8	8 8	29:28 29:28	+1 +1	29 29	LDDWD
12 12	VL Ankara	23 23	8 8	4 4	11 11	23:34 23:34	-11 -11	28 28	DLLLD
13 13	VL Vienna	23 23	6 6	5 5	12 12	22:34 22:34	-12 -12	23 23	LDLDD
14 14	VL Prague	23 23	3 3	5 5	15 15	13:40 13:40	-27 -27	14 14	DLDLL
15 15	VL Copenhagen	23 23	2 2	6 6	15 15	14:35 14:35	-21 -21	12 12	LLLDL
16 16	VL Bern	23 23	2 2	2 2	19 19	14:54 14:54	-40 -40	8 8	DLWLL

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4
Full Time		2	1.85
Half Time		X	2.40
First Goal		1	2.45
Total Goals - Over/Under	1.5	O	1.35
	2.5	O	2.05
	3.5	U	1.22
Handicap	0:1	2	1.25
	0:2	2	1.05
	1:0	X	3.25
	2:0	1	1.25
Asian Handicap	-0.25	2	1.60
	-0.5	2	1.80

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4
	0.75	-	
Correct Score		1:2	4.75
Half Time / Full Time		X2	5.00
Double Chance		X2	1.22
Both Teams to Score		Yes	1.90
Total Goals - Home	0.5	O	1.55
	1.5	U	1.22
Total Goals - Away	1.5	O	2.05
Odd/Even		Odd	1.85
Draw No Bet		2	1.35
Team to Score		Both	1.85

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8	Field 9	Field 10
Pos	Team	Played	W	D	L	Goals	Diff	Pts	Form
11	VL Madrid	2323	1414	44	55	35:2535:25	+10+10	4646	WWLWW
22	VL Lisbon	2323	1313	66	44	40:1840:18	+22+22	4545	LWDDW
33	VL Athens	2323	1414	33	66	39:2739:27	+12+12	4545	WDWWL
44	VL Berlin	2323	1313	55	55	39:1939:19	+20+20	4444	DWLWD
55	VL Moscow	2323	1212	77	44	36:2236:22	+14+14	4343	WWWDW
66	VL London	2323	1010	77	66	36:2536:25	+11+11	3737	DDWDL
77	VL Paris	2323	99	99	55	33:2833:28	+5+5	3636	DWDWD
88	VL Amsterdam	2323	99	88	66	40:3240:32	+8+8	3535	DLWDL
99	VL Kiev	2323	99	66	88	37:3237:32	+5+5	3333	WWWDL
1010	VL Rome	2323	99	33	1111	35:3235:32	+3+3	3030	WLLDL
1111	VL Zagreb	2323	77	88	88	29:2829:28	+1+1	2929	LDDWD
1212	VL Ankara	2323	88	44	1111	23:3423:34	-11-11	2828	DLLLD
1313	VL Vienna	2323	66	55	1212	22:3422:34	-12-12	2323	LDLDD
1414	VL Prague	2323	33	55	1515	13:4013:40	-27-27	1414	DLDLL
1515	VL Copenhagen	2323	22	66	1515	14:3514:35	-21-21	1212	LLLDL
1616	VL Bern	2323	22	22	1919	14:5414:54	-40-40	88	DLWLL

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4	Field 5
Pos	Team	Played	Goals	Pts
11	VL Madrid	2323	35:2535:25	4646
22	VL Lisbon	2323	40:1840:18	4545
33	VL Athens	2323	39:2739:27	4545
44	VL Berlin	2323	39:1939:19	4444
55	VL Moscow	2323	36:2236:22	4343
66	VL London	2323	36:2536:25	3737
77	VL Paris	2323	33:2833:28	3636
88	VL Amsterdam	2323	40:3240:32	3535
99	VL Kiev	2323	37:3237:32	3333
1010	VL Rome	2323	35:3235:32	3030
1111	VL Zagreb	2323	29:2829:28	2929
1212	VL Ankara	2323	23:3423:34	2828
1313	VL Vienna	2323	22:3422:34	2323
1414	VL Prague	2323	13:4013:40	1414
1515	VL Copenhagen	2323	14:3514:35	1212
1616	VL Bern	2323	14:5414:54	88

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3
1 (20%)	1 (20%)	3 (60%)
VL Vienna	Draw	VL Rome

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4	Field 5
L	D	L	D	D
1:2	0:0	1:2	1:1	2:2

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4	Field 5
W	L	L	D	L
1:2	0:1	3:0	1:1	3:2

MyStake Sportsbook. Sports, esports and settlement rules.

Field 1	Field 2	Field 3	Field 4	Field 5	Field 6	Field 7	Field 8
Pos	Team	W	D	L	Goals	Diff	Pts
11	VL Madrid	1414	44	55	35:2535:25	+10+10	4646
22	VL Lisbon	1313	66	44	40:1840:18	+22+22	4545
33	VL Athens	1414	33	66	39:2739:27	+12+12	4545
44	VL Berlin	1313	55	55	39:1939:19	+20+20	4444
55	VL Moscow	1212	77	44	36:2236:22	+14+14	4343
66	VL London	1010	77	66	36:2536:25	+11+11	3737
77	VL Paris	99	99	55	33:2833:28	+5+5	3636
88	VL Amsterdam	99	88	66	40:3240:32	+8+8	3535
99	VL Kiev	99	66	88	37:3237:32	+5+5	3333
1010	VL Rome	99	33	1111	35:3235:32	+3+3	3030
1111	VL Zagreb	77	88	88	29:2829:28	+1+1	2929
1212	VL Ankara	88	44	1111	23:3423:34	-11-11	2828
1313	VL Vienna	66	55	1212	22:3422:34	-12-12	2323
1414	VL Prague	33	55	1515	13:4013:40	-27-27	1414
1515	VL Copenhagen	22	66	1515	14:3514:35	-21-21	1212
1616	VL Bern	22	22	1919	14:5414:54	-40-40	88

Game Rules. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3	Field 4
A white king		A black king	
A white queen		A black queen	
Two white rooks		Two black rooks	
Two white bishops		Two black bishops	
Two white knights		Two black knights	
Eight white pawns		Eight black pawns	

Game Rules. Legal conditions, restrictions and fairness.

Field 1	Field 2	Field 3	Field 4	Field 5
		Example of double total bets		
№	Match	Double Total Bet	Odds	Bet
1	Bayern-Borussia	Over 2.25 (2, 2.5)	2.0	$400
2	Bayern-Borussia	Under 2.25 (2, 2.5)	1.8	$400
3	Bayern-Borussia	Over 2.75 (2.5, 3)	1.9	$400
4	Bayern-Borussia	Under 2.75 (2.5, 3)	1.9	$400

Additional observations from screenshots

Legible captions and fragments of terms with screen context are preserved. A single label for an amount, term, or coefficient may require the source condition. Control visual readings are given in section 7.

Legible names and captions.

- **Game Rules.** on this match receive a winning odds equal to "1"; if it is played out within 24 hours, all bets on it will remain. · winning odds of “1”. · 13:3 If a violation that would normally lead to a free throw under Rule 13:1a-b takes place when the ball is out of play, then the game is restarted · 4.12(a), (3) or (4) shall be a suspended game at any time after it starts. · 6.5. A team shall lose by default if it leaves the court before the end of the game or all the plavers of the team are iniured and/or disqualified, In · Ages 9-13: Size 3, circumference 56–59 cm (22–23 in), weight between 350–380 a (12–13 oz) at the start of the game. · Any regular-season game that ends overtime play with a tie score will go into a shootout. A shootout is a series of penalty shots in which each · As indicated in Rule Z:11, free throws called because of passive play shall be taken from the place where the ball was when the game was · In game of football sometimes shots made by players get blocked. A blocked shot is a type of shot which is going on target and is blocked by a · In such games, any of these rules applying to the ninth inning shall apply to the seventh inning. · Plavers and team effieials whe arrive after the game has started must ebtain their entitlement te partieinate frem the timekeener/seerekeener · Second Yellow Card is not counted in number of yellow cards in a game and doesn't affect the YC stats. It is considered as yellow/red card which · b. (I) the interference by a team official in the game, on the playing court or from the substitution area, or (II) a player destroying a clear chance of · balls, hit batter or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended · box, the umpire shall call "Play" and the game shall start. · c. If no

complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter · c. if during the last 30 seconds of a game the ball is out of play, and a player or team official prevents or delays the execution of a throw for the · course of a football game. Basic equipment worn by most football players include helmet, shoulder pads, gloves, shoes, and thigh and knee pads, · disallow the run, call out the offending player, and order the game resumed. If, before two are out, the batter runner refuses to advance to and · formed the basis of the rules of the game as we know it today. Perhaps as a result of Mitchell's rules, the home of the modern game is still in · game, the team which has scored more away goals wins. Extra time consists of two periods of five minutes. If no winner is produced after these · has ever played in the NFL, but women have played in high school and college football games In 2018, 1,100 of the 225,000 players in Pop · in aeeerdanee with the hase running rules, and the game ends when the hatter runner teuehes heme plate · moved around the by dribbling or passing the ball. At the end of the game the team with the most points is declared the winner. · offending player and order the game resumed. If, with two out, the batter runner refuses to advance to and touch first base, the umpire shall · pinnacle of the sport comes in the Olympic Games were the best players are often on show. · position in the team's batting order. A player once removed from a game shall not re enter that game. If a substitute enters the game in place of a · replacement. The substitute player enters the field from the middle while the ball is out of play or the game has stopped. Sometimes when the · scrimmage during punts, and game timing. The line judge notifies the referee when time has expired at the end of a quarter and notifies the head · should be called to the attention of the manager or captain of the team in error, so the correction can be made before the game starts. For · substitution if the game goes to extra time. In most cases players that have been substituted are not allowed to return to the field of play · taken from the place where the ball was when the game was interrupted, if this is a more favourable location than the position where the · time break between the halves. The end of the match is known as full-time. The football game also has extra time and penalty shootout. · winner of the set. Winning the overall game will require you to win 2 out of the 3 sets played. · particular team/player has been placed on a position shared with multiple teams/players, reducing the payout. In this case all bets are won by · following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the · made by measuring front side or ball receiving side of glove. The tool or measuring tape shall be placed to contact the surface or feature of item · a. Points will be consistently rewarded in accordance with the league series rules. · At this time, the track layout, kerbs and features can be checked by the FIA, taking into account feedback from the competitors provided in the · a tennis match being disrupted / postponed / cancelled, the bet is active until the end of the tournament till the identity of the player who · company are not taken into account. · e. When playing for the total number of goals scored in a round, only matches listed in the line for that day are taken into account, unless · moment, they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition · riders and changes in the protocol following the race are not taken into account by the bookmaker company. · then the bets placed on the position "Any other account" will win. · (touchlines) are greater than the shorter boundaries where the goals are placed (goal lines) (Basketball courts of 28 m × 15 m (92 ft x 49 ft) can · A caution can be shown for unsporting behavior, dissent, failure to respect the distance on a restart, excessive delay of a restart, persistent · Group stage winner. The bet is calculated only after the completion of all matches of the specified group within this round of the tournament. · Olympics Sports Rules for Cross-Country Skiing or Article I. In such cases, the Official Special Olympics Sports Rules for Cross-Country Skiing · Political betting can offer the following markets like: Which Politian or political party will attain victory in the election. There are betting offers on · Protective equipment in gridiron football ("football gear") consists of equipment worn by football players for the protection of the body during the · Whilst there are only 11 players from each team on the field at any team, an American football team is actually made up of 45 players. The teams · footballer is far from the center from where he/she must be substituted with another player, in order to save

time, he/she goes out from a · "strongly advised" to number their offensive players according to a league-suggested numbering scheme. · (b) Cunped Bats, An indentatien in the end ef the hat un te ene ineh in denth is permitted and may be ne wider than twe inehes and ne less than · (b) The manager may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such · (e) All bat/ball boys or girls shall wear a protective helmet while performing their duties. If the umpire observes any violation of these rules, he · (f) After a miss and a request by the next player to replace the cueball, any object balls disturbed will remain where they are unless the referee · (i) The next player may ask if the referee intends to replace balls other than the cue-ball in the event that he should ask for the stroke to be played · (i) with ne infringement of these Rules, all balls will be renlaeed and the same stroke plaved again, er a differe t stroke mav n be plaved at · (sprint or Pursuit) or in the right order (Mass Start events) starting from the first free lane. When it comes to the first shooting stage at Mass · 1. Date: If the fight is postponed and will be held no later than 24 hours after the originally planned date of the fight, then all previously placed · 12:1 A goalkeeper throw is awarded when: (I) a player of the opposing team has entered the goal area in violation of Rule 6:2a; Il) the goalkeeper · 13:6 The free throw is normally taken without any whistle signal from the referee (see, however, 15:5b) and, in principle, from the place where the · 3.05 (a) The pitcher named in the batting order handed the umpire in chief, as provided in Rules 4.01 (a) and 4.01 (b), shall pitch to the first batter · 3.10 (a) The manager of the home team shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions · 3.13 The manager of the home team shall present to the umpire in chief and the opposing manager any ground rules he thinks necessary · 4:8 The players must wear visible numbers that are at least 20 cm high in the back of the shirt and at least 10cm in the front. The numbers used · 6.1.2 The start command for Cross-Country Skiing events ranging from the 500-meter race through the 10-kilometer race shall be as follows: · 8. Round bet: Bets are accepted on the round in which the match ends. If any of the boxers does not qualify for the next round, then the previous · 8.1 In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as · 9.2. If the court is equipped with a shot clock, a team must attempt a shot within 12 seconds. The clock shall start as soon as the ball is in the · A direct free kick can be awarded to the opposing team if a player succeeds or attempts to kick or trip an opponent, jumps, charges or pushes an · America. The NHL (National Hockey League) is the largest league in the world and currently turns over millions of dollars each year. · At the end of all periods (1st and 2nd half of regular time, 1st and 2nd half of extra time) there can be Penalty Shootout. If a cup or a friendly · Baulk end, the one on the right known as the Yellow spot and the one on the left as the Green Spot. · Each player takes up a position in either the attacking zone (next to the net) or the defensive zone (at the back of the court). Three players are in · Each team gets 4 chances (downs) to move the ball 10 yards forward. Once they pass the 10 yards their downs reset and they start again for · F. In those events in which 2 variants of the outcome are offered, but another variant of the outcome is also allowed, then all bets on this event · FIS or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special · Icing is when a player on his team's side of the red center line shoots the puck all the way down the ice and it crosses the red goal line at any · If an injury is not very serious the referee orders the player to go outside the playing field while medics provide medical help. In this case the · If no rider from both teams is included in the official final protocol and the best riders from both teams complete the same number of laps, Best · In 1969, Waterville Vally Ski Area in New Hampshire, formed the first freestyle instruction program, making the resort the birthplace of freestyle · Independent thereof, the organizer will disqualify the player(s) concerned from the event for acts of violence, verbal or physical aggression, · It is necessary to determine the number of rebounds (passes / blocks / steals / points / block-shots) made by the respective player. The · Managers receive yellow cards for incidents such as kicking a water bottle, sarcastic clapping or any other gesture that could be considered as · More modern rules have included Broughton's rules from 1743, the London Prize Ring rules (1838) and the more well-known Marquess of · November 6, 1869, between two college teams,

Rutgers and Princeton, using rules based on the rules of soccer at the time. A set of rule changes · Old Bowling Green – dating way back to 1299. · Over / under bets, which include three options (over / under / exactly .. goals), are offered for regular time for all hockey matches unless · Playing Rules Committee prior to production. · Posts can also be found at each end of which the kicker kicks the ball over. · Rally is a form of motorsport that takes place on public or private roads with modified production or specially built road-legal cars. It is · Rules 4:7, 6:1, 6:2c, 6:3, 8:7f, 14:1a). · Sevens World Series for men and women, for which WR contracts with several national unions to hold individual events. · There are hundreds of different plays that players can run on any down. Plays are made up by the teams and often have players running all over · There is no one governing body for MMA and there is no uniform set of rules that are used the world over, and many of the hundreds of different · To score a goal a player must hit the puck over the goal line. They can use any part of their body or their stick to do so but cannot use their hand. · Tour events in 2009 and allows the player to request her coach once per set. · Trophy, Nations Cup and the Pacific Nations Cup. WR holds votes to decide where each of these events are to be held, except in the case of the · Two wrestlers take part in the bout. The winner is the one who pushes the opponent out of the arena or touch him the ground of anybody among · When a player scores a touchdown six points are awarded to their team. A touchdown can be scored by either carrying the ball into the end zone · When racers arrive at the relay point, they shall not interfere with the start of other racers. · Yellow and red cards are used in futsal. The yellow card is to caution players over their actions. If they get two, they are given a red card, which · a move or that the player has not pressed his clock. · a single ear flap helmet (or at the player's option, a double ear flap helmet), except those players who were in the Major League during the 1982 · a. Drivers are to obey the flag rules of their racing series. Penalties apply for those who do not. · a. If neither player is required to keep score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this · a. a player enters the goal area after playing the ball, as long as this does not create a disadvantage for the opponents; · a. a player who is standing with both feet on the floor lifts one foot and puts it down again, or moves one foot from one place to another. · a. a. Once a driver is on the grid they are to hold the brake pedal until the start lights turn on (usually a red light will shine, which indicates the race · a. goalkeeper throw when a player of the team in possession enters the goal area in possession of the ball or enters without the ball but gains an · a. insulting or threatening behaviour directed at another person, e.g., referee, timekeeper/scorekeeper, delegate, team official, player, spectator; the · a. the team in possession of the ball commits a violation of rules that must lead to a loss of possession (see 4:2-3, 4:5-6, 5:6-10, 6:5 1st paragraph, · a. to use an open hand to play the ball out of the hand of another player. · allowed to substitute a court player for a goalkeeper if this team is playing without a goalkeeper when the final signal is given. Violations are · also rules on out-of-bounds calls that happen on their side of the field, oversees the chain crew and marks the forward progress of a runner when · anti-clockwise laps of an oval circuit. The motorcycles are specialist machines which use only one gear and have no brakes; racing takes place · are rare, it does happen and any player in the squad can take the keeper's place as long as the referee is told and it follows the standard rules for · arms and spread them to the sides parallel to the ground with the palms up, and at the end of the ritual turn their hands downwards. Sikiri pre- · at the Olympics, with events available for both men and women. · at the shooting range, World Cup Pursuits are held with only the 60 top ranking biathletes after the preceding race. The biathletes shoot at the · attack the ball when it is entirely above net height. When the ball is not in play, the libero can replace any back-row player, without prior notice to · awarded prize money, the tradition attached to each event, the world tour ranking points, the public attention and the size as well as the strength · b. After the action taken under Article 7.4.a, for the first two illegal moves by a player the arbiter shall give two minutes extra time to his · b. If you are shown the blue flag, move off the racing line as soon as possible within reason and make no erratic moves. Pay attention to your · b. Modifying the car setup and tyres may only be allowed if the league series enables it. Racecentre staff will set what the rules are for each league · b. The time saved by a player during one period

is added to his time available for the next period, except in the 'time delay' mode. In the · b. a player from one of the teams enters the goal area without the ball and does not gain an advantage by doing so. · b. a player is touching the floor with one foot only, catches the ball and then touches the floor with the other foot. · b. free throw when a court player of the defending team enters the goal area and gains an advantage, but without destroying a chance of scoring · b. the opponents commit a violation of rules that causes the team in possession of the ball to lose it (see 4:2-3, 4:5-6, 5:5, 6:2b, 6:7b, 7:8, 8:2-10). · b. to block the opponent with arms, hand, legs, or to use any part of the body to displace him or push him away; this includes a dangerous use of · b. when there is a decision against a team in possession, and the player with the ball does not immediately make it available to the opponents by · ball has been cleaned and replaced. If any player other than the striker should touch or disturb the device, he shall be penalised as if he · ball, falls to the ground and the first baseman on his way to retrieve the wild thrown ball, runs into the coach; the batter runner finally ends up on · became a runner ends. · before the start of the season, for all bets on this team for this position there is a return. · bets are valid for the newly organized fight. If within 24 hours after the scheduled date of the match did not take place, then all placed bets are · between putouts. · beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, · bundles of rice straw, the ends of which are dug into the ground. · c. 7-metre throw when a court player of the defending team enters the goal area and because of this destroys a clear chance of scoring (14:1a). For · c. At pit-exit there is a light tree with green, red and blue lights. The blue lights, when flashing, indicate that there is a car coming up the start/ finish · c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), all bets are returned. Exception: if, when the · c. If the start time of the match is postponed by more than 24 hours (pre-match) or 48 hours (live), bets are returned. Exception: if, when the · c. Vehicle tires may be restricted to one option or multiple tyres may be allowed. Consult a Racecentre employee for a list of allowed tyres for your · c. a player after a jump touches the floor with one foot only, and then hops on the same foot or touches the floor with the other foot. d) a player · c. the reckless attitude demonstrated by the guilty player when committing the foul. · captions "Defense" and "Offense", the former placed above the line and the latter below the line. · championship started in Beijing on 13 September 2014. The series is also sanctioned by the FIA and races a spec chassis/battery combination · close line calls by means of an electronic review. The US Open, Miami Masters, US Open Series, and World Team Tennis started using this · components of the overall rules. · considers the offending player would or could gain an advantage. In the latter case, any or all disturbed balls may be replaced to the referee's · countries. According to WR, rugby union is played by men and women in over 100 countries. WR controls the Rugby World Cup, the Women's · cross, aerials and ski slopestyle, with each one taking place at the Phoenix Snow Park. · d. Drivers must make sure the track is clear before re-entering the track or resuming the racing line or after recovering from a spin. This includes · defense from blocking into or tackling the receiver. The play ends as soon as the ball is caught and the ball may not be advanced. · defensive linemen and calls most of the holding penalties. The umpire records the number of timeouts taken and the winner of the coin toss and · defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be · defensive team of the change. Neither team's players, except the center (C), are allowed to line up in or cross the neutral zone until the ball is · deuce the player must then win by two clear points. · different courses on the same slope. Both runs take place on the same day, usually with the first run held in the morning and the second run in · driver from the group stages going out first. When they cross the line to start their flying lap, the pitlane light turns green and the fifth fastest · either case. On a safety kick, the kicking team kicks the ball from their own 20-yard line. They can punt, drop-kick or place-kick the ball, but a tee · end of regular time and start of the 1st half of Extra Time and also between first and second halves of Extra Time. Extra Time can be also played · entered when a court player touches it with any part of the body. · equals to two yellow cards. The second yellow cards taken by a player in the match, which turns into red card counts as

one. (Ex. 1 yellow card + · every round of five targets there are eight bullets available, though the last three can only be single-loaded manually one at a time from spare · every time a player sends it off the field. · expired, the referee shall nullify all scores and re-set all balls as for the start of a frame and · far each team has to go before reaching the end zone. The end zones are added at each end of the pitch and are roughly 20 yards in length each. · finish line first is the winner. The distance is 12.5 km for men and 10 km for women, there are four shooting bouts (two prone, two standing, in · first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it · flip coin chooses who starts the penalty shootout, the other chooses the net. · for 80 minutes and feature an oval-shaped ball and H-shaped goalposts. Both have rules that the ball cannot be passed forward, and dropping it · for the end of the halves in overtime) are to be punished, also if the resulting free throw (under Rule 13:1) or 7- meter throw cannot be taken until · for their team). At each end of the court are two baskets both 10 feet in height. A three-point arc is the outside ring, whilst in the middle of that is · fourth in one race with a one second behind the winner, as opposed to finishing second in another race with a time two seconds behind the · frame. If any player objects, the referee shall allow play to continue with the proviso that the situation must change within a stated period, usually · from behind the end line) to a place on the court behind the arc. · g. If there are any discrepancies in the racing Etiquette we will refer to the Supercars, FIA or Blancpain Rules Handbook for further clarification. · g. Participation in Racecentre league competition implies a sound knowledge and understanding of all the rules listed here (1A – 8G). Dangerous · hand, allowing the kicker to regather the ball and run with it; a punt, when the ball is kicked a long distance from hand, for field position; a place- · has controlled the ball in the goal area or the ball is stationary on the floor in the goal area (6:4-5); (III) a player of the opposing team has touched · has crossed the plane of the start line. · has fallen the player must update his scoresheet completely before moving a piece on the chessboard. · having been made by each player without the movement of any pawn and without any capture, or · his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either · illegal entry, in the case of a player under Rule 4:6 and 16:3a, and in the case of a team official under Rules 4:2, 16:1b, 16:3d and 16:6c. A person · in which case the free kick may be taken from anywhere inside the penalty area. A penalty kick is awarded if a player commits one of the fouls · include that there are fewer players in rugby league (13 compared to 15) and different rules for tackling. Rugby union has more detailed rules · integral part of the rules. · is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or · is abandoned and counted as a loss for the team with the lack of players. · is awarded if a player commits a foul inside the penalty area. The second penalty spot is used if a player commits their team's sixth foul in the · known for stock car racing. The privately-owned company was founded by Bill France Sr. in 1948, and his son, Jim France, has been the CEo · line of scrimmage, and free kicks. The free kicks are the kickoff, which starts the first and third quarters and overtime and follows a try attempt · manager substitutes another player for himself, he may continue to direct his team from the bench or the coach's box. Umpires should not permit · means that the opposing team is close to scoring a goal and their attack might end with shot on goal, shot off goal, shot on woodwork, shot · minutes in the penalty box and only expire at the end of that time. Misconduct penalties vary in length. · move into the court. If the player does not do so, or if the action is later repeated by the same team, there shall be a free throw awarded to the · must leave the field before the substitute can enter the playing field. If a team has or is reduced to fewer than three players remaining, the match · o Players are not allowed to carry, palm or run with the ball. · on court at a player's request, and the referee or assistant may change a player's call. · on where the foul was committed will depend on the number free throws a player gets. · opponents, in order to prevent them from being able to take a shot on goal or to obtain a clear scoring chance, the guilty player / official is to be · penalized either in the necessity to pass a penalty lap or a fixed penalty time being added. The winner is an athlete who manages to show the · place of the replaced player in the batting order. · player in the match. · player is

jumping in the air or running, and therefore is unable to protect himself. In this type of situation, it is the danger to the opponent and not · player manager, the manager may thereafter go to the coaching lines at his discretion. When two or more substitute players of the defensive · player shall wear ragged, frayed or slit sleeves. · player that replaced them. · player who has been sent off must leave the vicinity of the field. · players for whom substitutes have been made, and who are permitted to remain on the bench, to address any remarks to any opposing player or · points (special stages), leaving at regular intervals from one or more start points. Rallies may be won by pure speed within the stages or · quarter is played out until one of the teams score. The first team to score will be the winners. · remaining upright on the tee. The player on the receiving team who catches the ball is known as the kickoff returner (KR). · runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his · runs with it. The play ends when the player with the ball is tackled or goes out-of-bounds or a pass hits the ground without a player having caught · sanctions under the regulatory framework of the event, the Terms and Conditions of 3x3planet.com and the FIBA Internal Regulations remains · server serving out of turn, one player was not ready or a decision which is too close to call. · shall be a 2-minute suspension for the player. Thus, the team must be reduced by one player on the court for the next 2 minutes (apart from the · short-handed. A minor penalty will expire if the opposing team scores while on the power play. Major penalties require a player to serve five · square, the move is not yet made, but the player no longer has the right to play the pawn to another square. · start preparatory movements. The wrestlers sit on the court spreading their legs wide and tilting the body forward. Hips and shoulders at the · stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player. · take part in this race, a return is made on the bets placed on him for this position. · that square because they would then leave or place their own king in check. No piece can be moved that will either expose the king of the same · them from the court players of both teams and the goalkeeper(s) of the opposing team (17:3). · then an extra quarter will be played until a winner is found. · then for the remainder of the relay, the relay team shoots at the lane in the position they arrived (Arrive at the range in 5th place, you shoot at lane · they might get verbal notice from a referee or even a card. Players are allowed to leave that box when warming up. · throw if the ball is touched by any other player of either team (12:1 2nd paragraph, 13:3). · throw. A free throw involves one player from the offensive team (the player fouled) to take a shot unopposed from the free throw line. Depending · time delay mode both players receive an allotted 'main thinking time'. Each player also receives a fixed extra time' with every move. The · to bottom. Such limits shall include all lacing and any leather band or facing attached to the outer edge of the mitt. The space between the thumb · to use 7-metre throwing as tiebreaker to decide a winner, the procedures indicated below shall be followed. · tortuous interference in game results, a violation of FIBA's Anti-Doping rules (Book 4 of the FIBA Internal Regulations) or any other breach of the · total number of places occupied by the drivers is less than the other. If at least one of the riders of this team took part in the race, all bets on this · touch first base, the run shall count, but the offending player shall be called out. Approved Ruling: No run shall score during a play in which the · two), triples or fours. The rinks are 4.3 to 5.8 metres wide and 31 to 40 metres long. There is a ditch at either end of the green which must be · unwanted congestion, World Cup Mass starts are held with only the 30 top ranking athletes on the start line (half that of the Pursuit since here all · whether the player or the officials had received a warning earlier. This includes: · which govern vehicle power, weight, size, and design. The rules do allow for some variation, however. · which was 1877, Wimbledon has been held at the All England Club located in Wimbledon, London. · which will be shown to a field player, will be counted in the total number of cards and will be recorded as card shown in the second half)); Not · winner. The market will be voided. · winning odd equal to "1". · word fut-sal in 1985 (Madrid, Spain). Since then FiFA has also started using the term futsal. The name has been translated into Italian as calcio a

- **General Terms.** Added minutes is a time added at the end of each half in the game of football. Usually during the play, a lot of things might happen that will cause · Added minutes is a time added at the end of each halt in the game of football. Usually during the play, a lot of things might happen that will cause · In football, like in any other sports games, there are people who are monitoring the fair play of the game and make sure that all the rules are · There are eleven players on the field per team during a football game. Every team has one goalkeeper and other 10 players that are situated on · game and the tab with added minutes is not shown, however that doesn't mean that the referee has not added time to the game. Added Minutes · match (depending on agreement) ends up in a draw or in a balance of two games where score is equal in proportion (both games ended up in a · starts the game, the other chooses the side of the field from where its team starts the match. · A dead-heat factor may be returned for markets where a bet has been placed on a particular team/player on a place (in a tournament) and this · Football (Soccer) is a team-based sport, that is played by two teams of eleven players each and a round type of ball which can't be touched by · measures. In cold weather regular players are allowed to wear special gloves. Players are also allowed to wear special sports glasses, but these · A pass that is made in the radius of 10 – 20 meters is referred to as a Medium Pass. Medium passes are helpful in terms of changing the · Cards are the main attributes of the referee and are used in extreme situations when the foul committed by the player is serious. The referee · Red card is the most severe punishment a player can receive on the field. Red cards are usually awarded if the player commits a very serious foul, · Sometimes if a player receives a foul in a specific area of the field his/her opponents are awarded with a penalty kick. This occurs when a foul is · Transfer Window has two periods – Summer and Winter. The summer period is opened on first of June and closed on August 30th. In the Winter · When one team returns a ball to another a with throw in or a drop ball and the player returns the ball to an opponent goalkeeper and the pass is · draw with the same score, each team winning by the same score on its home*or away field), then Penalty Shootout will be conducted. Depending · field (left or right. Depends which side was closer to the ball when it crossed the corner line). After the ball is placed the player kicks it and · followed by players on the field, these people are called referees. The referee is the sole and final judge of events that occur on the field. The · least seven players out on the field. · made by the entire team of players in the full time of the match. Passes of individual players are counted all together and you have an exact · match is forbidden to start without the presence of any of them. That might cause the match delay or postpone. · person who sends it into his/her net and not to the opponent's player. · understood positions and aren't included in the formation. Play is not allowed to begin or continue if a team has fewer than 7 players on the field,
- **Markets.** What would be the result of the game in the rest of the match Regular Time - (live). The betting player have to guess from the current time what · What would be the result of the first period in the rest of the time- (live). The betting player have to guess from the current time what would be the · (Player 1 wins or a draw, either one or second player wins, Player 2 wins or a draw) · Bet on the player who scores the goal during the Regular Time of the match. Bets on scorers will be avoided only in case if player don't
- **MyStake - Online Casino & Sportsbook.** Penalty Shoot Out Cup Ma... · 3 Free Bet
- **MyStake Live Casino.** BET ON POKER · WAR OF BETS · EUROPEAN VIP · TurkishFree Bet · TürkseFree Bet
- **MyStake Online Slots.** FROZEN QUEEN · GENIE JACKPOTS · SOLAR TEMPLE · BLACKJACK VIP · RETURN TO PARIS
- **MyStake - Promotions.** climb, leading to a massive payout if al your picks land! · climb, leading to a massive payout if all your picks land! · Starting from Level 5, you are entitled to request ā personal VIP manager. Ask for the contact information of your VIP manager in · balance and a relevant item will be added to your account (Free Spin, Cash, etc...). Please always double check that you do not · each other and the higher placed Player will get greater rewards. · forfeit any winnings from them. · notice to the player. · over. Free Spins are available on only some of the games and you can check the game list from Profile > My Gifts

> Free Spins > "Game List". To use · right to void such bets and forfeit any winnings from them. · vou will be ahle to see what was the outcome (prize) of vour last spin in case vou missed it on animation · your net loss from the previous week...Wait for an email / check your account on Monday evening to see if you've been awarded. · your way to lead board, which consists of players with highest points. If at the end of the tournament you stay in the lead board, you will receive

- **Privacy Policy.** purpose of executing their duties and providing you with assistance. Our employees who have access to, or are associated with the processing of the player's personal · right to lodge a complaint related to your data processing to a supervisory authority, in particular in the Member State of your habitual residence, place of work, or place of an · Unless you have elected not to receive promotional materials, we may use your Personal Information, including your email address and phone number, to send you · registered players with information about our promotional offers, or providing promotional information from our selected business partners, associates and affiliates (only if · As stated under our Terms and Conditions, both you and the Casino can decide to have your Player Account closed at any time. Following closure of your account, we will · By registering a Player Account with the Website you confirm your consent with this Privacy Policy. If you do not agree with the terms of this Privacy Policy and do not wish to · We hereby acknowledge that in collecting and processing your Personal Information for the purposes of managing your Player Account, we are bound by strict legal · casino game providers. Whenever you decide to stop receiving such marketing and advertising material, you may opt out of this in your Player Account settings or by · effective our content marketing is. These cookies are provided by our partners to track website visits and new player registrations from advertising. We do not share your · this takes place via the Website(s) or via other means of communication; Website logins and their details, including traffic data, GeoIP location data, browser/device data, · European Union (EU) and European Free Trade Association (EFTA) regions and also to some data processors that may be based outside of the European Economic Area · This Privacy Policy explains what personal data we collect from players, why we collect it and how we utilise it. mystake.com is operated by GTW B.V., a company · We may pass information that you have given us to other entities within our group of companies and to our business partners. These companies include our parent · analytics, improving the websites, and sending email newsletters. We shall ensure that the transfer of the Personal Data to the recipient is compliant with applicable Data · customers' personal data will be included within the sale or transfer. We will, as part of our Policy, inform our players by email prior to affecting such transfer of personal · include social media features (e.g. "share" or "like" buttons). Such features are provided by third-party social media platforms such as Facebook. Where data is collected this · laws. In order to provide you with an efficient service, we and/or our service providers might require transferring your personal data from one country to another in the · practices and applicable regulations. We are committed to providing secure services to players, and we will take all reasonable precautions to ensure that all the data that · request; If our marketing service providers require the data to carry out their tasks; To any other third party with the player's prior consent to do so. We use third-party data · that they are providing us. Such services include, but are not limited to, helping us improve your experience by tracking your activity on the Website, measuring the · we collect The Personal Information which we may request to use and process shall include, without limitation: Any of the information that you provide to us when filling in · website (e.g. your session key, language, or region), so we can save these settings and offer you a more personalised experience. Advertising cookies: allow us to gauge how
- **Refund Policy.** not provided within thirty (30) days of our request, all the user funds will be canceled, while the account - closed. This kind of a decision is not subject to appeal.
- **MyStake Sportsbook.** China, Chinese Football Leagu... · International Clubs, AFC Champions League Elite, East Region

Rules, interfaces, and offers.

- **Welcome to MyStake affiliates. Join us and earn money by inviting people to Mystake.com.** con el RTP
- **Game Rules.** 4:2 A team is allowed to use a maximum of 4 team officials during the game. These team officials may not be replaced during the course of the · can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it · cease. The striker may, of his own accord, and before he has played a stroke, withdraw from the table to confer with his partner. His partner must · j. An attempt for the Dash For Cash cannot be made in conjunction with any other League unless the participant has withdrawn early from the · round holders or bullets deposited by the competitor into trays or onto the mat at the firing line. If after eight bullets there are still misses, one · attached to the back of the goalposts and crossbar. The lower part of the nets is attached to curved tubing or another suitable means of support. · standard rules about length and widths set for it. They can be polished in order to avoid friction but cannot be narrow as they support the whole · 8.1.6 Falls or leaves the track: that individual has two minutes to resume racing, the competitor must also advance forward a minimum of 20 · Each team can have a maximum of 20 players. Of these 20 players only six may be on the ice at any one time. The rest will be used as · a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time and/or may · half-time break. The maximum halftime break is 15 minutes. · maximum speed. · to the nearest fence, stand or other obstruction on the right and left field foul lines, and a minimum distance of 40o feet to the center field fence.
- **General Terms.** as this is deemed the absolute minimum to carry out a game. So, A team may also end up with fewer players on the field if they have made all of · 1 yellow card + red card = 3 cards). A player can get maximum 3 cards during the match.
- **MyStake - Promotions.** CRYPTO DEPOSITS · ON EVERY DEPOSIT · Wagering Requirements: There are Ox wagering requirements for Cash Bonuses. Prizes are pure cash and can be withdrawn or used across the · YOUR FIRST CRYPTO DEPOSIT · account. (For example, if you receive a 100 EUR/USD cashback, you can withdraw a maximum of 500 EUR/USD). Excess winnings will be deducted · the Live Chat or at support@mystake.email as soon as you reach level 5. · My Gifts > Bonus). · WELCOME BONUS · You can cancel your bonus at any time, However, please note that the total bonus amount, any winnings, and the total bets placed from the time the
- **New Daily Mini Games Race.** (NOOGH). CYGTW LTD, with company number HE 462903 and registered office at Poreias, 2 3011, Limassol, Cyprus, acts as a payment agent of the license holder and parent company - GTW B.V.
- **Privacy Policy.** (No0GH). CYGTW LTD, with company number HE 462903 and registered office at Poreias, 2 3011, Limassol, Cyprus, acts as a payment agent of the license holder and parent company - GTW B.V. · CYGTW LTD acts as a payment agent of the license holder and parent company GTW B.V. · such data processing needs. Employees of the Company, more specifically the Data Protection Officer, Money Laundering Officer, Payments & Anti-Fraud analysts, Customer · weblogs, activity logs and other traffic information recorded in our system; Documents and proof reasonably requested by us to verify your account, to process deposits or · withdrawals and to conduct anti-fraud checks (on our own initiative or as required by applicable legislation). Such proof may include passport scans, payment slips, bank · processors to process limited personal data on our behalf. Such service providers support the Website, especially relating to hosting and operating the websites, marketing, · vendors and service providers, such as fraud prevention companies. In addition, we retain the right to engage the services of third-party providers to render technical support, · Support agents, Customer Retention team members, ViP player managers as well as other selected employees, shall also have access to your Personal Information for the · Rendering customer support, such as assistance with setting up and managing your account; Identifying and performing the necessary verification checks; Providing · period of a Player Account for a minimum of five

years from last player transaction or account closure. Therefore, requests for erasure prior to the lapse of this period cannot · incorporated under the laws of Curaçao with Company Number 165433 and is licensed by the Curaçao Gaming Control Board to offer games of chance under license number · privacy policy. If you have any questions about this privacy policy, please contact the DPO at support@mystake.email. In addition, as per Article 77 of the GDPR, you have the

- **MyStake Online Slots.** BUDAI REELS BONUS BUY · CATCH BONUS BUY · EARN 2X LOYALTY STARS BY PLAYING · HOT VOLCANO BONUS BUY · INNER FIRE BONUS BUY · SUPER BONUS
- **About Us.** mystake.com is operated by GTW B.V., a company incorporated under the laws of Curaçao with Company Number 165433 and is licensed by the Curaçao Gaming Authority
- **MyStake - Mini Games.** chance under license number 0GL/2024/250/0115 in accordance with the National Ordinance on Offshore Games of Hazard (Landsverordening buitengaatse hazardspelen,P.B. 1993, no. 63)
- **MyStake - Online Casino & Sportsbook.** chance under license number 0GL/2024/250/0115 in accordance with the National Órdinance on Offshore Games of Hazard (Landsverordening buitengaatse hazardspelen,'P.B. 1993, no. 63)
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- **Top 5 Leagues Tourmament.** mystake.com is operated by GTW B.V., a company incorporated under the laws of Curaçao with Company Number 165433 and is licensed by the Curaçao Gaming Authority (CGA) to offer games of

Promo and numeric labels.

- **MyStake - Promotions.** 10%. CASHBACK · 50% CASINO RELOAD BONUS · • While you have an active bonus, the maximum bet allowed is 5 €/$/A$/C$/R$ per spin on slot games. Bets higher than this amount will not count
- **Game Rules.** Warner Little Scholars youth football were girls, and around 11% of the 5.5 million Americans who report playing tackle football are female · b. Damage shall be set at a minimum of 50%.
- **Top 5 Leagues Tourmament.** WiN UP TO $1O,OOO EVERY WEEK iN CASH PRiZES AND

Betify

French-language pages Betify and English-language terms. Separate cards for the original and the sequel, French demo and promotions. The registration terms, including the ban for Bangladesh, relate to the fixed version of the agreement.

Payments, cashier, currencies, and withdrawal

Politique du sport | Bétifier

- 1.6. These Betting Rules govern exclusively the betting mechanics, market settlement and related sportsbook functionality provided by the Sportsbook. Matters relating to account registration, deposits, withdrawals, KYC and responsible gambling are governed by the Operator's Terms and Conditions. These Betting Rules must be read in conjunction with the Operator's General Terms and Conditions. The Sportsbook bears no responsibility for the content, implementation or compliance of the Operator's General Terms and Conditions or any services provided by the Operator outside the scope of these Betting Rules.
- 4.4. Payouts and Rounding

- ● 4.5.3. Cash Out may be available for both pre-match and live Bets. The Sportsbook reserves the right to offer, adjust, suspend, or withdraw Cash Out offers at any time and at its sole discretion, without providing a reason.
- 4.7. Early Payout
- Early Payout is a special offer that allows a Bet to be settled as a winner early if predefined settlement conditions (one or several), as listed in the special tag attached to the respective Event and Market, are met , irrespective of the actual final outcome of the Event.
- ● a) Markets eligible for Early Payout will be identified accordingly. The applicable Early Payout conditions will be made available within the Sportsbook interface via special Early Payout tag (including on the Event page or "My Bets" section).
- ● b) The availability of the Early Payout tag, including applicable conditions and eligible Events or Markets, is determined solely at the discretion of the Sportsbook and may vary.
- ● c) Early Payout may apply to Single Bets and multiple Bets (including Combo, System, and Bet Builder Bets), whether consisting entirely of Early Payout selections or a combination of Early Payout and non-Early Payout selections. Early Payout may also be available in conjunction with certain bonus types (e.g., ComboBoost, Bet Refund, Free Money, No Risk).
- ● d) For Single Bets, once the Early Payout condition is met, the Bet is settled as a winning Bet regardless of the final outcome of the Event. No additional payout will be made if the original selection also wins.
- ● e) For multiple Bets (e.g., Combo, System, or Bet Builder Bets) containing both Early Payout and non-Early Payout selections, only the selections meeting the Early Payout conditions will be settled early. The remaining selections will continue to be settled in accordance with these Betting Rules.
- ● f) The Sportsbook reserves the right to suspend, modify or withdraw any Early Payout market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Early Payout markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.
- ● g) The Sportsbook reserves the right to reject or void any Bet on Early Payout markets in accordance with these Betting Rules. In such cases, the general provisions relating to void Bets shall apply.
- Non-Runner Rule: If a participant listed in the Market does not take any part in the competition (e.g., withdraws before the tournament starts), bets involving that participant are Void, unless Specific-Sports rules determine otherwise.
- 6.6.3. Multi-way Payouts:
- ○ Note: If the participant competes in any part of the Event (e.g., plays one second or starts one qualifying heat) and then withdraws or is disqualified, the Bet stands and will be settled as a Lost.
- ● Total Payout: $300.
- ● Total Payout: $100
- 7.4.1. Unfair Activity and Withdrawal Suspensions
- In case of suspicion of an unfair activity, Sportsbook reserves the right to void any Bet and the Operator reserves the right to suspend any withdrawal requests for up to 31 calendar days while the investigation is ongoing.
- 8.0. Bonus-related Bets and their settlement are subject to these Betting Rules; however, the full terms governing Bonuses (including eligibility, wagering requirements, and withdrawal conditions) are determined by the Operator and set out in the Operator's Terms and Conditions.
- Example: Freebet of 5 at Odds 3.5 → payout = (5 × 3.5) – 5 = 12.5.
- Example: Freemoney of 5 at Odds 3.5 → payout = 5 × 3.5 = 17.5.

- e) The Sportsbook reserves the right to suspend, modify or withdraw any Bore Draw
- ● Retirement: When a player officially withdraws from a match while it is in progress (after the first point has been played), usually due to injury or illness.
- ● Walkover: When a player withdraws from a Match before it has started (before the first point of the Match is played), all Bets on the Match in case of a Walkover are Voided.
- 2.3.2. Walkover: If a player or team withdraws before the Match starts (before the first point is played), it is considered a Walkover, and all Bets on the Match are Voided.
- ● Retirement: When a player or team is unable to continue a match and officially withdraws during play.
- ● Retirement: When a competitor officially withdraws from a match while it is in progress (usually due to injury).
- ● Retirement: When a player officially withdraws from a match while it is in progress.
- 22.4. Withdrawals and Substitutions:
- Should there be a withdrawal or a substitution of one of the fighters concerned, all Bets on the fight will be Void.
- ● Withdrawals: If a player withdraws, retires, or is disqualified after having teed off, all Bets on that player Markets will be settled as Lost, provided the Market is settled.
- ● Withdrawal after Starting: If an athlete starts the Event but fails to finish (DNF), all Bets on the Market selection for that athlete are settled as Loss.
- 5. Any other form of misconduct or fraudulent behavior intended to distort fair competition. The following do not constitute an Integrity Violation - situations where a team deliberately concedes or withdraws from a match for legitimate logistical or scheduling reasons (e.g., to participate in another event or avoid time conflicts), provided such actions are not associated with financial gain, manipulation, or deceitful intent. If a team or player is disqualified from a tournament for other reasons (e.g., behavioral or rule violations) and conclusive evidence of integrity-related misconduct is established, the Sportsbook shall treat the case as an Integrity Violation, and Rule
- 1.7 shall apply. Integrity-related violations are distinct from technical or operational issues (e.g., server outages, broadcast failures, or player accidents), which are governed separately under Rules 1.12. and 1.15. Technical Loss (Tech Loss / Disqualification) means a situation where the Tournament Organizer awards a loss to a team for reasons unrelated to Integrity Violation , but such as no-show, rule violation, technical malfunctions, inappropriate behavior, or external circumstances beyond the player's or team's control. For the purposes of these Rules, the terms "retires", "forfeits", "withdraws", "walkover" or any similar designations shall be considered equivalent to a Technical Loss, where a player or team ceases participation in a match or tournament before its natural conclusion, and the organizer officially records the result as a loss for the affected team and a win for the opposing team. Verified external or technical circumstances that may lead to a Technical Loss include, but are not limited to:
- 2.5. In the event there is more than one winner, the dead-heat rule will apply. Payouts will be divided proportionally based on the number of declared winners.
- 3.6.1. In the event of a horse or a greyhound being withdrawn late by order of the stewards, all bets will be paid taking into account the stewards decision regarding the status of the horse or greyhound (as applicable), including deductions on remaining runners. See deductions table in clause 3.5.5.
- 1.6 Andris Backovs 31.07.2025 Updates in Early Payout betting rules, Special sports rules (Tennis, baseball, chess) and Esports solution betting rules.
- 1.9 Arthur Lyanniy 23.04.2026 Updates related to Early Payout; Predictions; Placeholder and Bracket betting
- Updates related to Early Payout; Predictions; Placeholder and Bracket betting — 2.0

- Dépôt

Anti-Money Laundering Policy

- Objective of the AML Policy: We seek to offer the highest security to all of our users and customers on Betify for that a three step account verification is done in order toensure the identity of our customers. The reason behind this is to prove that the details of the person registered are correct and the deposit methods used are not stolen or being used by someone else, which is to create the general framework for the fight against money laundering. We also take into accord that depending on the nationality and origin, the way of payment, and withdrawal different safety measurements must be taken.
- Step one verification must be done by every user and customer to withdraw. Regarding of the choice of payment, the amount of payment, the amount of withdraw, the choice of withdraw and nationality of the user/customer step one verification must be done first. Step one verification isa document that must be filled out by the user/customer himself.
- Step two verification must be done by every user which deposit over 2000€ (two thousand Euro) or withdraws over 2000€ (two thousand Euro). Until step two verification is done the withdraw ordeposit will be on hold. Step to verification will lead the user or customer to a subpage where hemust send in his ID. The user/customer must make a picture of his ID. While a paperclip with a six-digit random generated number is next to his ID: Only an official ID may be used for ID verification, depending on the country the variety of accepted IDs may be different. There will also be an electronic check if the filled in
- Step three verification must be done by every user which deposit over 5000€ (five thousand Euro) or withdraws over 5000€ (five thousand Euro). Until step three verification is done the withdraw or deposit will be on hold. For step 3 a user/customer will be asked for a source of wealth.
- If a player deposits over a five thousand euro there is a process of understandings the source ofwealth (SOW)
- It is critical that the origin and legitimacy of that wealth is clearly understood. If this is not possible an employee may ask for an additional document or prove. The account will be frozen if the same user deposits either this amount in one go or multiple transactions which amount to this. An email will be sent to them manually to go through the above and an information on the website itself.
- For every nation from the region two the three-step verification will be done at lower deposit, withdraw and tip amounts. Step one will be done as usually. Step two will be done after depositing 1000€ (one thousand Euros), withdrawing 1000€ (one thousand Euros). Step three will be done after depositing 2500€ (two thousand five hundred Euros), withdrawing 2500€ (two thousand five hundred Euros) Also, users from a low risk region that change crypto currency in any other currency will be treated like user/customers from a medium risk region.
- In addition, a data Scientist supported by modern, electronic, analytic systems will look for unusual behaviour like: Depositing and withdrawing without longer Betting sessions. Attempts to use a different
- Bank account to for Deposit and Withdraw, nationality changes, currency changes, behaviour and activity changes as well as checks, if an account is used by it´s original owner.
- Also a User has to use the same method for Withdraw as he used for Deposit, for the amount ofthe initial Deposit to prevent any Money Laundering.
- Betify solely with trusted Payment Service Providers whom all have effective AML policies in place as to prevent the large majority of suspicious deposits onto Betify from taking place without proper execution of KYC procedures onto the potential customer.
- Requests for the execution of financial transactions on the account; Requests in relation to means of payment or services on the account;

Betify: Crypto Casino - Sports Betting - An unmatched casino for an exceptional experience

- Recevez 50% de votre premier dépôt en freebet
- Payout
- Deposit

FAQ

- Our bonuses are sticky, , which means that once the bonus is activated, it must be played in its entirety (by reaching the wagering requirement) in order to be withdrawn. Of course, if the bonus has expired and your funds have been wagered at least once (in accordance with anti-money laundering regulations), you can proceed with a withdrawal.

Conditions de Bonus

- 1. Our bonuses are "sticky" bonuses. The bonus is attached to the real balance. As long as the bonus is active, it is impossible to make a withdrawal. Moreover, once the bonus is active, it is not possible to cancel it. The wagering requirements must be met because if they are not, the bonus expires after X days (depending on the bonus) after being credited.
- 2. Only one bonus offer is allowed per person, family, address, email, IP address, phone number, current account number, credit or debit card number, e-wallet number, payment system account (Neteller, Skrill, etc.), electronic device (computer, mobile phone, tablet, etc.).
- 5. You cannot activate previously unused bonuses after a withdrawal request. They will be automatically cancelled by the withdrawal.
- 8. A withdrawal can only be made when the active bonus has had its wagering requirements fully completed.
- 11. It is forbidden to delay a game round in a machine, including freespins and bonuses, to a later time when you no longer have wagering requirements and/or to make one or more new deposits while freespins or bonuses are still available in a game. In the event of a violation of this rule, the administration reserves the right to cancel all winnings.
- 20. By activating a bonus through a deposit, the real balance is attached to the bonus, until the bonus has been wagered or expired.
- 25. In the case of a deposit bonus, please do not play your deposit until the bonus has been activated. Otherwise, Betify reserves the right to confiscate all winnings related to the activated bonus.
- 29. Promotions requiring a deposit cannot be combined on a single deposit. For example: if there is an offer of 10 spins on Aviator (minimum deposit €20) and another offer of 20 freespins on Book of Dead (minimum deposit €20), it is not possible to have the 10 spins on Aviator and the freespins on Book of Dead with a single deposit of €20.
- In short, no promotion requiring a deposit can be combined with another promotion. (Promotion VIP for example)
- The player must contact us 4 hours after the deposit. (by email or live chat) Each Telegram offer is valid only once per player. The offer may be refused to a player if they do not comply with condition No. 2 of our bonus. Weekend offers are valid from launch until the end of Sunday at 23:59 p.m.

- 31. To benefit from the Promotion, the deposit must be made after the Promotion has been sent, whether by email or on the Telegram channel.
- 35. All our deposit offers apply to a single deposit and cannot be combined with multiple deposits made successively.
- 36. Wagering on promotions: Players whose activity shows a consistent pattern of deposits made primarily to claim promotional offers, and whose wagers remain limited to that deposit and the resulting winnings, may have their access to promotions restricted, their active bonuses deactivated and their loyalty points removed. The initial deposit is retained. This restriction is not permanent and may be reviewed upon request after an extended period of regular and diversified play.
- 37. Bonus abuse: Players identified as using a bonus solely to extract financial value rather than to participate in genuine play — including low-odds sports betting, arbitrage or betting on opposing outcomes, withdrawals in mini-games with minimal multiplier, or covering both sides of a nearly symmetrical outcome in a live casino — may have their active bonus as well as any winnings from the bonus cancelled, may be required to replay their initial deposit before any new withdrawal, and may lose eligibility for future promotions. A confirmed decision of bonus abuse is final.
- UNFUNDED (for players who never made a deposit)
- 10 FS (Value 20cts EUR/CAD/USD/BRL) - 10%, wager 1 on winnings / max withdrawal 50 EUR
- 25 FS (Value 20cts EUR/CAD/USD/BRL) - 2%, wager 1 on winnings / max withdrawal 50 EUR
- 50 FS (Value 20cts EUR/CAD/USD/BRL) - 0.5% / wager 1 on winnings / max withdrawal 50 EUR
- FUNDED (for players who made minimum one deposit)
- 10 FS (Value 20cts EUR/CAD/USD/BRL) - 5% - Max withdrawal 50 EUR
- 20 FS (Value 20cts EUR/CAD/USD/BRL) - 3% - Max withdrawal 50 EUR
- 35 FS (Value 20cts EUR/CAD/USD/BRL) - 2% - Max withdrawal 50 EUR
- 75 FS (Value 20cts EUR/CAD/USD/BRL) - 1% - Max withdrawal 100 EUR

Politique de confidentialité

- 5. Documents and evidence reasonably requested by us to verify your account, deposits or withdrawals and to conduct anti-fraud checks (on our own or in accordance with current legislation). Such evidence may include scanned copies of passports, payment slips, bank statements, etc.
- 1. Processing of your bets and transactions, including the use of credit cards and online payment systems.

De superbes bonus et Freespins vous attendent sur Betify

- Up to 100 freespins on Shaolin Panda for your first deposit - SANS WAGER
- Recevez 50% de votre premier dépôt en pari offert

Recevez un Cashback sur vos pertes avec Betify

- Use your cashback as you wish. You can use it to play or withdraw it (same conditions as a deposit).

Conditions générales d'utilisation

- 2.7.In order to prevent fraud and to add an additional layer of security to your transactions, Betify performs identity verification and payment authentication.

- An account owner must complete the account verification before withdrawing funds. This could be done by uploading the documents in the "Verification" section of the account owner's profile. An account owner can send us the documents via email only in case of technical issues.
- the Company has the right to confiscate deposits that were made with a duplicate account.
- reject deposits without explanations;
- suspend or block access to the services of the Company, confiscate funds from the player's balance in the event that the same payment details are used with another account;
- storage of user funds in a separate bank account.
- Betify administration tried to get in touch with the owner of the inactive account, but there was no answer / necessary payment instructions were not respected.

8. DEPOSIT RULES

- deposit funds to his Betify account by using only his personal credit card or personal account opened with a Financial institutions or its licensees;
- it is forbidden to provide access to the account to third parties, including for making deposits or withdrawing funds. An account owner agrees that his account is for his own use only;
- pay basic bank fees for deposits and withdrawals.

9. WITHDRAWAL POLICY

- We may occasionally request additional documents or details regarding your account of any deposit made by you, such as selfies, proof of cards or others.
- Betify is not responsible for non-compliance with the withdrawal terms for technical reasons beyond the control of the Casino.
- Betify has the right to determine its own payment and withdrawal terms and maximum and minimum withdrawal amount for each procedure, which may differ depending on the withdrawal method, account status and other possible factors affecting the withdrawal process.
- You may withdraw no more than €1,000 per transaction (or the equivalent amount in the currency of your account), no more than €3,000 per day and no more than €20,000 (or the equivalent amount in the currency of your account) within 30 days, unless we have agreed a larger amount.
- request a withdrawal of funds from his Betify account only to his personal account opened with a Financial institutions or its licensees;
- the minimum withdrawal amount is €50 equivalent in other currency, for bank cards and €50 or equivalent in other currency, for other payment methods;
- withdrawal can only be made using the exact same method that you used to add funds to your account. Therefore, you must ensure that payment details meet the requirements of a respective payment system. If a payment system is not available for withdrawal for any reason, the Casino has the right to choose a withdrawal method in its sole discretion;
- The Casino has the right to determine its own payment and withdrawal terms and maximum and minimum withdrawal amount for each procedure, which may differ depending on the withdrawal

method, account status and other possible factors affecting the withdrawal process.

- If the amount of bets from the player's real balance at the time of application for withdrawal is less than three times the deposit, the Company has the right to withhold a commission of up to 10% of the withdrawal amount. The commission is deducted from the player's real balance.
- The financial department has the right to refuse a withdrawal if the deposited funds were not wagered once.
- An account holder is fully responsible for providing the Betify administration with accurate payment details in order to request withdrawals or refunds.
- Hunting bonuses may include (but is not limited by) depositing only to take advantage of promotional offers.
- If withdrawal requests are submitted with different IBAN, Betify reserves the right to refuse them. Only one IBAN per client is allowed.
- If the player deposited with both crypto currencies and credit card, he or she will be requested to withdraw at least once into his/her bank account before being able to withdraw with crypto currencies.
- Select Withdraw funds in the appropriate section of your Betify account;
- Choose a suitable withdrawal method;
- You may be asked to provide the necessary personal data to confirm your identity, ownership of the account and the amount required for withdrawal;
- After clicking on the "Confirm" button, you will see a notification confirming the withdrawal request;
- Withdrawal can only be made using the exact same method that you used to add funds to your account. There may be restrictions on withdrawals. Betify may require additional information to confirm your identity and account to be credited(selfie with passport / credit or debit card, etc.).

- No person under eighteen years of age (or the applicable majority age in that person's jurisdiction) may be registered as a Player and any funds deposited or any money won by any such persons shall be forfeited to the Regulatory Authority.
- Payments of winnings
- A Player requesting the first withdrawal following registration shall be required to verify his identity through the submission of a copy of an identification document. The withdrawal request shall not be acceded to by Betify Casino prior to receipt of a copy of this document from the Player.
- Payments of winnings or refunds shall be transferred back through the same channel from which Player had made the original transfer in the first place. Where this is not possible, the Player shall be requested to provide an alternative channel together with sufficient proof that such channel relates back to the Player. It shall be within the Betify Casino's sole discretion to determine whether proof provided by the Player is sufficient or not. Betify Casino may, in its sole discretion and in accordance to the licencing compliance rules and an internal risk assessment, require a first payment of winnings for the Player being released as the bank transfer wire with a purpose of completing the KYC verification checks.
- All withdrawals from Players must be thoroughly checked as per our payout management procedures before being processed. When it becomes evident that a Player never had the intention to carry out any betting activity with us, the Player should be informed that funds will not be processed until his identity, age

and place of residence is proven beyond doubt and/or a period of at least three months has elapsed from when the deposit was made.

- Cash deposits or withdrawals are not accepted.
- All withdrawal requests will be manually checked to ensure withdrawals are always paid out to the same account used to deposit whenever possible.
- Players who deposited but did not place any bets, or only made a deposit to receive free spins, cannot withdraw any money from their casino account.
- A player always needs to have placed at least his deposit amount in bets before he or she is able to withdraw the money.
- Betify Casino shall not make a payment which results in an excess of two thousand Euro (€2000) gained within 24 hours or a payment which results in an excess of two thousand three hundred Euro (€2300) cumulated of all payouts requested by a Player from the moment of registration, being withdrawn out of a Player's Account to a Player until the Player's identity, age and place of residence have been verified.
- iv. e-wallets.
- ○ you have "charged back" or denied any of the purchases or deposits that you made to your account;
- Betify has a right to withhold the whole balance or part of it, to recover from the account the amount of any deposits, payments, bonuses or winnings, if we have a reason to believe that they have been affected by any of the paragraphs, mentioned above.
- ○ all activities with using the suspended account will be suspended also (including deposits, withdrawals, betting or gaming). User will be able to act with using his account again in the day, when we activate his account;

Exclusive rewards and benefits for our players VIP

- As a VIP member, you will enjoy special privileges. Our VIP players benefit from higher withdrawal limits and can claim up to 20% in cashback every Monday on their net losses from the previous week.

Promotions, tournaments, VIP, and loyalty

Bonus Buy feature - Control your bonuses

- Conditions de bonus
- Promo
- Promotions
- Tournois
- Vip club
- Cashback
- Bonus en attente
- Profitez de ces superbes bonus
- Vous n'avez pas de bonus en attente
- Achat de Bonus
- Betify Exclusives
- 🎃 Halloween
- Nouveau
- Populaire

- Hot🔥
- Machines à sous
- Megaways
- Virtuel
- Sous-catégorie
- Collections
- Providers
- TOP
- Big Bass Vegas 1000
- PragmaticPlay
- Piggy Bankroll: The Big Stash
- Penguin King
- Coffee Dealer
- Hacksaw
- Love Nest
- ShadyLady
- Curse of Tut
- Toucan Royale
- MooLaLa
- Happy Duck
- Hangovers & Holidays
- Big Ape Bankroll: Hold & Win
- Mummy Tumble
- Ding Dong Death
- Nolimit City
- Epic SixSixSix
- Sweet Loot
- Immortal Charge
- Rump & Friends
- Inout
- Willy Wildwing
- Viva Flammia
- Wicked Grin
- Tommy Gun Gold
- Rat Royale
- Ghost Vision
- Jellop
- Crack More Piggy Banks
- Big Bass Bonanza 1000
- NUUKD
- Big Bass Reel Repeat

- Six Feet Under
- Le King
- The Dog House Multihold
- Gates of Hades
- Big Bass Boxing Bonus Round
- Liens utiles
- Aviator
- Mines
- FAQ
- Affiliés
- Trophées
- Boutique
- Daily missions
- À propos de nous
- T&C
- Gambling can be addictive. Play responsibly.
- 2026 © betify10.sh All rights reserved
- Daily
- Mission
- Cash
- Roue de la
- Fortune
- Sponsorship
- Floyd Mayweather
- Fnatic
- Ronaldinho
- Live Chat
- Ne manquez pas les offres Telegram
- Wanted Dead or a Wild
- Big Bass Vegas Double Down Deluxe
- Rip city
- The Dog House - Royal Hunt
- Le Bandit
- Demonic Dolls
- Bash the Banana Stash: Vault Smash
- Gator Hunters 2
- Gates of Olympus 2500
- Ghostline Express: Hold & Win
- Buried By Night
- Wonders of Aztec
- Big Bass Halloween Splash 1000

- Triple 5s: Megacharged
- Stingy Jack
- Deadline: Max Chaos
- Jefe Calavera
- Hot Chili Heat: Spicy Hot Pots
- Chonky Kong: Hold & Win
- Duck Hunters 2
- Bian Pao Fortunes: Hold & Win
- Piggy Billion
- Outlaw Rails: Hold & Win
- Cai Shen Treasure
- Buffalo Blaze: Hold & Win
- Fist of Destruction Megamultiplier
- Burning Riches: Hold & Win
- Piggy Bankroll: Vault Smash
- Pirots 5
- The Dog House Megaways 1000
- 777 Streak: Megacharged
- Tanked 3: First Blood 2
- Sweet Bonanza 2500
- Fire in the Hole 3
- The Crypt 2
- Mental 2
- Zeus vs Hades - Gods of War 250
- Le Fisherman
- Sugar Rush Super Scatter
- Crack & Smash the Piggy Bank
- Sweet Rush Bonanza
- Serpent Gold: Hold & Win
- Miami Mayhem
- Gates of Olympus Super Scatter
- Duel at Dawn
- Sweet Bonanza 1000
- Instantly access exciting bonus features with the buy feature collection on Betify. Exciting wins are within reach!
- Boîte de réception
- Des questions ? Envoyez nous un email

Politique du sport | Bétifier

- 8. Bonuses
- 8.1. "System Bets" are excluded from contributing toward any bonus wagering requirements.

- 8.2.2. The final bonus amount is calculated based on the final Odds of the Combo Bet once all Market selections are settled.
- The Bore Draw is a promotional feature applicable to selected pre-match soccer Markets. Where the feature is active, qualifying Bets will be refunded in the event that the specified match ends in a 0–0 final score.
- ● Pawn Promotion: When a pawn reaches the 8th rank and is replaced by a Queen, Rook, Bishop, or Knight.
- 28.8. Will there be a pawn promotion?
- Bets on this Market are settled as "Won" if any pawn is promoted by either player.
- Bets on this Market are settled based on the official tournament leaderboard.
- ● Raid Points: Points earned by a raider (by touching defenders and returning safely). Includes "Bonus Points."
- ● Successful Raid: A raid where the raider scores at least one point (Raid point or Bonus point) and returns to their half safely.
- ● Super Raid: A successful raid where the raider scores 3 or more points (including bonus points).
- Bets on this Market are settled based on the points earned during Successful Raids only. This is the sum of touch points and bonus points scored by raiders.
- 1.18. Certain esports market titles contain gameplay elements, terminology, and objectives that may include references to violence, weapons, or acts of conflict. Such content forms part of the official game rules and structure established by the game developers and Tournament Organizers and is used solely for the purpose of identifying in-game roles, objectives, and results within the esports environment. The Sportsbook does not endorse, promote, or condone any form of real-world violence, terrorism, or unlawful activity. References to such terms within betting markets are purely descriptive of the in-game context and do not represent the views or values of the Sportsbook.

Jeu Aviator - Volez haut et gagnez gros

- Ce jeu contribue à un taux de 100% à la mise de notre casino bonus.

Betify: Crypto Casino - Sports Betting - An unmatched casino for an exceptional experience

- Enjoy your Casino welcome bonus!
- Jusqu'à 100 freespins SANS WAGER
- Récompenses exclusives
- Bonus Terms
- Pending bonuses
- Pending bonus details
- Pending bonus status

De superbes bonus et Freespins vous attendent sur Betify

- Bonus de bienvenue Sport / E-Sport
- Pragmatic Tournois
- Races are casino tournaments where the goal is to win as many times as possible within a certain time frame. Try your luck today!
- Bonus de bienvenue Casino
- Obtenir un bonus
- November Spin Win Quest

- Prix: €30.000
- Rejoignez la communauté Betify
- Des offres exclusives chaques semaines!
- Rejoignez la chaîne Telegram
- Batailles
- Voir Tous
- Galaxsys Challenge
- FINIR EN
- DD
- HH
- MM
- SS
- PRIX
- 02.11.2026 00:00:01 - 08.11.2026 23:59:59 UTC
- Position
- Utilisateur
- Points
- Participer
- Classement complet
- Plus de détails
- Bienvenue dans l'univers des promotions !
- Win prizes, receive bonuses, and progress to rank VIP which will give you access to more privileges! Enjoy our games even more with our unique offers.
- Obtenir des bonus
- Explore the incredible Betify promotions and enjoy interesting offers and bonuses. Take advantage of the best promotions.
- où l'objectif est de
- dans un certain laps de temps.

Blackjack en folie

- Blackjack VIP Crystal
- VIP Diamond Blackjack
- Blackjack VIP 2
- Free Bet Blackjack 13
- Free Bet VIP Blackjack A
- Free Bet Blackjack Clássico em Português 1
- Free Bet Blackjack 23
- Free Bet Blackjack 21
- Free Bet Blackjack 8
- Free Bet VIP Blackjack B
- Free Bet Blackjack 15
- Free Bet Blackjack 17

- Free Bet Blackjack 6
- Free Bet Blackjack 19
- Free Bet Blackjack 12
- Free Bet Blackjack 7
- Free Bet Blackjack 5
- Free Bet Blackjack 10
- Free Bet Blackjack 16
- Free Bet Blackjack 4
- Free Bet Blackjack 3
- Free Bet Blackjack 1
- Free Bet Blackjack 18
- Free Bet Blackjack 14
- Free Bet Blackjack 2
- Free Bet Blackjack 9
- Free Bet Blackjack 22
- Free Bet Blackjack 20
- Velvet VIP Blackjack
- VIP Bet Stacker Blackjack 7
- Free Bet Blackjack 11
- VIP Bet Stacker Blackjack 5
- VIP Bet Stacker Blackjack 6
- VIP Surrender Blackjack

Exchange your rewards and treat yourself!

- In this shop, you can exchange your bytes for free spins and bonus money!
- Rejoindre la communauté
- Dépensez vos Bytes en Freespins ou Bonus
- Betify Bytes
- Dépensez vos Bytes en tours gratuits ou en argent bonus.
- You can purchase different bonuses in our shop. Choose between bonus money or free spins! It's time for you to be rewarded for your loyalty.
- Jouer maintenant
- Visit the Betify shop and exchange your loyalty points for cash rewards. Enhance your gaming experience with real money.
- You can purchase different bonuses in our shop that can earn you real money! Choose between cash or free spins! It's time for you to be rewarded for your loyalty.
- The Bytes system is our way of thanking our loyal and engaged players! Earn Bytes by playing, and complete daily missions and trophies to earn more Bytes. Will you join our most active players?

Live Casino - Dive into games with a live dealer

- Auto VIP Roulette
- Vip American Roulette

- VIP Blackjack 14 - Emerald
- VIP Classic Auto Roulette

FAQ

- Can I withdraw the funds from my bonus?
- Comment fonctionne le programme de fidélité ?
- It's very simple: the more you play, the more Bytes you receive! Bytes allow you to become a VIP or purchase exclusive rewards in the shop.

Conditions de Bonus

- Info pages
- Imprimer
- 3. Customers are not allowed to use strategies when playing with an active bonus in order to meet wagering requirements. If strategies are used,
- the administration reserves the right to cancel all of the player's winnings.
- 4. For the casino, if a bonus is active, the maximum bet amount is as follows: €5. This restriction applies to all bonuses and promotions, unless otherwise stated. For wagering contribution, the maximum is €15 for a bet placed from the real balance and €5 for a bet placed from the bonus balance.
- 6. You must wager the bonus a certain number of times before you can withdraw the proceeds of this bonus.
- 7. Bonuses from our casinos are valid for 14 days after being credited (unless otherwise stated), after this period: bets, the bonus and associated winnings will be removed if the bonus has been activated and the wagering requirement has not been met.
- 9. Players can only have one active bonus / freespins at a time.
- 10. The customer has the right to refuse any casino bonus.
- 12. The casino has the right to cancel all bonuses and winnings, as well as confiscate all money in the account if they were received unfairly or in violation of the rules.
- 14. Winnings with a welcome bonus are limited to: 250€.
- 15. The freebet must be played in its entirety.
- 16. Each bonus/reward is wagered independently. It is not possible to use 2 bonuses at the same time for example. It's first one then the other, depending on the activation date.
- 17. Our bonuses and freespins are cancelled if:
- Freespins: There is no automatic cancellation (except the expiration date), if you want to cancel your freespins, contact support.
- Bonus: if your bonus balance is less than or equal to €0,09 and you have an active bonus, your bonus balance will be cancelled (Please note that a third-party exchange rate is applied to other currencies).
- 18. With bonuses: real balance money is played first, then bonus balance money is used. Bets and winning amounts are credited directly to the bonus balance.

- 19. If a casino bonus has been activated and if the wagering is not met within 14 days following the crediting of the bonus: the entire bonus balance is deleted. Please note that you have 24 hours to activate the bonus before it expires.
- 21. Players considered to be using minimal-risk betting tactics may have their bonuses deactivated immediately.
- 22. For bonuses, games may contribute differently to the wager:
- Machines à sous - 100%,
- 24. It is forbidden to use a bonus for the sole purpose of creating positive expected value on the bonus return by using practices such as bonus hunting and collecting bonuses to play them at a specific time aimed at securing the cashing out of said bonus. If this occurs, Betify reserves the right to apply sanctions such as confiscation of winnings and deletion of the bonus balance.
- 26. Only one bonus can be used at the same time, they are not cumulative.
- 27. For bonus money that can be purchased in the shop, the maximum bet taken into account for the bonus contribution is €15 for a bet played from the real balance and €5 for a bet played from the bonus balance (default bet limit with bonus money).
- Please note that the amount of winnings obtained by playing with the real balance will be added to the real balance. The amount of winnings obtained with the bonus balance will be added to the bonus balance.
- Bonus money expires 10 days after being credited. Please activate the bonus within 24 hours, otherwise it will be cancelled.
- Ce bonus est soumis à un wager (1x le bonus).
- 28. We are not responsible for affiliate/partner sites highlighting erroneous offers (such as, for example, unindicated bonus wagers). Thus, if information is missing on the partner site, we cannot under any circumstances be held responsible.
- 32. On Spribe mini-games, the amounts of freespins offered during bonuses are not credited to the winnings .
- 33. German, Austrian, Finnish and Brazilian players are not eligible for the Sport welcome bonus (freebet).
- 34. If you play with an active bonus or your bonus balance, the games are not taken into account for daily missions and trophies.
- 39. Wheel of Legends : Max release with the freespins is 50 EUR / 75 CAD / 54 USD / R$312 / 600 NOK / 215 PLN, which means whatever the amount won with the Freespins, you won't be able to receive more than 50 EUR / CAD / USD after completing the wager, except for the 75 freespins reward, it's max 100 EUR release.
- Here below the rewards breakdown and details :
- 1 EUR - 0.7% (7000 prizes per million)
- 3 EUR - 0.05% (500 prizes per million)
- 5 EUR - 0.01% (100 prizes per million)
- 20 EUR - 0.001% (10 prizes per million)
- FS:
- Loyalty Points:

- 1 Point - 75%
- 10 Points - 9.199%
- 25 Points - 2%
- 50 Points - 0.5%
- 100 Points - 0.04%
- 3 EUR - 5%
- 7 EUR - 2%
- 25 EUR - 1%
- 100 EUR - 0.2%
- 3000 EUR - 0.0001%
- 25 Point - 70%
- 50 Points - 8.7999%
- 100 Points - 2%
- 39. The maximum winnings amount for Freespin bonuses purchased in the shop is €250.
- Familiarize yourself with the bonus conditions of Betify. Unlock incredible rewards and enjoy your gaming adventure.

Fnatic - 19 ans de performances en E-Sport

- Players with a level of VIP 4 or higher have the opportunity to win tickets for the biggest competitions
- Bonus de bienvenue Sports
- Get my bonus!

Hot games - Get ready for action and winnings

- THE VIP
- Chicken Road Bonus
- Texas Holdem Bonus
- 3 Pots of Potions Betwitched Bonus Pot 20,000

🎃 Halloween

- Fangtastic Freespins

Jeu responsable

- We advise all players who are concerned about their gambling behavior to take a break by excluding themselves from their gaming account. Self-exclusion will lock your account for a minimum of 6 months and no promotional material will be sent.

Jeu Mines - Découvrez des trésors explosifs

- Spribe Mines is the ultimate crash game that gets adrenaline pumping and has taken the world by storm. With one of the highest return-to-player rates in the industry, this game offers the possibility of massive winnings. You just need to select the number of mines you want to play with and watch the multipliers increase with each successful round. Will you cash out quickly or try your luck for even bigger rewards? Coming from the video game industry, this simple and effective format is ultra popular.
- This game contributes 100 % to the casino bonus wagering.

Play Crash Games for exciting games and big winnings

- Chicken Road Two Bonus
- Code Promo
- I want to receive promotions by email

New games - Discover the latest additions on Betify

- Discover the latest additions to our game collection on Betify. Play the newest and most exciting casino games and win fantastic bonuses. Join us!

Step into the ring with Floyd Mayweather games

- Even though it is not public, you can probably see him play in various tournaments.

Play live roulette on Betify

- Vip European Roulette
- European Roulette VIP

Politique de confidentialité

- 5. Providing members with promotional information or advertising content from some of our business partners associates and affiliates (only if players have expressly agreed to receive this promotional information).
- We may use your personal data, such as your email and phone number, to send you advertising messages about our products, services and promotions, including those of our business partners, software providers etc.

Play popular games with real money

- Discover and play the most popular real money casino games on Betify. Join us now for exciting games and exceptional bonuses.

Ronaldinho, une légende du football

- Players with a level of VIP of 4 or higher have the opportunity to win seats for exceptional matches!
- Bonus de bienvenue Sport
- Profiter de mon bonus!

Recevez un Cashback sur vos pertes avec Betify

- A propos du cashback
- Un programme de cashback imbattable
- Cashback automatique
- Recevez votre cashback une fois par semaine.
- Programme avantageux
- Jusqu'à 20%, notre cashback est à vie
- Montants illimités
- Aucun plafond sur le montant du cashback
- Comment ça marche ?

- You play, Betify credits you with cashback. This feature is available to everyone, from the start of using the platform.
- Obtenir
- Réclamez votre cashback tous les lundis.
- Réclamer
- Log in to your account to claim your cashback, from the menu or on this page.
- Profitez-en bien !
- Cashback pour votre niveau
- The more you play on Betify, the higher your VIP level and your Cashback rate will be. The most active users can get up to 20 %.
- Programme VIP
- Be rewarded every week with the Weekly Cashback of Betify.

Conditions générales d'utilisation

- ◦ all bonuses, free spins and winnings that you received by using this account will be canceled;
- ◦ VIP Manager is available from VIP level 10. However, we reserve the right to:
- ◦ determine if a player is eligible for the VIP benefits or not.
- ◦ suspend or block access to some or all games, promotions, prize drawings or other services, if there's a legitimate reason to believe that a Betify account is used, has been used or will be used to carry out fraud or any other illegal activities;
- Any bonuses of duplicate Betify accounts will be confiscated.
- -It is forbidden to practice the “Bonus Hunt” if player has an active wager bonus (open all the free spins accumulated on the different games at the same time).
- When a player attempts to gain an unfair advantage at the casino, the casino will take action, including forfeiture of winnings and bonus funds. As a reminder, Bonus abuse is a strictly prohibited practice at the online casino.
- ◦ abusing of bonuses or other promotions;
- ◦ the Account Holder`s collusion with other users for getting an unfair advantage (including through bonus schemes or similar incentives offered by us);
- -delaying game rounds in any game, including free spins and bonus features, to a later time when you have no wagering requirements;
- -leaving large bets on the table, for example in blackjack, and returning to the game after bonus wagering has been completed;
- -playing games with bonus money to build up in-game value, lose the bonus funds, and then cash out on the built-up value during real-money play;
- -using strategies that take advantage of any software bug or failure a violation of Terms and Conditions of a bonus, freespins or any other our promotional offer;
- Moreover, Betify can also, in case of duplicate accounts (for abusive bonus purposes or cheating):
- -Cancel the bonus received by Account Holder and to cancel any winnings from that bonus;
- -Block the bonus offer for the Account Holder;
- -Block the participation of Account Holder in any future promotional offers;

- any bonuses or contingent winnings will not be credited to the account;
- you are suspected by us in bonus abusing or just in making an attempt of bonus abusing (on your own or as a part of a colluded group);
- Niveaux VIP

Join tournaments for exciting competitions

- The Dog House Megaways
- Gates of Olympus 1000
- Madame Destiny Megaways
- Starlight Princess 1000
- Sugar Rush 1000
- Sweet Bonanza Super Scatter
- Big Bass Splash 1000
- 5 Lions Megaways 2
- CULT.
- Big Bass - Secrets of the Golden Lake
- Fury of Anubis
- Sweet Bonanza POP
- Big Bass Xmas Xtreme
- Participate in exciting tournaments on Betify to win prizes.

Participate and win exciting rewards in Tournaments

- Comment cela fonctionne ?
- Courses récentes
- Courses archivées
- Actuel
- Se termine dans
- Cagnotte
- Mise minimale
- 6 D
- Durée
- Rejoindre le tournoi
- Tableau de classement
- Jeux du tournoi
- Galaxsys
- Gangsta Piggy: Hold and Win
- Rise Of Frogs: Book Legacy
- Olympian Legends
- Bingo Star
- Infinity
- Plinkoman

- Gates of Asgard
- Play Me
- Plinko Dice
- Coin Rush
- Figoal
- Jungle Wheel
- Avia Show
- Futur
- 09.11.2026 00:00:01 - 15.11.2026 23:59:59 UTC
- Toucan Royale Challenge
- Commence dans
- Prize Pool
- 16.11.2026 00:00:01 - 22.11.2026 23:59:59 UTC
- Mining Challenge
- 23.11.2026 00:00:01 - 29.11.2026 23:59:59 UTC
- Pirate Challenge
- Discover current and future tournaments on Betify.
- Full leaderboard
- Place
- See all prizes
- Prizeboard
- Flaming Roar: Hold & Win
- Valley of the Kings: Hold & Win
- Jaws on Rails: Hold & Win
- Lucky Fruit Vault: Hold & Win
- 8 Runes of War: Hold & Win
- Jokers & Diamonds
- Sands of Fortune: Hold & Win
- Coin Bloom: Hold & Win
- Fishing Whiskers
- Legacy of Olympus: Hold & Win
- Fortune Paws: Hold & Win
- Freedom Fortune: Hold & Win
- Ultimate Energy Strike
- Rainbow Road
- Mystic Souk: Hold & Win
- Dice
- Inside Job: Lock & Loot
- Limbo
- Chicken
- Candy Quake

- Le Digger
- Fire In The Hole xBomb
- Mining Rush
- TNT Rush
- Backseat
- Dynamite Diggin Doug
- Dynamite Trail: Hold & Win
- Drill The Thrill
- Dynamite Miner
- Endorphina
- Doom's Digging Machine
- Gem Ghosts
- Wild Mining™ XXXtreme
- NetEnt
- Mole in the Hole
- Dig It
- PeterAndSons
- Fire in the Hole 2
- Dig Dig Digger
- BGaming
- Sky Bounty
- Pirate Bonanza 2
- Star Pirates Code
- 3 Cursed Chests: Hold & Win
- Pirate Gold Deluxe
- Lord of The Seas
- Pirate Bonanza
- Pirate Golden Age
- Pirate’s Pearl Megaways
- Pirates Pub
- Pirate's Charm
- Quickspin
- Age Of Pirates
- Spinomenal
- Captain's Quest: Treasure Island
- BetSoft
- Cursed Seas

Exclusive rewards and benefits for our players VIP

- Promotions VIP
- Récompenses en byte

- 0 Bytes
- Mise total
- Mise total — 0
- 50 Bytes
- 500 Bytes
- 2000 Bytes
- 5000 Bytes
- 12500 Bytes
- 25000 Bytes
- 50000 Bytes
- 75.000 Bytes
- 100.000 Bytes
- 150.000 Bytes
- 200.000 Bytes
- 250.000 Bytes
- 500.000 Bytes
- 1.000.000 Bytes
- 1.500.000 Bytes
- 2.000.000 Bytes
- 3.000.000 Bytes
- Benefices
- Offres VIP
- Unlock exclusive offers and special privileges as a VIP. You deserve royal treatment!
- Pas de limites
- Enjoy unlimited rewards as a VIP member. Play, develop strategies and enjoy your favorite games to obtain bigger winnings - without limits!
- Avantages financiers
- At your service, a personal manager awaits you to treat you like a member of the royal family. You can contact us at any time via our VIP Live Chat 24/7 to ask your questions, give your feedback and much more.
- Comment se mettre a niveau?
- Your VIP rank depends on your bets. The more you play on Betify.eu, the more chances you have to reach the higher level with all its advantages. Stay with us and we will give you the best experience!
- Join the VIP program of Betify and enjoy exclusive rewards, personalized service and exceptional advantages.

Registration, account, and identity verification

Anti-Money Laundering Policy

- Aml Policy
- Info pages
- À propos de nous
- FAQ

- Introduction:
- Betify also puts reasonable measures in place to control and limit ML risk, including dedicating the appropriate means.
- Betify is committed to high standards of anti-money laundering (AML) according to the EU guidelines, compliance and requires management & employees to enforce these standards in preventing the use of its services for money laundering purposes.
- The AML program of Betify is designed to be compliant with :
- EU : "Directive 2015/849 of the European Parliament and of The Council of 20 May 2015 on the prevention of the use of the financial system for the purposes of money laundering"
- BE : "Law of 18 September 2017 on the prevention of money laundering limitation of the use of cash
- Definition of money laundering:
- Money Laundering is understood as:
- The concealment or disguise of the true nature, source, location, disposition, movement, rights with respect to, or ownership of, property, knowing that such property is derived from criminal activity or from an act of participation in such an activity;
- Organization of the AML for Betify:
- In accordance with the AML legislation, Betify has appointed the "highest level" for theprevention of ML: The full management are in charge.
- Furthermore, an AMLCO (Anti Money Laundering Compliance Officer) is in charge of the enforcement of the AML policy and procedures within the System.
- The AMLCO is placed under the direct responsibility of the general Management: AML policy changes and implementation requirements:
- Each major change of Betify AML policy is subject to be approval by the generalmanagement and the Anti-money laundering compliance officer. Three step Verification:
- Step one verification:
- The following information must be provided: first name, second name, date of birth, country of usualresidence, gender and full address.
- Step two verification:
- Data from the step one verification is correct. The electronic check will check via two different databanks to insure the given information's matcheswith the filled document and the name from the ID: If the electronic test fails or is not possiblethe user/customer is required to send a confirmation of his current residence. A certificate of registration by the government or a similar document is required.
- Step three verification:
- Customer identification and verification (KYC)
- The formal identification of customers on entry into commercial relations is a vital element, both for the regulations relating to money laundering and for the KYC policy. This identification relies on the following fundamental principles:
- Please note that all four corners of the ID have to be visible in the same image and all details have to be clearly readable besides the named above. We might ask for all details if necessary. An employee may do additional checks if necessary, based on the situation.
- Proof of Address:
- Proof of address will be done via to different electronic checks, which use two different databases. If an electronic test fails, the user/customer has the option to make a manually proof.A recent utility bill sent to

your registered address, issued within the last 3 months or an official document made by the government that proofs your state of residence.

- To make the approval process as speedy as possible, please make sure the document is sentwith a clear resolution where all four corners of the document is visible, and all text is readable. For example: An electricity bill, water bill, bank statement or any governmental post addressedto you.
- An employee may do additional checks if necessary, based on the situation. Source of funds
- Examples of SOW are:
- Ownership of business Employment Inheritance Investment Family
- Betify also asks for a bank wire/credit card to further insure the Identity of the user/customer. It also gives additional information about the financial situation of the user/customer. Basic document for step one:
- The basic document will be accessible via the setting page on Betify. Every user has to fill out the following information's:
- First name Second name Nationality Gender
- Date of Birth
- The document will be saved and created by an AI, an employee may do additional checks ifnecessary based on the situation.
- Risk management:
- In order to deal with the different risks and different states of wealth in different regions on theearth Betify will categorize every nation in three different regions of risk.
- Region one: Low risk:
- For every nation from the region one the three-step verification is done as described earlier. Region two: Medium risk:
- Region three: High risk:
- Regions of high risks will be banned. High risk regions will be regularly updated to keep up with the changing environment of a fast-changing world.
- Additional measurements.
- In addition, an AI which is overseen by the AML compliance officer will look for any unusual behaviour and report it right away to an employee of Betify.
- According to a risk based few and general experience the human employees will recheck all checks which are done bevor by the AI or other employees and may redo or do additional checks according to the situation.
- Enterprise-wide risk assessment
- As part of its risk-based approach, Betify has conducted an AML "Enterprise-wide risk assessment" (EWRA) to identify and understand risks specific to Betify and its business lines. The AML risk policy is determined after identifying and documenting the risks inherent to its business lines such as the services the website offers. The Users to whom services are offered, transactions performed by these Users, delivery channels used by the bank, the geographic locations of the bank's operations, customers and transactions and other qualitative and emerging risks.
- The identification of AML risk categories is based on Betify understanding of regulatory requirements, regulatory expectations and industry guidance. Additional safety measures are taken to take care of the additional risks the world wide web brings with it.
- The EWRA is yearly reassessed. Ongoing transaction monitoring
- AML-Compliance ensures that an "ongoing transaction monitoring" is conducted to detect transactions which are unusual or suspicious compared to the customer profile. This transactionmonitoring is conducted

on two levels:

- 1)The first Line of Control:
- 2)The second Line of Control:
- Betify makes its network aware so that any contact with the customer or player or authorized representative must give rise to the exercise of due diligence on transactions on the account concerned.
- In particular these include:
- Also, the three-step verification with adjusted risk management should provide all necessary information about all customers of Betify at all time.
- Also, all transaction must be overseen by employees over watched by the AML complianceofficer who is over watched by the general management.
- Determination of the unusual nature of one or more transactions essentially depends on a subjective assessment, in relation to the knowledge of the customer (KYC), their financial behaviour and the transaction counterparty.
- These checks will be done by an automated System, while an Employee crosschecks them for additional security.
- The transactions observed on customer accounts for which it is difficult to gain a proper understanding of the lawful activities and origin of funds must therefore rapidly be considered atypical (as they are not directly justifiable).
- Any Betify staff member must inform the AML division of any atypical transactions which they observe and cannot attribute to a lawful activity or source of income known of the customer.
- 3)The third Line of Control:
- As a last line of defence against AML Betify will do manually checks on all suspiciousand higher risk users in order to fully prevent money laundering.
- If fraud or Money Laundering is found the authorities will be informed.Reporting of Suspicious transactions on Betify
- Reports of atypical transactions are analysed within the AML team in accordance with theprecise methodology fully described in the internal procedures.
- Depending on the result of this examination and on the basis of the information gathered, theAML team:
- Procedures
- The AML rules, including minimum KYC standards will be translated into operational guidanceor procedures that are available on the Intranet site of Betify.
- Record keeping
- Records of data obtained for the purpose of identification must be kept for at least ten yearsafter the business relationship has ended.
- Records of all transaction data must be kept for at least ten years following the carrying-out ofthe transactions or the end of the business relationship.
- These data will be safely, encrypted stored offline and online. Training:
- Betify human employees will make manual controls on a risk based approve for whichthey get special training.
- The training and awareness program is reflected by its usage:
- -A mandatory AML training program in accordance with the latest regulatory evolutions, for all intouch with finances
- -Academic AML learning sessions for all new employees

- The content of this training program has to be established in accordance with the kind of business the trainees are working for and the posts they hold.
- Auditing
- Internal audit regularly establishes missions and reports about AML activities. Data Security:
- All data given by any user/customer will be kept secure, will not be sold or given to anyone else. Only if forced by law, or to prevent money laundering data may be shared with the AML- authority of the affected state.
- Betify will follow all guidelines and rules of the data protection directive (officiallyDirective 95/46/EC)
- If you have any complains about our AML and KYC Policy or about the checks done on yourAccount and your Person, please contact us:
- Liens utiles
- Aviator
- Mines
- Affiliés
- Trophées
- Boutique
- Daily missions
- T&C
- Gambling can be addictive. Play responsibly.
- 2026 © betify10.sh All rights reserved
- Daily
- Mission
- Cash
- Roue de la
- Fortune
- Sponsorship
- Floyd Mayweather
- Fnatic
- Ronaldinho
- Live Chat
- Ne manquez pas les offres Telegram
- Boîte de réception
- Des questions ? Envoyez nous un email

Politique du sport | Bétifier

- 2.25. Refund – The return of the original Stake of a Void Bet to the End User's account balance, but technically settled at Odds of 1.00.
- 2.30. Limit – The maximum or minimum values established by the Operator or Sportsbook regarding the amount of a Stake, the maximum Winnings per Bet or per Event, or the maximum Odds permitted for a specific selection or parlay. Limits may be general (applied to all End Users) or individual (applied to a specific End User account) and may vary depending on the sport, league or Market type.
- 3.7. The use of multiple accounts or third-party accounts for the purpose of bypassing limits, restrictions or these Betting Rules is strictly prohibited. Any Bets placed by an End User or an End User in a Syndicate in

violation of this clause shall be void.

- ● 4.1.2. For a Bet to be considered valid, it must be expressly confirmed as accepted by the Sportsbook with a respective statement in the betslip and recorded in the End User's account history.
- ● 6.8.2. Confirmation of Teams: Once the official participants for a bracket position are confirmed by the governing body of the respective tournament, the competitor titles will be updated respectively. For the purpose of this market the identity of the specific participants at the time the Bet was accepted is irrelevant and does not affect the validity of the Bet.
- Abuse of gaming software Errors or mistakes in translation is strictly prohibited. An End User who discovers any Error in the gaming software must immediately report it to the Operator. If an End User abuses such Errors, the Operator reserves the right to suspend the account, freeze funds, and Sportsbook reserves the right to cancel all accepted Bets and/or already resulted Bets, if such Bets are directly related to the abuse of the respective gaming software Error or mistake in translation.
- 7.3. Syndicate, Group, and Multiple Account Betting
- End Users are allowed to bet only as individuals, exclusively on their own behalf, benefit and risk, using their own funds, decision - making, without coordination, acting in syndicate, automated betting operations and shared account arrangement. Group Bets are not allowed. Repeated Bets on the same outcome made by the same or different End User may subsequently be declared void at Sportsbook's sole discretion.
- 7.3.3. Multiple Accounts and IP Identification
- The Sportsbook may refuse Bets or declare already accepted Bets Void if they are placed from multiple accounts originating from the same IP address.
- In the event of a negative balance on an End User's account, the Sportsbook reserves the right to void any pending Bets, regardless of whether or not such Bets were placed using funds derived from an Error.
- 8.3.1. Freebet - In a Freebet, only the net winnings are credited by the Operator to the End User's account (the Stake is not returned).
- Official points deductions will be taken into account for all Markets that have not yet been settled at the time of the deduction is applied. Markets that have already reached a Natural Conclusion prior to the deduction will not be re-settled.
- Official points deductions are taken into account for all Markets that have not yet been determined at the time of deduction. Markets that have already reached a Natural Conclusion prior to the deduction (e.g., a "Race to 10" already won) will not be resettled.
- Official points deductions are taken into account for Bets on all unsettled Markets. Bets on Markets that have already reached a Natural Conclusion prior to the deduction will be settled based on the score at that moment and will not be revised.
- ● Official Points Deductions: Taken into account for Bets on all unsettled Markets. Bets on Markets that reached a Natural Conclusion prior to the deduction will not be revised.
- ● Play-offs: The result of official play-offs is taken into account for settlement purposes. The player awarded the trophy is the winner.
- b) Loss or corruption of official match data or broadcast feed preventing verification of outcomes;
- 1.2. All eSports markets and settlement determinations offered by the Sportsbook are based exclusively on the official in-game scoring system, in-game logs or algorithms, publicly recognized game data sources, and tournament statistics as confirmed by the Tournament Organizer or game developer. All markets will be settled strictly according to the final scores and results recorded by these official sources. No adjustments will be made for events not counted or not recognized by the official in-game system. Unless otherwise specified, the following primary sources shall apply for verification and settlement of in-game events, roles, characters, and other relevant information: Dota 2: DOTABUFF - Dota 2 Statistics , Dota 2: Live Score with no

delay, statistics, schedule, results - DLTV , cyberscore.live Counter-Strike 2 (CS2): HLTV.org - The home of competitive Counter-Strike League of Legends: gol.gg. Valorant: Valorant esports coverage | VLR.gg .. Overwatch: Overwatch , Blizzard official match data. Call of Duty / Warzone: Call of Duty® | Best-Selling Video Game Franchise , Activision official event statistics All esports (general): Liquipedia

- 1.3. All information displayed for eSports matches, including but not limited to match start dates and times, player/team/tournament names, participants, format, map, or tournament stage, is provided for informational purposes only. Minor typographical errors or display inconsistencies that do not affect the actual identity of the event, participants, or tournament (e.g. spelling mistakes, formatting errors) shall not impact bet validity, and bets on the relevant markets shall stand. Material errors or discrepancies that could mislead End Users regarding the actual tournament, participants, or schedule may result in bets on affected markets being voided at the sole discretion of the Sportsbook.
- 1.5. If a team changes its name or competes under a different organization but retains the same roster of officially registered competitors for the tournament, bets on all markets involving that team will stand, regardless of whether the change results from team leaving an organization, joining another organization, or from an official change of team name. If a full team change occurs, bets on markets involving the original team will be void. A full team change is deemed to occur in any of the following situations:
- a) More than 50% of the team's officially registered competitors are replaced;
- 1.6. If the Tournament Organizer of the event allows one or more stand-in or substitute players, and the match produces an official result, bets on all relevant markets will stand. "Stand-in" refers to a temporary substitute player approved by the Tournament Organizer to replace an unavailable roster member for one or more maps. If more than 50 % of a team's starting roster (as registered with the Tournament Organizer) is replaced by stand-ins or substitutes, bets on all markets involving match will be void, and the sportsbook may treat the fixture as a new event.
- 1.14. If a match is determined to be pre-recorded, the sportsbook reserves the right to void all bets placed on markets involving the relevant match. A match may be deemed pre-recorded based on official confirmation from a recognized esports integrity body (e.g. ESIC), credible broadcast or data discrepancies, or verified technical evidence.
- 1.15. If an official match broadcast, in-game data feed, or tournament stream is interrupted, corrupted, or unavailable, the Sportsbook will attempt to verify the final result using tournament records provided by the Tournament Organizer. If the result cannot be verified within 24 hours of the scheduled match end, bets on all affected markets will be void. This rule covers interruptions caused by server crashes, data-feed failures, or other verified technical malfunctions.
- 2.4. If a team uses one or more officially approved stand-in or substitute players during a tournament, bets on all outright markets involving that team will stand, provided the team remains an officially recognized participant in the event. If more than 50% of a team's registered starting roster (as confirmed by the Tournament Organizer before the event) is replaced by stand-ins or substitutes at any point during the tournament, bets on all outright markets involving that team will be void.
- Winner - A bet on the winner of the match. 1x2 - Similar to the Winner result, but a draw is considered as a possible outcome. Offered in matches where a draw is possible (for example, in bo2 format matches or in bo1 format matches without overtime). X map winner - A bet on the winner of the specified map, including overtime. Map Handicap - A bet on whether a team wins the match after applying the stated map handicap to the final map score. Total Maps - A bet on whether the total number of maps played in the match will be over or under the stated line. Correct score (in maps) - A bet on the exact final map score of the match (e.g., 2–0, 2–1). Team N wins at least one map - A bet on whether the specified team will win at least one map in the match. Odd/even maps - A bet on whether the total number of maps played in the match will be odd or even. Both to win a map and Team N to win a match - A bet on whether each team will win at least one map

in the match and Team N will win the whole match. Both to win a map - A bet on whether each team will win at least one map in the match. Leading after 2 maps - A bet on whether Team 1, Team 2, or neither (X – draw) will be leading in maps after the first two maps have been completed. Match winner & total maps - A bet on whether a specified team will win the match and whether the total number of maps played in the match being over or under the stated number. X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. X map - total rounds - A bet on whether the total number of rounds played in the specified map will be over or under the stated number, including overtime. Total rounds - A bet on whether the total number of rounds played across all maps in the match will be over or under the stated number, including overtime. Rounds handicap - A bet on whether a team wins the match after applying the stated round handicap to the total number of rounds won across all maps, including overtime. X map - will there be overtime - A bet on whether the specified map will require overtime to determine the winner. X map - odd/even rounds - A bet on whether the total number of rounds played in the specified map will be odd or even, including overtime. X map - correct score - A bet on the exact final round score of the specified map, excluding overtime. X map - first pistol round winner - A bet on whether Team 1 or Team 2 wins the first pistol round of the specified map. X map - second pistol round winner - A bet on whether Team 1 or Team 2 wins the second pistol round of the specified map. X map - winner & total rounds - A bet on whether a specified team will win the chosen map and whether the total number of rounds played in that map will be over or under the stated line. X map - pistol rounds correct score - A bet on the exact score of the pistol rounds in the specified map. X map - winner & 1st pistol round winner - A bet on whether a specified team will win the chosen map and also win the 1st pistol round of that map. X map - Team N total rounds - A bet on whether Team N will win over or under the stated number of rounds in the specified map. X map - winning margin - A bet on the margin of victory in rounds for the specified map. X map - to be scored 1:1 - A bet on whether the score in the specified map will reach 1:1 at any point. X map - race to N rounds - A bet on whether a specified team will be the first to win N rounds in the chosen map. X map - 1st half round handicap - A bet on whether a specified team will win the 1st half of the chosen map after applying the stated round handicap to the half-time round score. X map - winner & 1st half - 1x2 - A bet on whether a specified team will win the chosen map and on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of that map. X map round N - winner - A bet on whether Team 1 or Team 2 will win a specific round (Round N) of the specified map. X map - race to N kills - A bet on which team will be the first to reach the stated number of kills in the specified map, as recorded in the official match statistics published by the Tournament Organizer . If neither team reaches the stated number of kills, all bets on this market shall be void. X map - first blood - A bet on which team will achieve the first kill (First Blood) in the specified map. The first kill is determined according to the official in-game statistics or logs. Only kills officially credited to an opposing team/player count toward this market. Kills or deaths caused solely by neutral elements, structures, or environmental effects do not count, unless officially credited to a player or team. If the first kill is not recorded or cannot be verified in the official game data, all bets on this market will be void. X map - Player N total headshots - A bet on whether Player N will finish the specified map with over or under the stated number of headshots that resulted in a kill. All bets on this market will be settled according to official and publicly recognized game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all undecided markets on the chosen player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. X map - Player to get (nr.)+ kills - A bet on whether a specified player will achieve at least the stated number of kills in the specified map. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all

undecided markets on the affected player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. X map - kill handicap - A bet on whether a team denoted in the market will get more kills in the specified map after applying the handicap stated in the market, as recorded in the official match statistics published by the Tournament Organizer. X map - winner & map duration - A bet on whether a specified team will win the chosen map and on whether the total duration of that map will be over or under the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer. X map - winner & total kills - A bet on whether a specified team will win the chosen map and on whether the total number of kills in that map will be over or under the stated number as recorded in the official match statistics published by the Tournament Organizer. X map - match winner & map winner - A bet on whether a specified team will win both the match and the specified map. Draw no bet - A bet on which team will win the match. If the match ends in a draw, all bets on this market shall be voided. X map - kills draw no bet - A bet on which team will record more kills in the specified map according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided. Kills draw no bet - A bet on which team will record more kills across all maps, according to the official post-match statistics. If both teams finish with the same number of kills, all bets on this market shall be voided. X map - Team N total kills - A bet on whether Team N will record over or under the stated number of kills in the specified map according to the official post-match statistics. Team N total kills - A bet on whether Team N will record over or under the stated number of kills across all maps according to the official post-match statistics. X map - Team N kill range - A bet on whether the total number of kills recorded by Team N in the specified map will fall within the stated range according to the official post-match statistics. X map - kill range - A bet on whether the total number of kills recorded by both teams in the specified map will fall within the stated range according to the official post-match statistics. Total kills - A bet on whether the total number of kills recorded by both teams across all maps in the match will be over or under the stated number according to the official post-match statistics. Kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills across all maps in the match according to the official post-match statistics. X map - kill handicap within 15 minutes - A bet on whether a team will lead on the number of kills in the specified map at 15:00 of in-game time once the stated handicap is applied. X map 1st half - 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will win the 1st half of the specified map. X map 2nd half - 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will win the 2nd half of the specified map. X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill) as defined by the official post-match statistics. X map - duration - A bet on whether the duration of the specified map will be under or over the stated time line (e.g., 00:00–35:59 minutes or 36:00 minutes and above) according to the official in-game timer. X map - total kills - A bet on whether the total number of kills recorded by both teams in the specified map will be over or under the stated number according to the official post-match statistics. Bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - kills odd/even - A bet on whether the total number of kills recorded by both teams in the specified map will be an odd or even number according to the official post-match statistics. Double chance - A bet on whether the outcome of the match will be either of two specified results: Team 1 to win or Draw, Team 2 to win or Draw, or Team 1 to win or Team 2 to win. X map - kills 1x2 - A bet on whether Team 1, Team 2, or neither (X – draw) will record more kills in the specified map according to the official post-match statistics. X map - most kills Player 1 vs Player 2 - A bet on whether Player 1 or Player 2 will achieve the most kills in the specified map. If both players finish with the same number of kills, all bets on this market will be voided. If either player is substituted before completing the full map, all bets on this market shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. All bets on this market will be settled according to official sources and tournament

statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - Player N total kills - A bet on whether Player N will finish the specified map with over or under the stated number of kills. All bets on this market will be settled according to official sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. If a player is substituted before completing the full map, bets on all undecided markets involving the chosen player shall be voided. If a player disconnects and the team chooses to continue playing 4v5, game specific rules regarding player disconnects apply. Kills handicap - A bet on whether a team will get more kills across all maps after applying the stated handicap according to the official post-match statistics. X map - 1x2 (excl. overtime) - A bet on whether Team 1 wins, the map ends in a draw (X), or Team 2 wins at the end of regulation time only. For the purposes of this market overtime does not count.

- 3.1.3. Matches in Counter-Strike 2 may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.
- 3.1.5.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or the official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.
- 3.2.4.2. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be voided. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be voided. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all relevant bets including pre-match and live markets.
- 3.3.3. Matches in Valorant may be played in various formats (e.g., MR12, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered in the betting line take into account the format used in a specific match and are based on the official tournament data.
- 3.14.3. Matches in Crossfire may be played in various formats (e.g., MR9, MR8, and others). The information about the format applied to a match is determined by the official tournament rules and data. All markets offered take into account the format used in a specific match and are based on the official tournament data.
- 3.21.5. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.
- 3.21.7. Stream Issues: the official stream refers to the primary broadcast of the match available to End Users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official

recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.

- 3.21.8.Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs and no Key or Significant Event has taken place, and odds remain unchanged, the game may be restarted and bets on all relevant markets will stand. If the malfunction occurs after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on all settled markets will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.
- 3.22.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.
- 3.22.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets on including pre-match and live markets.
- 3.22.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, Game Crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs during a match and no Key or Significant Event has taken place yet, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand. If the malfunction occurs during a match after a Key or Significant Event, or if the timing of the disruption cannot be clearly determined, bets on all unsettled markets shall be void, while bets on the settled markets will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while bets on the remaining unsettled markets shall be void.
- 3.23.6. Camera Failure: If a player's camera feed fails and cannot be restored within a reasonable timeframe relative to the expected duration of the match or map, bets on all already settled markets will stand, while bets on unsettled markets affected by the interruption will be void. This rule also applies if the camera feed fails during a Key Event and the outcome of that event cannot be verified through official sources.
- 3.23.7. Stream Issues: the official stream refers to the primary broadcast of the match available to users, as designated by the Tournament Organizer or official broadcaster. If the official stream is unavailable for the entire duration of a match, bets on all markets for that match shall be void. If the official stream is interrupted during a Key Event, bets on all markets settled prior to the interruption shall stand, while bets on all unsettled markets shall be void. Verification of a stream interruption shall be based on the official recording (VOD) of the match, which serves as the decisive evidence of when and for how long the stream was unavailable. This rule applies to all bets, including pre-match and live markets.
- 3.23.8. Critical Malfunctions: This rule applies to verified technical disruptions that prevent normal gameplay, including but not limited to game-breaking bugs, game crashes, or internet/network outages affecting a player, team, or tournament studio. If such a malfunction occurs in a match and no Key or Significant Event has taken place yet, odds remain unchanged and the game may be restarted and bets on all markets related will stand. If the malfunction occurs in a match after a Key or Significant Event, or if the timing of the

disruption cannot be clearly determined, bets on markets unsettled after the disruption or malfunction shall be void, while bets on markets already settled will stand. If the timing of the malfunction can be clearly identified, bets on markets determined up to that point will stand and be settled accordingly, while the bets on remaining unsettled markets shall be void.

- 1.3. Sources and Settlement: The official sources (websites, government records, or official announcements) used to verify the outcome of a "Predictions" market will be specified in the market's information tooltip.

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Conditions de Bonus

- 38. Cross-brand application: The sanctions applied under the two previous clauses may be extended to your accounts on partner brands operating under the same license. When the same player is identified on several brands, the same sanction will be applied to all the accounts concerned.

Liens utiles

- connexion en cours...

Tower Rush

- Identifiant

Jeu responsable

- is here to provide an excellent and enjoyable gaming experience and recognize our responsibility in preventing problematic activity. We advise all players to take into account the following, and not game irresponsibly:
- Contact our experienced Customer Support team at any time to request this and they will kindly assist you. A 7 day cooling off period is also available. We recommend that you contact all other gambling sites where you have an account and request self-exclusion there also.
- Players must be of legal gambling age in their jurisdiction (at least 18+) in order to play at It is their responsibility to be aware of the age restriction where they reside and play, and to confirm their legitimacy when creating an account at We also advise parents to do the following:
- ◦ Password protect computer, mobile, and/or tablet.
- ◦ Do not leave device unattended when logged into your account.
- ◦ Make sure all account details and credit cards are inaccessible to children.
- ◦ Do not save passwords on your computer, write them down and keep somewhere out of reach.

Politique de confidentialité

- By registering on the site, you accept this Privacy Policy. Please do not use this Website if you don't accept the terms and conditions of the Privacy policy and don't wish to provide us with required personal data.
- 1. Any data you fill out when completing the registration form on our Website, as well as any other data you send later via the Website or by e-mail (e.g. first and last name, date of birth, email address, phone number).

- 3. The entire history of transactions under the player's account, regardless of whether they are carried out via the Website(s) or other means of communication.
- 4. Login and connection data, including traffic, GeoIP location, browser / device, network and activity logs, and other traffic data stored in our system.
- 3. Providing customer support, for example configuration and management of your account.
- 4. Identifying and performing the necessary verification checks.
- You and the Casino have the right to delete your account at any time according to our Terms and Conditions. After your account is deleted, we must keep your personal data on paper for the period required by law. This data should only be used if the competent authorities request for assistance in financial or tax, fraud, money laundering investigations or any other criminal investigations. Please note that due to anti-money laundering rules established in licensing jurisdictions of the European Union, we are required to retain the personal data of players for as long as the player has an account and for at least five years since the player's last transaction or the closure of the account. Therefore, data erasure requests will not be processed before this period.
- As stated under our Terms and Conditions both, you and the Casino can decide to have your Player Account closed at any time. Following closure of your account, we will retain your personal data on record for as long as required by law. This data shall only be used should it be required by competent authorities in cases of enquiries regarding financial and fiscal records, fraud, money laundering or investigations into any other illegal activity.
- You are to note that due to anti-money laundering regulations in licensed gaming jurisdictions in the European Union, we are obliged to retain personal data of players submitted during registration and any data passed on during the operative period of a Player Account for a minimum of five years from last player transaction or account closure. Therefore, requests for erasure prior to the lapse of this period cannot be entertained.
- We hereby acknowledge that we are required to strictly comply with data protection standards during its collection and processing for the purposes of managing your account. Therefore, we strive to protect your personal data and respect your privacy in accordance with best practices and applicable standards. We will take all reasonable precautions to ensure that all of your data is safe and secure.
- Below are the types of cookies we use and their purposes. Required cookies: grant site access and basic functionality, for example, access to personal accounts. Functional cookies: allow us to test and analyze how audiences interact with our Website and choices they made (session keys, languages or regions), so that we can optimize the Website based on visitors' behavior. Advertising cookies: allow us to measure our content marketing effectiveness. These cookies are provided by our partners to track our visitors and measure ad campaign effectiveness. We do not disclose your personal data (such as name or email address) to affiliate partners, except for those collected by advertising cookies. However, your data may be linked to other personal information obtained by other providers. The latter type of external data processing is subject to notifications and privacy policies of third party providers. In addition, several third-party providers also install cookies on the Website in order to provide us with their services. Such services include, but are not limited to, improving your website navigation, tracking your activities, evaluating Website performance and our advertising effectiveness.

Conditions générales d'utilisation

- 2. Create An Account

- by pressing Registration button and following the on-screen instructions;
- Gambling is not prohibited in your jurisdiction: Prior to attempting to open an account on our site, it is the player's entire responsibility to make sure that he/she is not in breach of any legislation or gambling regulation in force in his jurisdiction;
- Your account hasn't been deleted for the following reasons: conspiracy, fraud, criminal activity, violation of the Terms and Conditions or the Responsible gaming clause.
- If an account owner sent us the documents via email, the account verification will take up to 24 hours from the receipt of the documents sent to: kyc@betify.com.

- If we decide to delete a duplicate account:
- 3. Betify ACCOUNT MANAGEMENT
- reject a user's request to create a Betify account;
- block an existing Betify account without notice;
- request additional documents at any time to verify the identity of an account owner. The Company has the right to suspend the account until the user provides necessary documents;
- block a Betify account, confiscate funds or reject claims if an account owner directly or indirectly violated the Company's corporate policy published on the Website or is caught or suspected of conducting illegal activities on Betify (violated a law in vigor or other regulations, the rights of a third party);
- suspend or block access to the Website if there are reasons to believe that a user is using AI to play on the Website or trying to team up with another player or group of players. By registering on the Website, a user agrees to play in accordance with the principles of fair play, otherwise, he will have an undeniable advantage in a game over other players.
- timely suspend or block the Account Holder participation in the Services, forfeit or confiscate funds available on the Betify Account if its Holder is found cheating. Also it can happen if Betify administration has the reasons to believe that the Account Holder has used a system (including machines, robots, computers, software or any other automated system), that is designed to defeat or capable of defeating the Client Application and/or Software.

- 4. RESPONSIBLE GAMING. ACCOUNT SETTINGS
- 5. ACTIVE AND INACTIVE ACCOUNTS
- a Betify account doesn't record any transaction for 12 consecutive months (such accounts are considered inactive. If your account has become inactive, and we tried to get in touch with you, but there was no answer, the Company has the right to delete your account);
- 7. DELETE A BETIFY ACCOUNT
- 7.6.The player undertakes not to open a new account. The casino is not responsible for opening by you a new account and any losses that you may incur after opening a new account. We reserve the right at any time to close an account that was created in violation of these rules.
- Method, conditions, availability and duration of monetary transactions on the account depends on the time required to perform these transactions, as well as on the country of residence of a user and a financial institution used for these transactions.

- an account owner is not allowed to transfer funds from your account to other players or vice versa.
- an account owner is solely responsible for compliance with the above obligations.
- debit a Betify account for a bet made, to be made or about to be made by its owner during a game;
- initiate a chargeback by request of a Betify account owner;
- When verifying your account you must provide the following documents:
- copy of your passport or identity card in color with valid expiration date;
- As soon as the Player opens an account with Betify Casino, the Player is agreeing to abide by all the rules and regulations relating to anti-money laundering that are in place. In short, the Player binds himself not to use funds that are, in any way whatsoever, the proceeds of crime.
- If the Player does not respect these rules and regulations, then Betify Casino may suspend the Player's Account pending investigation.
- Registration of Players
- The process for the registration of players is provided for under the Terms and Conditions.
- Before any opening of an Account there must be registration by the Players which involves the provision of accurate details to Betify Casino. It is the Player's responsibility to immediately provide Betify Casino with updated information to any information / documentation provided at the initial Account opening stage. Betify Casino has the discretion to verify creditworthiness of a Player with third parties who previously provided any information on the Player.
- Upon Registration, Player must fill in all the information requested, and it is Player's responsibility to ensure that the information provided is complete and accurate.
- Betify Casino reserves the right to carry out verification procedures. In case Betify Casino suspects that Player provided false information, we are entitled to close and block Player's access to Account.
- If Betify Casino becomes aware that a person has provided false information We will immediately cancel that person's registration as a Player with Betify Casino and close his Account.
- Betify Casino shall, always, keep a secure online list of all registered Players. Any one individual can only register a single Account with Betify Casino and multi-account practices are strictly prohibited.
- Anonymous Accounts
- Betify Casino shall not open anonymous Accounts or Accounts in fictitious names such that the true beneficial owner is not known.
- In all cases, Betify Casino reserves the right to suspend a cash-out request pending verification of Player's identity, age and location.
- Betify Casino shall not accept a wager from a Player unless– an Account has been established in the name of the Player and there are adequate funds in the Account to cover the amount of the wager; and the funds necessary to cover the amount of the wager are provided in an approved way.
- AML Procedures
- opening and using any extra Duplicate Accounts;
- trying to use false or misleading information in registration of account;
- -Block immediately the Account Holder's account.
- the objective of your request (closure of the account);

- the reason of your decision (in particular if you are going to close your account because of concerns over the level of Your use of the Services. We will reply to your request after getting it. There will be a confirmation of closure of the account and the date, when this closure will be effective. Account Holder, for his part, commits to continue to assume responsibility for all activity on Your Account until such closure has been carried out by us (at which point the Terms of Use shall terminate).
- there is a debt to us or any other Third side (related to your account);
- we will consider the reason which forced us to suspend your account. We will try to resolve this issue at a reasonable time so that the account can be activated again or closed if necessary.
- we have a reasonable ground to suspect that the Account Holder used forged documents (photos, scanned documents, screenshots etc.) during the verification process or in any another moment the Agreement is active;
- If Betify administration makes a decision to close the user`s account or if user on his own make such decision and send a appropriate request to Betify Customer Service Department, the full balance will be paid out unless user is not suspected in any illegal and/or forbidden (e.g. Arbitrage, etc.) activities.

- If there are problems with the software or hardware, which we use for providing the Services, we will take all reasonable measures to remedy the problem as soon as reasonably practicable. If the technical issue causes the interruption of the game process (in the case, when you lost your progress and the game cannot be restarted from exactly the same position), we will treat each case individually and in a fair manner (including possibility of reinstating the balance on users account, recovering of the last bet or game, etc.). But if we have a reason to believe that you deliberately use a technical error, loophole or error in our or any third party's software, used by you in connection with the Services, for getting the advantage or disadvantage, Betify does not take any responsibility and reserves the right not to compensate or refund players.
- the access to the Services and use of it by you or any third person, who used your username and password to login on the Website;
- use wrong incorrect information when creating the account and generally regarding to the Company;
- open the duplicate account or more;
- attack the Website via a denial-of-service attack or a distributed denial-of-service attack. We will report any suspected breach of the Computer Misuse Act 1990 to the relevant law enforcement authorities, as well as with Interpol and we will cooperate with those authorities by disclosing Your identity to them. In the event of such a breach, your right to use the Website will be ceased immediately.

- The Website uses 'cookies' for tracking your use of the internet and for assisting the functionality of the Website. A cookie is a small text file, which is downloaded onto your access device when you access the Website. It also allows us to recognise when you come back to the Website again. Cookies are used by us for the operation of the Website (for example, it allows you to remain logged in as you browse between, while you use your account for betting on or playing the games, different parts of the Website). Cookies also are used by us for our own analytical purposes. Using of cookies provides us an opportunity for identifying the part of the Website or specific moment of using it, where/when customers have encountered technical problems. So it therefore helps us improve our customers' experience.
- Advertising cookies: allow us to evaluate how effective our content marketing is. These cookies are provided by our partners to track website visits and register new advertising players. We do not share your personal information (such as name, email address, etc.) with affiliated partners, with the exception of data on

website visits collected directly by such advertising cookies. However, data about your visit to the site may be associated with other personal information obtained from other sources by suppliers.

- If the issue remains unresolved, you may escalate the matter as a formal complaint by providing your full name, registered email, username, date of the complaint and incident, a clear description of the issue, and any relevant documents.

Exclusive rewards and benefits for our players VIP

- Gestionnaire de compte personnel
- Gestionnaire de comptes personnels

Legal terms, restrictions, and fairness

Politique du sport | Bétifier

- Info pages
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- Politique de confidentialité
- Jeu responsable
- À propos de nous
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- Conditions Paris Sportifs
- I. General rules
- 1.Introduction
- ● 1.1.5. Greyhound, Horse and Harness Racing rules;
- ● 1.1.6. Predictions;
- 1.2. The use of the Sportsbook is at all times subject to applicable laws and regulations, including those imposed by the regulatory authority overseeing the Operator and/or the Sportsbook.
- 1.4. Severability: If any provision of these Betting Rules is found by any court or regulatory authority or other competent institution of competent jurisdiction to be invalid or unenforceable, such invalidity or unenforceability shall not affect the other provisions of these Betting Rules, which shall remain in full force and effect.
- 1.5. Any reference to words in the singular shall include the plural and vice versa. References to gender are non-binding and intended for informational purposes only. The purpose of these Betting Rules is to ensure that all Bets are processed and settled fairly, honestly, and in accordance with these terms.
- 2. Definitions
- Entities and Platform
- 2.1. Operator – legal entity engaged in B2C (business to End User) betting activities in accordance with the licensing and legislative requirements of the jurisdiction of operation and providing betting services via its operated Website.
- 2.3. End User – An individual who uses the services of the Sportsbook via the Website and has agreed to be bound by these Betting Rules as part of Operator's Terms and Conditions.
- 2.4. Bet – risk-based agreement concluded between the End User and the Operator on the outcome of an Event, Market or set of the mentioned which involves placement by the End User of a Stake, the Bet resulting in a Winning based on the Odds or a loss of the Stake, the Operator's decision being subject to Sportsbook and these Betting Rules. Bets are made on Odds and/or terms proposed by the Sportsbook.

- 2.5. Stake – monetary value wagered by an End User on an Event, Market or set of the mentioned forming a proposal for a Bet and in case of acceptance of the Bet - basis for calculating potential Winning or Loss in accordance with these Rules.
- 2.7. Winnings – amount of money won by the End User as a result of a Bet in case the End User predicted the Outcome of an Event or Market correctly.
- 2.8. Loss – The final status of a Bet where the End User's prediction is incorrect, resulting in the total or partial forfeiture of the Stake to the Operator in accordance with these Rules.
- 2.11. Related Outcomes (Dependent Outcomes) – Market selections where the Outcome of one choice directly influences or is influenced by the Outcome of another (e.g., a team to win the match and the same team to win by a specific score). Combining such Outcomes into a standard Combo Bet is prohibited unless offered via a specific feature (e.g., Bet Builder).
- Event and Market Status
- 2.15. Result – The final score, statistics, or official data of an Event or Market as declared by official sources, used to determine which Outcome(s) are winning or losing for the purpose of Bet settlement.
- 2.16. Abandoned Event – An Event that started but was interrupted before its natural conclusion and was not resumed within the timeframe specified in these Rules (typically 48 hours).
- 2.17. Postponed Event – An Event that did not start at its officially scheduled time but started at a different time eventually defined by the Organizer.
- 2.18. Unconditionally Determined – A Market outcome that has already occurred on the field of play and cannot be changed by any further action or by the subsequent interruption/abandonment of the Event (e.g., "First Goal Scorer" once the first goal is scored).
- 2.20. Mercy Rule – A provision where a match ends prematurely because one competitor has a very large and insurmountable lead over the other (as per the specific league's regulations).
- Data and Informational Services
- 2.22. Broadcast (Live Stream) – Any visual and/or audio transmission of an Event provided through the Sportsbook platform or Operator's Website otherwise (as applicable from case to case). Broadcasts have informational and entertainment character only, may be subject to delays or technical inaccuracies for which neither the Sportsbook, nor Operator is responsible.
- Settlement and Integrity
- 2.23. Settlement – The final process of determining the Outcome of a Bet based on
- Result of an Event or Market, and consecutive calculation as applicable of a Winning, recording of a Loss or a Refund of a Void Bet in accordance with these Rules.
- 2.24. Void Bet – A Bet that cannot be settled as a Winning or a Loss and is voided in accordance with the terms of these Rules. Voiding of Bets may occur in the following cases:
- ● (i) Administrative/Technical: When a Bet is declared Void or Cancelled in accordance with these Rules (e.g., due to an Abandoned Event, a Non-Runner, or an Error).
- ● (ii) Market-Based: As a natural result of the Market's logic where the Outcome leads to a tie or a "no action" scenario (e.g., Draw No Bet, or whole-number Asian Handicaps and Totals). In such instances, the Refund is a legitimate Outcome of the Bet rather than a cancellation.
- 2.26. Dead Heat Rule – A settlement rule applied when two or more competitors share a finishing position relevant to a Bet. In this case, the Stake is divided by the number of tied competitors before applying the Odds.
- 2.27. Syndicate – A group of End Users acting in concert to bypass individual limits or take advantage of an Error or insider information.

- 2.29. Error – Any mistake, technical glitch, misprint, or human error (e.g., inverted Home/Away teams, incorrect Odds, or software bugs) that results in Odds, Market parameters, or Bet settlements that differ significantly from the actual Market average or the factual Outcome of the Event.
- 2.31. Regular Time – refers to the scheduled duration of an Event as defined by the relevant governing body, including any stoppage or injury time where applicable, but excluding any form of Overtime, Extra Time, or Penalty Shootouts, unless otherwise explicitly stated.
- 3. General rules:
- 3.1. Any person who has not reached the legal gambling age in the applicable jurisdiction is prohibited from using the Sportsbook services or placing Bets.
- 3.3. Once a Bet is accepted and confirmed by the Sportsbook, it cannot be reversed or changed by the End User. The Operator is not responsible for misplaced or duplicated Stakes made by an End User. The Sportsbook platform will not review any requests for alteration of Stakes for the reason of misplaced or duplicated bets.
- 3.4. All accepted Bets can be reviewed in the “My Bets” section of the End User interface to ensure all requested Bets were successfully accepted.
- 3.6. The use of any automated systems (including, but not limited to, robots, bots, scanners, or similar automated tools) to place or assist in placing Bets on the Sportsbook is strictly prohibited. Bets placed using such systems shall be Void.
- 3.8. The availability of Events and Markets on the Sportsbook may vary by jurisdiction, as the offering of Sportsbook services is subject at all times to applicable laws and regulations.
- 3.10. Hierarchy of Rules: In case of any contradiction, the order of precedence shall be:
- 1. Market Rules (Specific to a certain market);
- 4. Stake Placement, Bet Types & Features
- 4.1. General Conditions
- 4.2. Basic Bet Types
- ● 4.2.1. Single (Ordinary) – a Bet placed on a single Outcome within or of an Event. If the choice of the Outcome in the Bet is correct, the Winning equals the Stake multiplied by the Odds.
- ● 4.2.2. Combo (Parlay/Accumulator) – A Bet combining two or more independent Market selections from one or multiple Events. All Market selections must be correct for the Bet to win and settled as winning in accordance with these Rules. If any of the Market selections loses, the entire Combo Bet is lost.Winning is calculated as: Stake × Total Odds (where Total Odds equals the multiplication of all included Odds).
- ● 4.2.3. System – A Bet consisting of multiple combinations (Combos) generated from Market selection from different Outcomes. Each combination includes a fixed number of Market selections from the total set chosen by the End User. A System Bet uses the same Stake for each combination. The End User must specify the total number of selections and the number of selections included in each combination.
- 4.3. Named Systems (Multi-Bets)
- To simplify the placement of complex Systems, the following standard combinations are available:
- Type
- Selections
- Breakdown of Bets
- Trixie 3 3 Doubles and 1 Treble (4 bets total)
- Patent 3 3 Singles, 3 Doubles, and 1 Treble (7 bets total)

- Yankee 4 6 Doubles, 4 Trebles, and 1 Fourfold (11 bets total)
- Canadian 5 10 Doubles, 10 Trebles, 5 Fourfolds, and 1 Fivefold (26 bets total)
- Heinz 6 15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds, and 1 Sixfold (57 bets total)
- Super Heinz 7 21 Doubles, 35 Trebles, 35 Fourfolds, 21 Fivefolds, 7 Sixfolds, and 1 Sevenfold (120 bets total)
- Goliath 8 28 Doubles, 56 Trebles, 70 Fourfolds, 56 Fivefolds, 28 Sixfolds, 8 Sevenfolds, and 1 Eightfold (247 bets total)
- 4.4.1. If the calculated amount of Winning involves more than two decimal digits, the amount may be rounded to the nearest two decimal places in accordance with standard mathematical rounding rules.
- 4.5. Cash Out
- ● 4.5.1. “Cash Out” is an option offered by the Sportsbook that allows the End User to settle a Bet before the Event is completed on terms offered by the Sportsbook.
- ● 4.5.2. The Cash Out offer may be accepted or declined by the End User. By selecting “Cash Out,” the End User agrees to settle the Bet at the offered terms and the Bet is considered settled.
- 4.6. Bet Builder
- ● 4.6.1. Bet Builder is a Bet combining multiple selections from different Markets within the same Event. To win Bet Builder, every Outcome of selected Markets within the Bet Builder Bet must be predicted correctly.
- ● 4.6.4.If one or more selections within a Bet Builder Bet is Void, the entire Bet Builder Bet will be Void once all selections within the Bet Builder Bet have completed, unless any selection within the Bet Builder Bet has lost.
- ● 4.6.5. If any individual selection within a Bet Builder Bet is settled as Lost, the entire Bet Builder Bet will be settled as Lost.
- ● 4.6.6. Bet Builder Bets may be combined within Combo or System Bets, either with other Bet Builder Bets or with standard (non-Bet Builder) Bets.
- 5. Market Types
- 5.1. Match (1X2)
- ● “1” – Home Team (or the participant listed on the left side).
- ● “X” – Draw (the selection in the middle).
- ● “2” – Away Team (or the participant listed on the right side).
- ● If the score is 1:0, your bet Wins.
- ● If the score is 1:1 or 0:2, your bet Loses.
- 5.2. Double Chance
- A Market that allows to cover two of the three possible outcomes of an Event in a single Bet.
- ● “1X” – Home Team wins or Draw.
- ● “12” – Either Home or Away Team wins.
- ● “X2” – Draw or Away Team wins.
- Example: The Bet on "12". If the match ends 2:1 or 0:3, the Bet Wins. If it ends 1:1, the Bet Loses.
- 5.3. 2 Way Markets (Winner, Draw No Bet, Head-to-Head)
- This Market type offers only two possible outcomes to bet on.
- ● The "Missing Outcome" Rule: If an Outcome occurs that was not available for selection in the Markets (e.g., a Draw occurs in a Market with only "Home" and "Away" options), the Stake is Refunded (Odds 1.00).
- ● Timeframe & Extra Periods: By default, Bets are settled based on Regular Time. Additional periods (Overtime, Penalties, Super Overs) are only included if explicitly stated in the Market name.

- ● Implicit Inclusion: Certain 2-way Markets by their nature include all stages necessary to determine a final winner, such as “To Qualify” or “To Lift the Trophy”.
- Examples of Settlement:
- Example 1
- Market : Winner (incl.overtime)
- Outcomes: Team A vs Team B
- ● Team A wins 110:105.
- ● Result: Win for Team A.
- Example 2
- Market : Draw No Bet
- ● The match ends 1:1.
- ● Result: Bet is Void since "Draw" was not a selection, the Stake is refunded.
- Example 3
- Market : H2H
- Outcomes: Driver A vs Driver B
- ● Driver A finishes 4th, Driver B finishes 7th.
- ● Result: Win for Driver A.
- Example 4
- Market: To Qualify
- Outcomes: Team A to Qualify
- ● The match ends 1:1 in Regular Time. Team A eventually wins the Penalty Shootout and progresses to the next stage.
- 5.4. Totals (Over/Under)
- A Bet on the total number of occurrences (goals, points, corners, bookings, rebounds, assists, fouls, etc.) in an Event. The End User predicts whether the final count will be higher (Over) or lower (Under) than the specified Line.
- 5.4.1. Standard Fractional Totals (e.g., 0.5, 1.5, 2.5)
- For this Market the Market outcomes have no "middle ground." The Bet either wins or loses.
- Example: Total Over 2.5 goals
- ● 3 or more goals were scored in the Match (e.g., 2:1, 3:0): The Bet Wins.
- ● 2 or fewer goals were scored in the Match (e.g., 1:1, 2:0): The Bet Loses.
- 5.4.2. Whole Totals (e.g., 1.0, 2.0, 3.0)
- These Market outcomes allow for a Void if the final count exactly matches the relevant Market outcome.
- Example: Total Over 2.0 goals
- ● 3 or more goals were scored in the Match: the Bet Wins.
- ● Exactly 2 goals (e.g., 1:1, 2:0) were scored in the Match: The Bet is Void.
- ● 1 or 0 goals were scored in the Match: the Bet Loses.
- 5.4.3. Asian Totals (Quarter lines: e.g., 2.25, 2.75)
- In these Markets, the Stake is automatically divided into two equal halves between the two closest half-number Market outcomes.
- A) Market outcomes ending in .25 (e.g., 2.25) One half of the Stake is on a whole number (2.0), the other half of the Stake is on the fractional number (2.5).

- Example: A Stake in amount of $100 is placed on "Total Over 2.25" (Part of the Stake in amount of $50 goes to Over 2.0 and part of the Stake in amount of $50 goes to Over 2.5). The Bet is accepted.
- ● 3 or more goals are scored in the Match: Both halves of the Stake win.
- ● Exactly 2 goals are scored in the Match: The Over 2.0 part of the Stake is a Void Bet, but the Over 2.5 part of the Stake is a Loss. The Bet gets $50 back (Half Loss).
- ● 1 or 0 goals are scored in the Match: Both halves of the Stake lose. The Bet loses in full.
- B) Lines ending in .75 (e.g., 2.75) One half of the Stakeis on a fractional number (2.5), the other half of the Stake is on a whole number (3.0).
- Example: A Stake in amount of $100 is placed on "Total Over 2.75" ($50 goes to Over 2.5 and $50 goes to Over 3.0). Bet is accepted.
- ● 4 or more goals are scored in a Match: Both halves of the Stake win. Bet wins in full.
- ● Exactly 3 goals are scored in a Match: The part of the Stake on Over 2.5 part wins, but the part of the Stake on Over 3.0 part is a Refund. The Bet gets a winnings for $50 + $50 as a Refund (Half Win).
- ● 2 or fewer goals are scored in a Match: Both halves of the Stake lose. Bet loses in full.
- 5.5. Handicaps
- “Handicap” is a Market where a selected Outcome is adjusted by a predefined Handicap, which is added to or subtracted from the final score of the Event, Period, or Total, as applicable, to determine whether the selection Wins or Loses.
- 5.5.1. European Handicap (3-Way Handicap)
- In this format, the Handicap is presented as a score (e.g., 0:1, 1:0, 0:2) in the description of the Market. Three outcomes are available: Home, Draw or Away.
- ● Settlement Rule: Result of the Match + Handicap = Result for Settlement.
- ● No Refunds: If the Result for Settlement is a Draw, only Bets on the "Draw" selection wins.
- Example: Team A vs Team B | Handicap 0:1 (This means Team B starts the Match with a 1-goal advantage)
- ● Result of the Match 1:0, Add the Handicap (0:1) = Result for Settlement 1:1.
- ○ Bets on "Draw" win. Bets on Team A or Team B lose.
- ● Result of the Match 2:0, Add the Handicap (0:1) = Result for Settlement 2:1.
- ○ Bets on "Team A" win.
- ● Result of the Match 0:0, Add the Handicap (0:1) = Result for Settlement 0:1.
- ○ Bets on "Team B" win.
- 5.5.2. Asian Handicap (Whole and Half Market selections)
- This is a 2-way market (no "Draw" option).
- ● The "Void" Rule: If the Result for Settlement after applying the Handicap is exactly equal to the relevant Market selection, all Bets placed on this Market selection are Void and refunded at Odds 1.00.
- Example 1 (Half Line -1.5): > * Team A wins by 2 or more: Win.
- ● Team A wins by 1 goal, draws, or loses: Loss.
- Example 2 (Whole Line -3.0):
- ● Team A wins by 4 or more goals (4:0, 5:1): Win.
- ● Team A wins by exactly 3 goals (3:0, 4:1, 5:2): Void/Refund. Since the victory margin is exactly equal to the Line, the Stake is refunded.
- ● Team A wins by 2 goals or less, draws, or loses: Loss.
- 5.5.3. Asian Handicap (Quarter Lines: e.g., -0.75, +1.25)

- The Stake is divided into two equal halves between the two closest half-number
- Market selections.
- A) Lines ending in .25 (e.g., -1.25) One half of the Stake is on -1.0, the other half of the Stake is on -1.5.
- Example: A Stake in amount of $100 is placed on Team A (-1.25). Bet is accepted.
- ● Win by 2+ goals: Both halves win. Full Win.
- ● Win by exactly 1 goal: The -1.0 part is a Refund, the -1.5 part is a Loss. You get $50 back (Half Loss).
- B) Lines ending in .75 (e.g., -0.75) One half of the bet is on -0.5, the other half is on -1.0.
- Example: $100 on Team A (-0.75)
- ● Win by exactly 1 goal: The -0.5 part wins, the -1.0 part is a Refund. You get your winnings for $50 + your $50 refund (Half Win).
- 5.6. Correct Score
- This Market requires predicting the exact final Result of a Match or a specific part of it (e.g., 1st Half, 2nd Half, Set, or Period).
- ● 5.6.2. Team Order: All Scores are settled based on the official order of teams or participants (Home Team score : Away Team score).
- Example: A Bet on 2:1 is only a Winner if the Home team scores 2 and the Away team scores 1. A Bet on a Score of 1:2 results in a Loss.
- ● 5.6.3. Regular Time: Unless the Market name explicitly states otherwise (e.g., "Correct Score incl. OT"), all Bets are settled based on the Result at the end of Regular Time.
- ○ Half-Time Correct Score: Only goals scored in the first half count.
- ○ 2nd Half Correct Score: Only goals scored in the second half count (the "score" for this market starts at 0:0 at the beginning of the half).
- Example 1 (Standard): A Bet is on "2:1" for a Soccer match.
- ● Final score of the match is 2:1. Result: The Bet wins.
- ● Final score is the match 1:2 or 1:1. Result: The Bet is lost.
- ● Final score is of the match is 2:1 in Overtime (after 0:0 in regular time).
- Result: The Bet is Lost (since the regular time score was 0:0).
- Example 2 ("Any Other Score"): A Bet is on "Any Other Score". The offered Selection List went up to 6:6.
- ● The Match ends 7:3 or 8:2. Result: The Bet wins since the Results of the Match were not individually listed in the Selection List and the Results of the Match fall under "Any Other Score".
- 5.7. Both Teams to Score (BTTS)
- A Market where the End User predicts whether both Teams will score at least one goal/point each within the specified timeframe.
- ● 5.7.1. Market "Yes" Outcome: Bets on this Market win if both Teams score at least one goal/point during the selected timeframe each. For settlement purposes, own goals are counted to the Team that receives the point on the scoreboard.
- ● 5.7.2. Market "No" Outcome: Bets on this Market win if at least one team (or both) fails to score.
- ● 5.7.3. Score 0:0 settlement: If the match ends 0:0 in regular time, the "No" selection is deemed the winner.
- Example: A Bet is on "BTTS: Yes".
- ● Match ends 1:1. Result: The Bet wins.
- ● Match ends 2:0. Result: The Bet is lost.
- ● Match ends 1:1 in Overtime (after 0:0 in Regular Time). Result: The Bet is lost (Should the Market explicitly include Overtime, the Bet would win)

- 5.8. Odd/Even
- ● 5.8.1. Odd: Any Total Result that results in an odd number (1, 3, 5, 7, 9, etc.).
- ● 5.8.2. Even: Any Total Result that results in an even number (0, 2, 4, 6, 8, etc.).
- ● The match ended 2:1. Total goals scored during the Match 3. The Bets placed on this Market win.
- ● The match ends 102:98. Total points scored during the Matchs is 200.The Bets placed on this Market win.
- Example 3 (The 0:0 Scenario): The Bet is on "Total Goals: Even".
- ● The match ends 0:0. Total goals scored during the Match is 0. The Bets placed on this Market win.
- 5.9. Period & Interval Markets
- 5.9.1. Half Time / Full Time (HT/FT)
- The Market offers predicting the Result at half-time and the final outcome of a Match.
- Format Protection: If the Match format changes (e.g., 3 periods instead of 2 halves), Bets on the relevant Match are Void.
- For this Market only events occurring strictly within that timeframe count for the purposes of Settlement - as if the score "resets" to 0:0 at the start of that period.
- 5.9.3. Result at end of Period (Cumulative)
- The Bets on this Market are settled based on the total Result on the scoreboard at the moment the specified period ends (i.e. the Result includes all points/goals scored from the start of the Match).
- 5.9.4. Minute Intervals (e.g., "1-15 min", "after 75 min")
- Bets on these Markets are settled based on Results in accordance with the official mMatch clock. For the avoidance of doubt, the following timing rules apply:
- ● Minute Definition: The 1st minute is from 00:00 to 00:59 of the Match time.
- ○ The 15th minute is from 14:00 to 14:59 of the Match time.
- ○ The 75th minute is from 74:00 to 74:59 of the Match time.
- Market Outcomes occurring strictly from 00:00 to 14:59 of the Match time. A goal at 15:00 of the Match time is considered to have occurred in the 16th minute (the next interval) of the Match time.
- Outcomes occurring strictly from 75:00 until the end of the Match time. Any event occurring up to 74:59 is outside the Market interval.
- ● Injury Time (Stoppage Time): Events taking place during the injury time are settled as having occurred at the final second of the last minute of that half of the Match.
- ○ A goal at 45+1' of the Match time is settled as occurring at 44:59 (45th minute) of the Match time.
- ○ A goal at 90+3' of the Match time is settled as occurring at 89:59 (90th minute) of the Match time. For the avoidance of doubt, injury time is not included in single-minute markets or intervals of one minute or less unless expressly stated otherwise.
- Example 1 (The 15:00 Rule): The Bet is on "Goal between 1-15 min".
- ● Goal is being scored at 14:59 of the Match time: Result: The Bet wins.
- ● Goal is being scored at 15:00 of the Match time: Result: The Bet is lost. The goal was scored during the start of the 16th minute of the Match.
- Example 2 (Total after 75 minutes): The Bet is on "Over 2.5 goals after 75 minutes".
- ● The 3rd goal is scored at 74:59 of the Match time: Result: The Bet is lost . The 3rd goal is scored at 75:00 of the Match time: Result: The Bet wins .
- Example 3 (Single-Minute Market): Bet on "Goal in the 15th Minute" (covers the exact timeframe from 14:00 to 14:59).
- ● Goal scored at 14:59. Result: The Bet Wins.

- ● Goal scored at 15:00. Result: The Bet Loses (this is the start of the 16th minute).
- 5.10. Dynamic & Event Markets
- 5.10.1. Race to X (Points, Goals, Corners, etc.)
- ● Settlement: The Bet is settled as won as soon as one participant reaches the specified number.
- ● The "Neither" Condition: If the specified tally is not reached by the end of the Match or the specified timeframe and no "Neither" or "None" Markets were offered, all Bets on that Market are declared Void .
- 5.10.2. Next Occurrence (Next Goal, Next Point, Next Scorer)
- Market provides betting on which participant will be responsible for the very next specific Event in the Match as defined in the description of the Market.
- The "No Event" Rule: If the Match ends or the specified timeframe expires before the relevant Event occurs, the Bet is Void, unless a "No further goal/point" (or similar) option was available for selection.
- 5.10.3. Chronological Events
- Settlement: Settlement of the Market is based on the chronological order in which the Event mentioned in the description of the Market occurs according to official Match data. Simultaneous Events Rule: If it is not possible without any reasonable doubt to determine the winning Outcome (for example, in the case of players from different Teams being shown a card simultaneously in the same interruption of play), all affected Bets will be Void.
- 5.11.1. Outright (Winner)
- Settlement: The Market is settled based on the official final standings or podium at the time of the Event's conclusion.
- 5.11.2. Place (Top Finish)
- Settlement: The Bets on the Market are settled as winning as long as the participant finishes within the defined range (e.g., 2nd place for a "Top 3" market).
- 5.11.3. Head-to-Head (H2H)
- Settlement: If one participant finishes higher than the other according to the official
- Result of the Event, Bets on the participant finishing in the higher position win.
- Both must start: For the Bet to stand, both participants must start the Event. If one or both do not participate, the Market is Voided.
- 5.11.4. Triple-Head
- Participation Rule: All three participants must start the Event for the Bet to stand; otherwise, the Bets on this Market shall be Voided.
- 5.12. Special Team Markets
- These Markets provide betting on specific performance conditions for a Team or participant during an Event.
- 5.12.1. Team to Score First and Win
- ● Settlement: Both conditions must be met for the Bet to win.
- ● The "No Goal" Rule: If the Match ends in a 0:0 draw , all Bets on this Market are Voided.
- 5.12.2. Clean Sheet
- ● Market Selection "Yes": The specified team must keep its score at zero for the specified opponent team (e.g., Match ends 1:0, 0:0, 3:0).
- ● Market Selection "No": The specified Team concedes at least one goal.
- 5.12.3. Team to Win From Behind

- ● Winning Condition: The Team must be losing (e.g., 0:1, 1:2) at some point, but the final result must be a win for them.
- ● Draws/Losses: If the Team makes a comeback but only manages a draw, the Bet is a Loss.
- 5.12.4. Team to Win All Halves/Periods (e.g., "Win Both Halves")
- ● Independent Calculation: For the purposes of this Market, each half/period is treated as a separate "mini-match" starting at 0:0.
- ● Settlement: For a Bet to be settled as winning, The team mentioned in the
- Market must "win" the first half and "win" the second half independently.
- Example (Team A Win Both Halves):
- Scenario A 1st Half score: 1:0 (Team A wins the half). 2nd Half score: 1:0 (Final Score 2:0. Team A wins the half).
- Result: Bets placed on the Market are settled as winning.
- Scenario B: 1st Half ends 2:0. 2nd Half ends 0:0 (Final Score 2:0).
- Result: Bets placed on the Market are settled Lost, because Team A did not "win" the second half; it was a draw.
- 5.13. Additional Market Definitions
- 5.13.1. Injury Time (Stoppage Time)
- Any reference to "Injury Time" in a Market refers to the amount of time displayed by the designated official (e.g., the fourth official's board) and not to the actual duration of match.
- 5.13.2. Awards (Man of the Match, MVP, etc.)
- Settlement of Bets on Markets such as "Man of the Match", "Most Valuable Player" (MVP), etc., shall be based solely if and to whom any respective awards are awarded based on the official Event Organizer's decision, unless expressly stated otherwise in the Market.
- 6. Events and Resulting
- 6.1. Result Determination & Finality
- 6.1.1. Informational Data (Dates, Times and Live Scores): The dates,times, live
- 6.1.2. Basis for Settlement All Bets on an Event (including all Markets within such an Event) shall be settled after the respective Event has completed and the official
- Result has been announced.
- ● Timeline of Result: The official Result is determined on the date of the Event's completion, unless the governing body provides the Result at a later date.
- ● Non-Official Events: Bets on Events outside of official professional competitions (e.g., friendly or exhibition matches) shall be settled based on information provided by the specific Event organizer.
- 6.1.3. No Recognition of Protests (The "First Official Result" Rule) For
- 6.1.4. Finality of Settlements (The 72-Hour Window) Settled Markets are final
- 6.1.5. Changes of Venue
- ● Neutral Ground: If an Event is moved to a neutral venue, all bBets will stand, provided the Home and Away teams are still designated as such.
- ● Swapped Teams: If the Home and Away teams for a listed match are reversed (i.e., the match is played at the original Away team's ground), bets placed based on the original listing will be Voided.
- ● City Change: If an Event is moved to a different city but the designated Home team remains unchanged, Bets will stand.

- 6.2. Postponements, Cancellations, and Delays
- 6.2.1. Events not starting at scheduled time If an Event does not start at its scheduled time, the following rules apply:
- ● Official Cancellation: If an Event is officially cancelled before it starts, all Bets will be Voided.
- ● Delay: If the Event is delayed and Event organizer has not provided updates regarding rescheduled time of the respective Event within 12 hours of its originally scheduled start time, all Bets related to the affected Event shall be void. If the Event organizer reschedules the Event within 12 hours of the initially planned start time, and the Event commences within 48 hours of the original start time, all Bets shall stand.
- 6.2.2. Interrupted, Postponed, or Suspended Events If an Event has started but is interrupted, postponed or suspended, and is not completed within 48 hours of its official start time, all Bets placed on the respective Event shall be voided, with the following exceptions:
- ● Decided Outcomes: Markets where the Result is already determined by the official score at the time of interruption or suspension (e.g., "Total Over 2.5" if 3 goals were already scored).
- 6.2.3. "Unconditionally Determined" Outcomes
- For the avoidance of doubt, a Bet is considered Unconditionally Determined if no possible future Events in the match can change the relevant outcome.
- ● Example 1 (Over/Under): The Bet is on "Total Over 2.5 goals". The match is interrupted at the 60th minute with a score of 2:1.
- ○ Result: The Bet is settled as winning Since 3 goals have already been scored, the Outcome relevant to the Market has already taken place regardless whether the match continues or not.
- ● Example 2 (Over/Under): The Bet is on "Total Over 2.5 goals". The match is interrupted at the 60th minute with a score of 0:0.
- ○ Result: The Bet is Void. The Outcome relevant to the Market was not decided at the time of interruption, but should the match be continued - the end Result might be different.
- ● Example 3 (1X2): The Bet is on "Team A to win". The match is interrupted at the 80th minute with a score of 3:0.
- ○ Result: The Bet is Void. Even though Team A was leading, the Event was not completed to its official duration and the final Result of the match as it would be upon completion thereof remains unknown.
- 6.3. In-Play Scores and Period Settlement
- 6.3.1. Scores at Time of Placement
- Any incorrect scores displayed during the match or roll back of the in-play score (with the exception of soccer goals and red cards, which may lead to Market suspension) are not grounds for voiding Bets.
- 6.3.2. Independence of Periods
- 6.4.1. Outcome when "Draw" is Offered
- If a Draw outcome is offered within a Winner Market and the Event ends in a Draw, all Bets placed on the competing teams of a Winner market shall be settled as lost.
- 6.4.2. Outcome when "Draw" is NOT Offered
- 6.5. Technical Issues and Forfeits
- 6.5.1. Forfeits and Walkovers
- If any Event involves a forfeit, walkover, or any other situation where the Event is considered complete without having been played, all Bets on that Event and its Markets will be void, regardless of the score awarded by the Event organizer.
- 6.5.2. Errors in Names and Leagues

- 6.5.3. Incorrect Match Format If an Event takes place with an incorrect number of sections (e.g., periods, sets, etc.) or a non-standard duration, and this deviation is not indicated in the Market, all Bets on such an Event shall be void.
- 6.6. Aggregate and Multi-way Markets
- This rule applies to Markets designed for multiple winners (e.g., "Top 3 Finish"). The
- Settlement shall be based on full amount of the relevant Odds for all Markets where the relevant competitors finish clearly within the designated range. However, if there is a tie for the final remaining position(s) in such a Market (e.g., three players tie for the 3rd spot in a "Top 3" market), Dead Heat rules (Section 6.7.2) will be applied only to those participants involved in the tie.
- Example: In a "Top Scorer" Market a Bet on Player A, Player B, and "The Field" (all other players) are offered.
- ● If Player A scores 5 goals and everyone else scores 4 or less during the same Event, Bets on Player A for this Marketshall win.
- ● If Player A and Player B both score 5 goals (a tie), bets on both A and B shall be void.
- 6.7. Outright Markets, Racing, and Dead Heat Rules
- ● Non-Runner Rule (Refund): If a participant or a team listed in an Outright market does not take any part in the competition (does not start), all Bets on the relevant Market selections shall be voided.
- ● The Podium Rule: All Outright markets are settled based on the official
- Result at the time of the podium presentation, medal ceremony, or official award announcement.
- 6.7.2. Dead Heat Rule
- Dead heat rules apply where there is more than one winner in an Event for a specific position.
- Settlement Logic: If multiple participants tie for a position, for the purposes of
- Settlement the Stake is divided with a number of participants who tied the relevant position. The portion of the Stake attributable to the Market selection is settled at the full Odds as a Win; the remainder of the Stake is settled as a Loss.
- Example 1: 2 Winners: The amount of the Stake in a Bet is $100 at Odds 6.00.
- ● Two participants tie for 1st place.
- ● Calculation: $100 / 2 = 50$
- ● $50 is settled as a Win at 6.00 ($50 x 6.00 = 300$)
- ● $50 is settled as a Loss.
- Example 2: Top 5 Finish The amount of the Stake in a Bet on Player D is: $100 at Odds 5.00.
- ● Market: Top 5 Finish.
- ● Scenario: Positions 1, 2, 3, and 4 are clearly occupied by individual players. However, for the 5th (and final) position, five players (including Player D) have finished with the exact same score/time.
- ● Settlement:
- ○ The Stake is divided by the number of participants tied for the remaining winning position -> 100/5 = 20
- ○ $20 is settled as a Win at odds 5.00 -> 20 x 5 = 100
- ○ $80 is settled as a Loss.
- 6.7.2.1. Dead Heat in Combo (Accumulator) Bets
- If a selection within a Combo Bet is settled under Dead Heat rules, the potential winnings are adjusted according to the Dead Heat factor applicable to that specific selection.
- Example:
- ● Total Combo Odds: 2.44
- ● Stake: €172.00

- ● Dead Heat Event: One of the selections in the combo resulted in a tie where 2 participants shared 1 position (Factor = 2).
- Settlement: If the relevant Combo Bet is winning, The Dead Heat terms are applied to the entire Combo Bet. The calculation can be expressed in two equivalent ways:
- 1. Settlement based on Stake Adjustment: (€172.00 / 2) × 2.44 = €209.84; or
- 2. Settlement based on Odds Adjustment: €172.00 × (2.44 / 2) = €209.84
- Important Note: For the purposes of Combo Bets, the Dead Heat Rule does not Void the relevant Market selection. Instead, the Stake or Odds (either of them) for that Combo Bet isproportionally reduced based on the number of tied participants. If multiple legs in a Combo are subject to Dead Heat rule, all reductions are applied cumulatively.
- 6.7.3. Head-to-Head (H2H) and Triple-Head Participation A "Head-to-Head"
- ● Exact Names Rule: If a Market includes exact names of one of two competitors, then all listed competitors must participate in the Event for the Bet to be stand.
- ● Better Position: If both competitors finish the race, the winner is the one who achieves the higher official position.
- ● Number of Laps: If both competitors of an Event did not finish, the winner of the Event will be the competitor who has completed more laps.
- 6.8. Placeholder and Bracket-Based Resulting
- 7. Bet Acceptance, Integrity, and Prohibited Practices
- 7.1. Acceptance, Limits, and Right of Refusal
- 7.1.1. Discretionary Acceptance
- 7.1.2. Right to Refuse or Limit
- 7.1.3. Maximum Stake Limits
- 7.1.4. Suspension of User IDs
- 7.1.5. Live (In-Play) Delay
- 7.2. Errors, Software Faults, and Data Gaps
- 7.2.1. General Right to Void due to Error
- Settlement until the end of a trial (including judicial) due to Errors or deviations from the Rules during acceptance.
- 7.2.2. Typographical and Visual Errors
- 7.2.3. Late Bets (Past-Posting)
- 7.2.4. Known Outcomes and Technical Lag
- Market was known at the time the Stake was placed or Bet accepted, or if Odds were not correctly updated due to technical issues or delayed data feeds.
- 7.2.5. Obvious Errors, Limits, and Material Advantage
- If a Market contains an obvious Error in the Odds or exceeding the limits of the
- ● Market Errors: Placing a Stake on Odds that are clearly "stuck" or failed to update after a significant event (e.g. goal scored, a point won etc.).
- ● Limit Circumvention: Exceeding established Market Limits through technical exploits or multiple placements.
- 7.2.6. Software Abuse and Reporting Duty
- 7.2.7. System and Data Malfunctions:

- The Sportsbook shall not be responsible for loss or damage incurred as a result of system malfunctions, defects, delays, manipulations, or errors in data transfer. Bets affected by unrecoverable transactions or missing official time-sensitive data shall be void.
- 7.2.8. Other Incorrect Bets
- 7.3.2. Collusion and Syndicate Detection
- 7.4. Integrity, Fixed Matches, and Arbitrage
- 7.4.2. Integrity and System Faults Sportsbook may make Events or Markets unavailable for betting in case of suspected integrity issues, fairness concerns, game or system fault. In such cases, the Sportsbook may, acting fairly, reasonably and in good faith suspend betting on the Event or Market, withhold Settlement of Bets, and decline acceptance of new Bets until the issue is resolved.
- 7.4.3. Prohibition of Fixed Matches
- Placing Stakes on fixed matches is strictly prohibited on the Sportsbook. Any attempt to place a Stake on Events or Markets that have been predetermined or manipulated in any way undermines the integrity of the sports betting ecosystem and is a violation of these Betting Rules. End Users found to be involved in betting on fixed matches will face immediate restrictions and cancellation of the affected Bets. The Sportsbook is committed to upholding the integrity of sports betting and has zero tolerance for activities that compromise fair play and the trust of the End Users. By using the Sportsbook, End Users agree to refrain from participating in any form of betting related integrity abuse and betting to fixed matches and understand that violation of this clause may result in permanent restriction from betting in the Sportsbook. Any disputes regarding suspected involvement in betting on fixed matches will be thoroughly investigated by the Sportsbook's team, and decisions will be made in accordance with the relevant policies. The Sportsbook encourages End Users to report any suspicious activity related to fixed matches to the support team for investigation.
- The use of arbitrage strategy, which involves exploiting differences in Odds across different bookmakers/sportsbooks to guarantee profit, is strictly prohibited on the Sportsbook. We do not condone any form of betting activity that aims to manipulate odds or exploit discrepancies for guaranteed profit. By using Sportsbookour services, End Users agree to refrain from employing arbitrage strategies. End Users found engaging in arbitrage betting will face immediate cancellation of the Bets and permanent restrictions. Any disputes regarding suspected arbitrage activity will be resolved at the discretion of the Sportsbook, and Sportsbook decisions will be final.
- 7.5. General Grounds for Voiding and Sanctions
- ● there is evidence of unfair or fraudulent practices (including exploitation of obvious Errors, incorrect or "bad" Odds, or switched Odds).
- ● there are other circumstances that reasonably indicate that the Bet was placed incorrectly or in breach of these Rules.
- 7.5.2. Impact of Sanctions
- 7.5.3. Negative Balances:
- 7.6. Related Contingencies (Related Outcomes)
- 7.7. Bet Settings (Odds Changes).
- The following options may be available to the End User regarding acceptance of Odds changes:
- ● Accept Any Odds Changes: Bets accepted irrespective of whether the Odds increase or decrease in between placing the Stake and Bet acceptance(Default).
- ● Accept Higher Odds Changes: Bets accepted only if the Odds increase in between placing the Stake and Bet acceptance.

- ● Don't Accept Odds Changes: Bets will not be accepted if any change in Oddis occurs after placing the Stake unless re-confirmed by the End User.
- 8.2. Comboboost.
- 8.2.1. Number of selections = Multiplier
- Number of selections
- Multiplier
- 8.2.3. Cashed Out Bets are not eligible for Comboboost.
- 8.2.4. The availability and terms of ComboBoost are determined at the Sportsbook's discretion.8.2.5. Comboboost is available only for Market selections with minimum Odds of 1.50.
- 8.2.5. Comboboost is available only for Market selections with minimum Odds of
- 8.2.5. Comboboost is available only for Market selections with minimum Odds of — 1.50.
- 8.3. Freebet, freemoney, bet no risk
- 8.3.2. Freemoney - In a Freemoney Bet, both the Stake and winnings are credited.
- 8.3.3. Bet no risk. A Bet No Risk functions as a standard Bet; however, if the Bet loses, the Stake is refunded.
- 1. Soccer:

- Soccer Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common football terms and do not constitute the definitive criteria for the Settlement of Bets. For final Settlement rules and specific conditions, please refer to the applicable General and Sport-Specific Settlement rules.
- ● Assist: The final pass or touch of ball from a player that directly leads to a teammate scoring a goal.
- ● Bookings: A term referring to the disciplinary cards (yellow or red) issued by the referee to individuals during a match.
- ● Corner: A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by a player of the defending team.
- ● Clean Sheet: A Market where a team prevents the opposing team from scoring any goals during the match.
- ● Free Kick: A method of restarting play following an infringement, which can be either direct or indirect.
- ● Goal: When the ball has completely crossed the goal line between the goal posts and under the crossbar, provided no infringement was committed by the attacking team.
- ● Goal Kick: A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by an attacking player.
- ● Injury / Stoppage Time: Minutes added to the end of each half by the referee to compensate for time lost due to substitutions, injuries, or other stoppages.
- ● Intervals: Specific time segments of a match (e.g., 00:00 to 14:59) used for settlement of time-based markets.
- ● Kick-off: The method of starting play at the beginning of each half or restarting play after a goal is scored.
- ● Neutral Venue: A stadium where a Match is played that is not the home ground of either participating team.
- ● Official Result: The final score or Outcome of a Match as determined and officially declared by the relevant governing body or competition organizer and used for settlement purposes.
- ● Overtime (Extra Time): Two additional periods of play (usually 15 minutes each) played after Regular Time to determine a winner after a daw in the Regular Time

- ● Offside: An infringement where a player is caught in an offside position at the moment the ball is played to them, as signaled by the referee.
- ● Own Goal: A goal credited to a player who accidentally puts the ball into their own team's net.
- ● Pass: Any intentional ball played from one player to another teammate.
- ● Penalty: A 11-meter kick awarded to the attacking team for a foul committed by the defense inside their own penalty area during Regular Time or Extra Time.
- ● Penalty Shootout: A series of kicks taken from the penalty mark after Extra Time to determine a winner in a knockout competition.
- ● Regular Time: The standard 90-minute duration of a match (two 45-minute halves) plus any Injury/Stoppage Time added by the referee.
- ● Save: A goalkeeper preventing the ball from entering the net with any part of their body after an intentional shot from the opponent.
- ● Shot: Any clear attempt to score a goal by a player directing the ball toward the opponent’s goal.
- ● Shot on Target: A goal attempt that goes into the net, or would have gone into the net but for being saved by the goalkeeper or blocked by a "last-man" defender.
- ● Starting XI: The eleven players selected by each team to begin the match on the pitch at the moment of kick-off.
- ● Tackle: A challenge where a player connects with the ball and successfully takes possession or clears the ball from an opponent.
- ● Throw-in: A method of restarting play when the ball has completely crossed the touchline (side-line).
- ● To Qualify: The outcome of a team or player progressing to the next round of a specific competition (includes Extra Time and Penalty Shootouts if necessary).
- ● VAR (Video Assistant Referee): An official process where the head referee reviews a decision using video footage.
- ● Woodwork (Post/Crossbar): A situation where the ball hits the goal post or the crossbar and remains in play.
- ● xG (Expected Goals): A statistical metric estimate of goal-scoring chances based on historical data. This metric is for informational purposes only and is not used for settlement unless explicitly stated.
- General Soccer Rules
- 1.1. Bets on the Outcome of a match will be settled based on two halves of the scheduled number of minutes each (standardly 90 minutes, consisting of two halves of 45 minutes each) including any Injury/Stoppage Time added by the referee. It does not include periods of Overtime nor penalty shootouts unless expressly stated.
- ● Separation of Halves: Each half must be played to its full scheduled duration (e.g., 45 minutes). Any Injury/Stoppage time added by the referee is deemed part of the respective half to which it is added and cannot be added to the duration of the second half to satisfy the 90-minute requirement.
- ● Interrupted Matches: If a match is interrupted before completion of the scheduled duration (e.g., 45 minutes for each half), settlement shall be governed by Rule 6.2.2 of the General Rules, regardless of any subsequent decision by a governing body to validate the score as final result or declare the match completed.
- ● Completion Requirement: For a match to be considered complete for settlement purposes, the full scheduled duration of each half must be played on the pitch, unless otherwise provided under Rule 6.2.2.
- 1.4. Own goals will not be considered for the purposes of settling “Anytime Goalscorer”, “Player to score X”, “Next Goalscorer” or similar player-specific goalscorer Markets and shall be ignored. For Markets where the

sequence or numbering of goals is specified (including team-specific markets), own goals do not count towards the goal numbering sequence. Example 1: If the official score is 1-0 and the second goal scored is an own goal, the “Next Goalscorer (Goal 2)” market shall be settled based on the next eligible non-own goal. Example 2: If a team's first goal in a match is an own goal, the “1st Goalscorer (Team X)” market shall remain active and shall be settled based on the next eligible non-own goal scored by a player of that team.

- 1.10. Interval goal markets are settled based on the time the ball crosses the goal line, and not the time the kick is taken.
- 1.10.A. Interval markets will be settled based on the goal time announced by TV broadcasting. If this is not available, the time according to the match clock is considered.
- 1.11. The use of the Video Assistant Referee (VAR) (“Video Review”) is considered official when confirmed by the referee through a formal review signal (e.g., drawing a rectangle in the air) or by reviewing the incident on the pitch-side monitor. N.B. The notification "Goal Check" on the scoreboard, or informal gestures (such as hand to ear by the referee) do not constitute an official VAR review. Conversations between referees and their associates are also not considered for official VAR reviews. More on the official video review system (VAR) Inside FIFA.
- 1.12. Penalty Markets will be settled based on the time at which the referee awards the penalty, including decisions confirmed via VAR.
- 1.13. Penalties awarded but not taken are not considered.
- 1.14. Venue changes. If a match is moved to a neutral venue, all Bets will stand. If the home and away teams for a scheduled match are reversed (the home team plays away and vice versa), Bets placed on the original Market selection will be voided.
- Statistical Markets Rules
- 1.15 Corners Markets
- 1.15.1 Settlement Sources & Priority
- ● Finality: Settlement determined in accordance with this rule shall be final. Subsequent corrections, amendments, or discrepancies on third-party or official websites shall not constitute grounds for re-settlement of a Bet.
- ● Corners: Only corners that are actually taken shall count for settlement of the relevant Bets. Any corner awarded but not taken shall be disregarded.
- 1.15.2. Awarded vs. Taken Rule
- ● General Rule: Only corners that are actually taken (executed) count for settlement. A corner awarded but not taken before the end of the half or match is disregarded.
- ● Exceptions: Markets specifically related to time intervals (e.g., "Corner Awarded in the Next 1/5 Minutes") are settled based on the moment the referee awards the corner, regardless of whether it is subsequently taken.
- 1.15.3. Re-taken Corners
- Corner interval Markets are settled based on at what time the corner is awarded and not the time it was taken. Corners awarded, but not taken, do not count. A corner that is re-taken counts as a single corner for settlement purposes.
- 1.15.4 Interval & Timestamp Logic
- For interval-based Markets (e.g., 1-minute or 5-minute intervals), settlement is determined by the timestamp when the corner is awarded by the referee, not when it is taken.
- ● 1-minute intervals: 1:00–1:59, 2:00–2:59, etc.
- ● 5-minute intervals: 1:00–5:59, 6:00–10:59, etc.

- 1.15.5. Unconditionally Determined (Interrupted Matches)
- The Sportsbook adheres to the "Unconditionally Determined" principle as defined in Section 2.17. If a match is abandoned, any corner Markets where the outcome is already determined (e.g., "Total Corners Over 8.5" when 9 corners have already been taken) will be settled as per the result. Markets that have not reached a natural conclusion will be voided in accordance with Rule 6.2.2.
- 1.16 Bookings (cards) markets
- 1.16.1 Settlement Sources & Priority
- 1.16.2. Card Counting (Standard Markets)
- For most Markets, a yellow card counts as 1 and a red or yellow-red card (second booking) counts as 2. The second yellow card for a single player is ignored for settlement purposes. As a result, a single player can receive a maximum of 3 card points.
- 1.16.3. Market Duration
- All Bets are settled based on cards shown during Regular Time (90 minutes plus Injury Time), as determined by the settlement sources defined in Rule 1.16.1. Any card shown after the Regular Time whistle is disregarded.
- 1.16.4. Half-time and Stoppage Periods
- For the purposes of Bookings Markets cards shown during the half-time interval are attributed to the 2nd half for settlement purposes, provided that the player receiving the card was listed as an active participant in the match at the start of the second half.
- 1.16.5. Eligible Participants (Non-Players)
- Only cards shown to players who are officially participating in the match (including those on the field of play or temporarily off the field during normal match intervals such as half-time) shall count for the purposes of Settlement. Cards shown to managers, coaching staff, or non-participating players (e.g., unused substitutes) are not considered.
- 1.16.6. Booking Points System In Markets using the points system the following number of points shall be attributed:
- ● Yellow Card: 10 points.
- ● Red or Yellow-Red Card: 25 points.
- ● Maximum points per player: 35 points (10 for the first yellow and 25 for the subsequent red/yellow-red).
- 1.16.7. Intervals and Timestamps
- Booking interval Markets (e.g., "Card in the Next 1/5 Minutes") are settled based on the time the card is shown by the referee, not the time the actual foul/infringement was committed.
- 1.16.8. Exceptions for Specific Markets (Color-Independent)
- For specific Markets such as Next Carded Team or Most Carded Team, every card event is counted as 1 card, regardless of its color (yellow or red).
- 1.16.9. Natural Conclusion (Abandoned Matches)
- If a Match is abandoned (In accordance with Rule 6.2.2), Markets where the Outcome has already been unconditionally determined at the time of abandonment shall be settled. All other Markets relevant to the Match shall be declared Void.
- 1.16.10. Bookings 1X2 (Most Bookings)
- This Market allows predicting which team will receive more cards during the match, based on the counting logic defined in Rule 1.16.2. This Market uses a simplified counting method and does not apply the Booking Points System defined in Rule
- ● "1" (Home): The Home team is credited with more cards than the Away team.

- ● "X" (Draw): Both teams are credited with an equal number of cards.
- ● "2" (Away): The Away team is credited with more cards than the Home team.
- Settlement Logic: For the purpose of this Market, cards are weighted as follows:
- ● Yellow Card = 1 card.
- ● Red Card (Direct or Yellow-Red) = 2 cards.
- ● Maximum per player = 3 cards (e.g., a player receiving a yellow card and then a straight red card is credited with 1 + 2 = 3 cards).
- Example: If the Home team receives 1 Red card (counted as 2 cards) and the Away team receives 2 Yellow cards (1+1 = 2 cards), the resulting outcome is "Draw (X)".
- 1.17 Team Stats Markets
- 1.17.1. Priority of Sources
- All markets within this section (Team Stats) shall be settled according to the following strict priority of sources:
- 1. Official source (official league or competition website).
- 3. 365 Scores (
- 1.17.2. General Settlement Logic
- ● 1X2 Markets: Bet on which team will achieve a higher count of the specified stat during Regular Time.
- ● Total Markets: Bet on whether the combined count for both teams (or the count for one specific team) will be Over or Under the specified Line.
- ● Scope limitation: Markets in this section refer strictly to team-level statistics . Individual player performance Markets are governed by the Player Props section.
- ● Settlement: All statistical Markets in this section shall be settled strictly in accordance with the priority of sources defined in Rule 1.17.1.
- 1.17.3. Offsides
- An offside is counted for settlement purposes only if it is officially awarded by the referee and results in a restart of play.
- 1.17.3.1. Decision Timing: Offsides are settled based on the time when the referee gives the decision. This rule applies to all Video Assistant Referee (VAR) situations, regardless of when the actual infringement occurred.
- 1.17.3.2. Validation Requirement: An offside is only counted for settlement purposes if a free kick is subsequently awarded (or the play is officially restarted due to the offside call).
- 1.17.4. Shots
- Total attempts to score, including shots on goal, shots wide, and blocked shots.
- 1.17.5. Shots on Goal (Target)
- Attempts that go into the net, or would have gone in if not for a goalkeeper save or a "last-man" block.
- 1.17.6. Throw-ins
- Total number of throw-ins awarded and taken. Throw-ins awarded but not taken are disregarded.
- 1.17.7. Fouls
- Any infringement whistled by the referee as a foul.
- 1.17.8. Saves
- Any intentional intervention by a goalkeeper to prevent a goal.
- 1.17.9. Goal Kicks

- Total number of goal kicks awarded and taken. Goal Kicks awarded but not taken are disregarded.
- 1.17.10. Total Passes Total number of passes attempted by a team during Regular Time.
- ● Counting Logic: Includes both successful and unsuccessful passes.
- ● Exclusions: The classification of passes and exclusions shall follow the methodology of the designated data source as per Rule 1.17.1.
- 1.17.11. Specials and Combo Markets If a "Special" or "Combo" Market includes one or more statistical components (e.g., Shots, Offsides, Fouls, etc.), each statistical element within that Market will be settled strictly according to the priority of sources and specific rules defined in this Section (1.17).
- ● Note: Each statistical component within such markets shall be settled in accordance with the specific rules and source priorities applicable to that statistic (e.g., Section 1.15 for Corners, Section 1.16 for Bookings, and Section 1.17 for other team statistics).
- 1.18 Expected Goals (xG) Markets
- 1.18.1. Definition Expected Goals (xG) is a statistical metric that measures the quality of scoring chances. Each shot is assigned an xG value based on the probability of it resulting in a goal.
- 1.18.2. Reference Source All xG Markets are settled strictly based on the data provided by Fotmob (FotMob). No other sources (Official league sites, WhoScored, etc.) shall be considered for xG settlement unless Fotmob fails to provide data for a specific Event.
- 1.18.3. Settlement Precision Bets are settled using absolute values in
- hundredths (e.g., an xG of 1.45).
- 1.18.4. Market Types
- ● 1.18.4.1. Full Time xG (1X2 / Totals): Predict the xG values accumulated during the entire Regular Time.
- ● 1.18.4.2. 1st Half xG (1X2 / Totals): Predict the xG values accumulated strictly during the first half (including injury time).
- Player Props Markets
- 1.19. Player goals / Player goals (incl. Overtime)
- Market Description: Predict whether the selected player will score at least one or more goals during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes goals scored during Regular Time and, if specifically mentioned in the
- Market description, Overtime (extra time).
- Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player are declared Void, regardless of whether they enter the field of play as a substitute later. Own goals do not count towards the player’s total.
- Calculation Examples:
- 1. Example 1: A Bet is placed on Player A to score 1+ goals. Player A starts and scores two goals. Both 1+ and 2+ Market selections are settled as a Win.
- 2. Example 2: A Bet is placed on Player B to score 2+ goals. Player B starts and scores only one goal. The Bet is settled as a Loss.
- 3. Example 3: A Bet is placed on Player C to score 1+ goals. Player C is not in the starting XI. The bet is settled as Void.
- 1.20. Player assists / Player assists (incl. overtime)
- Market Description: Predict whether the selected player will record at least one or more assists during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes assists provided during Regular

Time and, if applicable, overtime (extra time).

- Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market will be Void, regardless of whether they enter the field of play as a substitute later. An assist cannot be credited for an own goal. Counting Logic: The assist is defined as the final deliberate touch (pass, cross-shot, or any other touch) by a player that directly leads to a teammate scoring a goal. If the final touch is deflected by an opposing player, the original action is still considered to have directly contributed to the goal without materially altering its intended direction or Outcome. Exclusions: No assist is awarded for own goals, direct free kicks, direct corner goals, or penalties. Additionally, "Fantasy Assists" are strictly excluded from stats for Settlement purposes. This includes, but is not limited to:
- ● Fouls won that lead to a scored penalty or free kick.
- ● Shots hitting the woodwork or being saved by the goalkeeper, resulting in a goal from the rebound.
- ● Deflections off an opposing player that significantly alter the ball's trajectory.
- Settlement Examples:
- 1. Example 1: A Bet is on Player A to record 1+ assist. Player A starts and provides two assists. Both 1+ and 2+ Market selections are settled as a Win.
- 2. Example 2: A Bet is on Player B to record 1+ assist. Player B starts but the match ends without them providing an assist. The Bet is settled as a Loss.
- 1.21. Player shots / Player shots (incl. overtime)
- Market Description: Bet on whether the selected player will have at least one or more shots during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes all shot attempts (shots on target, shots off target, and blocked shots) made during Regular Time and, if applicable, overtime (extra time).
- Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are Void , regardless of whether they enter the field of play as a substitute later. What counts as a Shot: Any intentional attempt to score a goal that results in a goal, is saved by the goalkeeper or “last man” block, or goes wide, over, or hits the frame (post or crossbar). Exclusions: Blocked shots that do not reach the goal area or are blocked by any player who is not the “last man” are not counted as shots.
- 1. Example 1: A Bet is on Player A to have 2+ shots. Player A starts the match and records three shots in total. Market selections for 1+, 2+, and 3+ are all settled as a Win.
- 2. Example 2: A Bet is on Player B to have 1+ shots. Player B starts the match but is substituted at half-time without having taken a shot. The Bet is settled as a Loss.
- 3. Example 3: A Bet is on Player C to have 1+ shots. Player C is not in the starting XI. The Bet is settled as Void.
- 1.22. Player shots on goal/ Player shots on goal (incl. overtime)
- Market Description: Bet on whether the selected player will have at least one or more shots on goal during the match. Market options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes all shots on target made during Regular Time and, if the
- Market description includes overtime - this includes all shots on target made during Regular Time and overtime (extra time).
- Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are declared Void, regardless of

whether they enter the field of play as a substitute later. What counts as a Shot on Goal: Any attempt that results in a goal or would have resulted in a goal but for a save by the goalkeeper or a goal-line intervention by a defending player ("last line block"). Shots that hit the frame (woodwork) or net and do not result in a goal are not considered shots on goal unless the ball goes in.

- 1. Example 1: A Bet is on Player A to have 1+ shots on goal. Player A starts and has one shot saved by the keeper and scores one goal. Both 1+ and 2+
- Market selections are settled as a Win.
- 2. Example 2: A Bet is on Player B to have 1+ shots on goal. Player B starts and hits the post, but the ball goes out of play. The Bet is settled as a Loss (as hitting the woodwork is not a shot on target).
- 3. Example 3: A Bet is on Player C to have 1+ shots on goal. Player C is not in the starting XI. The Bet is settled as Void.
- 1.23. Player cards / Player cards (incl. overtime)
- Market Description: Bet on whether the selected player will receive at least one or more cards during the match (typically offered as 1+). This includes cards shown during Regular Time and, if the Market description includes overtime - cards shown during Regular Time and overtime (extra time).
- Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are declared Void, regardless of whether the player enters the field of play as a substitute later.
- ● Counting Logic: For the purpose of this Market, cards are weighted as follows: Yellow Card = 1 card, Red Card (Direct or Yellow-Red) = 2 cards. The maximum number of cards credited to a single player is 3.
- ● Active Players Only: Cards shown to a player are only counted if the player is actively participating in the match at the time the card is issued. Cards issued after a player has been substituted or the player is on the bench or after Regular time are not counted for settlement purposes.
- 1. Example 1: A Bet is on Player A to receive 1+ card. Player A starts and receives a yellow card. The Bet is settled as a Win.
- 2. Example 2: A Bet is on Player B to receive 1+ card. Player B starts and receives a straight red card. Since a red card counts as 2, the condition "1+" is met, and the Bet is settled as a Win.
- 3. Example 3: A Bet is on Player C to receive 1+ card. Player C is not in the starting XI. Even if the player enters as a substitute and receive a card, the Bet is settled as Void.
- 1.24. Player passes / Player passes (incl. overtime)
- Market Description: Bet on whether the selected player will record at least one or more passes during the match. Market options are offered as totals (e.g., 20+ / 30+ / 40+ etc.). This includes passes made during Regular Time and, if the Market description includes overtime - passes made during Regular time and overtime (extra time).
- Settlement Nuances: All Bets on this Market are valid only for players who are in the starting lineup. If a player is not in the starting lineup, all Bets on that player for this Market are declared Void, regardless of whether they enter the field of play as a substitute later.
- ● Counting Logic: Settlement is based on Total Attempted Passes. This includes both successful and unsuccessful (intercepted) passes.
- ● Important Exclusions: According to Opta definitions, Crosses (crosses into the box), Throw-ins, and Goal Kicks are NOT counted as passes and thus will not be counted for Settlement purposes as passes. Only intentional balls played from one player to another (excluding the aforementioned) are included.

- 1. Example 1: A Bet is on Player A to have 30+ passes. Player A attempts 35 passes, but 5 of them are intercepted. Total = 35. The Bet is settled as a Win.
- 2. Example 2: A Bet is on Player B to have 30+ passes. Player B makes 28 passes and 5 crosses. Total passes = 28 (crosses are ignored). The Bet is settled as a Loss.
- 1.25. Player tackles / Player tackles (incl. overtime)
- Market Description: Bet on whether the selected player will record at least one or more tackles during the match. Options are offered as totals (e.g., 1+ / 2+ / 3+ etc.). This includes all successful tackles made during Regular Time and, if the Market description includes overtime - all successful tackles made during both Regular Time and overtime (extra time).
- ● Counting Logic: A tackle is where a player connects with the ball in a ground challenge and successfully takes it from the opponent in possession.
- ● Tackle Won vs Lost: Both are successful tackles. A Tackle Won is when the tackler's team gains possession or the ball goes "safe" out of play. A Tackle Lost is when the tackle is made but the ball goes to an opponent. Both count toward the total.
- ● Exclusions: Cutting out a pass (interception) is not a tackle.
- 1. Example 1: A Bet is on Player A to record 2+ tackles. Player A starts the match and records 3 tackles. Bets for Market selections for 1+, 2+, and 3+ are all settled as a Win.
- 1.26. Special Player Markets (Match-ups, Groups, and Combos)
- Market Description: This category includes Markets involving two or more players, such as Player Match-ups (Head-to-Head), Player Groups, or combined statistical totals (e.g., "Player A, Player B, and Player C to have 3+ shots on goal combined").
- Settlement Nuances: All Bets in this category are settled based on the same logic as individual player props.
- ● Starting XI Requirement: Every player mentioned or included in the specific "Special Market" must be in the starting lineup.
- ● Void Rule: If any one (or more) of the players included in the Market is not in the starting lineup, all Bets on the relevant Market are Void.
- 1. Example 1 (H2H): A Bet is on "Player A vs Player B: Most Shots." Player A starts the match, but Player B is on the bench. The entire Market is settled as Void.
- 2. Example 2 (Combo): A Bet is on "Player A and Player B to have 1+ shots on goal each." Both players start the match. Player A has 2 shots on goal, but Player B has 0. The Bet is settled as a Loss.
- 3. Example 3 (Combined Total): A Bet is placed on "Player A, Player B, and Player C to score 3+ goals combined."
- ○ If any of the players mentioned in the Market description is not in the starting XI, the Bet is settled as Void (Refunded), even if the other players mentioned in the Market description together score 5 goals.
- ○ If all three players mentioned in the Market description start and score 1 goal each (Total 3), the Bet is a Win.
- ○ If all three players mentioned in the Market description start and score only 2 goals combined, the Bet is a Loss.
- 1.27. Anytime Goalscorer
- Market Description: This Market provides a list of players for the selection. The Bet is on whether a selected player will score at least one goal at any time during the match.

- Settlement Nuances: Participation Rule: Bets remain in force if the player enters the field of play at any time during Regular Time, whether as a starter or a substitute.
- ● Runners: All players who have taken part in the match since kick-off or the previous goal are considered as "Runners" (active participants).
- ● Unlisted Players: If a player who was not listed in the match-day team scores a goal, all Bets on that player for this Market remain valid and shall stand.
- ● Own Goals: Own goals are not considered for the purpose of settling this
- Market and do not affect goal numbering sequence. settlement of player goal totals.
- Settlement Source: Bet on this Market are settled based on TV broadcasting and statistics, available on the Press Association, unless there is clear evidence that these statistics are incorrect.
- 2. Example 2 (Own Goal): Player B scores an own goal. This goal is ignored. The Bet on Player B to score remains open until that player scores a goal, or the match ends.
- Example 3 (Unlisted Scorer): A player not included in the original list scores the first goal. Bets on all other listed players' Market for "Anytime Goalscorer" stay active.
- 1.28. First Goalscorer
- Market Description: Bet on which player from the provided list will score the first goal of the match.
- Settlement Nuances: Partipation Rule: Bets on this Market for all player selections remain in force if the relevant player named in the Market description enters the field of play at any time before the first goal is scored, whether as a starter or a substitute.
- ● Void Rule: If a player enters the field of play after the first goal has already been scored, or remains on the substitute bench for the entire match, all Bets on that player for this Market are Void .
- ● Runners: All players who have taken part in the match since the kick-off and before the first goal are considered as "Runners" (active participants).
- ● Unlisted Players: If a goal is scored by a player who was not listed in the match-day team, all Bets on listed players for this Market remain valid and shall stand.
- ● Own Goals: Own goals are not considered for the purposes of settling this
- Market. If the first goal of the match is an own goal, the market remains open until a player scores the first non-own goal.
- 2. Example 2 (Late Substitute Void): A goal is scored in the 10th minute. Player B enters the field of play as a substitute in the 15th minute. The Bet on this Market involving Player B is settled as Void because he entered the field of play after the first goal.
- 3. Example 3 (Own Goal Scenario): The first goal of the match is an own goal. Player C then scores a non-own goal. Bets on this Market involving Player C are settled as the win.
- 1.29. Last Goalscorer
- Market Description: Bet on which player from the provided list will score the final goal of the match.
- Settlement Nuances:
- ● Participation Rule: Bets remain in force if the player mentioned in the Market selection enters the field of play at any time during Regular Time, whether as a starter or a substitute, provided the relevant player is on the field when the last goal is scored.
- ● Non-fielder: For the purposes of this rule, a "Non-fielder" is defined as a player who was not listed in the match-day team. Bets on Markets involving such players are Void.

- Market . If the last goal of the match is an own goal, the Bets on Market on the player who scored the previous non-own goal Win. If all goals in the match are own goals, the Bets on this Market are settled according to the "No Goalscorer" result (if offered) or Void.
- 1. Example 1 (Winning Substitute): Player A enters as a substitute in the 85th minute and scores the final goal in the 92nd minute. The Bet on this player A for this Market is settled as a Win.
- 2. Example 2 (Void due to Substitution): A Bet is on Player B for this Market. Player B starts the match but is substituted out in the 70th minute. A goal is then scored by another player in the 80th minute. The Bet on Player B for this
- Market is settled as Void.
- Example 3 (Own Goal): The match ends 2-1. The goals were scored by Player A (1-0), Player B (2-0), and then an Own Goal (2-1).Bets on Player B for this Market are settled as the Win.
- 1.30. Next Goalscorer (e.g., 2nd Goal, 3rd Goal, etc.)
- Market Description: Bet on which player from the provided list will score the specific designated goal in the match sequence (e.g., the 2nd goal of the match).
- ● Participation Rule: Bets remain in force if the player mentioned in the Market description is on the field of play at any time between the previous goal (or the start of the match for the 1st goal) and the scoring of the designated "Next Goal."
- ● Void Rule (Not on pitch): If a player enters the field as a substitute after the designated goal has already been scored, or remains on the bench for the entire duration of the match Bets on the relevant player for this Market are Void.
- ● Runners: All players who have been on the field of play since the kick-off (for the 1st goal) or since the previous goal was scored are considered "Runners."
- Market . If the designated "Next Goal" is an own goal, the Bets for that goal number on this Market remain open. Bets on the player who scores the nextnon-own goal for this Market shall be settled as Win.
- 3. Example 3 (Own Goal Scenario): A Bet is on Player C to score the "3rd Goal." The current score is 2-0. A player from the opposite team scores an own goal (2-1). The own goal is not considered for the settlement of the "3rd Goal" Market. Player C then scores (3-1). Bets onPlayer C for Market "3rd Goalscorer" are settled as Win.
- 1.31. Player to score 2 or more / Player to score 3 or more (Player to score X)
- ● Market Description: Bet on whether a selected player from the provided list will score X or more goals (e.g., 2 or more goals, 3 or more goals) during the match.
- ● Settlement Nuances: a. Distinction from "Player Goals": Unlike the "Player Goals" Market (Section 1.19), which is valid only for starters, this market follows the Any Participation rule. b. Participation Rule: Bets on this Market remain in force if the player mentioned in the Market description enters the field of play at any time during Regular Time, whether as a starter or a substitute. c. Void Rule: If a player remains on the bench for the entire match or is not included in the match-day squad, all Bets on that player for this
- Market are Void. d. Runners: All players who have taken part in the relevant match are considered as "Runners" (active participants). e. Own Goals: Own goals are not considered for the purpose of settling this Market and do not count toward the player's total.
- ● Settlement Examples: a. Example 1 (Winning Substitute): A Bet is on Player A to score "2 or more goals." Player A starts on the bench, enters as a substitute in the 70th minute, and scores two goals. The Bet on the Player A for Market "2 or more goals" is settled as a Win. b. Example 2 (Loss): A Bet is on Player B to score "2

or more goals." Player B starts the match and scores only 1 goal. The Bet on the Player B for the Market "2 or more goals" is settled as a Loss.

- Example 3 (Void): A Bet is on Player C to score "2 or more goals." Player C is in the squad but does not enter the field. The Bet on Player C for the Market "2 or more goals" is settled as Void.
- 1.32. Player to receive a Card
- Market Description: Bet on whether a specific player will receive a card during the match. This typically is a "Yes/No" Market or offered as "Player to be Carded".
- ● Participation Rule (Any Participation): Bets for a specific player for this
- Market remain in force if the player enters the field of play at any time during Regular Time, whether as a starter or a substitute.
- ● Void Rule: If a player is included in the team's official squad for the match but remains on the substitute bench and does not enter the field of play at any time, all Bets on that player for this Market are Void.
- ● Active Players Only: Only cards shown to a player while the player is active on the field of play count. Cards shown to a player who is on the bench (before entering or after being substituted) or shown after the final whistle are not considered for the purpose of settlement of this Market.
- ● Counting Logic: For the "Yes" outcome, the Bet is settled as a Win if the player mentioned in the Market description is shown any card (Yellow or Red) while active on the field of play. The specific weight or color of the card does not affect the outcome of this specific Market.
- 2. Example 2 (Void): Player B is on the official team sheet as a substitute but stays on the bench for the full 90 minutes. The Bet on this Player for this
- Example 3 (Inactive Card): Player C starts, is substituted out in the 60th minute, and then receives a yellow card while sitting on the bench in the 85th minute. This card does not count for settlement purposes of this Market. The Bet in Player C for this Marketis settled as a Loss.
- Specific markets
- 1.33. Total VAR / Video Review
- Market Description: Bet on the total number of official Video Assistant Referee (VAR) reviews conducted during a match (including Overtime if applicable per specific Market description).
- ● Official Confirmation: A VAR review is counted only where officially confirmed through visual evidence on the official broadcast through one of the following visible actions:
- ○ The head referee makes the "television signal" (drawing a rectangle/box in the air with their hands).
- ○ The head referee personally checks the incident at the pitch-side video review monitor (On-Field Review).
- ● Exclusions (Strictly NOT counted):
- ○ The message "Goal Check" or "Penalty Check" on the stadium scoreboard or TV graphics.
- ○ The referee putting their hand to their ear or talking to assistants via the headset.
- ○ Background VAR checks not accompanied by an official review signal or on-field review are disregarded.
- Settlement Source: Official TV Broadcasting.
- 1. Example 1 : The referee whistles, draws a "box" in the air, and runs to the screen. This is 1 VAR Review.
- 1.34. Post or Crossbar (Woodwork)
- Market Description: Bet on the total number of times the ball hits the goal frame (post or crossbar). The goal frame includes both goalposts and the crossbar.
- ● In Play Requirement: A hit is only counted if the ball remains in play after striking the frame (e.g., it bounces back to a player, the referee, or hits another post). Balls that hit the goal frame and go out of play, are not considered for the purpose of settlement this Market.

- ● Double Hits: If the ball hits one part of the frame (e.g., the post) and then immediately hits another (e.g., the crossbar) without being touched by anyone in between, it counts as one (1) hit.
- Settlement Source: TV Broadcast / Visual Evidence.
- 1. Example 1: A player shoots, the ball hits the post and bounces back to the goalkeeper. This is 1 hit.
- 2. Example 2: A player shoots, the ball hits the post, then the crossbar, and then goes out of play. Since no one touched it between hits, this is 1 hit.
- 1.35. Medical Team Entry
- Market Description: Bet on the total number of times a medical team enters the field of play to assist a player.
- ● Conditions for Count: An entry is only counted if the referee grants permission and the player actually receives assistance on the field.
- ● Simultaneous Entries: If the referee calls medical teams for both soccer teams at the same time (e.g., after a head-to-head collision), this is counted as one (1) entry.
- 1. Example 1: A player goes down, the referee waves the medical staff enter the field, and they treat the player. This is 1 entry.
- 2. Example 2: Two players from opposite teams collide. The referee signals for both medical teams to enter simultaneously. This is 1 entry.
- Example 3: Medical staff runs toward a player, but the referee has not given permission, or the player gets up and refuses help before they reach him. This is 0 entries.
- 1.36. Next Scoring Type
- Market Description: Bet on the specific method by which the next goal in the match will be scored.
- ● Free kick/Corner: The goal must be scored directly from the free kick/corner spot (as applicable). If the ball is deflected, it still counts as a free kick goal as long as the player taking the free kick or corner is officially awarded the goal.
- ● Penalty: The goal must be scored directly from the penalty spot. Goals scored from a rebound (after a save or hitting the woodwork) do not count as penalty goals.
- ● Header: The final touch resulting in the goal must be made with the head.
- ● Shot: Any non-header, non-penalty, non-free-kick, and non-own goal scored from open play or regular play restart.
- ● Own Goal: Any goal officially declared as an own goal.
- ● No Goal: If the specified goal is not scored by the end of the match.
- 1. Example (Penalty): A player takes a penalty, the keeper saves it, and the same player scores from the rebound. Market "Next Scoring Type" is settled as a Shot (or Header), not a Penalty.
- 2. Example (Freekick): A player hits a free kick, it clips a defender's shoulder and goes in. If the goal is awarded to the free-kick taker, it is settled as a Freekick.
- 1.37. Will be scored a headed goal
- Market Description: Bet on whether at least one goal in the match will be scored with a head.
- Settlement Nuances: Headed Goal: The scorer's final touch resulting in the ball crossing the goal line must be with the head.
- ● Own Goals: Own goals are excluded from this market. Even if a player scores an own goal with player’s head, it will not count toward the "Yes" outcome.

- Settlement Source (Priority):
- 1. WhoScored
- 2. FotMob
- 3. Sofascore
- 1. Example 1 (Win): An attacking player heads the ball into the opponent's net from a cross. The Bet on this Market is settled as a Win.
- 2. Example 2 (Loss): A player attempts to clear a cross with his head but accidentally scores a goal into his own net. This is an Own Goal and a Bet on this Market is settled as a Loss.
- 3. Example 3 (Loss): A player scores a goal with his shoulder or chest. Since the final touch was not the head, the Bet on this Market is settled as a Loss.
- 1.38. Penalty Shootout Markets
- ● Settlement Source: TV Broadcast / Official Match Feed.
- 1.38.1. Team & Match Totals (Over/Under, Odd/Even)
- ● Logic: Bet on the number of penalties scored by the Home team, Away team, or both combined.
- ● Odd/Even: Bets are settled based on the final number of converted penalties. If a team scores 4 penalties, the result is Even. If 3 — Odd.
- 1.38.2. Sudden Death (Yes/No)
- ● Logic: Bet on whether the shootout will reach the "Sudden Death" stage.
- ● Condition: “Sudden death” is deemed to be reached if the score remains equal after both teams have taken their first five penalties each .
- ● Note: If the shootout ends before or exactly at the 10th kick because one team has an insurmountable lead, the result is No.
- 1.38.3. Correct Score & Winning Margin
- ● Correct Score: Bet on the exact final score of converted penalties (e.g., 4–3, 5–4). Any score not explicitly listed in the Market falls under "Any Other Score."
- ● Winning Margin: Bet on the difference in the number of scored penalties between the winner and the loser.
- 1.38.4. Last Penalty Markets
- ● Last Penalty Team: Bet on which team will take the final penalty kick of the shootout. This Market is This is settled based on which team takes the kick that mathematically ends the shootout.
- ● Last Penalty Outcome: Bet on whether the very last kick of the shootout will be Scored or Missed (includes saves/off-target).
- 1.38.5. Numbered (Indexed) Penalties (Home/Away)
- ● Logic: Bet on whether a specific penalty (e.g., "Away Penalty 3") will be scored (Yes) or not (No).
- ● Note: These Markets are settled in real-time as soon as the specific kick is completed. If the specified indexed penalty is not taken, all Bets on that
- Market selection are Void.
- 1. Example (Total Goals): In a shootout, 9 penalties are taken in total. 5 are scored, 4 are missed. The "Total Goals" Market is settled as 5.

- 2. Example (Sudden Death): The score is 4–4 after 10 penalties (5 each). The shootout continues to the 11th and 12th kicks. "Sudden Death" is settled as Yes.
- 3. Example (Last Penalty Outcome): The score is 4–2. Team B takes their 4th penalty and misses. The shootout ends there. The "Last Penalty Outcome" is settled as Missed/No, and the "Last Penalty Team" is Team B.
- 1.39. First to happen / Last to happen
- Outcomes: Throw-in, Foul, Goal kick, Corner, Offside, Goal.
- Settlement Logic:
- ● First to happen: The Market is settled based on which of the listed Events occurs first in chronological order.
- ● Last to happen: The Market is settled based on which of the listed Events occurs last before the end of the match. Unless otherwise stated, settlement applies to Regular Time only.
- Settlement Nuances: Events are counted at the moment they are awarded or signaled by the referee (e.g., the whistle for a foul), not when they are actually taken.
- ● Events subsequently overturned or cancelled following VAR review are disregarded for settlement purposes.
- Settlement Source: TV Broadcast or official feed provider data.
- 1.40. Clean Sheet
- Market Description: Bet on whether a specific team will prevent their opponent from scoring any goals during the match.
- Outcomes: Yes / No.
- ● Yes: The team must concede zero (0) goals.
- ● No: The team concedes one (1) or more goals.
- ● Own Goals: Any own goal scored by the selected team is treated as a goal conceded by that team. In this case, the "Clean Sheet - Yes" Bet is settled as a Loss.
- ● Timeframe: Applies to Regular Time only, unless the Market name specifically states "including overtime."
- Settlement Source: Match Result / TV Broadcast.
- 1. Example (Win): The Bet on "Team A Clean Sheet - Yes." The match ends 0-0 or 2-0- the other team did not score goals. The Bet is settled as a Win.
- 2. Example (Loss): The Bet on "Team A Clean Sheet - Yes." Team A scores an own goal, and the match ends 1-1. The Bet is settled as a Loss.
- 1.41. Which team will win the rest (Rest of the Match)
- Market Description: Bet on which team will score more goals from the moment the Bet is accepted until the end of the match (within Regular Time). If the Bet is accepted after the match has ended or after the Market is no longer valid, the Bet is void.
- Settlement Logic: At the time the Bet is accepted, the score is considered to be 0-0, regardless of the actual current score in the match.
- ● Only goals scored after acceptance of the Bet has been accepted count toward the settlement of this Market.
- Outcomes: Home, Draw, Away.
- 1.42. Bore Draw
- Settlement Rule

- a) Markets eligible for Bore Draw will be identified accordingly. The applicable Bore Draw conditions will be made available within the Sportsbook interface via special Bore Draw tag (including on the Event page or “My Bets” section).
- b) The availability of the Bore Draw tag, including applicable conditions and eligible Markets, is determined solely at the discretion of the Sportsbook and may vary.
- d) Market selections that are winning at the time of settlement (including Bets correctly predicting a 0–0 outcome, where applicable) will be settled as per Rules and are not affected by this feature.
- Market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Bore Draw markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.
- 2. Tennis.
- Tennis Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common tennis terms and do not constitute the definitive criteria for the Settlement of Bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Ace: A legal serve that lands in the service box and is not touched by the receiver's racket, resulting in a point for the server.
- ● Abandonment: When a match is stopped before its scheduled completion (e.g., due to weather, darkness, or player retirement) and is not resumed or completed within the timeframe provided under Rule 6.2.2 or the applicable tennis-specific rules. .
- ● Double Fault: Two consecutive illegal serves (e.g., hitting the net or landing outside the service box) by the same player during a single point, resulting in the loss of that point.
- ● Natural Conclusion: A settlement principle where a Bet is resulted if the Outcome was already unconditionally determined at the time of retirement/abandonment and could not have changed regardless of further play.
- ● Void : The cancellation of a Bet occurring when a Match is abandoned or a player retires before a Market's Outcome is determined where the Stake is returned to the End User.
- 2.1. General Match Conditions
- 2.1.1. Change of Circumstances:
- Unless otherwise expressly stated, all Bets on relevant Match remain valid notwithstanding:
- ● a) Change of venue.
- ● b) Change of day of the match and/or schedule.
- ● c) Change of surface on which the match is played.
- ● d) Change from indoor to outdoor court or vice versa.
- 2.1.2. Delays and Interruptions:
- 2.1.3. Incorrect Information:
- 2.2. Scoring and Format
- 2.3. Retirement, Walkover, and Abandonment
- 2.3.1. General Rule:
- 2.3.3. Natural Conclusion Principle:
- A Market shall be settled if, at the time of Retirement or Abandonment, its Outcome has already been unconditionally determined and could not be altered by any remaining possible play should the Match be

played to its natural conclusion.

- 2.3.4. Calculation Examples (Natural Conclusion):
- ● c) Handicaps: A match is abandoned at 6-4, 4-6, 5-5. Bets on a player with a +2.5 handicap (or higher) are Won, and -2.5 handicap (or lower) are Lost. All handicaps between -2 and +2 are Void.
- 2.4. Statistical Markets (Aces, Double Faults, Break Points)
- 2.4.1. Settlement Sources:
- 2.4.2. Retirement or Disqualification:
- If a Match is not completed due to retirement or disqualification, all statistical Markets relevant to that Match and not already determined under the Natural Conclusion Principle shall be Void.
- ● Example: If a Bet is placed on "Over 5.5 Aces" and the player has already served 6 aces before retiring, the Bet is settled as a Win. If they had only 3 aces before retiring, the bet is Void.
- 2.4.3. Break Points:
- Break Points Won: Only successfully converted break points are counted.
- ● Total Break Points: Refers to the total number of break point opportunities created, regardless of whether they were converted.
- 2.4.4. Match Tie-break (Super Tie-break):
- All aces, double faults, and other statistics recorded during a Match Tie-break (Super Tie-break) count toward the final match totals.
- 2.4.5. First to occur (First Ace / First Double Fault):
- These Markets are settled as soon as the Event occurs.
- ● If a player retires before the first ace or double fault has occurred, all Bets on this Market are Void.
- ● If the Event has already occurred before the retirement, all Bets on this
- Market stand.
- 2.4.6. Most Stats (1X2 / Handicaps):
- Markets such as "Most Aces", "Most Double Faults", or "Aces Handicap" are declared Void if the Match is not completed due to retirement or disqualification.
- ● Logic: A 1X2 or Handicap result cannot be unconditionally determined because the player who is trailing could theoretically have overtaken their opponent had the match continued.
- 2.5. Change of Match Format
- 2.5.1. General Logic:
- If the official format of a Match is changed (e.g., the number of sets is reduced from Best of 5 to Best of 3, or "Short Sets" are introduced), the following rules apply:
- ● Match Winner & Set Winner: Bets on these Markets stand.
- ● Totals & Handicaps: All Bets on Match Totals (Games/Sets) and Handicaps are Void, unless the outcome has been unconditionally determined at the time of format change.
- 2.5.2. Note on Surface/Venue:
- As stated in Rule 2.1.1, changes in surface or moving from indoor to outdoor courts do not constitute a change of format, and all Bets on the relevant Match stand.
- 2.6. Tie-break in Match (Yes/No)
- 2.6.1. Definition:
- This Market refers strictly to a standard tie-break played when the score reaches 6-6 in any set.
- 2.6.2. Match Tie-break Exception:

- A Match Tie-break (Super Tie-break) played in place of a final set (as per Rule
- 2.2.1) does not count as a tie-break for the purposes of settlement of this Market.
- 2.6.3. Abandonment:
- If a standard tie-break has already occurred in the Match before Abandonment, the
- Market shall be settled as Yes.
- ● If the Match is abandoned before a tie-break had occurred, the Market shall be Void unless a tie-break can no longer occur under any remaining possible scoring scenario.
- 2.7.1. General Rule:
- All Bets on the Correct Set Score (e.g., 2-0, 2-1, 1-2, 0-2) are Void if the match is not completed.
- 2.7.2. Natural Conclusion (Impossible Outcomes):
- If the Match is abandoned, any correct score Outcomes that are no longer unconditionally achievable based on the current set score shall be settled as a Loss.
- ● Example: In a best-of-3 match, Player A has already won the first set (1-0). The match is then abandoned. The Bet on "Player B to win 0-2" is settled as a Loss, while all other score lines (2-0, 2-1, 1-2) are Void.
- 2.8.1. Completion Requirement:
- 2.9.1. Point Winner:
- 2.9.2. Penalty Points:
- If a point is awarded by the umpire as a penalty point, the Market will be settled based on that award.
- 2.9.3. Abandonment during Point:
- If a player retires or a match is abandoned during the play of a specific point, all Bets on that point winner will be Void.
- Basketball Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common basketball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● 2-Point Field Goal: A successful shot made from anywhere inside the three-point arc.
- ● 3-Point Field Goal: A successful shot made from beyond the three-point line.
- ● Assist: A pass to a teammate that leads directly to a made field goal.
- ● Block (Blocked Shot): Occurs when a defensive player legally touches a field goal attempt from an opponent, preventing it from being successful.
- ● Double-Double: When a player records 10 or more in at least two of the following categories: Points, Rebounds, Assists, Steals, or Blocks.
- ● Field Goal: Any basket scored during live play, including 2-point and 3-point shots, but excluding free throws.
- ● Free Throw: An unopposed shot attempt from the foul line awarded to a player after certain fouls committed by the opposition.
- ● Incl. Overtime: A Market suffix indicating that settlement includes all statistics recorded during extra periods.
- ● Natural Conclusion: A principle where a Bet is settled if the outcome has been unconditionally determined and cannot be affected by any remaining play.
- ● Overtime (OT): An extra period(s) played to determine a winner when the score is tied at the end of Regular Time.

- ● Rebound: The act of gaining possession of the ball after a missed field goal or free throw. This includes both Offensive Rebounds (gained by the attacking team) and Defensive Rebounds (gained by the defending team).
- ● Regular Time: The duration of the match consisting of four quarters, excluding any overtime periods.
- ● Steal: Occurs when a defensive player legally gains possession of the ball from an opponent by intercepting a pass or taking the ball away during live play.
- ● Triple-Double: When a player records 10 or more in at least three of the following categories: Points, Rebounds, Assists, Steals, or Blocks.
- 3.1. Overtime (OT) Settlement:
- ● Default Rule: All Markets are settled based on the result at the end of Regular Time (4 quarters) unless the Market name expressly includes Overtime (e.g., by adding "(incl. Overtime)" in the title).
- ● Segments:
- ○ Halves: 1st Half results consist of the 1st and 2nd quarters. 2nd Half results consist of the 3rd and 4th quarters only. Overtime is excluded from 2nd Half markets unless specifically stated otherwise in the
- Market name.
- ○ Quarters: Markets for specific quarters (1st, 2nd, 3rd, 4th) are settled based strictly on the score within that specific quarter and do not include Overtime.
- 3.2. Abandoned Matches & Natural Conclusion Principle:
- ● If a match is abandoned before the completion of Regular Time, all Markets that have not been settled at the time of abandonment will be Void. Exception: Markets that have already reached a Natural Conclusion (e.g., "Race to 20 points" where a team has already scored 20, or "Total Over 180.5" where the score is already 95-90) will be settled based on the results achieved at the moment of abandonment.
- 3.3. Postponements & Venue Changes:
- ● Venue Change: If the venue of a Match is changed but the Home team is still designated as the "Home" team, all Bets for that Match stand. If Home and Away teams for a Match are reversed, Bets placed on the original fixture will be voided.
- 3.4. Incorrect Time/Scoreboard:
- 3.5. Draw/Tie Result & Qualification OT:
- ● Qualification OT: If a match ends in a tie but overtime is played solely for qualification purposes (e.g., 2nd leg of a cup), all Markets for the relevant Match are settled based on the score at the end of Regular Time.
- ● Money Line (2-Way): If a "2-Way Money Line" (excluding OT) is offered and the match ends in a draw, the Market will be Void.
- 3.6. General Settlement Logic for Statistics
- ● Overtime: In accordance with Rule 3.1, statistical Markets are settled based on Regular Time results unless the Market name specifically includes "(incl. overtime)".
- ● Market Types: * 1X2: Bet on which team will record a higher value of the specified stat.
- ○ Handicap: Bet on the winner of the stat after the specified handicap is applied.
- ○ Total: Bet on whether the combined total (or team total) will be Over or Under the line.
- 3.7. Rebounds (Totals / Handicaps / 1x2)
- ● Calculation Nuance: Settlement is based strictly on the sum of individual Offensive and Defensive rebounds credited to specific players.
- ● Exclusion of Team Rebounds: "Team Rebounds" (rebounds credited by officials to a team as a whole rather than an individual player, e.g., after a ball goes out of bounds on a missed free throw) are strictly excluded.

- ● Final Total: Only the sum of individual player stats found in the official box score counts toward the total.
- 3.8. Fouls (Totals / Handicaps / 1x2)
- ● Logic: Settled based on the total number of personal fouls whistled against a team and recorded in the official box score.
- ● Exclusions: Technical fouls on the coach, bench fouls, or administrative fouls that are not credited to a specific player are excluded unless they are expressly recorded as player fouls in the official box score.
- 3.9. Assists (Totals / Handicaps / 1x2)
- ● Logic: Settled based on the number of successful passes leading directly to a basket, as officially recorded by the league's statisticians.
- 3.10. Steals (Totals / Handicaps / 1x2)
- ● Logic: Settled based on the number of times a defensive player legally gains possession of the ball from an opponent during live play.
- 3.11. 2-Points & 3-Points (Totals / Handicaps / 1x2)
- ● Logic: Settlement is based on the number of successful (Made) field goals from the respective range.
- ● Note: These Markets count the number of shots made, not the total points resulting from them (e.g., five successful 3-pointers count as 5, not 15), unless the Market name specifies "Points from...".
- 3.12.1. Participation & "Runner" Rules
- ● Non-Runners: If a player does not enter the court at any point during the entire match, they are considered a "Non-Runner," and all Bets on these Markets for the relevant Match on that player will be declared Void.
- ● "First To" Exception: For Markets such as "First Player to Score [Stat]", the Bet will be Void if the selected player did not start the match on the court (at the moment the relevant event occurs).
- 3.12.2. Settlement & Overtime
- ● 48-Hour Rule: If a game is postponed or abandoned and not resumed within 48 hours of the original scheduled start time, all pending player Bets on these Markets for the relevant Match will be Void, unless the result has already been unconditionally determined (Natural Conclusion).
- ● Official Sources: Results are settled based on the official box score provided by the respective league (e.g., NBA, NCAA, Euroleague, etc.).
- ● Finality of Statistics: Settlement is based on the final official box score. Subsequent changes or corrections made by leagues after the initial official settlement has been processed will not be considered.
- 3.12.3. Grouped Market Definitions
- ● Individual Totals (Points, Rebounds, Assists, Steals, Blocks, 3-PT Made): Settled based on the specific statistic credited to the player in the official box score. If the player's final score equals the set Line, the Bet is Void .
- ● Performance Targets ("At least X"): Bet is settled as a Win if the player meets or exceeds the target (e.g., "25+ Points" wins if the player scores 25, 26, or more).
- ● Combo Markets (e.g., P+R+A): Calculated by summing the individual stats specified in the Market name (e.g., Points + Rebounds + Assists).
- ● Double-Double / Triple-Double: A player must reach double digits (10 or more) in two (Double-Double) or three (Triple-Double) of the following categories: Points, Rebounds, Assists, Steals, or Blocks.
- ● Head-to-Head (H2H): 1v1: Bet on which player will achieve a higher stat. If players tie, the Market is settled as Void.
- ○ 1v2 or 1v3: The selected player must outscore all other listed opponents. A tie for the highest result among players mentioned in the relevant Market selection leads to the Bet being Void.

- 3.13. Winning Margin (incl. overtime):
- Bet on the specific range of points by which a team wins. Settlement is based on the final score, including any Overtime periods played.
- 3.14. Race to X Points (incl. overtime):
- Bet on which team will be the first to reach the specified number of points.
- ● If the match is abandoned before either team reaches the target, the Bets on this Market are Void unless the target was already reached prior to Natural Conclusion.
- ● If the match ends (including Overtime) and neither team has reached the target, Bets on this Market are Void unless a "Neither" option was chosen (if offered).
- Bet on the maximum point difference achieved by either team at any stage of the match, including Overtime. This is settled based on the highest lead recorded in the official play-by-play data. If the match is abandoned, the Market shall be settled based on the largest lead achieved up to the point of Natural Conclusion.
- 3.16. First Three-Pointer (incl. Overtime):
- Predict which team will score the first successful 3-point field goal of the match. If no 3-point field goal is scored during the match, Bets on this Market shall be Void unless a "No 3-Pointer" option was offered. If the match is abandoned before a 3-point field goal is scored, Bets on this Market shall be Void.
- 3.17. Highest Scoring Quarter / Half:
- Bet on which quarter or half will result in the highest combined total points.
- ● Note: For the purposes of this Market, Overtime is excluded.
- ● If two or more quarters or halves share the highest total score, settlement shall be determined in accordance with Dead Heat rules, unless a "Tie" selection is explicitly offered in the Market.
- 3.18. First Point Method (incl. Overtime):
- Bet on how the first point(s) of the match will be scored. Standard options include: Free Throw, 2-Point Field Goal, and 3-Point Field Goal. If the match is abandoned before any points are scored, Bets on this Market for the relevant Match shall be Void. The Market is settled after the moment the first scoring action occurs.
- 3.19. Last Point Method (incl. overtime):
- Bet on how the final point(s) of the match (including any Overtime periods) will be scored. Standard options include: Free Throw, 2-Point Field Goal, and 3-Point Field Goal. If the match is abandoned before completion, Bets on this Market shall be Void unless the final scoring action has already occurred and no further scoring is possible.
- American Football Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common American Football terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Assisted Tackle: A tackle where two or more defensive players contribute to stopping the ball carrier. The sum of Solo and Assisted tackles equals "Total Tackles."
- ● Field Goal: A scoring play worth 3 points, achieved by kicking the ball through the opponent's goalposts.
- ● Fumble: When a player loses possession of the ball after having had control of it, before being tackled or out of bounds.
- ● Interception: When a defensive player catches a pass intended for an offensive receiver, resulting in a change of possession.

- ● Natural Conclusion: A settlement principle where a Bet is resulted if the outcome was already determined and could not have changed regardless of further play.
- ● Passing Yards: The total net yardage gained by a quarterback through successful pass completions.
- ● Punt: A kick performed by the offense (usually on 4th down) to move the ball downfield and relinquish possession to the opponent.
- ● Receiving Yards: The total net yardage gained by a player who catches a forward pass.
- ● Rushing Yards: The total net yardage gained by a player carrying the ball from the line of scrimmage (e.g., a handoff or a quarterback scramble).
- ● Sack: Occurs when a defensive player tackles the quarterback behind the line of scrimmage before they can throw a pass.
- ● Safety: A scoring play worth 2 points, occurring when the offensive ball carrier is tackled in their own end zone or a foul is committed by the offense in their end zone.
- ● Solo Tackle: A tackle credited to a single defensive player who stops the ball carrier unassisted.
- ● Touchdown (TD): A scoring play worth 6 points, achieved by carrying the ball into or catching it within the opponent's end zone.
- ● Turnover on Downs: Occurs when the offense fails to gain the required 10 yards for a new set of downs within their four attempts.
- 4.1. Overtime (OT) Settlement:
- As a default rule, Markets do not consider Overtime unless expressly stated otherwise in the Market name (e.g., by adding "(incl. Overtime)" in the title).
- 4.2. Delays and Interruptions:
- 4.3. Abandoned or Postponed Matches (NFL Week Rule):
- All match Markets are Void unless the match is completed within the same NFL weekly schedule (Thursday - Wednesday local stadium time).
- 4.4. Incorrect Information/Score:
- 4.5. Time Errors:
- 4.6. Settlement Sources:
- 4.7. Segment Logic (Quarters & Halves):
- ● Quarters: Bet on Markets for a specific quarter (1st, 2nd, 3rd, 4th) are settled strictly on the score of that quarter. Overtime is always excluded.
- ● Halves: 1st Half results consist of the 1st and 2nd quarters. 2nd Half results consist of the 3rd and 4th quarters. Overtime is excluded from 2nd Half markets unless the market specifically states "(incl. Overtime)".
- 4.8. Abandonment & Natural Conclusion:
- ● If a match is abandoned before the completion of the relevant period (Quarter, Half, or Match), all unsettled Markets for that Match shall be Void.
- ● Exception: Markets that have already reached a Natural Conclusion (e.g., a "First Quarter Total" once the 1st quarter is finished, or "Team to score next Touchdown" after a touchdown is confirmed) will be settled based on the results achieved at the moment of abandonment.
- 4.9. Money Line Tie Rule:
- For "2-Way" Money Line markets (without a draw option), if the match ends in a tie after any played Overtime, Bets on this Market are Void.
- 4.10. Touchdowns (Total / Team / Period):

- Logic: Bet on the total number of touchdowns scored by either team (Total), a specific team (Team Total), or within a defined period (Quarter/Half).
- ● Settlement: Bets on the Markets are settled based on the number of successful touchdowns recorded in the official box score.
- ● Overtime: Statistics recorded during Overtime are included only if the Market name specifically includes " (incl. Overtime)". Otherwise, settlement is based on Regular Time data.
- ● Period Specifics: For period-specific Markets like "1st Half - Total Touchdowns" or "1st Quarter - Total Touchdowns," only touchdowns scored within that specific time frame are counted.
- 4.11. Field Goals Made (Total / Team / Period):
- ● Logic: Bet on the total number of successful field goals made.
- ● Successful Only: Only field goals that are officially "Made" count toward the total. Attempted but missed field goals, or field goals nullified by penalties, are excluded.
- ● Overtime: Statistics recorded during Overtime are included only if the market name specifically includes " (incl. overtime)".
- ● Period Specifics: For Markets like "1st Quarter - Total Field Goals," only field goals made within that specific quarter count.
- 4.12. Odd/Even Markets (Points / Stats):
- ● Logic: Bet on whether the total sum of points, touchdowns, or other specified statistics will be an Odd or Even number.
- ● Zero (0) Rule: If the total score or the total number of a specific statistic is zero (0), it will be considered as Even for settlement purposes.
- ● Overtime: These markets follow the general overtime rule (Section 4.1) and exclude Overtime unless stated otherwise.
- General Participation & Match Conditions
- 4.13.1. Participation (Action):
- 4.13.2. Retirement/Injury:
- 4.13.3. Overtime (OT):
- All player prop Markets include Overtime for settlement purposes.
- abandoned, or postponed and is not resumed within 48 hours of the original scheduled start time, Bets on all affected pending player-specific Markets will be Void.
- ● Exception: Markets that have already reached a Natural Conclusion prior to the abandonment will be settled based on the results achieved.
- 4.13.5. Official Data Sources:
- 4.13.6. Venue Change:
- 4.13.7. Performance Targets ("At Least" / "Target"): Bets on Single player
- performance Markets (targets) are settled as a Win if the player mentioned in the relevant Market meets or exceeds the specified target.
- ● Example: A Bet on "At least 50 Rushing Yards Player A" (50+) is a winner if the Player A records 50, 51, or more yards.
- 4.13.8. Over/Under (Totals):
- If the player’s final score equals the line set in the description of the Market (in cases where a whole number line is offered, e.g., 50.0), the Bet on this Market is Void. If a Market on half-number line is offered (e.g., 50.5), the Bets on such a

- Market shall stand as the result will always be either Over or Under the line.
- 4.13.9. Head-to-Head (H2H):
- ● 1v1: Bet on which player will achieve a higher statistic. In the event of a tie, the Bet on this Market involving the relevant players is declared Void .
- ● 1v2 / 1v3: For the Bet on this market to win, the selected player must outscore all other opponents listed in the Market description. If there is a tie for the highest result between the players mentioned in the Market description, the Bet is declared Void .
- 4.13.10. Touchdown Scorer (Player & Team Passing):
- A Standard Touchdown is credited only to the player who carries or receives the ball in the end zone.
- ● Passing Touchdowns thrown by a quarterback do not count toward that player's individual "Touchdown Scorer" total Market (they are settled under specific "Passing Touchdowns" markets).
- 4.13.11. Yardage (Passing, Rushing, Receiving):
- Bets on this Market are settled based on the total net yards officially credited to the player mentioned in the Market description. Rushing yards involve carries, Receiving yards involve receptions, and Passing yards involve completions.
- 4.13.12. Tackles and Assists:
- Bets on this Market are settled based on "Total Tackles," which is defined as the sum of Solo Tackles + Assisted Tackles recorded in the official box score.
- 4.13.13. Sacks, Interceptions, and Receptions:
- Bet on this Market are settled based on the official count for each specific category mentioned in the Market description. Sacks may include half-sacks (0.5) if officially recorded.
- 4.13.14. Statistic Double / Triple:
- Bet on whether a player mentioned in the Market description will reach a double-digit (10+) or triple-digit (100+) value in the specified categories (e.g., 100+ Rushing Yards).
- 4.14. First Offensive Drive Markets (Score/Outcome):
- ● Any result other than an offensive Touchdown or Field Goal (e.g., Punt, Turnover, Safety, or End of Half) for the purpose of this Market of the relevant Match will be settled as "No". First Drive Outcome: Bet on the specific result of the first offensive Drive. Typical options include: Offensive Touchdown, Field Goal, Punt, and Turnover (includes Interceptions, Fumbles, and Turnover on Downs).
- 4.15. Team to Score Xth Touchdown:
- Logic: Bet on which team will score the specific touchdown designated by the number "X" (e.g., "Team to score 3rd Touchdown").
- Settlement: Bets on this Market are settled as soon as the specified touchdown is officially confirmed. No Touchdown Scored: If the match ends or is abandoned before the "Xth" touchdown is scored, the Market for that specific touchdown is declared Void .
- 4.16. Next Touchdown Scorer (incl. Overtime):
- ● Unlisted Players: If the player who scores the touchdown is not offered as an individual Market selection, Bet on the Markets the "Other Player" or "Field" outcome (if provided) will be settled as the winner. If no such option exists, the
- Market is settled based on official data or declared Void as per specific
- Market conditions.
- 5. Ice Hockey
- Ice Hockey Glossary of Terms (A-Z)

- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Ice Hockey terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Bench Minor Penalty: A penalty awarded to a team rather than a specific player (e.g., Too Many Men on the Ice). It is served by any player who was on the ice at the time of the infraction.
- ● Double-Minor Penalty: An infraction resulting in 4 minutes of penalty time (2+2). For Bet settlement on the number of minor penalties, this counts as two (2) separate minor penalties.
- ● Empty Net Goal: A goal scored when the opposing team's goalkeeper has been pulled from the ice (usually for an extra attacker).
- ● Minor Penalty: A 2-minute penalty for a less severe infraction of the rules.
- ● Natural Conclusion: A settlement principle where a Bet is resulted if the outcome is already determined and could not change regardless of further play before an abandonment.
- ● Power Play: A situation where one team has a numerical advantage on the ice because one or more opposing players are serving penalties.
- ● Puck Line: A hockey-specific term for a point spread or handicap, typically set at +/- 1.5 goals.
- ● Regular Time: The three standard 20-minute periods of play. This excludes Overtime and Penalty Shootouts.
- ● Shorthanded Goal: A goal scored by a team that has fewer players on the ice than their opponent due to serving a penalty.
- ● Shot on Goal: Any puck attempt that either results in a goal or would have gone into the net if not for a save by the goalkeeper. Shots hitting the post or crossbar are not counted.
- General Ice Hockey Rules
- 5.1. Regular Time Settlement:
- All Markets (except period, Overtime, and penalty shootout markets) are considered for Regular Time only unless otherwise is expressly mentioned in the respective market.
- 5.2. Penalty Shootout Logic (+1 Goal):
- 5.3. Abandonment and Natural Conclusion:
- ● If a match is abandoned before the completion of Regular Time, all Markets that have not reached a Natural Conclusion will be Void .
- ● Markets that have already been unconditionally determined at the time of abandonment (e.g., "1st Period Winner" if the 1st period is finished, or "Total Goals Over 2.5" if 3 goals have already been scored) will be settled based on the score at the time of abandonment.
- 5.4. Postponement and Rescheduling (48-Hour Rule):
- ● Live Events: If a Market remains open when goals or penalties have already taken place.
- ● Incorrect Information: If teams or players are displayed incorrectly.
- 5.6. Settlement Sources:
- Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., Official Site of the National Hockey League | NHL.com) unless there is clear evidence that the statistics are incorrect.
- Ice Hockey Statistical Markets (Team Stats)
- 5.7. Overtime Default for Statistics:

- All statistical Markets listed in this section (including Shots on Goal, Penalties, and Power Play Goals) are settled based on Regular Time (60 minutes) only, unless the
- Market name specifically includes the "(incl. Overtime)" suffix.
- 5.8. Shots on Goal (Total / Team / Period):
- ● Definition: A "Shot on Goal" is defined as any puck attempt that either goes into the net as a goal or would have gone into the net if not for a save by the goalkeeper.
- ● Exclusions: Shots that hit the goalpost or crossbar, and shots that are blocked by a defending player (other than the goalie) before reaching the net, are not counted as Shots on Goal.
- ● Settlement: Bets on Markets are settled based on the official statistics provided by the league's governing body.
- 5.9. Minor Penalties (Total / Team / Period):
- ● Definition: A "Minor Penalty" is a 2-minute infraction.
- ● Counting: Settlement is based on the number of minor penalties awarded, not the total minutes served. For example, one Double-Minor penalty (2+2 minutes) is counted as two (2) minor penalties for settlement purposes.
- ● Bench Minors: Minor penalties served by a team (Bench Minors) are included in the Team Total and Match Total.
- 5.10. Power Play Goals (Total / Team / Period):
- ● Definition: A "Power Play Goal" is a goal scored by a team while they have a numerical advantage on the ice due to at least one opponent serving a penalty.
- ● Shorthanded Goals: Goals scored by the team currently serving a penalty (Shorthanded Goals) do not count toward Power Play Goal markets.
- ● Empty Net: If a team scores a goal while on a power play but the opposing team has pulled their goalie for an extra attacker, it still counts as a Power Play Goal.
- Ice Hockey Player Props Markets
- 5.11. Ice Hockey Player Props Rules:
- All player prop Markets are settled as soon as the final official box score is received from the data providers. Bets on all player Markets include Overtime for settlement purposes but exclude Penalty Shootouts, with the exception of the "Anytime Goalscorer" Market (see Section 5.11.11).
- General Participation & Conditions
- abandoned, or postponed and is not resumed within 48 hours of the original scheduled start time, Bets on all pending player prop Markets will be Void.
- ● Exception: Markets that have already reached a Natural Conclusion prior to the abandonment will be settled based on the results achieved at the time of abandonment.
- 5.11.4. Official Data & Revisions: Settlement is based on the final official box score. Once the settlement is completed, any subsequent statistical corrections or revisions made by official leagues will not be considered and will not be re-settled.
- Market Logic
- 5.11.5. Performance Targets (1+, 2+, etc.): Single player performance "Target" Markets are settled as a Win if the player mentioned in the Market description hits the mentioned target or more.
- ● Example: A Bet on Market "Player A At least 2+ Points" is a winner if the Player A records exactly 2, 3, or more points.
- 5.11.6. Over/Under (Totals): Bets on whether the player's total will be Over or Under the line specified in the Market description. If the player's final result equals the Line specified in the Market description (in cases of

whole number lines), the Bet on the relevant Market shall be Void.

- Statistical Definitions
- 5.11.7. Player Goals: Credited to the player who scores the goal in Regular Time or Overtime. Goals scored in Penalty Shootouts are not counted.
- 5.11.8. Player Assists: Credited to the player(s) (up to two per goal) who touched the puck before the goal scorer, as officially recorded in the box score.
- 5.11.9. Player Points: Calculated as the sum of Goals + Assists officially credited to the player.
- 5.11.10. Player Shots on Goal: Any puck attempt that either results in a goal or would have gone into the net if not for a save by the goalie. Shots hitting the post/crossbar or blocked by a defender (not the goalie) do not count toward this total.
- 5.11.11. Anytime Goalscorer
- "Anytime Goalscorer" Market is settled based on Regular Time (60 minutes) only.
- ● Exclusion of Overtime: Goals scored during Overtime or Penalty Shootouts do not count for this specific Market.
- ● Contrast with Player Goals: "Player Goals" (Total) Market may include Overtime in mentioned in the Market description, "Anytime Goalscorer" is a separate proposition limited to the 3 standard periods of play.
- ● Own Goals: Own goals are not considered for settlement and are ignored for this Market.
- ● Participation: Bets on this Market stand if the player mentioned in the Market description participates in the match (as defined in 5.11.1). If the player mentioned in the Market description is in the squad but does not enter the ice, the Bets on this Market involving the relevant player are Void.
- 6. Baseball

- Baseball Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Baseball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● At Bat (AB): An official turn at batting that does not result in a walk, hit by pitch, or sacrifice.
- ● Extra Innings: Additional periods of play used to break a tie after the standard number of innings (usually 9) has been completed.
- ● Inning: A unit of play consisting of a "top" half (away team bats) and a "bottom" half (home team bats).
- ● Mercy Rule (Knockout Rule): A regulation that ends a game early if one team establishes a lead of a specified number of runs after a certain number of innings.
- ● Money Line: A market where the bet is on the outright winner of the match, typically including extra innings.
- ● Pitcher Strikeout (K): Occurs when a pitcher records three strikes against a batter, resulting in an out.
- ● Run Batted In (RBI): A statistic credited to a batter when their action (hit, sacrifice, etc.) causes a run to score.
- ● Run Line: The point spread or handicap in baseball, usually set at +/- 1.5 runs.
- ● Starting Pitcher: The pitcher who throws the first pitch for their team. The Pitcher mentioned in the Market description needs to start for Bets on the relevant Market to have action.
- ● Total Bases: The total number of bases a batter gains from hits only: Single (1), Double (2), Triple (3), and Home Run (4). Walks, hit by pitches, and errors are not included.
- General Baseball Rules

- 6.1. Innings and Extra Innings:
- All Markets are considered for Regular Time only (9 innings, or 8.5 innings if the home team is leading) unless otherwise is expressly mentioned in the respective
- Market description. For the avoidance of doubt, the majority of Baseball Markets (including Money Line, Run Line, and Total Runs) are typically offered including Extra Innings - as indicated in the Market description.
- 6.2. Minimum Play and Mercy Rule Logic:
- 6.2.2. Scheduled Shortened Formats:
- 6.2.3. Mercy Rule Exception:
- 6.2.4. Unplayed Innings:
- In the event of a Mercy Rule conclusion or any other early termination, Bets on any specific Markets for innings that were not played (e.g., "8th Inning Winner" or "9th Inning Total Runs") will be Void.
- 6.2.5. Natural Conclusion:
- 6.3. Pre-Match Winner Market (4.5/5 Innings Rule):
- 6.5. Abandonment:
- If a match is abandoned or terminated before reaching the official minimum play requirement, Rule 6.4 shall apply. If the match is not resumed within the 48-hour period specified in Rule 6.4, Bets on all Markets that have not reached a Natural Conclusion will be declared Void..
- 6.6. Error Corrections and Voiding Rights:
- 6.7. Settlement Sources:
- Bets on Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., MLB.com | The Official Site of Major League Baseball) unless there is clear evidence that the statistics are incorrect.
- Baseball Player Props Markets
- 6.8. Baseball Player Props Rules:
- Bets on all player prop Markets are settled based on the official box score provided by the relevant league's official association (e.g., MLB.com | The Official Site of Major League Baseball). All player prop Markets include Extra Innings for settlement purposes unless otherwise stated.
- 6.8.1. Participation (Starting Lineup):
- For Baseball player props to have action, the selected player must be in the starting lineup and must participate in a game. If a player does not meet these conditions, all Bets on Markets involving that player will be Void.
- 6.8.2. Starting Pitcher Requirement:
- 6.8.3. Abandonment & Official Results:
- 6.8.4. Postponement & Rescheduling (48-Hour Rule):
- If a game is cancelled, abandoned, or postponed and is not resumed within 48 hours of the original scheduled start time, Bets on all pending player prop Markets will be Void , unless a result was already unconditionally determined.
- 6.8.5. Performance Targets (1+, 2+, 3+, etc.):
- Bets on single player performance "Target" Markets (e.g., "Batter to record 2+ Hits") are settled as a Win if the player mentioned in the Market description meets or exceeds the specified target.
- 6.8.6. Over/Under (Totals):
- Bets on whether the player’s total will be Over or Under the Line specified in the

- Market description. If the player’s final score equals the Line specified in the Market description (in cases of whole number lines), the Bet shall be Void.
- 6.8.7. Batter Hits:
- Bets on this Market are settled based on the number of official hits recorded (Singles + Doubles + Triples + Home Runs). Bases reached via Walks (BB), Hit by Pitch (HBP), Errors, or Fielder’s Choice do not count for the purposes of this Market.
- 6.8.8. Batter Home Runs:
- Bets on this Market are settled based on the total number of home runs hit by the player mentioned in the Market description.
- 6.8.9. Pitcher Strikeouts:
- Bets on this Market are settled based on the total number of batters struck out (K) by the pitcher mentioned in the Market description.
- 6.8.10. Batter Total Bases:
- Bets on this Market are settled based on the total bases accumulated from hits only: Single = 1, Double = 2, Triple = 3, Home Run = 4.
- 6.8.11. Batter Runs + Runs Batted In (Runs + RBI):
- Bets on this Market are settled based on the combined sum of Runs Scored and Runs Batted In (RBI).
- 6.8.12. Player Hits Allowed:
- 6.8.13. Player Performance Double:
- 7. Handball
- Handball Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Handball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● 7-Metre Throw (Penalty): A direct shot at goal from the 7-metre line, awarded after a foul that destroys a clear chance of scoring.
- ● Fast Break: A quick offensive move where a team attempts to score before the opponent can set up their defense.
- ● Free Throw: A method of restarting play after an infringement by the opposing team.
- ● Overtime (Extra Time): Additional periods played to determine a winner in case of a Draw in knockout matches. Standard overtime consists of two 5-minute halves.
- ● Progressive Punishment: A system of fouls leading to a yellow card, a 2-minute suspension, and eventually a red card (disqualification).
- ● Regular Time: The standard 60-minute duration of a match (two halves of 30 minutes each).
- ● Shootout (7-Metre): A series of penalty throws used to determine a winner after overtime has failed to break a tie.
- ● Walking (Steps): A violation where a player takes more than three steps without dribbling the ball.
- General Handball Rules
- 7.1. Regular Time Settlement:
- All Markets are settled based on the result at the end of Regular Time (60 minutes of play) only, unless otherwise expressly mentioned in the Market name (e.g., Markets including the suffix "incl. Overtime"). Overtime and 7-metre shootouts are excluded from standard match Markets.

- 7.2. Postponement and Rescheduling (48-Hour Rule):
- Bets on all Markets on a postponed or cancelled match will be Void if the match is not started or resumed within 48 hours of the original scheduled start time.
- 7.3. Abandonment and Natural Conclusion:
- If a match is abandoned before the completion of Regular Time, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- ● Bets on Markets that have reached a Natural Conclusion (e.g., "1st Half Total" if the first half is finished) will be settled according to their respective
- Market rules.
- 7.4. Error Corrections:
- 7.5. Venue Change:
- If a match is moved to a neutral venue, all Bets on the relevant match stand. If the home and away teams are reversed, Bets placed on the original fixture will be Void.
- 7.6. Match Outcome Markets (3-Way, Handicap, Totals):
- Settlement is based on the score at the end of Regular Time. This includes Match Winner (Home/Draw/Away), Draw No Bet, Handicaps, and Total Goals (Over/Under or Odd/Even) for the full match and individual teams.
- 7.7. Half Markets (1st & 2nd Half):
- ● 1st Half: Bets on this Market are settled strictly on the score of the first 30 minutes of play. If a match is abandoned during the first half, Bets on all unsettled 1st half Markets are Void.
- ● 2nd Half: Bets on this Market are settled strictly on the score achieved during the second half (30 minutes), excluding the first half score and any Overtime score. If a match is abandoned during the second half, Bets on all 2nd half Markets are Void unless already settled.
- 7.8. Race to X Goals / Who Scores Xth Point:
- ● Target Not Reached: If a match or half ends before the number of goals (X) specified in the Market description is reached, all Bets on the respective "Race to X" or "Xth Point" Markets will be Void.
- ● Shootout Exclusion: Bets on these Markets are settled based on Regular Time and, where explicitly stated - Overtime. Goals scored during a 7-metre shootout are excluded. If the target is only reached during a shootout, the Bets on this Market for the relevant match will be Void.
- 7.9. Race to X Goals (Half-Specific): Bet on which team will be the first to reach the target number of goals (5, 10, 15, etc.) within a specific half.
- ● 1st Half Races: Bets on this Market are settled based only on goals scored in the 1st half.
- ● 2nd Half Races: Bets on this Market are settled based only on goals scored in the 2nd half (starting the count from 0-0 at the beginning of the half).
- 7.10. Disciplinary Markets:
- Market name or rules.
- 8. Volleyball

- Volleyball Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common volleyball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

- ● Extra Points: Points played after a set reaches a tie at the standard limit (24-24 for Sets 1-4, or 14-14 for Set 5). A set must be won by a two-point margin.
- ● Match Tie-break: In some competitions, the fifth set is played as a tie-break to 15 points (must be won by 2).
- ● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant for the settlement is unconditionally determined, even if the match is later abandoned.
- ● Points Deduction: An official penalty where points are removed from a team's score by the referee due to misconduct or administrative errors.
- ● Set: A unit of play within a match. Standard professional matches are played as "Best of 5" sets.
- General Volleyball Rules
- 8.1. Settlement Timing and Finality:
- 8.2. Postponement and Abandonment (48-Hour Rule):
- Bets on all Markets on a postponed or cancelled match will be Void if the Event is not started or not resumed within 48 hours of the original scheduled start time.
- ● Interrupted Matches: If a match is abandoned, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void . Markets already determined will be settled accordingly.
- 8.3. Golden Set Exclusion:
- The "Golden Set" is strictly excluded from all match and set Markets. Only points and sets played during the regular match format are considered for settlement.
- 8.4. Official Points Deductions:
- 8.5. Error Corrections:
- 8.6. Point and Set Handicaps:
- ● Match Point Handicap: Bets on this Market are settled after the last point of the match is confirmed.
- ● Match Set Handicap: Bets on this Market are settled as soon as the handicap outcome has been unconditionally determined.
- ● Set Handicap: Bets on this Market for point handicaps for a specific set are settled as soon as the handicap outcome is unconditionally determined within that set.
- 8.7. Over/Under (Totals):
- Bets on Total points (Match, Team, or Set) Markets are settled as soon as the outcome specified in the Market description has been unconditionally determined.
- ● Abandonment: If a set or match is abandoned before the outcome mentioned in the Market description is determined, Bets on this Market are Void.
- ● Integer Lines: If Bets on Markets of a whole number line is offered (e.g.,
- 180.0) and the final result equals that line, Bets on the respective Markets are Void.
- 8.8. Correct Score Markets:
- Match and Set Correct Score Markets are settled after the last point of the relevant period is confirmed. If the match or set is not completed, all related Correct Score Markets will be Void.
- 8.9. Set Extra Points:
- Bet on whether a set will require extra points to be decided (i.e., go beyond 25 points for Sets 1-4 or 15 points for Set 5).
- ● Bets on the Market are settled as "Yes" once the score reaches 24-24 (48th point) in Sets 1-4, or 14-14 (28th point) in Set 5.

- ● If a set is not played, Bets on the Market are Void.
- 8.10. Lead After "Y" Points:
- Bet on which team will be leading in a specific set after a designated number of points (e.g., Set 2 Lead After 8 Points). Bets on the Market are settled when the Y-th point of the set is confirmed.
- 8.11. Race to "X" Points:
- Bet on which team will be the first to reach the target number of points within a set. Bets on the Market are settled once the number defined in the Market description has been reached.
- 8.12. Numbered Point Winner:
- Bet on which team will win a specific designated point (e.g., Set 1 Point 15). Bets on the Market are settled after the point designated in the Market description is played and confirmed. If the point is not reached or played due to the end of the set/match, Bets on the Market are Void.
- 9. Beach volleyball
- Beach Volleyball Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common beach volleyball terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Extra Points: Points played after a set reaches a tie at the standard limit (20-20 for Sets 1-2, or 14-14 for Set 3). A set must be won by a two-point margin.
- ● Match Tie-break: In beach volleyball, the third set acts as a tie-break (played to 15 points, must be won by 2).
- ● Natural Conclusion: A settlement principle where a Market is resulted as soon as the outcome mentioned in the Market description is unconditionally determined, even if a player later retires.
- ● Points Deduction: An official penalty where points are removed from a team's score by the referee.
- General Beach Volleyball Rules
- 9.1. Settlement Timing and Finality:
- 9.2. Postponement and Abandonment (48-Hour Rule):
- 9.3. Golden Set Exclusion:
- "Golden Set" is strictly excluded from all match and set Markets. Only points and sets played during the regular match format are considered for settlement.
- 9.4. Official Points Deductions:
- 9.5. Error Corrections:
- 9.6. Point and Set Handicaps:
- ● Match Point Handicap: Bets on this Market are settled after the final point of the match is confirmed.
- ● Match Set Handicap: Bets on this Market are settled as soon as the handicap outcome mentioned in the Market description has been unconditionally determined.
- ● Set Handicap: Bets on Point handicaps for a specific set are settled as soon as the relevant outcome is unconditionally determined within that set.
- 9.7. Over/Under (Totals):
- Bets on Total points (Match, Team, or Set) Markets are settled as soon as the specified outcome has been unconditionally determined.
- ● Integer Markets: If a whole number Market is offered (e.g., 80.0) and the final result equals the Market description line, the Bets on the respective Market are Void.

- 9.8. Correct Score Markets:
- Bets on Match and Set Correct Score Markets are settled after the final point of the relevant period is confirmed. If the match or set is not completed or played, Bets on all relevant Correct Score Markets will be Void.
- 9.9. Set Extra Points:
- Bet on whether a set will require extra points to be decided (i.e., go beyond 21 points for Sets 1-2 or 15 points for Set 3).
- ● Settlement: Bets on this Market are settled as "Yes" once the score reaches 20-20 (40th point) in Sets 1-2, or 14-14 (28th point) in Set 3. If the set is completed without reaching these scores, Bets on the Market are settled as "No."
- ● If a set is not played, Bets on the Market for that set are Void.
- 9.10. Lead After "Y" Points:
- Bet on which team will be leading in a specific set after a designated number of points as specified in the Market description (e.g., Set 1 Lead After 10 Points). Bets on the Market are settled exactly after the Y-th point of the set is confirmed.
- 9.11. Race to "X" Points:
- Bet on which team will be the first to reach the target number of points as specified in the Market description within a set. Bets on the Market are settled immediately once the line has been reached. If the set mentioned in the Market ends or is abandoned before the target is reached, Bets on the Market are Void, unless the outcome has already been determined.
- 9.12. Numbered Point Winner:
- Bet on which team will win a specific designated point (e.g., Set 2 Point 8). Bets on the Market are settled immediately after the point is confirmed. If the point is not reached or played (e.g., due to retirement or the set ending), Bets on the Market are Void.
- 10. Futsal

- Futsal Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Futsal terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Accumulated Fouls: A system where, after a team commits five fouls in a half, every subsequent foul results in a direct free kick from the second penalty mark (10 meters).
- ● Clocked Time: Futsal is played with a "stopping clock," meaning the time stops whenever the ball is out of play or play is interrupted.
- ● Kick-in: The method of restarting play when the ball crosses the touchline (replacing the throw-in used in traditional soccer).
- ● Natural Conclusion: A settlement principle where a Bet is settled if the outcome was already determined and could not have changed regardless of further play.
- ● Overtime (Extra Time): Additional periods played to determine a winner in knockout competitions if the match is tied at the end of Regular Time.
- ● Penalty Shootout: A series of penalty kicks taken to determine a winner if a tie persists after Overtime.
- ● Regular Time: The official duration of a match, standardly consisting of two halves of 20 minutes each (clocked time).

- ● Timeout: A one-minute period that each team can request once per half when they are in possession of the ball.
- General Futsal Rules
- 10.1. Regular Time Settlement:
- All Markets are settled based on the result at the end of Regular Time (standardly 40 minutes of play consisting of two 20-minute halves) only, unless otherwise expressly mentioned in the Market description.
- 10.2. Postponement and Rescheduling (48-Hour Rule):
- ● Resumption: If a match is interrupted but resumes within 48 hours of the initial kick-off time, all unsettled Bets will stand and will be settled based on the final result.
- 10.3. Abandonment and Natural Conclusion:
- If a match is abandoned and not resumed within the 48-hour window, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.
- ● Bets on Markets that have been unconditionally determined (e.g., "1st Half Winner" if the first half is completed) will be settled in accordance with those
- 10.4. Error Corrections:
- 10.5. Disciplinary and Penalty Errors:
- 10.6. Half Markets (1st & 2nd Half):
- ● 1st Half: Bets on these Markets (Winner, Handicap, Totals) are settled strictly on the result of the first half. If a match is abandoned during the first half, Bets on all unsettled 1st half Markets are declared Void, unless already determined.
- ● 2nd Half: Bets on these Markets (Winner, Handicap, Totals, Odd/Even) are settled based on the score achieved during the second half only, excluding the first half score and any overtime. If a match is abandoned during the second half, Bets on all unsettled 2nd half Markets are Void, unless already determined.
- 10.7. Team to Score Next Goal:
- Bet on which team will score the next designated goal in the match.
- ● Own Goals: For the purposes of this Market, own goals count toward the scoring team and the goal sequence.
- ● Settlement: Bets on this Market are settled in real-time as soon as the goal is confirmed.
- 11. Badminton
- Badminton Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Badminton terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant to the Market is unconditionally determined, regardless of later retirement.
- ● Points Deduction: An official penalty where points are removed from a competitor's score by the referee due to misconduct.
- General Badminton Rules
- 11.1. Settlement Timing and Finality:
- 11.2. Postponement and Abandonment (48-Hour Rule):

- ● Interrupted Matches: If a match is abandoned or a player retires, Bets on all Markets that have not reached a Natural Conclusion at that moment will be Void.
- 11.3. Retirement and Undecided Markets:
- In the event of a retirement or disqualification during a match, Bets on any Markets that have not been unconditionally determined (e.g., "Game 2 Winner" if the player retires while the score is 10-10 in Game 2) will be Void.
- 11.4. Official Points Deductions:
- 11.5. Error Corrections:
- ● Incorrect Score: If Bets on Markets remain open with an incorrect score that significantly impacts the Odds.
- ● Match Time: If Odds were offered with an incorrect match time.
- 11.6. Match Markets (Winner, Handicap, Totals):
- ● Match Winner: Bets on this Market are settled after the final point of the match is confirmed.
- ● Match Game Handicap: Bets on this Market are settled as soon as the handicap outcome mentioned in the Market description has been unconditionally determined.
- 12. Rugby union and rugby league
- Rugby Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Conversion: A kick at goal after a try has been scored, worth 2 points.
- ● Drop Goal: A goal scored by kicking the ball through the goalposts after it has touched the ground, worth 3 points.
- ● Extra Time: Additional periods played to determine a winner in knockout matches. By default, Markets exclude extra time unless stated.
- ● Natural Conclusion: A principle where a Bet is settled if the outcome of the relevant Market was already determined and could not have changed.
- ● NRL / State of Origin: Specific Australian Rugby League competitions with unique settlement logic for player participation.
- ● Penalty Goal: A kick at goal awarded after a penalty, worth 3 points.
- ● Penalty Try: Awarded if a team would have scored a try but for foul play by the opposition. Worth 5 points (Union) or 4 points (League). Note: These points count for team totals but not for individual player tryscorer Markets.
- ● Regular Time (80 Minutes): The scheduled 80 minutes of play, including any added injury or stoppage time, but excluding extra time, penalty shootouts, or sudden death.
- ● Try: The primary method of scoring, worth 5 points (Union) or 4 points (League), achieved by grounding the ball in the opponent's in-goal area.
- General Rugby Rules
- 12.1. Regular 80 Minutes Settlement:
- All Markets are settled based on the result at the end of a scheduled 80 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout, or sudden death.

- 12.2. Postponement and Rescheduling (48-Hour Rule):
- 12.3. Abandonment:
- If a match is abandoned before the completion of Regular Time (80 minutes), Bets on all Markets related to that match will be declared Void, regardless of whether the outcome has already been determined.
- ● Exception: Bets on Markets that have reached a Natural Conclusion (e.g., First Tryscorer if a try has been scored) will be settled as per applicable
- ● Tryscorer Specific Abandonment Rule: See Section 12.7.
- 12.4. Error Corrections:
- 12.5. Venue Change:
- Rugby Statistical & Specific Markets
- 12.6. Team and Match Totals:
- ● Points/Tries: Bets on this Market are settled based on the score at the end of Regular Time.
- ● Winning Margin: Bet on the specific point gap between teams at the end of 80 minutes.
- ● Highest Scoring Half: Bets on this Market are settled based on points scored in each half whichever is higher. If the match is abandoned, these Markets are Void.
- 12.7. Penalty Tries Logic:
- ● Team Markets: Penalty tries count toward Team Totals, First Team to Score, Last Team to Score, and Time of Try Markets.
- ● Player Markets: Penalty tries do not count toward individual Player Tryscorer Markets (Anytime, First, Last).
- 12.8. Drop Goal Markets:
- Bet on whether a successful drop goal will be scored during the match. Settlement is based on Regular Time only.
- Rugby Player Props (Tryscorer Markets)
- 12.9. General Participation (Except NRL/State of Origin):
- ● Any Selection: Any Bet on a Market of a player who does not take part in the match shall be Void.
- ● First Tryscorer: The player mentioned in the Market description must be on the field of play at the time of the first try. If the player enters the match after the first try has already been scored, the Bet will be Void.
- ● Last Tryscorer: If a player mentioned in the Market description takes part in a match at any point during the match], Bets on the respective Market stand.
- 12.10. Australian NRL and State of Origin Specific Rule:
- For these specific competitions only, Bets on player selection Markets will be settled as Lost regardless of whether the player mentioned in the respective Market description was on the field of play at the time the try was scored, provided they were part of the match-day squad.
- 12.11. Tryscorer Abandonment Rules:
- ● Abandonment before Half Time: All tryscorer Bets shall be Void , regardless of whether a try was already scored.
- ● Abandonment during the Second Half: Bets on Markets for players who have already scored a try in the First Half prior to Abandonment, will be settled as Win.
- ○ Bets on all remaining player Market selections (players who have not scored) will be Void.
- 12.12. Anytime Tryscorer:
- Bet on if a player will score a try at any point during Regular Time.
- ● No Tryscorer: This selection is included among Market selections. If no tries are scored, Bets on this Market selection are settled as Win, and Bets on all player Markets are settled as Lost (provided the player

mentioned in the

- Market selection participated). If the player mentioned in the Market selection did not participate (Non-Runner), the Bets on the affected Markets shall be Void.
- 12.13. First Tryscorer / Team First Tryscorer:
- Bet on the player to score the first try of the match (or for their specific team).
- ● If the first try is a Penalty Try, the Market remains open and will be settled based on the next eligible try scored by a player.
- 12.14. Last Tryscorer:
- Bet on the player to score the final try of the match within Regular Time.
- ● If the last try is a Penalty Try, the Market is settled based on the player who scored the previous eligible try.
- 12.15. Player to Score 2+ Tries / Hat-trick:
- Bet on whether a player will score two or more tries (or three for a hat-trick) during Regular Time. Penalty tries do not count toward the player's total. In the event of abandonment, Bets on this Market will be settled as Won if the player has already achieved the required number of tries; otherwise, Bets on this Market will be declared Void.
- 13. Rugby Sevens
- Rugby Sevens Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Rugby Sevens terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Conversion: A kick at goal after a try has been scored. In Sevens, conversions must be taken as a drop kick.
- ● Extra Time: In knockout matches, if the score is tied, "Sudden Death" extra time is played. Standard Markets exclude this unless stated.
- ● Natural Conclusion: A principle where the outcome described in the Market and these Rules was already finally determined before an abandonment.
- ● Penalty Try: Awarded for foul play that prevents a certain try. Worth 7 points (no conversion attempt required).
- ● Regular Time (14/20 Minutes): The scheduled duration of a Sevens match, standardly two halves of 7 minutes each (or 10 minutes for final matches), plus stoppage time.
- ● Try: The primary method of scoring, worth 5 points.
- General Rugby Sevens Rules
- 13.1. Regular Time Settlement:
- 13.2. Postponement and Rescheduling (48-Hour Rule):
- Bets on all Markets on a postponed or cancelled match will be Void if the Event is not started and not resumed within 48 hours of the original scheduled start time.
- 13.3. Abandonment:
- ● Bets on Markets that have been unconditionally determined at the time of abandonment (e.g., "First Tryscorer" if a try was already scored) will be settled in accordance with those Market rules.
- 13.4. Error Corrections:

- If the duration of the halves is changed from the standard (e.g., from 7 minutes to 10 minutes) after the Markets have opened, all Bets on the relevant Markets will stand provided the change was made by the official governing body.
- Rugby Sevens Statistical & Market Rules
- 13.6. Half Markets (1st & 2nd Half):
- ● 1st Half: Bets on this Market are settled based on the result of the first half only.
- ● 2nd Half: Bets on this Market are settled based on the points scored in the second half only (starting from 0-0). This excludes any extra time.
- 13.7. Penalty Tries Logic:
- ● Team Markets: Penalty tries count toward Team Totals, Total Tries, and "Next Team to Score" Markets.
- ● Player Markets: Penalty tries do not count toward individual Player Tryscorer Markets.
- 13.8. First/Last Team to Score:
- Bet on which team will score the first or last points/try of the match. If the match is abandoned, Bets on Last Team to Score Markets are Void. Bets on First Team to Score are Void unless an outcome relevant to the Market has already been unconditionally determined prior to abandonment (Natural Conclusion).
- 13.9. Tryscorer Markets (Anytime / First / Last):
- ● Participation: Any player who takes any part in the match is considered a "Runner" for Anytime and Last Tryscorer Markets.
- ● First Tryscorer: If a player enters the field after the first try has been scored, the Betson Markets for that player are Void.
- ● Penalty Tries: If a Penalty Try is scored, it is ignored for player-specific tryscorer Markets. Bets on the Market remain open and will be settled based on the next eligible try scored by a player.
- ● Abandonment: Settlement of tryscorer Markets will follow the general abandonment rules, with outcomes determined only where a Natural Conclusion has been reached.
- 14. Darts
- Darts Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Darts terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Bullseye: The circular central area of the dartboard. The outer bull is worth 25 points, and the inner bull (double bull) is worth 50 points. For settlement purposes, the Bullseye counts as a Red checkout color.
- ● Checkout: The final throw or sequence of throws that reduces a player's score exactly to zero, ending a Leg. The final dart must land in a double or the inner bullseye.
- ● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome is unconditionally determined, even if the match is later abandoned.
- ● Set: A unit of play consisting of a specific number of Legs (usually the first to win 3 legs wins the Set).
- ● Walkover: When a player is awarded the win before the match starts or completes because the opponent is unable to participate.
- ● 180 (Maximum): The highest possible score with three darts in a single visit, achieved by landing all three in the triple-20 bed.
- General Darts Rules
- 14.1. Match Result and Completion:

- Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a match is started but not finished for any reason (e.g., retirement or disqualification), Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 14.2. Postponement and Abandonment (48-Hour Rule):
- In the event, the match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a Natural Conclusion will be Void.
- ● If the match is resumed from the point of interruption within 48 hours, Bets on all Markets shall stand.
- 14.3. Error Corrections:
- Darts Market Rules
- 14.4. Set and Leg Handicaps:
- Bets on Handicap Markets (Set Handicap or Leg Handicap) are settled after the match is completed. If the match is not finished, Bets on these Markets are Void unless the outcome was already unconditionally determined.
- 14.5. Over/Under (Totals):
- Bet on whether the total number of Sets, Legs, or Match 180s will be over or under the specified Line.
- ● Bets on these Markets are settled at the end of the match.
- ● If the match is not finished, Bets on Totals Market will be Void unless the Line mentioned in the respective Market description has already been exceeded (e.g., Total Match 180s Over 5.5 is settled as Won if 6 or more 180s have already been recorded).
- ● If a whole number Line is offered in the Market description and the final result equals the Line, Bet on the relevant Market are Void.
- 14.6. Next Leg / Next Set Winner:
- Bet on the winner of a specific designated Leg or Set.
- ● These Markets are settled immediately upon the completion of the specific Leg or Set.
- ● If the specific Leg or Set is not completed or is not played due to match abandonment, Bets on the respective Markets will be Void.
- 14.7. Checkout Color:
- Bet on the color of the segment where the final winning dart lands in a specific Leg or the Match checkout.
- ● The Bullseye (50 points) is officially counted as Red for settlement purposes.
- 14.8. Most 180s (1X2):
- Bet on which player will score more 180s during the match. If the match is not finished, Bets on this Market are Void as the trailing player could theoretically have overtaken the leader. If both players record the same number of 180s, Bets on the Market will be settled as a Draw (if Draw market was offered) or Void for 2-way Markets.
- 15. Snooker

- Snooker Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Snooker terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Century Break (100 Break): A score of 100 points or more compiled by a player in a single visit to the table without missing a shot.

- ● Frame: A single unit of play in snooker. A match consists of a designated number of frames (e.g., Best of 19).
- ● Free Ball: A penalty situation where the referee allows a player to nominate any colored ball as a red. Under our rules, these do not count for "Potted Color" Markets.
- ● Natural Conclusion: A settlement principle where a Market is resulted as soon as the outcome is unconditionally determined, even if the match is later abandoned.
- ● Pot: The action of hitting a ball into a pocket.
- ● Re-rack: When the referee and players agree to restart a frame from the beginning (usually due to a stalemate).
- ● Walkover: When a player is awarded the match win before the match starts or completes because the opponent is unable to participate.
- General Snooker Rules
- 15.1. Match Completion and Retirement:
- Bets on all full-match Markets (Winner, Handicaps, Totals) are settled at the end of the match. If a player is disqualified or retires before the match is finished, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 15.2. Postponement and Abandonment (48-Hour Rule):
- In the event the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time or a Walkover, all Markets that have not reached a Natural Conclusion will be Void after 48 hours.
- ● If the match resumes from the point of interruption within 48 hours, Bets on all Match Markets shall stand.
- 15.3. Re-rack Logic:
- If a re-rack occurs, Bets on any Markets that already reached a Natural Conclusion prior to the re-rack (e.g., "First Color Potted") will stand and be settled based on that result. Bets on all other Markets for that specific frame will be settled based on the play in the restarted frame.
- 15.4. Error Corrections:
- ● Incorrect Match Time/Odds: If Odds in a Market were offered based on incorrect timing or materially incorrect information, Bets on the affected Markets may be Void.
- Snooker Market Rules
- 15.5. Frame-Related Markets:
- Bets on the outcome of a specific designated frame (e.g., Winner, Total Points, Century Break).
- ● If a frame starts but is not completed, Bets on all Markets related to that frame will be Void unless the outcome relevant for the Market was already determined.
- ● Next Frame Total Points (Odd/Even): Bets on this market are settled based on the total points scored by both players in that frame. If the frame is not completed, the Bets on this Market are Void.
- 15.6. Century Break (100 Break) Markets:
- Bet on whether a player will record a break of 100 points or more in a specific frame or during the match.
- ● If the match or specific frame is abandoned, Bets on these Markets are Void unless a century break has already been recorded.
- 15.7. Pot First Ball / Potted-Color Markets:
- Bet on which ball or color will be potted first in a specific frame.
- ● Foul/Free Ball Exclusion: No fouls or "free balls" are considered for the settlement of Bets on "Potted-Color" or "First Ball Potted" Markets. The Bets on these Markets are settled based on the first legally potted

ball.

- 15.8. Match Totals and Handicaps:
- ● Total Frames Over/Under: Bet on the total number of frames played in the match. Bets on this Market are settled at the end of the match. If the match is not completed, Bets on the Markets are Void unless the outcome has already reached the Natural Conclusion. If a whole number Line is offered and the final result equals the Line, the Bet is declared Void.
- ● Match Handicap: Market applies to the final frame score. If the match is not completed, Bets on this Market are Void.
- 16. Table tennis
- Table Tennis Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Table Tennis terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome relevant to the Market is unconditionally determined, even if the match is later abandoned.
- ● Points Deduction: An official penalty where points are removed from a player's score by the umpire due to misconduct or rule violations.
- General Table Tennis Rules
- 16.1. Settlement Timing and Finality:
- 16.2. Postponement and Abandonment (48-Hour Rule):
- ● Interrupted Matches: If a match is abandoned or a player retires, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.
- 16.3. Retirement and Undecided Markets:
- 16.4. Official Points Deductions:
- 16.5. Error Corrections:
- ● Incorrect Participants: If the players or teams are displayed in the Markets incorrectly.
- ● Incorrect Match Time/Odds: If Odds were offered in the Market based on incorrect match timing or materially incorrect information.
- Table Tennis Market Rules
- ● Match Point Handicap: Bets on this Market are settled after the last point of the match and final score are confirmed.
- ● Match Game Handicap: Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined (Natural Conclusion).
- 16.7. Over/Under (Totals):
- ● Integer Lines: If a whole number Line is offered in the Market description (e.g., 85.0) and the final result equals that Line, Bets on that Market shall be Void.
- 16.8. Correct Score Markets:
- Market are Void.
- 16.10. Lead After "Y" Points:
- 16.11. Race to "X" Points:
- 16.12. Numbered Point Winner:
- 17. Bowls

- Bowls Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Bowls terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● End: A unit of play where all players have delivered all their bowls in one direction.
- ● Jack: The small white or yellow target ball.
- ● Match: A competition between players or teams, usually played as a "Best of" sets format or a fixed number of ends.
- ● Natural Conclusion: A settlement principle where a Market is settled as soon as the outcome mentioned in that Market description or these Rules is unconditionally determined, even if the match is later abandoned.
- ● Set: A group of ends (usually 7, 9, or 11 ends) played to determine a set winner.
- ● Tie-break: Additional ends played to determine a match winner if the sets are tied.
- General Bowls Rules
- 17.1. Settlement Timing and Finality:
- 17.2. Postponement and Abandonment (48-Hour Rule):
- In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- ● Interrupted Matches: If a match is interrupted, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.
- 17.3. Retirement and Walkovers:
- In the case of a player retirement, disqualification, or Walkover, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- ● If a player retires during a set, the winner of the match is determined by the official result, but Bets on set-specific Markets that were not completed are Void.
- 17.4. Error Corrections:
- ● Incorrect Participants: If the players or teams are displayed in the Market description incorrectly.
- ● Incorrect Match Time/Odds: If Odds in the Market were offered based on incorrect timing or materially incorrect information.
- Bowls Market Rules
- 17.5. Match and Set Winner: Bet on the winner of the match or a specific set.
- ● Match Winner: Bets on this Market are settled based on the final official result, including any tie-break ends if applicable.
- ● Set Winner: Bets on this Market are settled after the last end of the designated set is completed. If a set is not completed due to retirement, Bets on the affected Market are Void.
- 17.6. Race to "X" Points / Xth Point Winner: Bet on which player or team will be the first to reach a target number of points, or who will score a specific designated point (e.g., Set 1 Point 5).
- ● Target Not Reached: If a set or match ends before the Xth point is reached, all Bets on "Race to X points" or "Numbered Point Winner" Markets for that specific period will be Void.
- 17.7. Set Handicaps and Totals:
- ● Set Handicap: Bets on the Market are settled based on the final set score of the match.

- ● Total Sets/Ends: Bets on the Market are settled as soon as the Line mentioned in the Market description has been reached. If a match is abandoned before the Line mentioned in the Market description is reached, Bets on the Market are Void . If a whole number Line is offered in the Market description and the final result equals that Line, Bets on that Market are Void.
- 18. Cricket
- Cricket Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cricket terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Boundary: A shot that reaches the edge of the field. A "Four" (4 runs) or "Six" (6 runs).
- ● Delivery: A single ball bowled by a bowler to a batter.
- ● Dot Ball: A legal delivery from which no runs (including extras) are scored. Wickets do not count as dot balls.
- ● Duck: When a batter is dismissed for zero runs.
- ● Extra: Runs awarded to the batting team not scored off the bat (Wides, No Balls, Byes, Leg Byes, Penalty Runs).
- ● First Class Match: A match of three or more days' duration (e.g., Test Matches).
- ● Impact Sub / Concussion Sub: Players who enter the match as official replacements for named players.
- ● Innings: A team's turn to bat.
- ● Limited Overs: A match where each team bats for a fixed number of overs (e.g., T20, One Day Internationals).
- ● Natural Conclusion: When an innings ends because a team is All Out, declares, or reaches its target.
- ● Over: A set of six legal deliveries (5 in "The Hundred").
- ● Super Over (Bowl-off): An extra period used to determine a winner in tied matches.
- General Cricket Settlement Rules
- 18.1. Match Result and Adverse Weather:
- ● All Bets are settled based on the official match result. This includes results determined by the Duckworth-Lewis-Stern (DLS) method or any other official competition rules.
- ● Ties (2-Way): If a match ends in a tie and a Super Over/Bowl-off decides the winner, that result stands. If no winner is determined by official rules, Bets on the affected Markets are Void .
- ● Ties (3-Way & First Class): In 3-way Markets, a tie is settled as a Dead Heat between the two teams (NOT as a Draw). In First Class/Test matches, a tie is a Dead Heat; Bets on the "Draw" Market are settled as Loss.
- ● Forfeits & Abandonment: If a winner is declared via forfeit, Bets on Match Winner Bets are Void. If abandoned due to outside interference (not weather) before a ball is bowled, Bets on all Markets are Void.
- 18.2. Postponement (48-Hour Rule):
- ● If the match is resumed from the point of interruption within 48 hours, all Bets on that match stand.
- 18.3. Super Over Exclusion:
- Unless expressly stated (e.g., "Super Over Winner"), statistics recorded during a Super Over do not count toward match totals, innings totals, or player prop Markets.
- Format-Specific Thresholds (Minimum Play)
- ● Match Totals (Runs, Fours, Sixes, Extras, Wickets, Run Outs, Wides, Ducks): At least 80% of the scheduled overs in each innings must be completed.

- ● Match Top Batter / Top Bowler: At least 40% of the scheduled overs in that team's innings must be bowled.
- ● In-Play Batsman/Bowler Markets: The team must have the opportunity to face at least 80% of allocated overs at the time the Bet was accepted.
- 18.5. First Class / Test Match Thresholds:
- ● Drawn Matches: In matches ending in a Draw, statistical Markets (Fours, Sixes, Extras, etc.) shall be Void if fewer than 200 overs have been bowled.
- ● Innings Totals: At least 60 overs must be bowled in the innings unless the team is All Out or Declares.
- Market-Specific Rules
- 18.6. Boundary Markets (Fours and Sixes):
- ● Scoring: Only boundaries scored from the bat (legal or illegal delivery) count.
- ● Exclusions: Overthrows, all-run fours (where players physically run 4), and extras do not count.
- 18.7. Extras and Wides:
- ● Match/Innings Extras: Includes Wides, No-Balls, Byes, and Leg Byes. Penalty Runs are excluded unless specifically stated. If runs are scored off the bat alongside an extra from the same ball, the runs off the bat are excluded from the Extras total.
- ● Wides: Any runs resulting from a wide delivery (except penalty runs) count towards the Wide total.
- 18.8. Delivery and Over Markets:
- ● Hierarchy of Outcomes: If multiple events occur from one delivery, the winner is: 1. Wicket, 2. No Ball, 3. Wide, 4. Bye/Leg Bye, 5. Runs.
- ● Runs off Delivery: Illegal balls count as deliveries. (e.g., if ball 1 is a Wide, it results as "1", and the next ball is Delivery 2).
- ● Runs off Ball: Refers to Legal Balls only. Wides/No-Balls do not count as a ball for these Markets.
- ● Over Completion: An over must be completed unless the innings ends naturally. If an over is not started, all Bets on this Market are Void.
- 18.9. Partnership Markets:
- ● Fall of Wicket: Bets on this Market are settled based on the score at the fall of the specified wicket. A batter Retiring Hurt does not count as a wicket. If a team declares or reaches its target before the wicket falls, the final score is the result.
- ● Next Man Out: Both named batters must be at the crease when the dismissal occurs; otherwise, Bets on this Market are Void.
- Player Prop Rules
- 18.10. Participation and Substitutions:
- ● Action: Players must be in the Starting XI or enter as an official. Impact/Concussion Substitute: If a player is in the XI but does not bat or bowl, the Bets on the Market involving the player stand and are settled on the recorded statistics (e.g., 0 runs).
- ● Impact Sub Specific: If an Impact Sub (not in the starting XI) wins or ties for Top Batter, the Market selection 'Other' is deemed the winner for in-play Markets.
- 18.11. Top Batter / Top Bowler:
- ● Top Batter: Highest individual score in the innings/match. If tied, Dead Heat rules apply.
- ● Top Bowler: Most wickets taken.
- ○ Tie-breaker: 1. Most Wickets. 2. Fewest runs conceded. 3. Dead Heat.
- ○ No Wickets: If no bowler takes a wicket in the innings, Bets on the

- 18.12. Player Dismissal Methods:
- ● Includes Bowled, Caught, LBW, Run Out, Stumped, and Other.
- ● Retired Hurt: For the purpose of this Market Retired Hurt will be considered as a dismissal and Bets on the relevant player Markets will be settled as Void.
- ● Retired Out / Sent Off: Counted as a Wicket.
- 18.13. Player Performance Scoring:
- ● 1 point per run scored.
- ● 10 points per catch.
- ● 20 points per wicket.
- ● 25 points per stumping (wicket-keeper only).
- Specialized Markets
- Bets are this Market are settled on the runs scored in a specific session regardless of the team. At least 20 overs must be bowled in the session for Bets to stand on this Market, unless settlement is already determined.
- 18.15. Bingo / Mayhem / Lottery:
- ● The designated over must be completed for Bets on this Market to have an action. If the over is not completed, affected Bets will be Void.
- ● Next Over Mayhem: 1 pt/run, +2 pts/boundary, +10 pts/wicket.
- ● Captain Fantastic: The selected player (mentioned in the Market description) must be the team captain and must win the toss AND be the top run-scorer for their team. In the event of a tie for top run-scorer, Dead Heat rules apply. If the captain does not bat, Bets on this Market are declared Void.
- 18.16. Non-Runner Allocation:
- Market
- T10
- T20
- DAY
- FULL
- Sixes 13 12 8 8
- Fours 17 26 42 117
- Fifties 2 2 3 8
- Centuries 0 0 1 3
- Wickets 9 12 14 33
- Run Outs 1 1 1 1
- Ducks 1 1 2
- 18.17. Milestones:
- For milestone Markets, a score of 100 or more will count as both a 50 and a 100 for the purposes of total match or innings milestone counts (e.g., total 50s/100s).
- 19. Squash

- Squash Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Squash terms and do not

constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

- ● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome mentioned in the Market description of these Rules is unconditionally determined, even if the player later retires.
- ● Penalty Point: A point awarded by the umpire due to a code violation or interference. These count toward the score and settlement.
- ● Points Deduction: An official penalty where points are removed from a player's score by the umpire.
- General Squash Rules
- 19.1. Settlement Timing and Confirmation:
- Bets on all Markets are settled as soon as the point that decides the outcome of that
- Market is confirmed. Bets on Final match results Markets (Winner, Correct Score, Match Handicaps) are settled after the last point of the match and the final score are officially confirmed.
- 19.2. Postponement and Abandonment (48-Hour Rule):
- In the event, the Match is postponed, abandoned, or not completed within 48 hours of the original scheduled start time, all Markets that have not reached a Natural Conclusion will be Void.
- ● Interrupted Matches: If a match is interrupted or a player retires, Bets on all Markets that have not reached a Natural Conclusion at the moment of abandonment will be Void.
- 19.3. Retirement, Forfeit, and Disqualification:
- In the event of a player retiring, forfeiting the match, or being disqualified, Bets on all Markets that have not reached Natural Conclusion will be Void.
- 19.4. Points Deductions and Penalty Points:
- ● Penalty Points: If penalty point(s) are awarded by the umpire, all Bets on this
- 19.5. Error Corrections:
- ● Incorrect Score: If Bets on the Markets remain open with an incorrect score that significantly impacts the Odds.
- ● Incorrect Participants: If the players or teams are displayed incorrectly in the
- Market description.
- Squash Market Rules
- ● Match Game Handicap: Bets on this Market are settled as soon as the handicap Line mentioned in the Market description has been unconditionally determined.
- 19.7. Over/Under (Totals):
- ● Integer Lines: If a whole number line is offered in the Market description and the final result equals that mentioned Line, Bets on that Market are Void .
- 19.8. Correct Score Markets:
- 19.10. Lead After "Y" Points:
- 19.11. Race to "X" Points / Numbered Point Winner:
- Aussie Rules Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Aussie Rules terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.

- ● Behind: A score worth 1 point, achieved by the ball passing between a goal post and a behind post, or hitting a goal post.
- ● Goal: A score worth 6 points, achieved by kicking the ball between the two inner (goal) posts without it being touched.
- ● Natural Conclusion: A settlement principle where Bets on a Market are settled as soon as the outcome relevant for that Market is unconditionally determined, even if the match is later abandoned.
- ● Overtime (Extra Time): Additional periods played in certain knockout matches to determine a winner. Only specific Markets include this.
- ● Regular Time (80 Minutes): The scheduled duration of a match, standardly consisting of four 20-minute quarters plus stoppage time.
- ● Term (Quarter): One of the four periods that make up a standard match.
- General Aussie Rules Rules
- 20.1. Regular Time Settlement (80 Minutes):
- Unless otherwise stated in the Market name or specific rules below, Bets on all Markets are settled based on the result at the end of a scheduled 80 minutes of play. This includes any added injury or stoppage time but does not include Overtime.
- 20.2. Match Winner (2-Way) & Overtime Logic:
- ● Winner (2-Way): For the purposes of settlement of Bets on this specific
- ● Draw Scenario: In the event of a draw in a competition where no Overtime format is provided, Bets on the 2-Way Match Winner Market will be Void.
- 20.3. Postponement and Abandonment (48-Hour Rule):
- ● Postponement: Bets on ll Markets on a postponed match will be Void if the event is not resumed within 48 hours of the original scheduled start time.
- ● Abandonment: If a match is abandoned before the completion of the Regular Time (80 minutes), Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 20.4. Error Corrections:
- Aussie Rules Market Rules
- 20.5. Handicap and Totals:
- Bets on Match Handicaps and Total Points (Over/Under, Odd/Even) are settled based on the score at the end of Regular Time (80 minutes) only. If a match is abandoned before 80 minutes, Bets on these Markets are Void regardless of the current score.
- 20.6. Quarter and Half Markets:
- ● 1st Quarter: Bets on this Market are settled based on the result at the end of the first quarter.
- ● 1st Half: Bets on this Market are settled based on the result at the end of the second quarter (sum of Q1 + Q2).
- ● 2nd Half: Bets on this Market are settled based on the points scored in the third and fourth quarters only (sum of Q3 + Q4).
- 20.7. Highest Scoring Quarter / Half:
- ● Bet on which quarter or half will produce the most points.
- ● Dead Heat Rule: If two or more quarters (or both halves) result in the same highest score, Bets on this Market will be settled under Dead Heat rules (Section 6.7.2).
- 20.8. First Team to Score:
- ● Bet on which team will record the first score (Goal or Behind) of the match.

- 20.9. Half-Time / Full-Time (Double Result):
- 21. Boxing
- Boxing Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Boxing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Decision: A result determined by the judges' scorecards at the end of the scheduled number of rounds. This includes Unanimous, Split, and Majority decisions.
- ● DQ (Disqualification): When a fighter is declared the loser for repeatedly or significantly breaking the rules.
- ● Go the Distance: A scenario where the fight completes all scheduled rounds and is decided by the judges' scorecards.
- ● KO (Knockout): When a fighter is unable to stand up and resume fighting before the referee's count of ten.
- ● No Contest: A ruling made when a fight is stopped prematurely due to an accidental injury (usually in the early rounds) or other outside interference, resulting in no winner being declared.
- ● TKO (Technical Knockout): When the referee, doctor, or a fighter's corner stops the fight because the fighter is deemed unable to safely continue.
- ● Technical Decision/Draw: A result determined by the scorecards when a fight is stopped after a minimum number of rounds (due to an accidental foul/injury) but before the full scheduled duration.
- General Boxing Rules
- 21.1. Official Result and Finality:
- All Bets are settled based on the official result declared by the governing body or ring announcer at the end of the bout. Subsequent appeals or changes to the result (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.
- 21.2. Postponement and Abandonment (48-Hour Rule):
- If a fight is postponed or cancelled, all Bets remain valid if the fight takes place within 48 hours of the original scheduled start time. If the delay exceeds 48 hours, all unsettled Bets will be declared Void.
- ● Interrupted Matches: If a match is interrupted after it has started, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 21.3. No Contest:
- In the event of a fight being officially declared a "No Contest," all Bets on the match will be Void.
- 21.4. Changes to Scheduled Rounds:
- 21.5. Failure to Answer the Bell:
- If a fighter fails to answer the bell for the next round, their opponent will be deemed to have won the fight in the previous round for the settlement purposes.
- Boxing Market Rules
- 21.6. Match Winner (2-Way vs. 3-Way):
- ● Winner (2-Way): Bet on the winner of the fight. If the fight ends in a Draw (including Majority or Technical Draw), all Bets on this Market are Void.
- ● 1X2 (Fight Result): Bet on the result including the Draw. If the fight ends in a Draw, Bets on the "Draw (X)" Market selection is the winner.
- 21.7. Total Rounds (Over/Under):

- Bet on the round and time in which the fight will end.
- ● The "Half-Round" Rule: For settlement of this Market, a "half-round" is defined as exactly 1 minute and 30 seconds of the respective round.
- ○ Under 9.5: For this Market the fight must end before 1:30 of the 10th round.
- ○ Over 9.5: For this Market the fight must end at or after 1:30 of the 10th round.
- ● Specific Example: If a fight ends at 2:29 of the 2nd round, it is settled as Under 1.5. If it ends at 2:30 or later in the 2nd round, it is settled as Over 1.5.
- 21.8. Method of Victory:
- ● KO/TKO/DQ: Includes a knockout, technical knockout, or disqualification.
- ● Decision/Technical Decision: A win based on the judges' scorecards.
- ● Draw: Includes a Majority Draw or Technical Draw.
- ● Disqualification (DQ): For settlement purposes, a win by disqualification is counted as a KO/TKO.
- 21.9. Winner & Exact Round:
- Bet on the fighter and the specific round in which they win by KO, TKO, or DQ.
- ● If the fight is decided by a Technical Decision before the scheduled end, all Bets on this Market are settled as Loss.
- 21.10. Will the Fight Go the Distance?
- Bet on whether the fight will complete all scheduled rounds. Technical Decision Exception: If a fight is stopped and decided by a Technical Decision (judges' scorecards) before the full number of rounds is completed, the fight is deemed NOT to have gone the distance.
- 22. MMA
- MMA Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common MMA terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Decision: A result determined by the judges' scorecards at the end of the scheduled rounds (Unanimous, Split, or Majority).
- ● KO (Knockout): When a fighter is rendered unconscious or unable to defend themselves due to legal strikes.
- ● No Contest: A ruling made when a fight is stopped prematurely due to an accidental injury (early in the fight) or other outside interference, resulting in no winner.
- ● Submission: When a fighter signals they want to stop the fight by tapping the opponent or the canvas, or by making a verbal submission.
- ● TKO (Technical Knockout): When the referee, doctor, or corner stops the fight because a fighter can no longer safely defend themselves.
- ● Technical Decision: When a fight is stopped due to an accidental injury after a sufficient number of rounds have passed for the judges to score the fight.
- ● Technical Submission: When the referee stops the fight because a fighter is caught in a submission and is either unconscious or in imminent danger of serious injury.
- General MMA Rules
- 22.1. Settlement Timing and Finality:

- Bets on all Markets are settled based on the official result declared immediately after the fight. Subsequent appeals, disqualifications, or amendments to the result by athletic commissions (e.g., due to drug testing or technical errors discovered later) are not recognized for settlement purposes.
- 22.2. Failure to Answer the Bell (Stool Retirement): If a fighter fails to answer the bell for the next round (e.g., retires on the stool during the break), their opponent will be deemed to have won the fight in the previous round for settlement purposes.
- ● Example: If a fighter retires after the end of Round 2 and before the start of Round 3, the official winning round is Round 2.
- 22.3. Postponement and Abandonment (48-Hour Rule): If a fight is postponed or cancelled, all Bets on that fight remain valid if the fight takes place within 48 hours of the original scheduled start time. If the delay exceeds 48 hours, all unsettled Bets on that fight will be Void.
- ● Interrupted Matches: If a fight is interrupted after it has started, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 22.5. No Contest:
- In the event of a fight being officially declared a "No Contest," all Bets on the match will be declared Void.
- 22.6. Changes to Scheduled Rounds:
- If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Winner & Exact Round," and "Winning Method" Markets will be Void . Bets on Match Winner (2-Way/3-Way) Markets will remain valid.
- MMA Market Rules
- 22.7. Match Winner (2-Way vs. 3-Way):
- ● Winner (To Win the Fight): Bet on the winner. If the fight ends in a Draw (including Majority or Technical Draw), all Bets on this Market are Void.
- ● 1X2 (Fight Result): Bet on the result including the Draw. If a Draw is declared, Bets on the "Draw (X)" Market selection are the winner.
- 22.8. Total Rounds (Over/Under): Bet on the round and time segment in which the fight will end.
- ● The "2:30" Rule: For settlement purposes of this Market, a "half-round" is defined as exactly 2 minutes and 30 seconds of the respective round.
- ○ Over 2.5 Rounds: The fight must end after the 2:30 mark of the 3rd round. If it ends at exactly 2:30, it is settled as Over.
- ○ Under 2.5 Rounds: The fight must end before the 2:30 mark of the 3rd round.
- ● Point-Five (.5) Lines: If a finish occurs at 2:29 or before, it is Under 0.5 of that round. If it occurs at 2:30 or later, it is Over 0.5.
- 22.9. Winning Method (Detailed): Bet on the specific way the fight will be decided:
- ● KO/TKO: This includes:
- ○ Referee stoppage due to strikes (standing or on the canvas).
- ○ Stoppage by the ringside Doctor.
- ○ Stoppage by a fighter's Corner/Team.
- ○ A fighter retiring during the break due to injury.
- ○ Disqualification (DQ): For settlement purposes, a DQ is counted as a KO/TKO.
- ● Submission: This includes:
- ○ Physical tap-out.
- ○ Technical submission (referee stoppage).

- ○ Verbal submission (including those made due to strikes).
- ● Decision: Includes Unanimous, Split, or Majority Decision. Also includes Technical Decisions.
- 22.10. Winner & Exact Round (Detailed): Bet on the fighter and the specific round in which the fight ends.
- ● Winning Conditions: For a Bet on this Market to win, the fighter must win by KO, TKO, DQ, or Submission within that round.
- ● Failure to Answer the Bell: If a fighter fails to answer the bell for the next round, the opponent is deemed the winner in the previous round (as per Rule 22.2).
- ● Decisions and Technical Decisions: In the event of a Technical Decision (stoppage before the end of the fight where the winner is determined by judges' scorecards) or a Decision at the end of the full scheduled distance, all Bets on specific rounds Markets will be settled as Losses.
- ● Clarification: For settlement purposes of this Market, a Technical Decision is treated as a victory on points (scorecards). Since it is not a finish (stoppage) within the round, it does not count as a victory in any specific round, regardless of when the fight was stopped.
- 22.11. Will the Fight Go the Distance? Bet on whether the fight will go to the judges' scorecards.
- ● Technical Decision Rule: If a fight is stopped and decided by a Technical Decision before the full number of rounds is completed, the fight is deemed NOT to have gone the distance.
- 23. Golf
- Golf Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Golf terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Dead Heat: A settlement rule applied when two or more players finish with the same score for a specific position.
- ● Play-off: Extra holes played to determine a winner in the event of a tie after the scheduled number of holes.
- General Golf Rules
- 23.1. Player Participation (Tee-off Rule):
- ● Non-Runners: If a player does not take part (does not tee off), all Bets on that player Market selection will be Void.
- 23.2. Result Finality and Trophy Presentation:
- Bets on all Markets are settled based on the official results provided by the relevant tour's official site (e.g., PGA Tour, European Tour) at the time of the trophy presentation.
- ● Any subsequent disqualifications or amendments made after the official result/trophy presentation will not be recognized for settlement purposes.
- 23.3. Delays and Suspensions:
- 23.4. Abandonment and Reduction of Holes:
- 23.5. Error Corrections:
- Golf Market Rules
- 23.7. Match-ups (2-Ball, 3-Ball, 4-Ball):
- Bet on which player will shoot the lowest score in the listed round.
- ● 2-Ball: Bets on this Market are Void if both competitors achieve the same score for the affected round (unless a "Tie" or "Draw" Market option was offered). If both players retire at the same hole, Bets on the

Market are Void.

- ● 3-Ball: Bet on the lowest score among three players. Dead Heat rules (Section 6.7.2) apply if two or more players tie for the lowest score.
- ● Abandonment: If the designated round is abandoned before completion, all Bets on that specific Market shall be Void.
- 23.8. Place Markets (Top 5, Top 10, Top 20, etc.):
- Bet on that a player that will finish within a specified range of positions in the final classification.
- ● Dead Heat Rule: If multiple players finish with the same position, resulting in more winners than the designated "Top X" spots available, Dead Heat rules (Section 6.7.2) will be applied only to the tied players.
- 23.9. Finishing Position of a Named Player:
- Bet on the exact or range of finishing positions for a specific player mentioned in the
- ● In the event of a tie for a finishing position, the tied position counts.
- ● Example: A tie with 4 other players for 7th place will count as a finishing position of 7th.
- 23.10. End of Round Leader:
- 23.11. Miss the Cut:
- Bet on whether a player will fail to qualify for the final rounds.
- ● Bets on this Market are settled at the end of the 2nd round (or whenever the cut is officially made).
- ● Dead Heat rules apply unless the winner is determined by a play-off.
- 23.13. Hole and Stat Markets:
- ● Hole & Hole Groups: If a player listed in the group retires, all related and unsettled "Hole" and "Hole X to Y" Markets will be Void. Penalty Points: Any penalty strokes awarded are included in the player’s score for settlement purposes.
- 24.Motorcycle Racing
- Motorcycle Racing Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Motorcycle Racing terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Classification: The official final positions of riders as determined by the governing body (e.g., FIM) at the end of the race.
- ● DNF (Did Not Finish): A rider who started the race but failed to cross the finish line or complete the required number of laps.
- ● DNS (Did Not Start): A rider who was scheduled to race but did not start the warm-up lap.
- ● Podium: The top three finishers in a race who participate in the official trophy ceremony.
- ● Pole Position: The first grid position on the starting line, awarded to the rider with the fastest qualifying time.
- ● Warm-up Lap: The lap taken by riders immediately before the start of the race to bring tires and engines to operating temperature.
- General Motorcycle Racing Rules
- 24.1. Official Result and Podium Presentation:
- Bets on all race Markets are settled based on the official classification of the governing body at the time of the podium presentation.

- ● Subsequent disqualifications, penalties, or amendments to the results (e.g., due to technical infringements discovered hours or days later) will not be recognized for settlement purposes.
- 24.2. Postponement and Abandonment (48-Hour Rule):
- If an event is postponed or abandoned, all Bets on that event remain valid provided the event is resumed within 48 hours of the original scheduled start time.
- ● If the event is rescheduled more than 48 hours in the future, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 24.3. Race Start and Participation:
- A rider is deemed to have started the race once they begin the warm-up lap.
- ● If a rider fails to start the warm-up lap, they are considered a Non-Runner, and all Bets on that rider's Market will be Void.
- ● If a rider starts the warm-up lap but fails to start or finish the race, Bets on that rider's markets will be settled as Loss.
- 24.4. Interrupted Races:
- If a race is stopped (red-flagged) and an official result is declared by the governing body, Bets will be settled based on that result, regardless of the number of laps completed prior to the stoppage. If no official result is declared by the governing body, Bets on all unsettled Markets will be Void.
- Motorcycle Racing Market Rules
- 24.5. Race Winner:
- Bet on the rider who will win the race. Settlement of this Market is based on the podium presentation. If the rider does not start the warm-up lap, all affected Bets are Void.
- 24.6. Top X Finish Markets (Top 3, 5, 10, etc.): Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.
- ● Official Ranking: Settlement of this Market is strictly based on the official classification of the governing body at the time of the podium presentation. If the official result lists multiple riders at the same rank, they are all considered to have finished in that position.
- ● Abandonment Rule: If a race is abandoned after starting, Bets on any "Top X" Markets that have not been officially determined by the governing body’s classification at the time of race stoppage will be Void.
- ● Disqualifications: Subsequent disqualifications or penalties applied after the podium presentation will not be recognized for settlement purposes.
- 24.7. Head-to-Head (H2H) Match-ups:
- Bet on which of the two named riders will achieve the higher classification.
- ● Both riders must start (begin the warm-up lap) for Bets on this Market to stand.
- ● If one rider fails to finish (DNF) while the other completes the race, the rider who completed the race is the winner.
- ● If both riders fail to finish (DNF), the rider who completed the most laps is deemed the winner. If both riders retire on the same lap, Bets on the Market is Void.
- Bet on which rider from a specified group will achieve the highest finishing position.
- ● Dead Heat rules (Section 6.7.2) apply if two or more riders in the group finish with the same classification or retire on the same lap.
- 24.9. Prop Markets (Fastest Lap / Pole Position):
- ● Fastest Lap: Bets on this Market are settled based on the official lap times recorded by the governing body during the race. Pole Position: Bets on this Market ar settled based on the final results of the qualifying

session. Any grid penalties applied after the end of the qualifying session are not considered for settlement purposes.

- 25.Athletics
- Athletics Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Athletics terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Did Not Start (DNS): A participant who is listed for an event but does not cross the start line or enter the starting blocks.
- ● Disqualification (DQ): When an athlete is removed from an event for a technical violation (e.g., false start, lane infringement).
- ● Final: The deciding race or attempt in an event that determines the medalists and final classification.
- ● Heat/Qualifying: Preliminary rounds used to determine which athletes advance to the Final.
- ● Medal Ceremony: The official presentation of Gold, Silver, and Bronze medals. This is the primary point of settlement.
- ● Personal Best (PB): The best result (time, distance, or height) achieved by an athlete in their career.
- ● Season Best (SB): The best result achieved by an athlete within the current calendar year or season.
- General Athletics Rules
- 25.1. Official Result and Finality:
- All Bets are settled based on the official results confirmed by the governing body (e.g., World Athletics, IOC) at the time of the medal ceremony or podium presentation.
- ● Any subsequent disqualifications or changes to results (e.g., due to retrospective doping tests or technical appeals filed days later) will not be recognized for settlement purposes.
- 25.2. Postponement and Abandonment (48-Hour Rule):
- If an event is postponed or cancelled, all Bets on the event remain valid provided the event is resumed within 48 hours of the original scheduled start time.
- ● If the event is not resumed within 48 hours, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 25.3. Participation (Non-Runner No Bet):
- ● If an athlete does not start the event (DNS), all Bets on that athlete are Void.
- ● An athlete is deemed to have started once they have crossed the start line or entered the starting blocks for their specific heat or final. Once an athlete starts, all Bets on Markets for the athlete stand regardless of whether they finish the race or are disqualified.
- Athletics Market Rules
- 25.4. Event Winner:
- Bet on the athlete who will win the gold medal or finish first in the official classification.
- ● If the event is decided over multiple heats and a final, the winner is the athlete who wins the Final, regardless of times recorded in previous heats.
- 25.5. Top X Finish Markets (Top 3, 5, 10, etc.):
- Bet on whether a named athlete will finish within the specified top "X" positions in the official final classification.

- ● Official Ranking: Settlement of this Market is strictly based on the official results confirmed by the governing body at the time of the medal ceremony or official podium presentation. If the official results list multiple athletes at the same rank, they are all considered to have finished in that position for settlement purposes.
- ● Disqualifications: Disqualifications or amendments to results occurring after the official medal ceremony or final classification has been published will not be recognized for settlement purposes.
- 25.6. Head-to-Head (H2H) Match-ups:
- Bet on which of the two named athletes will achieve the higher finishing position.
- ● Advancement Logic: If the athletes are competing in different heats, the one who advances to the furthest stage (e.g., makes the Final) is the winner.
- ● Same Stage Elimination: If both athletes are eliminated in the same round (e.g., both fail to advance past the semi-finals), the one with the faster official time/better distance in that specific round is deemed the winner.
- ● Dead Heat: If both athletes record the exact same time/distance in the same round and neither advances, Bets on the Market will be Void unless Dead Heat rules are applicable.
- ● Start Requirement: Both athletes must start the event for Bets on this Market on the relevant athletes to stand. If one athlete is a DNS, Bets on this Market are Void.
- Bet on which athlete from a specified group will achieve the highest finishing position.
- ● Dead Heat rules (Section 6.7.2) apply if two or more athletes in the group are eliminated at the same stage with the same result or finish with the same result in the Final.
- 25.8. Special Markets (Records/Stats):
- ● To Break World Record: Bets on this Market are settled as "Yes" only if the official governing body ratifies that a new World Record has been set during the specified event.
- ● Over/Under Results: For Markets like "Winning Time Over/Under," settlement is based on the official time of the winner as provided by the governing body.
- (Alpine Skiing, Biathlon, Cross-Country Skiing, Ski Jumping, Nordic Combined, Freestyle, Snowboarding)
- Winter Sports Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Winter Sports terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Classification: The official final ranking issued by the governing body (e.g., FIS, IBU) immediately after the Event.
- ● DNF (Did Not Finish): A participant who started the Event but failed to complete the course or cross the finish line.
- ● DNS (Did Not Start): A participant who was listed for the Event but did not cross the start line or leave the starting gate.
- ● Gate/Start Line: The official point where an athlete begins their timed run or race.
- ● Medal/Podium Ceremony: The official presentation of awards to the top finishers, which serves as the primary point for settlement.
- ● Run/Heat: A single timed attempt or round of a competition.
- 26.1. Official Result and Finality:
- All Bets are settled based on the official results and classification confirmed by the relevant governing body (FIS, IBU, etc.) at the time of the medal/podium ceremony.

- ● Subsequent disqualifications or amendments to the results (e.g., due to equipment violations or retrospective doping tests discovered later) will not be recognized for settlement purposes.
- 26.2. Postponement and Abandonment (48-Hour Rule):
- If an Event is postponed, abandoned or cancelled, all Bets relevant to the Event remain valid provided the Event is resumed within 48 hours of the original scheduled start time.
- 26.3. Athlete Participation:
- ● Start Requirement: An athlete is deemed to have started once they have crossed the start line or left the starting gate (or, for Ski Jumping, once they have started their jump).
- ● Non-Runners: If a participant is a DNS, all Bets on the Market selection for that participant are Void.
- 26.4. Interrupted Events:
- If an Event is shortened (e.g., only one run of a two-run race is completed) and an official result is declared by the governing body, Bets on that Event will be settled based on that official result. If no official result is declared, Bets on all unsettled Markets will be Void.
- 26.5. Event Winner:
- Bet on the participant or team that will win the Event. Settlement is based on the official classification at the time of the podium ceremony.
- 26.6. Podium Finish (Top 3) / Top X Finish:
- Bet on whether an athlete will finish within the top 3, top 6, or top 10 positions.
- ● Dead Heat Rules (Section 6.7.2): Apply if two or more athletes are tied for a position and no tie-breaking official classification is provided.
- 26.7. Head-to-Head (H2H) Match-ups:
- Bet on which of the two named participants will achieve the higher official classification.
- ● Start Rule: Both athletes must start for Bets on Market for the athletes to stand. If one of the two athletes is a DNS, Bets on the Market are Void.
- ● Finish Rule: If one athlete completes the event and the other does not (DNF), the athlete who completed the Event is deemed the winner.
- ● Multi-Run Events: If both athletes mentioned in the Market description are DNF in the second run, the winner is determined by the results/ranking of the first run.
- ● Dead Heat Rules apply if two or more participants in the group finish with the same result or are eliminated at the same stage.
- 26.9. Shooting Markets (Biathlon):
- ● Total Misses Over/Under: Bets on this Market are settled based on the official shooting statistics.
- ● Head-to-Head Misses: Bet on which athlete mentioned in the Market description will record the fewest missed targets. Both athletes mentioned in the Market description must start the Event for Bets on the Market to stand.
- 27. Formula1
- Formula 1 Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Formula 1 terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Classification: The official final ranking issued by the FIA at the conclusion of the race.

- ● DNF (Did Not Finish): A driver who retires from the race and does not cross the finish line after the winner has completed the final lap.
- ● DNS (Did Not Start): A driver who does not start the formation lap.
- ● Formation Lap: The lap taken by the cars from the grid to their starting positions immediately before the race start.
- ● Overtaking: A maneuver where one car passes another on track for a position, which must be maintained until the end of the lap.
- ● Pit Lane Start: When a car starts the race from the pit lane instead of its assigned grid position due to technical changes or penalties.
- ● Podium Presentation: The official ceremony following the race where the top three finishers are awarded trophies.
- ● Retirement: When a car/driver is forced to stop racing due to mechanical failure, an accident, or any other reason before the end of the race. General Formula 1 Rules
- 27.1. Official Result and Podium Presentation:
- Bets on all race Markets are settled based on the official result at the time of the podium presentation.
- ● Subsequent disqualifications, penalties (such as time penalties added after the podium), or amendments to the results are not recognized for settlement purposes.
- ● Shortened Races: If a race is shortened due to weather or other circumstances but is deemed official by the FIA, Bets will be settled according to the official classification, provided full or partial points are awarded.
- 27.2. Postponement and Abandonment (48-Hour Rule):
- If a race is postponed, abandoned or cancelled, all Bets remain valid provided the Event is resumed within 48 hours of the original scheduled start time.
- ● If the Event is rescheduled more than 48 hours in the future or to a different circuit, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 27.3. Race Start and Participation:
- ● Formation Lap: A driver is deemed to have started the race once they begin the formation lap. If a driver retires in or before the formation lap, Head-to-Head (H2H) and specific driver Markets involving that participant will be Void . If a driver does not start the formation lap, the driver is considered a Non-Runner and all Bets on that driver Markets shall be Void, unless otherwise stated.
- ● Pit Lane Starts: Drivers starting from the pit lane are ranked at the end of the starting grid for settlement purposes (e.g., for "Grid Position" or "Starting Rank" Markets).
- 27.4. Dead Heat Rule:
- Unless otherwise stated, the Dead Heat rule (Section 6.7.2) will be applied if the number of winners exceeds the expected amount of winning selections for a specific
- Market (e.g., multiple drivers retiring on the same lap for "First Retirement"). Formula 1 Specific Rules
- ● Bet on which driver will achieve the higher position in official classification.
- ● Both drivers must start (begin the formation lap) for Bets on the Market for the drivers to stand.
- ● Comparative Laps: If both drivers retire, the driver who completed the most laps is deemed the winner.
- ● Same Lap Retirement: If both drivers retire on the same lap, Bets on the
- Market for those drivers will be Void.
- 27.6. Team Markets:

- ● Winner (Team) / Top X (Team): Bets on this Market are settled based on the highest-ranked car belonging to that team in the official final result.
- ● First Team to Retire: Bets on this Market are settled based on the team that has a car retire first. If cars from different teams retire on the same lap, Dead Heat rules apply.
- ● First Pit Stop (Team): Bets on this Market are settled based on which team's car enters the pit lane first.
- ● Team Total Overtakes: The combined total of successful overtakes performed by both cars of the specified team.
- 27.7. Overtaking Markets:
- A maneuver is only counted as a successful overtake if it meets the following criteria:
- ● The pass must be maintained until the end of the lap.
- ● Exclusions: Overtakes during the first lap do not count.
- ● Pit Stop Exclusions: Overtakes occurring in the same lap when a driver enters or exits the pit lane do not count.
- ● Retirement Exclusion: Overtakes of a car in the lap of its retirement do not count.
- ● Lapping: Lapping or unlapping a car is not considered an overtake.
- 27.8. Retirement Rules:
- ● Definition: A car is considered "retired" if it does not cross the finish line when the session is completed, unless the driver is officially disqualified (DQ is not a retirement). Disqualified drivers are not considered retirements and are settled based on their official classification.
- ● First Retirement: If multiple drivers retire on the same lap as the first retirement, Dead Heat rules apply.
- ● Pit Retirement: If a car retires in the pit lane, the last started lap is used for settlement purposes.
- 27.9. Pit Stop Markets:
- ● First Pit Stop: The car that enters the pit lane first is considered the winner.
- ● Retirement in Pits: If a car enters the pit lane and subsequently retires, it is still counted as a pit stop for settlement purposes.
- 27.10. Fastest Lap Markets:
- ● Bet on which driver will achieve the fastest lap time during the race (or a specific cluster of laps).
- ● Settlement of this Market is based on official FIA timings, including milliseconds.
- 27.11. Total Finishers:
- ● A driver is counted as a "finisher" only if they pass the finish line after the race winner has completed the final lap and the session has ended.
- 28. Chess

- Chess Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Chess terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Castling: A special move involving the King and either Rook. It is the only time two pieces can move in one turn.
- ● Checkmate: A position where a King is in check and there is no legal way to get out of it. This ends the game immediately.
- ● En Passant: A special pawn capture that can only happen immediately after an opponent's pawn moves two squares forward from its starting position, landing beside your pawn.

- ● Stalemate: A situation where the player whose turn it is has no legal moves available, but their King is not in check. The game ends in a draw.
- General Chess Rules
- 28.1. General Notes
- 28.2. Move Counting Logic Unless specified otherwise, each move is counted when White makes a move.
- 28.3. Will there be a checkmate?
- 28.4. Total number of castlings
- The Bets on ths Market are settled on the total number of castlings by both players combined (0, 1, or 2). Includes both kingside and queenside.
- 28.5. First move
- Bet on which specific move will be played first (e.g., e4, d4).
- 28.6. First piece to move
- Bets on this Market are settled based on the type of piece (Pawn or Knight) that moves first by either player.
- 28.7. First captured piece
- Bet on the first piece type to be removed from the board (Pawn, Knight, Bishop, Rook, or Queen).
- 28.9. Will there be an en passant?
- Bets on this Market are settled as "Won" if an en passant capture occurs. (Note: Only valid immediately after an opponent's double-square pawn move).
- 28.10. Will there be a stalemate?
- 28.11. Who will have more pieces at the end?
- Bets on this Market are settled based on the count of remaining pieces (including pawns) for each player.
- ● If equal, the market is settled as a Draw (X).
- 28.12. Final number of pieces
- Bets on this Market are settled based on the combined total of all pieces left on the board from both players.
- 28.13. Number of checks
- 28.14. Total moves
- Bets on this Market are settled based on the move counting logic defined in Section
- Bets on this Market are settled based on the move counting logic defined in Section — 28.2.
- 28.15. Checkmate before move {X}
- Bets on this Market are settled as "Won" if checkmate occurs strictly before the specified move number (based on White's moves).
- Bets on this Market are settled as "Won" if the result (checkmate, resignation, or draw) happens before move X.
- 28.17. First to check
- Bet on which player (White or Black) will deliver the first check.
- 28.18. Who will finish higher in the final standings?
- Bet on which player gets more wins while playing with the White pieces. If equal, the result is Draw (X).
- Bet on which player gets more wins while playing with the Black pieces. If equal, the result is Draw (X).
- 28.21. Total number of wins combined
- 28.22. Player Total Wins (Individual)
- 28.23. Player Total Wins with White / Black

- 28.24. Player Total Points & Milestones (e.g., Start 3-0)
- ● Points: Win = 1, Draw = 0.5, Loss = 0. Technical/forfeit results are included.
- 29. Kabaddi
- Kabaddi Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Kabaddi terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● All Out: When an entire team is put out, the opposing team receives 2 extra points.
- ● Empty Raid: A raid where no points are scored or lost.
- ● Raider: The attacking player who enters the opponent's half.
- ● Super Tackle: A successful tackle performed by the defending team when they have 3 or fewer defenders on the mat. This earns the defending team 2 points.
- ● Tackle Points: Points earned by the defending team for successfully stopping a raider.
- ● Technical Points: Points awarded by the officials for rules infractions or other coaching/technical reasons.
- General Kabaddi Rules
- 29.1. Official Result and Data Sources:
- All Bets are settled based on the official results provided by the official league websites (e.g.,Pro Kabaddi League | Official Website). In the event of a discrepancy, the official league governing body's data takes precedence.
- 29.2. Regular Time (40 Minutes):
- Unless otherwise stated, all match Markets are based on the result at the end of scheduled 40 minutes of play (two halves of 20 minutes each), including any stoppage time added by officials, but Overtime (Golden Raids, etc.).
- 29.3. Postponement and Abandonment (48-Hour Rule):
- If a match is postponed, abandoned or cancelled, al match relevantBets remain valid provided the match is resumed within 48 hours of the original scheduled start time.
- ● If the match is rescheduled more than 48 hours in the future, all Markets that have not reached a Natural Conclusion will be declared Void.
- ● If a match is abandoned after it has started, Bets on Markets that have not reached the Natural Conclusion are Void.
- 29.4. Error Corrections:
- Match and Half Markets
- 29.5. 1X2 (Match Result):
- Bet on the result of the match at the end of regular time (40 minutes). In league formats where draws are possible, the "Draw" selection is offered.
- 29.6. Totals (Over/Under) & Handicaps:
- Bet on this Market are settled based on the final total points scored by both teams (including technical points and All Out points) at the end of 40 minutes of play.
- 29.7. Individual Team Totals:
- Bet on the total points scored by a specific team. This includes all Raid points, Tackle points, All Out points, and Technical points.
- 29.8. 1st Half Markets:

- Bets on all 1st Half markets (Winner, Totals, Handicaps) are settled based on the score and statistics at the conclusion of the first 20 minutes of play.
- Specific and Prop Markets
- 29.9. Total Tackle Points:
- Bet on the total number of points earned by both teams specifically through Tackles. This does not include All Out points or Technical points.
- 29.10. Total Super Raids:
- Bet on the combined number of Super Raids (raids worth 3+ points) performed by both teams during the match.
- 29.11. Total Super Tackles:
- Bet on the combined number of Super Tackles (successful tackles by 3 or fewer defenders) performed by both teams.
- 29.12. Total Successful Raid Points (Team/Individual):
- 29.13. Total Successful Tackle Points (Team/Individual):
- Bets on this market are settled based on the total points earned through successful defensive stops. Note: A Super Tackle earns 2 points toward this total.
- 29.14. H2H Successful Raid Points (1X2):
- Bet on which team or named player will record more Successful Raid points during the match.
- ● Dead Heat rules (Section 6.7.2) apply if no "Draw" Market option is offered and the results are tied.
- ● Both players named in the player-specific H2H Market description must participate in the match for Bets on this Market to stand.
- 30. Cycling
- Cycling Glossary of Terms (A-Z)
- Important Note: This glossary is provided for informational and navigational purposes only. The definitions contained herein are intended to assist in the understanding of common Cycling terms and do not constitute the definitive criteria for the settlement of bets. For final settlement rules and specific conditions, please refer to the applicable general and sport-specific settlement rules.
- ● Classification: The official ranking provided by the governing body (e.g., UCI) at the end of a stage or the entire race.
- ● DNF (Did Not Finish): A rider who starts a stage or race but fails to cross the finish line.
- ● DNS (Did Not Start): A rider who is listed on the start sheet but does not cross the official start line.
- ● General Classification (GC): The primary ranking in a multi-stage race (e.g., Tour de France), usually determined by the lowest cumulative time.
- ● Peloton: The main group or pack of riders in a road race.
- ● Podium: The top three finishers of a race or stage who participate in the official ceremony.
- ● Stage: An individual day of racing within a larger multi-day event.
- ● Time Trial: A race where riders or teams start individually and compete against the clock.
- General Cycling Rules
- 30.1. Official Result and Podium Presentation:
- All Bets are settled based on the official classification of the governing body (UCI or race organizers) at the time of the podium presentation.

- ● Subsequent disqualifications, time penalties added after the ceremony, or result amendments (e.g., due to doping violations discovered later) will not be recognized for settlement purposes.
- ● If a race is shortened or neutralized by officials, Bets on that race shall stand provided the official result for that race is declared.
- 30.2. Postponement and Abandonment (48-Hour Rule):
- If a race or specific stage is postponed, abandoned or cancelled, all Bets remain valid provided the event is resumed within 48 hours of the original scheduled start time.
- ● If the delay exceeds 48 hours, all Markets that have not reached a Natural Conclusion will be declared Void.
- 30.3. Participation and Race Start:
- ● A rider is deemed to have started the race/stage once they cross the official start line.
- ● If a rider fails to start (DNS), all Bets on that rider (Winner, H2H, Props) Markets are Void.
- ● If a rider starts but fails to finish (DNF), Bets on that rider's Markets will be settled as Loss.
- Cycling Market Rules
- 30.4. Race / Stage Winner:
- Bet on the rider or team that will win the specified race or stage.
- ● Settlement of this Market is based on the first rider to cross the finish line (or the lowest time in a Time Trial) as confirmed by the official podium classification.
- 30.5. Head-to-Head (H2H) Match-ups:
- ● Both riders must start the race/stage for Bets to stand.
- ● Finish Logic: If one rider crosses the finish line and the other does not (DNF), the rider who finished is the winner.
- ● Both DNF (Single Stage): If both riders mentioned in the Market description fail to finish a single-stage race, Bets on that Market are Void.
- ● Both DNF (Multi-Stage/Grand Tours): If both riders retire during a multi-stage race, the rider who completed more stages is the winner. If both riders retire during the same stage, Bets on the affected Market are Void.
- 30.6. Classification Markets (Jerseys):
- Bet on the winner of specific jerseys (e.g., Yellow/GC, Green/Points, Polka Dot/Mountains, White/Young Rider).
- ● For "End of Stage" classification leader Markets, Bets are settled based on the rider who is officially awarded the jersey to wear during the next stage.
- 30.7. Top X Finish Markets (Top 3, 5, 10, 20, etc.):
- Bet on whether a named rider will finish within the specified top "X" positions in the official final classification.
- ● Official Ranking: Settlement is strictly based on the official classification ranking provided by the governing body at the time of the podium ceremony. If the official result lists multiple riders at the same rank (e.g., "Tied 5th"), they are all considered to have finished in that position.
- ● Disqualifications: If a rider is disqualified after the official podium presentation, it will not affect the settlement of "Top X" markets.
- 30.8. Team Classification:
- Bet on which team will win the Team Classification. Settlement is based on the official final standings, which are typically calculated by the cumulative times of the top three riders from each team.

- Definitions & Interpretations
- For the purposes of these rules:
- ● Tournament Organizer means the individual, entity, or consortium of entities that is responsible for the planning, coordination, management, and execution of an esports tournament or competition. The Tournament Organizer holds authority over the event's rules, schedule, gathering results, competitive format, participant eligibility, venue or platform logistics, enforcement of discipline, and the operation of tournament infrastructure, whether conducted online, offline, or in a hybrid format.
- ● Integrity Violation refers to any act or omission that intentionally or negligently compromises the fairness, legitimacy, or integrity of an esports competition. Such violations include, but are not limited to:
- 1. Cheating through the use of unauthorized software, hardware, or other methods that provide an unfair advantage;
- 3. Match-fixing or manipulation of results, including deliberate loss of a match for financial or other external gain;
- 4. Use of prohibited substances that affect player performance;
- 1.4. If a match is paused/postponed and not rescheduled to a later time within 24 hours of the actual scheduled start time, then bets on all markets of that match will be voided. Terms of this clause shall not apply in the case of matches with placeholder times, where the official times are yet to be announced.
- 1.7. If there is conclusive evidence of Integrity Violation that has directly affected the outcome of a match (including but not limited to the use of cheats, bug abuse, match-fixing, use of prohibited substances, or any other unsporting behavior), and such Integrity Violation is officially confirmed by the Tournament Organizer or a recognized esports integrity authority (e.g., ESIC) or any relevant state authority within 72 hours of the match completion, bets on all markets involving that match will be voided . Exception: if, as a result of confirmed Integrity Violation, a team is disqualified or assigned losses for all matches within a tournament, bets will be voided only for markets involving matches where clear evidence exists that the Integrity Violation occurred; for other matches, bets will remain settled as normal.
- 1.8. If a team is awarded a Technical Loss for reasons unrelated to Integrity Violation, all bets on markets whose outcomes were determined before the Technical Loss will stand. The Match Winner market, all undecided match-level markets (e.g., Map Handicap, Total Maps), and all other undecided map markets affected by the Technical Loss will be voided. A Technical Loss applied to one map does not affect the settlement of map markets for subsequent maps played and completed as scheduled. If the Tournament Organizer uses terms such as "disqualification," "technical loss," or similar without specifying that the reason was an Integrity Violation and there is no conclusive evidence of an Integrity Violation - this rule 1.8. applies.
- 1.9. All markets consider overtime, unless expressly stated otherwise in the market name.
- Example: Score rollback from 10–10 → 5–5: Bet placed at 6–6 → voided Bet placed at 2–2 → stands
- 1.13. If a map starts with fewer players than the number required under the official tournament regulations, all bets on that map or match will be voided. The required number of players shall be determined in accordance with the respective tournament's rules or regulations.
- 1.17. If a specific in-game event or condition forming the basis of a betting market does not occur during the applicable map, match, or series, all bets on that market will be void.
- 2.7. If a player is replaced or removed from competition before playing any official match, bets on all markets involving that player that have not yet been settled shall be voided. Bets on markets involving the affected player that have already been settled prior to the respective replacement or removal shall remain valid. If the player is replaced or removed from competition after participating in at least one official match, all bets or markets on such player, whether previously settled or pending, shall stand.

- X map - Team N to win both pistol rounds & win the map - A bet on whether
- Team N will win both pistol rounds (Round 1 in both halves) and also win the specified map. If the specified team loses at least one of the pistols, or loses the map, the bet on this market will be settled as “Lost”.
- General outright markets
- 3.1. Counter-Strike 2 rules:
- 3.1.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then bets on all affected markets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.
- 3.1.5. Counter-Strike 2 Duels (Berserk League) specific rules:
- 3.1.5.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.
- 3.1.5.5. Player is Absent: In case a player is absent bets on all markets of the affected match will be voided.
- 3.2. Dota 2 rules:
- 3.2.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.
- 3.2.4. Dota 2 Duels (Berserk League) specific rules:
- 3.2.4.1. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all bets on the affected markets shall be voided.
- 3.2.4.4. Neutral Creep Kills: For the purposes of bet settlement Neutral Creep Kills are counted as kills by the opposing team.
- 3.3. Valorant rules:
- 3.3.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.
- 3.4. League of Legends rules:
- 3.4.1. If a map starts with fewer than 10 competitors, all bets on markets related to that map will be voided.
- 3.4.5. League of Legends markets:
- 3.5. King of Glory (Honor of Kings and Arena of Valor):
- 3.5.1. If a map starts with fewer than 10 competitors, all bets on markets of that map (and associated match markets) will be voided.
- 3.6. Mobile Legends:Bang Bang:

- 3.6.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.
- 3.7. Wild Rift:
- 3.7.1. If a map starts with fewer than 10 competitors, all bets placed on markets involving the map (and associated match markets) will be voided.
- 3.8. Free Fire & PUBG & PUBG Mobile & Fortnite & Apex Legends & Call of
- 3.8.2 If the specified round is not completed, all bets on markets involving that round shall be void.
- 3.8.4. Round Markets:
- Round X winner - A bet on which team or player will win the specified round. Top 3 Finish in Round X - A bet on whether a specified player or team will finish in the top three positions in the stated round.
- 3.9. Deadlock:
- 3.9.1. If a map starts with fewer than 10 competitors, all bets on markets involving the map (and associated match markets) will be voided.
- 3.10. Rainbow Six: Siege:
- 3.10.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.
- 3.11. GeoGuessr rules:
- 3.12. Call of Duty & Call of Duty Mobile rules:
- 3.12.1. These rules do not apply to Call of Duty: Warzone. Terms of settlement of markets of Call of Duty: Warzone are covered by the Battle Royale Esports rules.
- 3.12.5. Call of Duty & Call of Duty Mobile markets:
- X map - round handicap - A bet on whether a team wins the specified map after applying the stated round handicap to the final round score, including overtime. This market is only available on round-based modes (e.g., Search & Destroy, Control). If the scheduled map is changed to a mode that does not use rounds (e.g., Hardpoint), all bets on this market are void.
- 3.13. Marvel Rivals:
- 3.14. Crossfire & Crossfire Mobile:
- 3.14.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 2 full rounds with 4v5 configuration, and if the 5th player does not return during 2 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the two-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 2 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.
- 3.15. Tekken:

- 3.15.3. Tekken markets:
- Winner - A bet on which player will win the match. A match is equivalent to a set in Tekken terms. X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Tekken terms. A map is won by the player who first achieves 3 KOs (knock-outs) in that map (game). Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player. Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number. Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).
- 3.16. Street Fighter:
- 3.16.4. Street Fighter markets:
- Winner - A bet on which player will win the match. A match is equivalent to a set in Street Fighter terms. X map winner - A bet on which player will win the specified map in the series. A map is equivalent to a game in Street Fighter terms. A map is won by the player who first achieves 2 KOs (knock-outs) in that map (game). Map Handicap - A bet on which player will win the match (set) after applying the stated map (game) handicap to the final score. The handicap is applied to the number of maps (games) won by each player. Total Maps - A bet on the total number of maps (games) played in the match, settled as over or under the stated number. Correct score (in maps) - A bet on the exact final score of maps (games) won in the match (set). The winner is determined by the first player to reach the required number of map (game) wins (e.g., 2 in Bo3, 3 in Bo5).
- 3.17. Overwatch 2:
- 3.18. Rocket League:
- 3.18.2. Rocket League markets:
- Winner - A bet on the winner of the match. A match is equivalent to a series in Rocket League terms. X map winner - A bet on the winner of the specified map. A map is equivalent to a game in Rocket League terms. Map Handicap - A bet on whether a team wins the match (series) after applying the stated map (game) handicap to the final map (game) score. Total Maps - A bet on whether the total number of maps (games) played in the match (series) will be over or under the stated number. Correct score (in maps) - A bet on the exact final map (game) score of the match (series) (e.g., 2–0, 2–1).
- 3.19. Age of Empires & Starcraft 2 & Starcraft: Brood War & Warcraft III:
- 3.20. Standoff 2:
- 3.20.1. If one of the players disconnects and is unable to reconnect or be replaced, and if both teams still decide to continue 4v5, and if the teams play at least 3 full rounds with 4v5 configuration, and if the 5th player does not return during 3 rounds, then all affected bets on that map, match and match side markets will be voided. For the avoidance of doubt, the three-round count begins with the first round that starts as 4v5; any round in which the disconnection occurs after the round has already started shall not be counted toward this limit. Bets on disconnected player-specific markets already determined before the disconnect of the respective player will stand; however, if the disconnect occurs and the disconnected player does not return within 3 full 4v5 rounds, bets on any unsettled player-specific markets for the disconnected player will be voided.
- 3.21. FC 26 specific rules:
- 3.21.4. Wrong Odds/Players/Teams: If bets are placed on markets with incorrect odds/players/teams, all affected bets shall be voided.
- 3.22. NBA 2K26 specific rules:

- 3.22.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, all affected bets shall be voided.
- 3.23. Cricket 24 specific rules:
- 3.23.1. Bets on all Markets will be settled as set out in the General and Cricket
- 3.23.4. Wrong Odds/Players: If bets are placed on markets with incorrect odds/players, bets on all affected markets shall be voided.
- 1. General Rules
- 1.1 General Provisions
- 1.1.2. All Bets will be settled once the outcome of the relevant Market has been unconditionally determined.
- 1.1.3. The availability of video streaming or archive is not guaranteed.
- 1.1.4. Terms of Section III do not apply to Esports mentioned in this section IV.
- 1.2 Market Definitions
- 1.2.1 Match (1X2)
- A Market where it is possible to bet on the outcome of a match or event.
- ● 1 — Home team or the team listed on the left
- ● X — Draw (if applicable)
- ● 2 — Away team or the team listed on the right
- 1.2.2 Correct Score
- A Market where it is possible to bet on the exact score (partial or final) of a match or event.
- 1.2.3 Over/Under (Totals)
- Example: If the Line is 128.0 points and the match ends 64–64 (total 128), all affected Bets are Void.
- 1.2.4 Odd/Even
- A Market where it is possible to bet on whether the total number of predefined occurrences is:
- ● Odd — 1, 3, 5, etc.
- ● Even — 0, 2, 4, etc. Zero is considered an even number.
- 1.2.5 Half Time / Full Time
- A Market where it is possible to bet on the result at halftime and the final result.
- Example: If the halftime score is 1–0 and the final score is 1–1, the winning outcome is 1/X. If the match format differs from the structure described in the Market (e.g., not played in two halves), all affected Bets will be Void.
- A Market where it is possible to bet on the outcome of a specific period within a match/event.
- 1.2.7 Draw No Bet (DNB)
- A Market where it is possible to bet on either “1” or “2” only. If the match ends in a draw, the Bet on this Market will be Void.
- 1.2.8 Handicap
- A Market where the listed handicap is added to or subtracted from the final score for settlement purposes. If the adjusted result equals the handicap Line mentioned in the Market description, all affected Bets will be Void.
- 1.2.9 Asian Handicap
- Example: Home Team (-1.75) vs Away Team (+1.75). The stake is split equally into two Bets:
- ● (-1.5) and (-2.0) for the favorite
- ● (+1.5) and (+2.0) for the underdog

- Settlement example:
- ● Win by 3+ goals → Full win
- ● Win by exactly 2 goals → Half win (one part wins, one part refunded)
- ● Win by 1 goal or less / draw / loss → Full loss
- 1.2.10 Double Chance
- A Market where it is possible to bet on two outcomes simultaneously:
- ● 1X — Home win or draw
- ● 12 — Home win or away win
- ● X2 — Draw or away win
- 1.2.11 Team to Score First and Win
- The selected team must score the first goal and win the match. If no goals are scored, Bets on all affected Markets will be Void.
- 1.2.12 Quarter / Half / Period X (Score During Period)
- Refers strictly to events occurring within the specified period only. Does not include results from other periods. If the match format differs from the listed format, Bets on affected Markets will be Void.
- 1.2.13 Result at End of Quarter / Half / Period X
- Refers to the cumulative result at the end of the specified timeframe, including all previous periods.
- 1.2.14 Race to X Points / Goals
- Refers to the team or participant who first reaches the specified number. If the listed total is not reached within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.
- 1.2.15 Winner of Point X / Goal X
- Refers to the participant who scores the specified point/goal. If the event does not occur within the stipulated timeframe (if applicable), Bets on all affected Markets will be Void, unless otherwise stated.
- 1.2.16 Team to Win All Halves/Periods
- The listed team must score more goals/points than the opponent in each specified half/period.
- 2.1 eSoccer
- Match Format Two halves of:
- ● 2×3 minutes
- ● 2×4 minutes
- ● 2×6 minutes
- ● 2×15 minutes Includes injury time. Excludes Overtime and penalties, unless otherwise stated.
- 2.2 eSoccer: Volta
- Match Format
- Two halves of 3 minutes each. Includes injury time and Overtime. Excludes penalty shootouts.
- Settlement Markets do not consider Overtime, unless otherwise stated. Bets on all Markets are settled according to the General Rules.
- 2.3 eSoccer: Penalty
- 5 penalty shots per team. If tied after 5 shots each — sudden death applies.
- Settlement Bets on all Markets are settled according to the General Rules.
- 2.4 eSoccer: X-Battle FC
- Two halves of 30 seconds each. Overtime is not included.

- 4 quarters of 6 minutes each. Overtime is not included, unless otherwise stated.
- 1 quarter of 1 minute. Overtime is not included.
- 2.7 eFighting Applies to:
- 2.7.1 Match Outcome Markets
- Winner
- Bet on the character who wins the overall fight.
- 2.7.2 Market Definitions
- Health Bar
- Each fighter has two (2) health bars. The second health bar becomes active only after the first health bar has been fully depleted.
- First Damage
- Bet on the first successful attack landed during the match.
- Clash
- A special in-fight mechanic where both fighters engage in a challenge to recover health. The outcome of a Clash may be:
- ● Won by Fighter A
- ● Won by Fighter B
- ● End in a draw
- Supermove
- A rare and powerful move unique to each character, executed under specific in-game conditions.
- Will There Be Mercy
- Refers to whether the “Mercy” mechanic is performed — a situation where one fighter intentionally spares the opponent instead of immediately finishing the fight.
- Finish Him Method
- Refers to the method by which the opponent is defeated. This may include, but is not limited to:
- ● Fatality
- ● Brutality
- ● Regular hit
- ● Other officially recognized finishing mechanics
- Winner HP Left
- Refers to the amount of remaining health of the winning character at the end of the match.
- 2.8 eCricket
- 2 innings (5 overs per innings, 6 deliveries per over).
- 2.9 eCricket: Super Over
- 1 over per team.
- 2.10 eCricket: X-Battle Bats
- 10 rounds (1 hit per round). No extra innings.
- 2.11 eShooter: CS2 (MR15)
- First team to reach 8 rounds wins.
- 2.12 eShooter: CS2 (BO3)
- Best of 3 maps (first to 2 wins).
- 2.13 eHorse Racing

- 8–24 runners. Distance: 800–3200 meters.
- 2.14 eTennis
- 2.15 eVolleyball
- 1 set to 25 points.
- 2.16 eBoxing
- 1 round of 2 minutes.
- 2.17 eKabaddi
- 2 halves of 5 minutes each.
- 2.18 eVaquejada
- 4 rounds (4 attempts each).
- 2.19 eMMA
- 1 round.
- 4 quarters of 2 minutes each. Overtime is not included, unless otherwise stated.
- 2.21 eFootvolley
- Best of 3 sets (first to 2 sets), each set to 11 points.
- 2.22 eTeqball
- Best of 3 sets (first to 2 sets), each set to 12 points.
- 2.23 elce Hockey
- 3 periods of 3 minutes each. Overtime is not included unless otherwise stated.
- 2.24 eTable Tennis Formats
- ● Best of 5 sets (first to 3), 11 points per set (with balance)
- ● Best of 7 sets (first to 4), 7 points per set (no balance)
- V. Greyhound, Horse and Harness Racing rules
- 1. General
- 1.1 All bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.
- 1.2 In the event of a Dead Heat, the bet will be paid out at face value divided by the number of Dead Heating winners of the event.
- 2. Market Specific Rules
- 2.2.1. Where there are 8 or more runners in a race, a place shall be paid on first, second and third places. If a bet is placed when the field has 8 or more runners and the field later reduced to 7 or less runners, first, second and third places will be paid, however deductions shall apply. See Deductions Table in clause 3.3.5.
- 2.2.2. Dead heat rules apply
- 2.3.1. Pays on runners to come 1st or 2nd in the race.
- 2.3.2. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided.
- 2.3.3. Dead heat rules apply.
- 3. Settlement & Cancellation rules
- 3.1. Scratchings
- 3.1.1. If a runner is scratched, the stake will be refunded.
- 3.2. Abandoned, Postponed and Transferred Races

- 3.2.1. If a race is abandoned or transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets shall be void. Affected Combo Bets will be recalculated excluding that Event.
- 3.2.2. Where a race is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the race, all bets shall stand as if the race was not postponed.
- 3.2.3. If scratchings are reinstated due to a postponed race at the same venue then all bets shall be void.
- 3.3. Deductions
- 3.3.1. Any bet may be subject to deduction after the placement of the bet. These deductions are applied to the face value (expected winnings) of the bet.
- 3.3.2. In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of the winning bets as per Deductions table - See Deductions Table in clause 3.3.5.
- 3.3.3. Deduction calculations are specified as a percentage deducted from the amount of the stake's winnings.
- 3.3.4. In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rate as per Deductions table. See Deductions Table in clause
- 3.3.5. Deductions Table
- Odds from (>, more than)
- Odds to (<=, less or equal)
- Market "Win" (%)*
- Market "Top 2/" (%)*
- Market "Place" (%)*
- *The column provides amount of deduction of the face value of the winnings of the respective bet.
- 3.4. Errors
- 3.5. Acceptance of Bets after Race Start Time
- 3.5.1. If a single bet is inadvertently accepted after the official start time of the Event, the bet shall be voided and will be refunded to the End User.
- 3.5.2. If a bet was accepted after the official start time of the Event as part of a Combo bet then that Event shall be deemed void, and the remaining leg(s) of the Combo bet will stand.
- 3.6. Other
- 3.6.2. Bets will be settled as per the official decision of stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by stewards on the day of the race will stand for the purposes of bet settlement.
- VI. Predictions
- 1.2. Specific Market Rules (Tooltips): Due to the unique nature of each "Predictions" market, the specific criteria for settlement, winning conditions, and definitive timeframes are provided directly within the information tooltips (marked with the "i" symbol) located next to each market. By placing a bet on a "Predictions" market, the End User confirms they have read and accepted the specific settlement rules provided in the respective tooltip.
- VII. Log of Changes
- Version
- Editor

- Date
- Reason of change
- 1.0 Andris Backovs 13.01.2023 First release
- 1.2 Andris Backovs 02.12.2024 Review and revision due to implementation of GLI-33 standard
- 1.3 Andris Backovs 20.12.2024 Deleting duplicated rules
- 1.7 Andris Backovs 29.10.2025 Updates in Bet settings section and postponed events rules
- 2.0 Arthur Lyanniy 01.06.2026 Updates here
- Liens utiles
- Aviator
- Mines
- Affiliés
- Trophées
- Boutique
- Daily missions
- T&C
- Gambling can be addictive. Play responsibly.
- 2026 © betify10.sh All rights reserved
- Daily
- Mission
- Cash
- Roue de la
- Fortune
- Sponsorship
- Floyd Mayweather
- Fnatic
- Ronaldinho
- Live Chat
- Ne manquez pas les offres Telegram
- Trixie
- Patent
- Yankee
- Canadian
- Heinz
- Super Heinz
- Goliath
- More on the official video review system (VAR) Inside FIFA.
- 2. WhoScored (
- 4. Sofascore (
-). This order is final. If a higher-priority source provides the data, lower-ranked sources are disregarded. Settlement is based on the initial official publication; subsequent changes (disciplinary decisions, etc.) do not constitute grounds for re-settlement. This source hierarchy applies exclusively to Team Stats markets.

For other statistical markets (e.g., Corners, Bookings), settlement shall follow the specific rules defined in the relevant sections.

- FotMob
- Settlement Source:
- ,or the Press Association, unless there is clear evidence that these statistics are incorrect.
- Settlement Source: The Bets for this Market are settled based on TV broadcasting and statistics available on
- Settlement Source: The Bets on this Market are settled based on TV broadcasting and statistics available on
- e , or the Press Association, unless there is clear evidence that these statistics are incorrect.
- Settlement Source: Bets on this Market are settled based on TV broadcasting and statistics available on
- , or the Press Association.
- Settlement Source: The Bets are settled based on TV broadcasting and statistics available on
- Official Site of Men's Professional Tennis | ATP Tour | Tennis , The Official Home of the Women's Tennis Association | WTA Tennis
-) or data providers.
- ● Sources: All Markets in this section are settled strictly based on the official box score from the league's official website (e.g.,
- Bet on Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g.,
-). All player-specific Markets include Overtime for settlement purposes. For a Bet to have action, the player mentioned in the Market description must participate in at least one play (down) as a "Runner".
- Settlement is based strictly on the official box score provided by
- (or the respective league's official site). Subsequent changes or corrections made by the league after the initial official settlement has been processed will not be considered.
- Official Site of the National Hockey League | NHL.com
- MLB.com | The Official Site of Major League Baseball
- Sixes
- Fours
- Fifties
- Centuries
- Wickets
- Run Outs
- Ducks
- ● Tie-breaks: For the purposes of settlement of this market official tie-break rules (e.g.,
-) apply. If no tie-break is used and positions are shared, Bets on this Market are Void.
- Pro Kabaddi League | Official Website
- Dota 2
- DOTABUFF - Dota 2 Statistics
- Dota 2: Live Score with no delay, statistics, schedule, results - DLTV
- , cyberscore.live Counter-Strike 2 (CS2):
- HLTV.org - The home of competitive Counter-Strike
- League of Legends:
- gol.gg.

- Valorant:
- Overwatch
- , Blizzard official match data. Call of Duty / Warzone:
- Liquipedia
- GeoGuessr - Let's explore the world!
- Result Page:
- ● Injustice —
- ● Mortal Kombat —
- Andris Backovs
- First release
- Updates in Bet settings section and postponed events rules — 1.8
- Arthur Lyanniy
- Updates
- here
- Boîte de réception
- Des questions ? Envoyez nous un email

Anti-Money Laundering Policy

- EU : “Regulation 2015/847 on information accompanying transfers of funds”
- EU : Various regulations imposing sanctions or restrictive measures against persons and embargo on certain goods and technology, including all dual-use goods
- The conversion or transfer of property, especially money, knowing that such property is derived from criminal activity or from taking part in such activity, for the purpose of concealing or disguising the illegal origin of the property or of helping any person who is involved in the commission of such an activity to evade the legal consequences of that person's or companies action;
- Money laundering shall be regarded as such even when the activities which generated the property to be laundered were carried out in the territory of another Member State or in that of a third country.
- A copy of your passport, ID card or driving license, each shown alongside a handwritten note mentioning six random generated numbers. Also, a second picture with the face of the user/ customer is required.
- The user/customer may blur out every information, besides date of birth, nationality, gender, first name, second name and the picture. To secure their privacy.
- The specific transactions submitted to the customer support manager, possibly through theirCompliance Manager must also be subject to due diligence.
- In its internal procedures, Betify describes in precise terms, for the attention of its staffmembers, when it is necessary to report and how to proceed with such reporting.
- will decide whether it is necessary or not to send a report to the FIU, in accordance with thelegal obligations provided in the Law of 18 September 2017; will decide whether or not it is necessary to terminate the business relations with the customer.

Sport Betting - Bet on your favorite sports

- ○ Released under the MIT License

Jeu Aviator - Volez haut et gagnez gros

- Règles et conditions

Exchange your rewards and treat yourself!

- Règles & conditions

Live Casino - Dive into games with a live dealer

- RNG Games

Conditions de Bonus

- The English version of the general terms and conditions prevails over all others. In the event of a dispute, it is the English version that applies.
- 13. The casino reserves the right to modify the terms and conditions at any time without notice.
- 23. Products purchased in the shop are subject to our general terms and conditions

Betify: Crypto Casino - Sports Betting - An unmatched casino for an exceptional experience

- Sport Policy
- Privacy Policy
- Responsible Gaming

Plinko

- Paramètres de Provably Fair
- Jeu Provably Fair

Fnatic - 19 ans de performances en E-Sport

- The broadcast ended 26 minutes ago

Jeu responsable

- Last updated: 22 September 2026
- ○ Play for entertainment, not to make money.
- ○ Avoid chasing losses.
- ○ Establish limits for yourself.
- ○ Do not let gambling interfere with your daily responsibilities.
- ○ Never gamble unless you can cover losses.
- ○ Take breaks.
- See the below questions. If your answer to the majority of them is “YES”, we advise you take action to prevent gambling from negatively impacting your life:
- ○ Does gambling affect your work?
- ○ Has gambling caused arguments with family/friends?
- ○ Do you always return to win back your losses?
- ○ Have you borrowed money to gamble?

- Do you see gambling as a source of income?
- Do you find it difficult to limit your gambling?
- What to do?
- Gamblers Anonymous
- Gambling Therapy
- GamCare
- How we can help
- Underage gambling
- Discover Betify's commitment to responsible gaming. Play with control and enjoy a safe and pleasant experience.

Jeu Mines - Découvrez des trésors explosifs

- By accessing the site, I confirm that I am 18 years old and that I have read the terms of use.

Play live roulette on Betify

- RNG Roulette

Politique de confidentialité

- As a data controller and according to the rules of gambling, we have a legal obligation to process players' personal data so that they can participate in games and use optional services. This Privacy policy explains what and why we collect and use players' personal data.
- Please note that the Privacy policy is an agreement between you and the company. We may make changes to this Policy from time to time. Although we will do our best to notify you of these changes, we recommend that you regularly check for any changes to this Privacy Policy. Your continued use of or access to the website and/or its services following the posting of any changes constitutes acceptance of the Privacy policy.
- Data collection
- The personal data we collect for use and processing must include, without limitation:
- 2. Messages between us via the Website, email, chat or other means of communication.
- 6. Participation in surveys or any other customer evaluations that we may conduct from time to time.
- Data processing
- We must process your personal data in order to provide our services, in particular for the following purposes:
- 2. Providing you with the gaming and other services you wish to receive on our Website.
- 6. Fulfillment of legal obligations, including compliance with laws on combating money laundering and the financing of terrorism.
- 7. Monitoring and investigating transactions to prevent fraud, willful delays, money laundering and other illegal or abnormal gambling activities.
- 8. Analysis of market trends and customer needs (participation in surveys is optional, and you can always refuse to participate).

- 9. Research and statistical analysis of summary data.

- Marketing
- If you no longer wish to receive advertising messages, you can unsubscribe by contacting customer service support@betify.com. In addition, please note that by accepting a prize through participation in a contest, you agree that we can use your name and/or nickname for advertising purposes without additional compensation, except when prohibited by law.
- Personal data receipt
- We won't collect your Personal data without your knowledge. However, we may automatically collect some of your data if you have provided it by using our services and interacting with us.
- We may also legally receive some of your data from online sellers and service providers such as fraud prevention companies. In addition, we may use third party services and technical support to process your online transactions and original game content.
- Please be assured that your Personal data is treated securely and in accordance with the Privacy policy. All of your data will only be disclosed outside the Company to third parties in accordance with the Privacy policy, and we will take all steps necessary to ensure that our agreements with third party service providers always protect your personal data.
- Data transfer to third parties
- 1. We do not sell or rent your personal data to third parties. We may disclose your personal data if required by law, a court order or other legal requirement or warrant.

- 2. We may also disclose your personal data to a supervisory or a law enforcement agency if we consider it necessary to protect the legitimate interests of the Company, its customers or any third party.

- 3. Personal data will only be disclosed to third parties in the following cases:

- 3.1 If required by law
- 3.2. If the Website must exchange data with its payment system operators in order to simplify payment transactions in accordance with their privacy policy (in particular, most credit card transactions are processed by Wirecard Bank AG, whose privacy policy applies to these transactions);
- 3.3. To fulfill our legal and regulatory obligations towards licensing and official authorities, as well as all obligations arising from any other applicable law and towards any other regulatory authority in other jurisdictions.
- 3.4. If the Company considers the disclosure necessary to protect itself or the player or third parties, to investigate fraud or to respond to a government request.
- 3.5. If our marketing service providers require such data to conduct their business.
- 3.6. To any other third party with the player's prior consent.
- 3.7. We use third-party services to process certain personal data.
- 3.8. Our websites may also include social networking features (for example, share or like buttons). These features are provided by third-party social media platforms such as Facebook and therefore data processing is subject to the respective social media privacy policy.
- 3.9. In addition, we may disclose personal data if we acquire new businesses. In the event of changes in the structure of the Company, such as a merger or a total or partial acquisition by another company, it is very likely that our customers' personal data will be included in the contract of sale or transfer. As part of our Privacy policy, we will notify our players by email before making such a transfer of personal data.

- 3.10. Please note that our website may contain hyperlinks to websites operated by third parties. We are not responsible for any privacy policy and data processing of any external website other than those established by us.
- Data retention
- Security of personal data
- Use of cookies
- When you visit the Website, our system automatically collects your data, such as your browser, IP address and referring website.
- This collection may be carried out in collaboration with our platform suppliers and partners. They can provide us with demographics and interests data of our visitors. We do not use collected data to identify you personally without your prior consent. We use cookies and similar tracking tools to collect required data.
- Cookies are small text files that are placed on your computer or mobile device when you browse our pages.
- Certain cookies are necessary for the Website to work; others improve your web surfing experience and help us provide excellent customer service.
- Most online browsers automatically accept cookies. You can block some or all cookies or delete those already installed by modifying your browser settings. However, we don’t recommend blocking or deleting cookies, as this may limit access to our Website.
- Discover the privacy policy of Betify and the measures in place ensuring the protection of your data. Your privacy and security are our main priorities.

Play Crash Games for exciting games and big winnings

- I am over 18 years old and I accept the General Terms and Conditions and our Privacy Policy

Conditions générales d'utilisation

- Conditions générales
- Imprimer
- Version 2.1, published , 15 January 2022
- The English version of the terms and conditions prevails over all others. In the event of a dispute, the English version will apply.
- 1.1. The General Terms and Conditions are a lawful agreement between an account owner (user / player) and the company (Betify). All account owners registered at Betify should act in accordance with the General Terms and Conditions.
- 1.2. Before you start playing, you must register a player account at Betify.
- 1.3. An account at Betify is an account belonging to its Owner for honest execution of normal commercial transactions between the Owner and Betify and for betting money or engaging in other gambling-related activities.
- 1.4. Betify, hereinafter referred to as the “Website”, is an Internet gateway accessed online at Betify. It has all relevant information about Betify activities and used by the Company to provide services to its account owners.
- 1.5. Please mind the fact that each game at Betify has its own rules and conditions.
- 1.6. You can read the terms and conditions of every bonus and promotion in the "Promotions" section of the Website.

- 1.7. Users must use all the services provided by the Company in accordance with the Terms and Conditions and applicable restrictions.
- 1.8. The text of the Terms and Conditions is in English, which has legal force. The translation of the Terms and Conditions into any other language is carried out for information purposes only. In case of any inconsistency or discrepancy between the English language text and any other language version, the text of the Terms and Conditions in English shall prevail.
- 2.1. Before you start playing or using our services, you must register a player account at our Website.
- 2.2. You can create an account at Betify in several ways:
- by using other means proposed by Betify from time to time.
- 2.3. Your account will be managed by Betify and/or its affiliate and/or another company you entered into the contract with.
- 2.4. You must provide us with personal data during registration, which includes your name and date of birth, as well as contact details, address, phone number and email (hereinafter referred to as the "Personal data"). To modify your Personal data, you can contact our Customer support or just use the My Profile tab in your account. The Company may suggest other means to edit personal data from time to time.
- 2.5. The finance department may postpone processing a withdrawal request due to additional verification.
- 2.6. By creating your account, you guarantee the following:
- You understand and accept the existing risks of losing your money by using the services of the Website;
- You are at least 18 years old. If you are under 18, please close our Website. Please, note that the participation of minors in offered on this website activities is prohibited.
- You are over the legal gambling age in your jurisdiction;
- You can enter into contracts under the laws of your jurisdiction;
- You are not banned from gambling;
- 2.8. When creating an account, your personal data must be accurate and, where necessary, kept up to date, such as name, email address etc. You're not allowed to create multiple accounts: only 1 account per person. You're not allowed to create an account for any other person, family member, address (mail or IP), email or device. Any other accounts besides your main Betify account are considered duplicates. The Casino reserves the right to block multiple accounts without notice.
- 2.9. When it comes to gambling laws, they differ from country to country. The following is a List of countries where Player is not allowed to register: Afghanistan, Algeria, Angola, Antigua and Barbuda, Armenia, Aruba, Australia and its territories, Bahamas, Bangladesh, Barbados, Belize, Bonaire, Bhutan, Botswana, Brunei, Burundi, Cabo Verde, Cambodia, Central African Republic, Chad, China, Congo (Congo-Brazzaville), Curacao, Democratic Republic of the Congo, Djibouti, El Salvador, Equatorial Guinea, Eritrea, Ethiopia, Fiji, France and its territories, Gambia, Ghana, Guatemala, Guinea, Guinea-Bissau, Holy See, India, Iraq, Iran, Israel, Kazakhstan, Kenya, Kiribati, Laos, Lebanon, Lesotho, Liberia, Libya, Malawi, Maldives, Mali, Malta, Marshall Islands, Mauritania, Micronesia, Moldova, Montenegro, Mozambique, Myanmar (formerly Burma), Namibia, Nauru, Netherlands and its territories, Nicaragua, Nigeria, North Korea, North Macedonia (formerly Macedonia), Northern Ireland, Pakistan, Palau, Palestine State, Papua New Guinea, Russia, Saba, Saint Kitts and Nevis, Saint Lucia, Saint Vincent and the Grenadines, Samoa, Sao Tome and Principe, Seychelles, Sierra Leone, Singapore, Sint Maarten, Solomon Islands, Somalia, South Korea, South Sudan, Sudan, Suriname, Syria, Tanzania, Timor-Leste, Togo, Tonga, Trinidad and Tobago, Turkey, Tuvalu, Uganda, Ukraine, United

Kingdom, United States of America, Uzbekistan, Vanuatu, Vatican City, Venezuela, Vietnam, Yemen, Zimbabwe.

- In any case, please check the legislation in your country in order to comply with the law in that country.
- 2.10. Some game providers may restrict certain games from being played in certain countries.
- 2.11. NetEnt will not permit NetEnt Casino Games to be supplied to any entity that operates in any of the below jurisdictions (irrespective of whether or not NetEnt Casino Games are being supplied by the entity in that jurisdiction) without the appropriate licenses. Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Latvia, Lithuania, Mexico, Portugal, Romania, Spain, Sweden, Switzerland, United Kingdom, United States of America.
- 2.12. All NetEnt Casino Games may not be offered in the following territories: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, Ecuador, Ethiopia, France, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Kuwait, Latvia, Lithuania, Mexico, Namibia, Nicaragua, North Korea, Pakistan, Panama, Philippines, Portugal, Romania, Singapore, Spain, Sweden, Switzerland, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, United Kingdom, United States of America, Yemen, Zimbabwe.
- 2.13. The followed NetEnt Braded Games have some further restrictions in addition to the Blacklisted Territories set out above:
- 2.13.1. In addition to the jurisdictions set out in paragraph 2.11., Planet of the Apes Video Slot must not be offered in the following territories: Azerbaijan, China, India, Malaysia, Qatar, Russia, Thailand, Turkey, Ukraine.
- 2.13.2. In addition to the jurisdictions set out in paragraph 2.11., Vikings Video Slot must not be offered in the following jurisdictions: Azerbaijan, Cambodia, Canada, China, France, India, Indonesia, Laos, Malaysia, Myanmar, Papua New Guinea, Qatar, Russia, South Korea, Thailand, Turkey, Ukraine, United States of America.
- 2.13.3. In addition to the jurisdictions set out in paragraph 2, Narcos Video Slot must not be offered in the following territories: Indonesia, South Korea.
- 2.13.4. In addition to the jurisdictions set out in paragraph 2, Street Fighter Video Slot must not be offered in the following territories: Anguilla, Antigua & Barbuda, Argentina, Aruba, Barbados, Bahamas, Belize, Bermuda, Bolivia, Bonaire, Brazil, British Virgin Islands, Canada, Cayman Islands, China, Chile, Clipperton Island, Columbia, Costa Rica, Cuba, Curacao, Dominica, Dominican Republic, El Salvador, Greenland, Grenada, Guadeloupe, Guatemala, Guyana, Haiti, Honduras, Jamaica, Japan, Martinique, Mexico, Montserrat, Navassa Island, Paraguay, Peru, Puerto Rico, Saba, Saint Barthelemy, Saint Eustatius, Saint Kitts and Nevis, Saint Lucia, Saint Maarten, Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, South Korea, Suriname, Turks and Caicos Islands, United States of America, Uruguay, US Virgin Islands, Venezuela.
- 2.13.5. In addition to the jurisdictions set out in paragraph 2, Fashion TV Video Slot must not be offered in the following territories: Cuba, Jordan, Turkey, Saudi Arabia.
- 2.14. Universal Monsters (Dracula, Creature from the Black Lagoon, Phantoms Curse and The Invisible Man) may only be played in the following territories: Andorra, Austria, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Cyprus, Finland, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Liechtenstein, Luxembourg, Malta, Moldova, Monaco, Netherlands, North Macedonia, Norway, Poland, Russia, San Marino, Serbia, Slovakia, Slovenia, Turkey and Ukraine.
- 2.15. Internet gambling may be illegal in the jurisdiction in which you are located; if so, you are not authorized to use your payment card to complete this transaction.
- 2.16 Cardholder's responsibility to know the laws concerning online gambling in his or her country of domicile.

- 2.17 Employees, former employees of service providers and/or affiliated persons are not permitted to register the accounts on the Website and cannot exploit the services and promotions available on it. Same rules apply to family members of the above mentioned.Violation of this rule will result in the account being permanently closed and the referred accounts will be considered as fraudulent. Any winnings derived from such activities will be deemed as forfeited by the account holder and only the deposited amount will be returned to the account holder.
- 3.1. Betify may at its discretion at any time:
- ○ store and manage users' funds in accordance with generally accepted financial management principles for such funds;
- ○ suspend or block access to the services of the Company, confiscate funds if there are reasons to believe that a user is cheating or attempting to harm (in any way) the client base or the Betify software;
- 3.2. Betify guarantees:
- ○ safe and proper management of user funds;
- ○ collection, storage and management of personal data of users in accordance with the Information privacy law;
- 3.3. Betify is not a financial institution and does not charge interest on registered user accounts.
- 3.4. You’re not allowed to create multiple Betify accounts: only 1 account per person. If a user has violated this condition, Betify has the right to block and/or delete duplicate Betify accounts and confiscate the remaining balance.
- 3.5. It is prohibited to disclose your account data to third parties, sell or transfer access to the account, or buy access to another account.
- 3.6. It is prohibited to transfer funds from one account to another.
- 4.1. Account settings allow an account owner to:
- 4.2. If we have reason to believe that a player’s gambling activity may be negatively impacting their personal, emotional, or financial well-being, Betify may take appropriate protective measures, including restricting access to the account or permanently closing it, in order to support a safe and responsible gaming environment.
- 4.3. Please note that gambling can be addictive. If you’re preoccupied with gambling, spending more and more time and money on it, chasing losses, or gambling despite serious consequences in your life, you can contact technical support to block your account.
- 4.4 When a payment method registered on your account is found to be linked to, or has previously been used by, a person who is self-excluded or otherwise subject to a Responsible Gaming restriction with us or a partner brand under the same license, we may close your account as a protective measure. This decision is taken in the interest of player safety and is not a finding of wrongdoing. Affected players may contact our Safer Gambling team if they believe the link has been made in error.
- 5.1. An account is considered inactive if it hasn’t been used for more than 12 consecutive months.
- 5.2. Betify has the right to suspend or delete accounts if:
- 5.3. If your account has been blocked or deleted, and your account balance is positive, you must contact Betify support and, if necessary, provide detailed information to resolve the issue of possible withdrawal of remaining funds.
- 5.4. The Company has the right to charge a monthly fee for an inactive account in the amount of 8 CA$ /month (or the equivalent in another currency).
- 5.5. Any balance on an inactive account received as cashback will be immediately canceled.

- 5.6. Minimum cashback amount credited is 0.20 EUR / 0.20 CAD. /0.20 USD / 1 BRL. Formula is "(Total weekly Deposits - Withdrawals (including pending) - open bets - balance) x % cashback = Weekly Cashback amount to be credited on the next Monday.
- 6. CHARGEBACK
- 6.1. According to the following conditions, any laws, regulatory acts, policies and provisions of the General Terms and Conditions and without prejudice to the Company, Betify reserves the right to temporarily suspend or permanently close a Betify account upon receipt of chargeback request.
- 6.2. Upon receipt of chargeback request, Betify will evaluate the risks and damages caused to the Company and will proceed accordingly. A notification about the final decisions taken against the account will be sent to the e-mail address indicated in the owner's account.
- 6.3 Betify reserves the right to confiscate or forfeit any winnings or remaining balance generated on the account upon receipt of chargeback request.
- 7.1. The account owner can delete his account at any time by sending an email to the Betify support: [private address hidden].
- 7.2. In order to return funds on a blocked or deleted account, you must contact Betify support to clarify details necessary for refund.
- 7.3. If you want to delete your account due to gambling addiction, or your account was blocked by Betify due to fraudulent activities, you agree to never create a new account on this Website. The Company is not responsible for any losses you may incur after opening a new account. We reserve the right to delete an account violating these conditions at any time.
- 7.4. You can delete your account only if you do not have funds on the balance and/or there aren't any withdrawal requests in the course of processing.
- 7.5. If a player closes his casino account due to "problems with gambling" / "loss of self-control over the game" / "gambling addiction", in this case, the player is prohibited from playing on the sites of the casino partners, which are indicated in the license of this casino.
- 8.1. Any financial transaction (balance replenishment / money transfer, etc.) via a Betify account can be carried out at any time with the help of a Financial Institution or a Payment service provider.
- 8.2. Betify has the right to reject a transaction if an account owner did not provide enough evidence to prove his identity, age, location and ability to pay.
- 8.3. Betify transfers all funds received from an account owner to his Betify account. All user funds are stored in a bank account separate from that of the Company.
- 8.4. An account owner can:
- 8.5. Betify has the right to reject a bet if the name of the account owner from which funds are transferred differs from that indicated in the personal/contact information of the account owner and there is insufficient evidence that this account really belongs to the account owner.
- 8.6. Betify does not interfere with the balance of a Betify account owner unless it is necessary to:
- 8.7. The balance on your Betify account may become negative if you have sent a chargeback request to a Financial institution and it has been approved.
- 8.8. If an account owner requests a withdrawal of funds he deposited or received from the Company as real money, but never used in games, Betify will reject this request in order to prevent money-laundering.
- 8.9. Betify has the right to determine maximum and minimum deposit amount depending on the payment method chosen by a user.
- 8.10. Some countries may ban gambling and classify gambling games as illegal. If you are a resident of these countries, please stop using the Website immediately. Users are responsible for their actions or

conduct on the Website in accordance with applicable laws.

- 8.11. Betify prohibits the use of the Website for money laundering. The Company has the right to block any suspicious transactions and notify the relevant authorities about them.
- 8.12. Betify undertakes to check transactions of all users to prevent money laundering.
- 8.13. A user is fully responsible for paying and performing the necessary tax checks, as well as for paying all necessary taxes associated with winnings, prizes, his account and activities on the Website.
- 8.14. A user confirms that he's the legitimate owner of the money he deposits and that the money is not tainted with any illegality and does not originate from any illegal activity or source. A user undertakes to use only those funds in the Casino that were obtained legally.
- 8.15. When you use G2A Pay services provided by G2A.COM Limited (hereinafter referred to as the ""G2A Pay services provider"") to make a purchase on our website, responsibility over your purchase will first be transferred to G2A.COM Limited before it is delivered to you. G2A.COM is becoming Merchant of Record over your purchase. G2A Pay services provider assumes primary responsibility, with our assistance, for payment and payment related customer support. The terms between G2A Pay services provider and customers who utilize services of G2A Pay are governed by separate agreements which can be found under the link and are not subject to the Terms on this website.
- 8.16. In order to proceed the payment transaction, you temporary entrusts the G2A.COM with subject of the transaction, and G2A.COM takes responsibility for the product and for the transaction processing.
- 8.17. With respect to customers making purchases through G2A Pay services provider checkout, (i) the Privacy Policy of G2A Pay services provider shall apply to all payments and should be reviewed before making any purchase, and (ii) the G2A Pay services provider Refund Policy shall apply to all payments unless notice is expressly provided by the relevant supplier to buyers in advance. In addition the purchase of certain products may also require shoppers to agree to one or more End-User License Agreements (or ""EULAs"") that may include additional terms set by the product supplier rather than by Us or G2A Pay services provider. You will be bound by any EULA that you agree to.
- 8.18. You are responsible for any fees, taxes or other costs associated with the purchase and delivery of your items resulting from charges imposed by your relationship with payment services providers or the duties and taxes imposed by your local customs officials or other regulatory body. In addition, fees may be charged in a different currency than the currency used by your account.
- 8.19. For customer service inquiries or disputes, You may contact us by email at support@betify.com
- 8.20. Questions related to payments made through G2A Pay services provider payment should be addressed to [private address hidden]
- 8.21. Where possible, we will work with you and/or any user selling on our website, to resolve any disputes arising from your purchase.
- 8.22. Please note that using a third party credit card is not recommended. Therefore, in order to fight against money laundering and to guarantee maximum security to our players: Betify reserves the right to block the account for 48 hours and to ask for documents.
- 9.1. Withdrawal from the gaming account can be made in any way available at the Casino website at the time of replenishment.
- 9.2. All withdrawal requests are processed by the financial department within 24-48 hours after the successful identity and account verification, from Monday to Friday, 09:00-17:00 (GMT+1).
- Refund response in each case below is performed within 3 days (72 hours) after receiving the corresponding refund request from the Player.
-
  - color copy of the utility bill (not older than 3 months), which clearly shows the name and address of residence;

- 9.2.1. All requested documents by our financial department, that are required for the verification of your account should be sent via e-mail to: kyc@betify.com.
- 9.3. Betify may, at its discretion, choose a Payment service provider to perform certain procedures concerning deposits, withholding and managing funds and/or to facilitate the withdrawal process from Betify accounts.
- 9.4. Withdrawal is carried out by transferring funds to the bank account of a Betify account owner, if he made such a request. Betify has the right to limit the maximum withdrawal per Betify account.
- 9.5. In order to withdraw funds, you must perform the following steps:
- 9.6. Betify reserves the right to charge a processing fee for withdrawals.
- 9.7. In order to comply with the AML regulations, we operate what's called a 'Closed Loop Policy' when it comes to withdrawing funds. This means that if you have deposited into your player account using one payment method, you will have to withdraw back onto that same payment method.
- 9.8 Provisions about consequences in case of crashing and aborting games.
- 9.9 Provisions about rules of conduct in Live Chat.
- 10. REFUND POLICY
- 10.1. In case any Credit Card purchases are considered to carry an unacceptable risk for security or legal reasons either by our Payment processors or by the Casino, we will initiate refunds for all such transactions back to the Credit Card, and notify all the appropriate authorities and parties.
- 11. Anti-Money Laundering Policy
- Examination of transactions
- Please note that includes strategies such as "Martingale", "Reverse Martingale" and similar strategies that aim to increase bets while losing.
- Acceptance of wager
- To reduce the possibility that our operation is used to launder money:
- Only bets from known individuals are accepted.
- We reserve the right to limit bets without prior notice.
- i. credit cards;
- ii. debit cards;
- iii. bank transfer;
- Reporting to authorities
- 12. DISCLAIMER OF LIABILITIES
- 12.1. A user shall be fully responsible for any activities undertaken on his Betify account, including the participation in games. The Website and Games are provided without any warranties, express or implied.
- 12.2. The company, its directors, employees, partners, service providers:
- ◦ do not guarantee that the software or the Website are consistent with that purposes, which they can be used with;
- ◦ do not guarantee that the software and Website do not and will not have any errors;
- ◦ are not responsible for any loss, costs, expenses or damages, whether direct, indirect, special, consequential, incidental or otherwise, arising in relation to your use of the Websites or Your playing the Games.

- 12.3. You agree to respect the security of the company, its directors, employees, partners and service providers and protect them from any cost, expense, loss, damages, claims and liabilities howsoever caused that may arise in relation to your use of the Website or participation in the Games.
- 13. COLLUSION, CHEATING, FRAUD AND CRIMINAL ACTIVITY
- 13.1. Regarding to the company and during the usage of services, provided by Betify, users are prohibited from:
- ○ using unfair advantages;
- ○ Implementation of fraudulent and criminal activities (as defined in paragraph 11.4) They are constitute a "Prohibited Practices" and are not permitted. Betify will take all reasonable actions to prevent and detect such practices and to identify the relevant players concerned if they do occur.
- 13.2. You agree that you shall not participate in any form of Prohibited Practice or be connected with them in connection with your access to or use of the Services. You are responsible for fairness of your gaming process. You also agree that you will report to Betify administration about attempts to collude, take an unfair advantage or conduct criminal activities of other players if you become aware of them.
- 13.3. In the case, if:
- ○ we have strong reasons to believe that you have taken part in or have been connected with any form of Prohibited Practice (any fraud, cheating, collusion and else Prohibited Practice);
- ○ you have made bets or played online games with any other online gambling services provider and, as a result of your activity on that services, you were suspected of taking part in any Prohibited Practice or other improper activity;
- ○ you are classified as a bankrupt or suffer from analogous proceedings anywhere in the world.
- 13.4. By "fraudulent practice" we mean any fraudulent activity which is/were implemented by you or by any another person (or even group of persons), who did it with using your name and account or who acting in collusion with you.
- 13.4.1. Fraudulent practice includes:
- ○ fraudulent activities related to charge-backs and rake-back;
- ○ the usage of a stolen, cloned or otherwise unauthorized credit or debit card, as a resource of funds;
- ○ any illegal in any applicable jurisdiction act, which you have done or tried to do. Fraudulent practice also includes unfaith acts or those, which were made in order to defraud us and to circumvent any contractual or legal restrictions (whether such act actually causes us any damage/harm or not).
- 13.4.2. Unfair advantage includes (but is not limited by):
- ○ the exploitation of a fault, loophole or error in our software or software of any third party's, if you have exploited it for getting an advantage;
- ○ the exploitation an error on the Website or mistake in General Terms and Conditions by you in order to getting advantage of you or to the disadvantage of us or any third party.
- 13.4.3. Find below few examples of bonus abuses that could lead to confiscate the winnings (but is not limited by):
- -Block an access to particular products;

- 13.4.4 Depositing amounts solely for the purpose of claiming bonuses and wagering the combined deposit and bonus winnings on odds lower than 1.30, may be viewed as an expedited rollover strategy, potentially resulting in bonus limitations.
- TERMINATION OF THE TERMS OF USE CLOSURE AND TERMINATION BY YOU
- 14.1. If you request an account closure it can take up to 48 hours to be handled by the relevant department. Please note that anything that you deposit and lose in the meantime will be non-refundable.
- 14.2. In request for closure of the account you may mention:
- 14.3. Betify reserves the right to withhold any funds on your account during its closure or after it. Funds may be withheld, if:
- ◦ you are suspected by us in collusion, cheating, fraud, money laundering or other criminal activities.
- 14.4. In some cases we can open your account again after its closure, if you asked us to do it again. For opening account again we will use that information about your identity and payment methods, which were mentioned in your previous (closed) account. The Terms of Use will be in force at the date of any such re-opening and any prior entitlements (including, but without limitation, to bonuses or contingent winnings) will no longer be valid.
- CLOSURE AND TERMINATION BY US
- 14.5. Betify, in its turn, reserves the right to close your account at any time and terminate the Terms of Use and send you a written notice about it by using contact details in your account. In the event of any such termination by us we shall as soon as reasonably practicable following a request by You, refund the balance of Your Account.
- 14.6. In that case, if we should close your account because of collusion, cheating, fraud, money laundering, other criminal activities or breaching of the Terms of Use, which damaged us or any other Third side, the balance of Your Account will be non-refundable and deemed to be forfeited.
- SUSPENSION BY US
- 14.7. Betify reserves the right to suspend your account in the circumstances, which were expressly set out in the Terms of Use. If the suspension of your account came into effect:
- 14.8. Betify reserves the right, at its own discretion, to void any winnings, to forfeit any balance (winnings and deposits) in your Betify account, to cancel any bet, to terminate the Agreement and to suspend for Account Holder the usage of Services or deactivate his/her account if:
- ◦ there were the strong reasons to believe, that you have disguised / interfered / taken steps to disguise or interfere in any way with the IP address of any Device used to access our Site (such as using a Virtual Private Network "VPN");
- ◦ you are suspected in any fraudulent, collusive, fixing or other illegal activities regarding Betify or any other Third parties;
- ◦ we have a strong reason to believe that you use any software-assisted methods or techniques or hardware devices during your gambler / gaming process with using the services provided by Betify.
- 14.9. In case of any violation of the rules during using the site and its services, or in case of any suspicion of fraud and other illegal actions from the player's side, the Operator has the right to close the exisiting player's gaming account and to follow a message to the player about the account closure. In regard of any alternative dispute resolutions, Betify administration is ready to provide with the necessary information indicating the reasons to the Third parties involved in resolving the dispute.
- 15. ACCESS TO THE SERVICES AND USAGE OF THEM

- 15.1. You assume responsibility for the quality and speed of Internet connection, which you are provided with. Also you are responsible for quality of the telecommunications networks, all your access devices and all the equipments, that you need to use for getting access to the Services. We will not be liable in any way for any losses damage caused to you as a result of technical issues, connected with Internet connection, telecommunications networks, your access device or other equipment you used for getting access to the Services. Betify is not responsible and does not guarantee compatibility of services, that we provide, with any particular third-party software or hardware (including any external programme, used for forecasting the game results or influencing on them).
- 15.2. Using of Services, provided by Betify, in defamatory, abusive, obscene, unlawful, of a racist, sexist or other discriminatory nature is strictly prohibited. Users also must not use any abusive or aggressive language or images, swear, threaten, harass or abuse any other person (including other users and Betify administration).
- 15.3. You agree that you will use the Website for personal entertainment only. It is prohibited to provide access or reproduce the Website or any part of it in any form whatsoever without our express consent, including creating links to it.
- 15.4. You are responsible for any content, which you upload on the Website. If you upload any such content on the Website, you guarantee that:
- ◦ you have obtained all necessary approvals, consents, licences and permissions, which are needed for obtaining this content and uploading it on the Website;
- ◦ reproducing of this content will not infringe the copyright, trade mark, confidential information or any other intellectual property rights whatsoever of any third party;
- ◦ the uploaded content will not include any material, which will be in breach of paragraph 12.2 and paragraph 12.3;
- ◦ the uploaded content complies with all laws and regulations (including, in particular, those relating to data protection and privacy);
- ◦ the Operator has a right to use uploaded content at its own discretion.
- 15.5. You upload all materials on the Website at your own risk. You are responsible for all risks, that can be caused by content uploading. Betify is not responsible for consequences and results (any loss of data or other damage) caused by any such uploading.
- 15.6. If there is a strong reason to believe that your uploading of content (or using a Website generally) is in breach of any paragraphs 12.2, 12.3, 12.4 or 12.5, Betify reserves the right to remove from the Website any offending content immediately and without any notice and explanation.
- 16. CHANGES OF THE WEBSITE
- 16.1. We reserve the right, in our own discretion, alter or amend any product or service (including any pricing policies) available through the Website. Changes can be made at any time, but without prejudice to any games and/or bets already in progress at the time of such amendment. We may limit periodically your access to some parts of the Website in order to maintenance the Website / to make changes in it / to amend any game or product, provided by the Website.
- 16.2. Freebet must be played in its entirety and have to be placed on a single bet only.
- 17. THIRD-PARTY SOFTWARE
- 17.1. Software may be needed to download and install to your access Device for making the use of the Website possible for you. Software may include (but is not limited): Access Device applications, our

download Casino products, any promotional, marketing or facility applications, products and software.

- 17.2. In such circumstances, you may be required to enter into a separate agreement with the owner or licensor of such Software in respect of Your use of the same (a "Third-Party Software Agreement"). In that case, if the third-party agreement contravenes the Terms of Use, the Terms of Use will prevail.
- 17.3. You are responsible for ensuring that any Software is downloaded on your access device in a manner compatible with your own access device specific set-up. We are not responsible for damaging to your device, which can be caused by downloading any third-party software.
- 17.4. Any application, which is downloaded or installed on Your Access Device, shall confirm not only to the agreement between you and provider of this application, but also it shall confirm the agreement between you and Betify.
- 18. IT FAILURE
- 19. ERRORS AND OMISSIONS
- 19.1. When using the Services you may have a situation, when we accepted a bet or wager, or made a payment by mistake. A list of such circumstances is (but is not limited):
- ◦ if we misstate any odds or terms of a bet or gaming wager to you as a result of obvious error or omission in inputting the information or setting up a market, or as a result of a computer malfunction;
- ◦ if the amount of received winning is incorrect (including that cases, when it happens because of the mistake in Users guide or technical failure).
- 19.2. Betify reserves the right to:
- ◦ correct any errors, which are related to placed bet, or error connected with Operator;
- ◦ at its own discretion, not to compensate for funds, which were lost as a result of such errors.
- 19.3. You are also responsible for controlling the availability and results of such mistakes and errors. If you have received funds on your account by mistake, it is your responsibility to inform us about it and return the money to the company. In the case, if there are reasons to think that we have transferred money to you by mistake, we reserve the right to request from you the information about the receiving of these money. We commit to make all reasonable steps for detection of the error and inform you about it as soon as possible.
- 19.4. We (including our employees and agents), our partners or suppliers are not responsible for any losses (including loss of winnings), that happened as a result of any our or your error.
- 19.5. If you become aware of any error connected with Services, provided by us, You shall inform us about it as soon as possible.
- 19.6. Betify reserves the right to cancel any bet / withhold any winnings, if they were made or were gotten by using the funds, which we transferred to you by mistake. If there are money, transferred by mistake on your account, you shall repay it to us immediately or after our requesting.
- 20. EXCLUSION OF OUR RESPONSIBILITY
- 20.1. You understand and take all risks, which can be caused by using our Services and gambling whatsoever. We are not responsible for any attempts by you to use the services by methods, means or ways, which were not intended by us.
- 20.2. Betify provides the services, based on professional approach and caring for users, but we can not give other guarantees about products and services, which can be connected with our Services. Particularly, we can not guarantee that the Website will be availability continuously or that were not be any bugs, viruses or other errors.

- 20.3. We (our group companies, affiliates, officers, directors, agents and employees) are not responsible to the users for following items, whether the liability is provided for by contract (or other document) or not:
- ○ loss of data;
- ○ loss of benefit;
- ○ loss of revenue;
- ○ loss of Business Opportunity;
- ○ loss of or damage to goodwill or reputation;
- ○ business interruption;
- ○ any loss or damage (indirect, special or consequential), even where such loss or damage has been notified to us as being possible, arising out of the Terms of Use or any use whatsoever by You of the Services.
- 21. BREACH OF THE TERMS OF USE
- 21.1. You agree that you will fully indemnify, defend and hold Betify and our officers, directors, employees, agents, contractors and suppliers harmless from and against any and all losses, costs, expenses, claims, demands, liabilities and damages (including legal fees), however caused, that may arise, whether or not reasonably foreseeable, as a result of or in connection with:
- ○ violation by you of the terms and provisions of the Terms of Use.
- 21.2. If you violated the Terms of Use, Betify administration may at her discretion, before your account suspension or its termination, send you a notification by using your contact details). There may be mentioned that you violate specific term or condition, and there will also be requirement to stop the relevant acting or failure to act, and/or requiring you to put right an act or fault on your part. We may also warning you of actions, that we intended to do in the case, if you do not stop the relevant acting / failure to act / to put right an act / fault on your part.
- 21.3. In the case, if you violate any of the provisions of the Terms of Use, Betify reserves the right to recover from your Account any positive balance to the extent of any amount reasonably claimed against you pursuant to item 18.1.
- 22. INTELLECTUAL PROPERTY RIGHTS
- 22.1. All materials on the Website (design, text, graphics, music, sound, photographs, video, the selection and arrangement thereof, software compilations, underlying source code, software, etc.) are subject to copyright and other proprietary rights, which are owned by us or used under licence from third party rights owners. Any material relating to the Services may be downloaded only to one device. Hard copies may be printed solely for your own personal, non-commercial use.
- 22.2. It is prohibited to use the Services in order to obtain any intellectual property rights, which are owned by Betify or by any third party whatsoever. According to Terms of Use, it is allowed to use the Website solely for users own personal, non-commercial purposes.
- 22.3. User is not entitled to use or reproduce any trademarks or logos, which are used on the Website at all times, except specifically permitted in accordance with the Terms of Use.
- 22.4. You agree that you will not allow any other person to copy, store, publish, rent, licence, sell, distribute, alter, add to, delete, remove or tamper with the Website or any part of it.

- 22.5. You agree not to display or use any materials on the Website (such logos, designs, trademarks and other distinctive brand features) in any manner without our prior written consent.
- 22.6. All the information (written letters, any attachments, etc.) between Betify and you, are strictly confidential. It is intended solely for the addressee and must not be disclosed to any third person. It is strictly prohibited to use, copy or take any other actions for disclosure of this information.
- 23. VIRUSES, HACKING AND OTHER OFFENCES
- 23.1. It is strictly prohibited for users to:
- ○ damage the Website in any way;
- ○ attempt to gain non-authorized access to the Website, the servers on which the Website is stored or any server, computer or database connected to the Website;
- ○ intentionally or accidentally use any features, which may affect the function of the Website in any way. Following examples relay to such features, but not limited to: releasing or propagating viruses, worms, trojans, logic bombs or similar material, that is malicious or harmful;
- ○ interfere in any way in the functioning of the Website, to delete or alter any parts/information, which is included on the Website;
- 24. USERS PERSONAL DATA
- 24.1. All information about you and your account, which you use for action on the Website and which we held, is securely stored and remain confidential (if another fact is not noticed in the Terms of Use).
- 24.2. According to law, we must comply with data protection requirements in the way in which we use any personal information collected from You in Your use of the Services. We therefore take very seriously our obligations in relation to the way in which we use Your personal information.
- 24.3. We shall be provided with a specific information by you for giving you the access to our Services. Such information includes: your name and date of birth, your contact details, and also may be information about your interest in our marketing promotions).
- 24.4. When you provide us with your personal information, you give a consent your data processing by us. We may process for following purpose:
- ○ for the purposes, which are mentioned in the Terms of Use (including the Privacy Policy);
- ○ for other purposes (when we need to process your personal information in order to provide you an opportunity to use our Services. For the same purpose we reserve the right to share your personal data with our service providers and agents. We may also disclose your personal information in order to comply with a legal or regulatory obligation).
- 24.5. Betify reserves the right to retain copies of any communications that user sends to us (including copies of any emails) in order to be able for maintaining accurate records of the user acting on the Website.
- 25. USE OF 'COOKIES' ON THE WEBSITE
- ○ The cookies we use and their purpose.
- ○ Required cookies: enable access to users on the website.
- ○ Functional cookies: allow us to analyze the use of our website and your choices on the website (for example, your session key, language or region).

- The final processing of external data is governed by the privacy notices and policies of these third-party providers. In addition to the above, we use a number of third-party service providers who also set cookies on this website to provide the services they provide to us. Such services include, but are not limited to, helping us improve your experience by tracking your activity on the Website, measuring the effectiveness of the Website and the effectiveness of our marketing campaigns.
- Most internet browsers automatically accept cookies. If you wish, you can block some or all cookies or delete those that have already been set by changing your browser settings. However, we recommend that you do not block or delete cookies, as this may limit your use of our website.
- 26.1. Players may submit a complaint within six (6) months from the date of the incident or the settlement or withdrawal related to the disputed bet or transaction.
- 26.2. The complaint procedure includes the following steps:
- 26.3. Responsible Gaming complaints (e.g. self-exclusion) are acknowledged within 2 business days and resolved within 5 business days (extendable up to 2 weeks). Other complaints are acknowledged within 7 calendar days and resolved within 4 weeks (extendable up to 8 weeks in exceptional cases).
- 26.4. If you are not satisfied with the outcome, you may escalate your complaint to an independent Alternative Dispute Resolution (ADR) provider. This process is free of charge for the player. Only one ADR submission is allowed per complaint.
- 26.5. Betify will store all complaint records for a minimum of five (5) years and report complaint statistics biannually to the Curaçao Gaming Authority (CGA).
- 27. TRANSFER OF RIGHTS AND OBLIGATIONS
- 27.1. Betify reserves the right to transfer, assign, and sublicense or pledge the Terms of Use (an "assignment"), in whole or in part, to any person without notice to you before, under the condition that any such assignment will be on the same terms or terms that are no less advantageous to Betify customers.
- 27.2. User has not the right to assign, sublicense or otherwise transfer in any manner whatsoever any of his/her rights or obligations, according to the Terms of Use.
- 28. EVENTS WHICH ARE NOT UNDER OUR CONTROL
- 28.1. Betify is not responsible for any failure to perform, or delay in performance of, any of our obligations under the Terms of Use that is caused by events, which are not under our control (including, but is not limited by, any telecommunications network failures, power failures, failures in third party computer (or other) equipment, fire, lightning, explosion, flood, severe weather, industrial disputes or lock-outs, terrorist activity and acts of government or other competent authorities. These circumstances relay to a "Force Majeure Event". They are not verifiable and could not be predicted.
- 28.2. Our operation might be suspended for the period of continuing of the Force Majeure Event. We for our part will make all reasonable efforts to resolve the issue and find the solution, which will allow us to perform our obligations despite the Force Majeure Event.
- 29. WAIVER
- 29.1. The user shall comply with his obligations to us, also where:
- ◦ we do not insist upon strict performance of any of user`s obligation;
- ◦ we have not an opportunity to exercise of any rights or remedies, which we are entitled to (this shall not constitute a waiver of such rights or remedies).
- 29.2. Any refusal to comply with any of the rules and provisions of the Terms of Use is not valid unless its description expressly indicates that the implementation of this rule or provision is optional.

- 29.3. No waiver by us of any of the provisions of the Terms of Use shall be effective unless it is expressly stated to be a waiver and is communicated to you in writting.
- 30. SEVERABILITY
- 30.1. If any competent authority determine any of the Terms of Use as invalid, unlawful or unenforceable, they will be severed from the remaining terms, conditions and provisions which will continue to be valid to the fullest extent permitted by law.
- 30.2. In that cases, the part deemed invalid or unenforceable shall be changed in accordance to current legislation.
- 31. ENTIRE AGREEMENT
- 31.1. The Terms of Use and any other documents, which were expressly referred to in them, constitute the entire agreement between you and us. They replace any prior agreement, understanding or arrangement between you and us (spoken or written).
- 31.2. The company and the user agree that they do not rely on other representation, undertaking or promise, which were given by the other or implied from anything said or written in negotiations between us except as expressly stated in the Terms of Use.
- 32. THIRD PARTY RIGHTS
- 32.1. With the exception of the Operator's Group companies, unless these Terms of Use expressly state otherwise:
- ◦ party or person, who does not have to follow these Terms of Use, has no right to enforce any of the terms under the Contracts (Right of Third Parties);
- ◦ if it is mentioned, that a person or party, who is not a party of these Terms of Use, has the right to enforce any of its terms according to contracts of third party`s rights, we reserve the right to rescind or vary these Terms of Use at our own discretion (and any other documents, which you entered into pursuant to or in connection with it) without your consent or the consent of that person/party.
- 33. LINKS
- If we provide hyperlinks to other websites, we do it for information purposes only. We are not responsible for the content or use of such websites or for the information they contain. You accept that you will not publish any links on the Website without our prior written permission.
- Weekly
- Monthly
- EUR
- USD
- CAD
- BRL
- PLN
- 1 Level
- 2 Level
- 3 Level
- 4 Level
- 5 Level
- 6 Level

- 7 Level
- 8 Level
- 9 Level
- 10 Level
- 11 Level
- 12 Level
- 13 Level
- 14 Level
- 15 Level
- 16 Level
- 17 Level
- 18 Level
- NA
- Read the general terms and conditions of use of Betify for a safe and responsible gaming experience. Enjoy our exceptional casino offers.

Support, complaints, and contacts

Politique du sport | Bétifier

- c) If a qualifying match ends in a final score of 0–0, all eligible losing Bets placed on supported Markets will be voided.
- 3.2.4.7. Incorrect Heroes Selected: If incorrect heroes are selected prior to the beginning of the match and a Significant iEvent occurs (e.g., a kill or substantial tower damage), all bets on markets related to this match will be void. If no Significant Event occurred, the fixture will be restarted with correct heroes and the bets on markets to this fixture will stand. Dota 2 markets X map - Nth aegis - A bet on which team will claim the stated (Nth) Aegis of the Immortal in the specified map. If the stated (Nth) Aegis is not claimed, all bets on this market are voided. X map - Nth barracks - A bet on which team will destroy the stated (Nth) barracks in the specified map. If a team destroys its own barracks, it counts in favor of the opposing team. If the stated (Nth) barracks are not destroyed, all bets on this market are voided. X map - Nth tower - A bet on which team will destroy the stated (Nth) tower in the specified map. If a team destroys its own Nth tower, it counts in favor of the opposing team.If the stated (Nth) tower is not destroyed, all bets on this market are voided. X map - First Roshan - A bet on which team will kill the first Roshan in the specified map. If a Roshan is not killed in the respective map, all bets on this market are voided. X map - who will make kill № N - A bet on which team will be credited with the Nth kill in the specified map (e.g., 5th kill, 10th kill), as defined by the official post-match statistics. X map - mega creeps - a bet on whether one team will destroy all enemy barracks, causing mega creeps to spawn in the specified map. Bets on this market will be settled as won if all barracks of the opponent team are destroyed, even if the game ends before the first mega creep wave appears. X map - ultra kill - a bet on whether an Ultra Kill (4 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - beyond godlike - a bet on whether a player will achieve a Beyond Godlike streak (10 or more consecutive kills without death of the player) in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - rampage - a bet on whether a Rampage (5 consecutive kills by the same hero) will occur in the specified map. Only streaks confirmed by the in-game system are considered for the purpose of settlement of this market. X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the

specified map will be over or under the stated number. X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map. X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap. X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw. X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range. X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range. X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number. X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - total Roshans - A bet on whether the total number of Roshans killed by both teams in the specified map will be over or under the stated number. X map - Team N total Roshans - A bet on whether Team N will kill over or under the stated number of Roshans in the specified map. X map - Roshans handicap - A bet on whether a team will kill more Roshans in the specified map after applying the stated handicap. X map - Roshans 1x2 - A bet on whether Team 1 , Team 2, or neither (X – draw) will kill more Roshans in the specified map. If both teams kill the same number of Roshans, the result is a draw. X map - Roshan range - A bet on whether the total number of Roshans killed by both teams in the specified map will fall within the stated range. X map - Team N Roshan range - A bet on whether the total number of Roshans killed by Team N in the specified map will fall within the stated range. X map - total towers - A bet on whether the total number of towers destroyed by both teams in the specified map will be over or under the stated number. X map - Team N total towers - A bet on whether Team N will destroy over or under the stated number of towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers handicap - A bet on whether a team will destroy more towers in the specified map after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - Team N tower range - A bet on whether the total number of towers destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - towers draw no bet - A bet on which team will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. If both teams destroy the same number of towers, all bets on this market shall be voided. X map - towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers in the specified map. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - tower range - A bet on whether the total number of towers destroyed in the specified map will fall within the stated range. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers total - A bet on whether the total number of towers destroyed by both teams across all maps in the match will be over or under the stated line. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers handicap - A bet on whether a team will destroy more towers than the opposing team across all maps in the match after applying the stated handicap. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more towers across all maps in the match. If a team destroys its own tower, it shall be counted in favor of the opposing team. Towers draw no bet - A bet on which team will destroy more towers across all maps in the match. If both teams destroy the same number of towers, all bets on this market shall be voided. If a team destroys its own tower, it shall be counted in favor of the opposing team. X map - total barracks - A bet on whether the total number of barracks destroyed by both teams in the specified map will be over or under the stated number. If a team destroys its own barracks, it shall be

counted in favor of the opposing team. X map - barracks handicap - A bet on whether a team will destroy more barracks in the specified map after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks draw no bet - A bet on which team will destroy more barracks in the specified map. If both teams destroy the same number of barracks, all bets on this market shall be voided. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barracks 1x2 - A bet on whether Team 1 , Team 2 , or neither (X – draw) will destroy more barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks in the specified map. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - barrack range - A bet on whether the total number of barracks destroyed in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - Team N barrack range - A bet on whether the total number of barracks destroyed by Team N in the specified map will fall within the stated range. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks handicap - A bet on whether a team will destroy more barracks across all maps in the match after applying the stated handicap. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks 1x2 - A bet on whether Team 1, Team 2 , or neither (X – draw) will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. Barracks draw no bet - A bet on which team will destroy more barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. If both teams destroy the same number of barracks, all bets on this market shall be voided. Team N total barracks - A bet on whether Team N will destroy over or under the stated number of barracks across all maps in the match. If a team destroys its own barracks, it shall be counted in favor of the opposing team. X map - total intelligence heroes picked - A bet on the total number of heroes with Intelligence as their primary attribute picked by both teams on the specified map. X map - role of first picked hero - A bet on whether the first picked hero on the specified map fulfills a core or support role. X map - melee hero will be picked first - A bet on whether the first picked hero during the draft will be a melee hero on the specified map. X map - draw first blood within N minutes - A bet on whether the First Blood in the specified map will occur within the specified number (N) of minutes. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep, or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. For the avoidance of doubt, whether the situation of First Blood took place or not will be determined based on the game statistics. X map - total Melee heroes picked by Radiant side- A bet on the number of melee heroes picked by the Radiant side on the specified map. X map - primary attribute of last picked hero - A bet on the primary attribute of the hero last picked on the specified map: Strength, Agility, Intelligence, or Universal. X map - support role will be killed first - A bet on whether the first death on the specified map will be a hero that fulfills a support role. In case the game statistics did not award the support role to anyone in the specified map, bets on this market shall be voided. X map - support role to draw First Blood - A bet on whether the First Blood will be awarded to a hero assigned a support role on the specified map. First Blood is awarded only when the kill is credited to an enemy hero. If a hero is damaged by an enemy hero and then dies to a tower, neutral creep or allied unit, the kill is still credited to the enemy hero and counts as First Blood. Deaths caused solely by neutral creeps and towers, for example, do not count. X map - First Black King Bar - A bet on which team' player will assemble the first Black King Bar (BKB) on the specified map at the moment the item is fully assembled regardless of its location (inventory, courier, or base stash). In case the Black King Bar (BKB) was not assembled on the specified map the bets on this market will be voided. X map - total range heroes picked by Dire side - A bet on the total number of ranged heroes picked by the Dire side on the specified map. X map - acquired most Bounty Rune - A bet on which

team will collect more Bounty Runes on the specified map. X map - occurrence time of 10th kill - A bet on whether the 10th kill in the specified map will occur during daytime or nighttime. The day cycle can be seen just above the in-game timer and is determined by the game algorithm.

- Assistance
- Live support
- Your browser does not support the video tag

Anti-Money Laundering Policy

- Customer support team is available at support@betify.com.
- Contact us:

Jeu Aviator - Volez haut et gagnez gros

- Hotline

FAQ

- Contactez-nous
- Our live support is ready to help you at any time of the day. If you have any questions, do not hesitate to send us a message.

Betify: Crypto Casino - Sports Betting - An unmatched casino for an exceptional experience

- Support

Jeu responsable

- Listed below are reputed organizations committed to helping those who struggle with gambling problems, and can be contacted at any time:

Politique de confidentialité

- Our service providers support the Website, in particular with regard to hosting and management, marketing, analytics, modernization and email newsletters. We guarantee that the transfer of personal data to a recipient is carried out in accordance with the applicable data protection law and that a data controller is subject to the same obligations as us under a relevant service agreement.

Conditions générales d'utilisation

- All Prior to Your use of and when You use the Services it will be necessary for us to collect certain information about You, including Your name and date of birth, Your Contact Details, and may also include information about Your marketing preferences (all of which shall be known as "Your Personal Information").
- 26. COMPLAINTS AND NOTICES

- First, contact our customer support team via support@betify.com or live chat.
- The current ADR provider can be accessed at: complaints@adr-center.online

Mobile versions, devices, and languages

Politique du sport | Bétifier

- 2.2. Sportsbook – means an online platform and all components connected to such platform (including but not limited to source code, object code, technologies, software and tools, executable applications, libraries,

subroutines, widgets, plugins and other material needed among other) for the provision of fixed odds betting services.

- 3.2. In the event of any discrepancy between the English version of these Betting Rules and any other language version, the English version shall prevail.
- 6.4. Draw Scenarios and Winner Markets
- Market determined by the Sportsbook, Bets placed on such a Market shall be void. Bets accepted after an Event has started (other than clearly indicated Live In-Play Bets) will remain valid unless the End User gains a material or unfair advantage. In such cases, the Sportsbook reserves the right to void the Bet acting reasonably. Material and Unfair Advantage: For the avoidance of doubt, an unfair or material advantage is considered to be gained in scenarios including, but not limited to:
- 5.5. Error Corrections and Voiding Rights: The Sportsbook reserves the right to declare bets Void in the following scenarios:
- The Sportsbook reserves the right to void Bets of the affected Markets in the following scenarios:
- The Sportsbook reserves the right to void bets in the following scenarios:
- The Sportsbook reserves the right to void Bets on the affected Markets in the following scenarios:
- The Sportsbook reserves the right to declare Bets on affected Markets Void in the following scenarios:
- ● Dead Heat Application: If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., if two riders are credited with the same finish time/position and tied for the final Top 10 spot), Dead Heat rules (Section 6.7.2) will be applied to the tied selections.
- ● Dead Heat Application: If the number of athletes finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., two high jumpers sharing the same height and recording a "Joint 3rd" place when only one Top 3 slot remains), Dead Heat rules (Section 6.7.2) will be applied to the tied selections.
- ● Dead Heat Application: If the number of riders finishing in the specified "Top X" positions exceeds the number of winning slots available (e.g., three riders tie for the final two spots in a Top 10), Dead Heat rules (Section 6.7.2) will be applied to the tied Market selections.
- ● Game crash means an unintended termination, shutdown, or failure of the game software or underlying system during an active match, resulting in the inability of one or more players to continue normal gameplay, loss of game state information, or interruption of match integrity. A Game Crash includes any event in which the game application freezes, forcibly closes, disconnects a player unexpectedly, or otherwise ceases to function in accordance with expected gameplay..

Bonus Buy feature - Control your bonuses

- ELK Studios

Hot games - Get ready for action and winnings

- Helios - Triple Sun

Jeu responsable

- ○ Download filtering software (e.g. Net Nanny) to prevent minors from accessing inappropriate sites.

Conditions générales d'utilisation

- ○ Betify can not be liable for any loss or damage, which can be caused by a distributed denial-of-service attack, viruses or other technologically harmful material that may infect your access device and related

equipment, computer programs, data or other proprietary material due to your use of the Website or to your downloading of any material posted on such Website, or on any website linked to the Website.

Tower Rush, game rules, demo, and settings

Politique du sport | Bétifier

- 1.12. An annulled period refers to a specific portion of a match, map, or round that has been officially rolled back or declared invalid by the Tournament Organizer or the official data source (for example, when the score changes from 10–10 to 5–5, rounds 11–20 are considered annulled). All live bets placed on markets involving the affected match, map or round (as applicable) within the annulled period shall be voided. Live bets placed on markets involving the affected match, map or round (as applicable) before the start of the respective annulled period shall stand. If a market (pre-match or live) has been settled before the official announcement or confirmation of the replay or rollback, and the corresponding part of the game (match) is subsequently declared annulled, such settlements shall be canceled and bets on affected markets shall be voided. The start and end of an annulled period shall be determined based on official tournament logs, protocols, or data provider records (e.g., round ID, timestamps). In the event of discrepancies between sources, the Sportsbook shall apply the narrowest time interval clearly confirmed by the official data source.

Jeu Aviator - Volez haut et gagnez gros

- High RTP
- After the game symbol has reached its height and before it disappears from the game screen, the player must press the "Cashout" button.
- In the event that the symbol disappears before the "Cashout" button has been pressed, the player loses the amount of their bet.

Tower Rush

- Jouer pour de vrai
- Tower Rush
- Liens utiles
- Aviator
- Mines
- FAQ
- Affiliés
- Trophées
- Boutique
- Daily missions
- À propos de nous
- T&C
- Gambling can be addictive. Play responsibly.
- 2026 © betify10.sh All rights reserved
- Daily
- Mission
- Cash
- Roue de la

- Fortune
- Sponsorship
- Floyd Mayweather
- Fnatic
- Ronaldinho
- Live Chat
- Ne manquez pas les offres Telegram
- GALAXSYS
- Boîte de réception
- Des questions ? Envoyez nous un email
- Tower Rush by Galaxsys includes a demo mode and a game interface.
- The interface provides Build, Cashout, balance in FUN, History and Top.
- History
- Quit
- Tapis
- Encaissement
- Fun
- Build
- Joueurs
- Historique
- Top
- Pari
- Gain
- Bet Time

Hot games - Get ready for action and winnings

- Tower Rush 2

Jeu Mines - Découvrez des trésors explosifs

- RTP élevé
- With a high RTP, Mines offers explosive winnings potential

Catalogs, providers, and game sections

Politique du sport | Bétifier

- 2.12. Event –a sports, esports, virtual sports, political, entertainment or other event (match, game etc.) taking place in a real time on which Odds are offered for fixed odds betting in the Sportsbook.
- ● h) In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.
- ● 5.6.4. Specific Periods (Quarter, Set, Period etc.): Correct Score can be offered for specific segments of a match/game/Event e.g.:

- ● 6.8.1. Slot Priority: In tournaments or events where participants qualify through a bracket or group stage, the Sportsbook may offer markets before the specific participants are confirmed. In such cases, the Bet is placed on the bracket position (slot), regardless of which team or individual eventually fills it.
- ● 6.8.3. Change of Participant: If a team/player is replaced, disqualified, or substituted by the tournament organizer after they have been confirmed for a slot but before the match starts (e.g., a "Lucky Loser" in tennis or a replacement team in a cup), all Bets remain valid and will be settled based on the performance of the actual competitors of the match.
- In Combo bets (accumulators, parlays, multis). If in a Combo bet there are two or more Markets with related Contingencies (Related Outcomes), such Combo Bets will be declared Void. Example: End User places Stake on a Combo Bet "Barcelona to win La Liga" combined with a "Barcelona win in the deciding game." Both Outcomes are about the same Event and essence, thus the relevant Combo Bet will be Void.
- ● Foul: Any infringement of the laws of the game penalized by the referee with a free kick or penalty.
- ● Substitute: A player who is included in the official Match lineup but does not start the match and may enter the field of play later to replace another player during the game.
- 2. Example 2: A Bet is placed on Player B to record 1+ tackle. Player B starts the match but finishes the game with 0 tackles recorded by Opta. The Bet is settled as a Loss.
- 3. Example 3: A Bet is placed on Player C to record 1+ tackle. Player C is not in the starting XI. Even if the relevant player enters the game as a substitute and records multiple tackles, the Bet is settled as Void.
- ● Void Rule: Bets on Markets involving players, who were listed in the team but remained on the substitute bench and did not participate in the game, will be Void.
- 1. Example 1 (Substitute): A Bet is on Player A to score. Player A starts on the bench, enters the game as a substitute and scores. The Bet is settled as a Win.
- 1. Example 1 (Substitute Win): A Bet is on Player A to be the First Goalscorer. Player A starts on the bench, enters the game as a substitute in the 20th minute, and scores the first goal in the 30th minute. The Bet is settled as a Win.
- ● Substituted Out Rule: If a player is substituted out of the game before the last goal is scored, all Bets on that player for this Market are Void .
- ● Void Rule: Bets on Markets involving players, who were listed in the team but remained on the substitute bench and did not play in the game, will be Void.
- ● Void Rule (Substituted out): If a player is substituted out of the game before the designated "Next Goal" is scored, all Bets on that player for that specific goal number for this Market are Void .
- 1. Example 1 (Winning Substitute): The score is 1-0. Player A enters the game in the 60th minute. Player A scores in the 70th minute to make it 2-0. Bets on Player A for Market "2nd Goalscorer" are settled as a Win.
- 2. Example 2 (Void due to Substitution): The score is 0-0. Player B starts the game but is substituted out in the 30th minute. The first goal was scored in the 40th minute. Since Player B was not on the field when the goal was scored, the Bet on Player B for Market "1st Goalscorer" is Void .
- 1. Example 1 (Substitute Win): Player A starts on the bench, enters the game in the 75th minute, and receives a yellow card in the 80th minute. The Bet on this Player A for this Market is settled as a Win.
- 2. Example 2 : There is a long pause, the referee is clearly talking to someone via his earpiece for 2 minutes, but then just restarts the game without any signals or going to the monitor. This is 0 VAR Reviews.

- 1. Example (Draw): The current score is 2-0. You bet on "Draw" for the rest of the match. The game ends 2-0. Since no more goals were scored, the "rest of the match" score is 0-0. The Bet is a Win.
- 2. Example (Away): The current score is 1-0. You bet on "Away" for the rest of the match. The game ends 1-1. Since the Away team scored 1 goal and the Home team scored 0 after your Bet, the "rest of the match" score is 0-1. The Bet is a Win.
- 3. Example (Loss): The current score is 0-0. You bet on "Home" for the rest of the match. The game ends 0-1. The Bet is a Loss.
- g) In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.
- ● Break Point: A situation where the receiving player is one point away from winning the game and "breaking" the opponent's serve.
- ● Break Point Won (Converted): A statistic credited when a receiving player successfully wins a game in which they had a break point opportunity.
- ● Game: A scoring unit within a set. A player must win at least four points (15, 30, 40, Game) and be leading by at least two points to win a game.
- Settlement purposes, a Match Tie-break counts as one set won by the winning player and as one game in total games Markets, unless expressly stated otherwise.
- ● Penalty Point/Game: A point or game awarded by the chair umpire to a player due to a code violation by the opponent. Such points/games count toward the final score and settlement.
- ● Set: A scoring unit consisting of a sequence of games. Most professional matches are "Best of 3" (first to win 2 sets) or "Best of 5" (first to win 3 sets).
- ● Short Sets: A modified match format where a set is won by the first player to reach 4 games (instead of the traditional 6).
- ● Tie-break: A deciding game played when the score in a set reaches 6-6 to determine the winner of that set (usually played to 7 points).
- 2.2.1. Match Tie-break (Super Tie-break): If a match is decided by a Match Tie-break (often used instead of a final set), it will be considered and settled as the 3rd set. For set-based markets, the Match Tie-break counts as one completed set. For game-based markets (including Game Handicap and Total Games), the Match Tie-break will be counted as one game only, unless otherwise stated.
- 2.2.2. Game Counting: Every Tie-break or Match Tie-break counts as one game for the purpose of settling "Total Games" and "Handicap" Markets.
- 2.2.3. Penalty Points: If penalty point(s) are awarded by the umpire, all Bets on that specific game or point will stand.
- In the event of a Retirement, Walkover, or early Match termination before the scheduled number of sets/games is completed, all unsettled Markets for the relevant Match not already determined under Rule 2.3.3, will be Voided.
- ● a) Set Totals: If a set is abandoned at 4-4, Bets on Over 9.5 games are settled as Won, and Under 9.5 as Lost (since any finish requires at least 10 games). Bets on Over/Under 10.5 are Void.
- ● b) Match Totals (Best of 3): If a match is abandoned at 6-4, 4-6, Bets on Over 25.5 games are settled as Won, and Under 25.5 as Lost (since at least 26 games are required to finish). Bets on Over/Under 26.5 are Void.

- ● d) Individual Player Totals: Match abandoned at 6-4, 2-0. Player A has won 8 games. Bets on Player A Over 7.5 games = Won; Under 7.5 = Lost. Bets on Over 8.5 are Void.
- 2.8. Current / Next Game Winner
- If a player retires or is disqualified during a specific game, all Bets on the winner of that game (Current or Next) will be Void, regardless of the score within the game at the time of retirement.
- 2.8.2. Penalty Points/Games:
- If a game is completed by the awarding of a penalty point(s) or penalty game by the umpire, all Bets on that game shall stand.
- Predict which player will win the designated point (e.g., Set 1, Game 3, Point 4).
- ● Box Score: The official statistical record of a game, provided by the league's official website. It is the primary source for all statistical settlement, unless otherwise specified in the relevant Market rules.
- ● Buzzer Beater: A successful shot made exactly as the game clock expires (0:00) at the end of the 4th quarter or overtime, which puts the scoring team in the lead and wins the game.
- ● Non-Runner: A player who was in the official squad but did not enter the court for any duration of live game time while the clock was running.
- ● Runner: Any player who enters the court and participates in the match for any duration of live game time.
- ● 48-Hour Rule: If a match is postponed or cancelled, Bets will remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, all unsettled Bets will be declared Void.
- ● General Action Rule: Basketball player Bets stand as long as the player enters the court and participates in the match at any point while the game clock is running, regardless of whether they were in the starting lineup.
- ● Mid-Match Retirement: If a player participates for any duration but subsequently leaves the game due to injury, illness, or disqualification, all Bets on these Markets for the relevant Match on that player stand and will be settled based on their recorded statistics at the time of retirement.
- 3.15. Largest Lead in Game (incl. overtime):
- 3.20. Game Winning Buzzer Beater:
- A "Yes" result is settled only if a player makes a shot that puts their team in the lead (winning the game) exactly as the game clock expires (0:00) at the end of the 4th quarter or any overtime period.
- ● The shot must be the final and valid scoring action of the game, leaving no time for the opponent to respond.
- ● Drive: A continuous series of offensive plays starting from the point of possession and ending in a score, a punt, a turnover, or the conclusion of a half/game.
- ● Overtime (OT): An extra period of play used to determine a winner when a game ends in a tie after Regular Time.
- ● Runner: Any player who enters the field and participates in at least one play (down) during the game.
- For American Football, a player Bet has action as long as the player participates in the game (enters the field of play for at least one play), regardless of whether they were in the starting lineup. If a player does not enter the game at all, the bet is Void .
- If a player participates and subsequently leaves the game due to injury or disqualification, all Bets on Markets involving that player stand and are settled based on the statistics recorded at the time of retirement.
- 4.13.4. Postponement & Abandonment (48-Hour Rule): If a game is cancelled,

- If the venue is changed from the one scheduled, Bet on all player-specific Markets shall stand provided the game is played on the original scheduled date and the "Home" team designation remains unchanged.
- Definition: A "Drive" is defined as a continuous offensive possession that starts with a snap from scrimmage and ends with a score, a punt, a turnover (Interception, Fumble, or Turnover on Downs), or the conclusion of a half/game. Team to Score on First Drive: Bet on whether the specified team will score a Touchdown or a Field Goal on its first offensive possession of the game.
- ● If a Drive is interrupted by the end of a half or the end of the game before a definitive outcome is reached, the Market for the relevant match is Void. Special Case: If a team scores a touchdown on a kickoff or punt return (Special Teams), or via a defensive return (Pick-6/Fumble return), this does not count as an "Offensive Drive" for that team. Bet on this the Market for that team will be settled based on that team's subsequent first possession from scrimmage.
- ● Example: Bet is on the "Team to score 4th Touchdown" and the game ends with a total of 3 touchdowns, all Bets on the 4th touchdown Market are Void.
- ● Logic: Bet on which specific player will score the next touchdown in the game.
- ● No Further Touchdown: If no further touchdown is scored for the remainder of the game (including Overtime), Bets on this Market are Void.
- ● Penalty Shootout: A series of breakaway shots used to determine a winner if the game remains tied after Overtime. Exactly one (1) goal is added to the winner's final score for settlement.
- ● Runner: A player who enters the ice and participates in the game at any point while the official game clock is running.
- In the event of a game being decided by a penalty shootout, then one (1) goal will be added to the winning team's score and the game total for settlement purposes. This applies only to the Markets which have overtime and penalty shootout included.
- All Markets on a postponed match will be declared Void if the Event is not resumed within 48 hours of the original scheduled start time. If the game resumes within this 48-hour window, all Bets on that Match stand.
- 5.11.1. Participation (Runner): A player is considered to have participated in the match (a "Runner") if the player enters the ice at any point while the official game clock is running. If a player does not enter the ice at all during the entire match, all Bets on that player will be Void.
- 5.11.2. No Minimum Time: There is no minimum duration of participation required. If a player appears on the ice for any length of time while the game clock is running, all Bets on Markets involving that player's individual performance shall stand, regardless of whether the player recorded any statistics or were later injured/disqualified.
- 5.11.3. Postponement & Abandonment (48-Hour Rule): If a game is cancelled,
- ● Double-Header: Two baseball games played between the same two teams on the same day. For betting purposes, each game is treated as a separate and distinct event.
- ● Shortened Format: A game officially scheduled for fewer than 9 innings (e.g., 7 innings) by the governing body before the start of play.
- 6.2.1. Standard Games:
- For Bets on all full-game Markets to stand (except the Winner Market), the match must go at least 9 full innings (or 8.5 innings if the home team is leading).
- If a shortened format (e.g., 7 innings) is officially announced by the governing body before the start of the game, this scheduled number of innings shall be considered "Regular Time" for settlement purposes. In such cases, a minimum of 7 full innings (or 6.5 innings if the home team is leading) is required for Bets on this Match to stand.

- If a game is ended early by the official governing body due to a Mercy Rule (a league-mandated run difference that triggers the conclusion of the match), the game shall be considered "Complete." Bets on all full-game Markets (Money Line, Run Line, Totals) will be settled based on the score at the time the Mercy Rule was invoked, provided the game was considered official by the governing body.
- Bets on Markets that reached a Natural Conclusion prior to the game ending (e.g., "1st Inning Winner" or "Total Runs Over 5.5" when the score is already 7-0) will be settled as per relevant Market rules. .
- For the purposes of "Winner" (Money Line) Market in pre-match betting, a game is considered official if it lasts at least 5 full innings (or 4.5 innings if the home team is leading). If the game is stopped after this point for any reason, the winner is determined by the score at the time the game was stopped.
- 6.4. Postponement, Rescheduling and Interrupted Games:
- Unstarted Games: If a match does not start on the officially scheduled calendar date (local time of the venue) as published by the governing body, all Bets on the Event will be declared Void.
- Interrupted Games: If a match has already started and is subsequently suspended or interrupted, and is resumed within 48 hours of the original scheduled start time, all Bets will stand and be settled upon the completion of the match. If the match is not resumed within 48 hours, Bets on Markets that have not reached a Natural Conclusion (or do not qualify as an Official Game under Rule 6.3) will be declared Void.
- Double-Headers: In the case of a double-header (two consecutive matches played on the same day), each game is treated as a separate and distinct Event. If a postponed match is rescheduled as part of a double-header on a subsequent day, all Bets on the original postponed match will be declared Void. Such Bets shall not apply to either game of the rescheduled double-header.
- If a Bet is placed on Market related to a specific pitcher (e.g., "Pitcher Total Strikeouts"), that pitcher must start the game and throw at least one official pitch (throw the first pitch for their team) for the Bet to have action. If the named pitcher does not start the game and does not throw a pitch, all Bets on Markets related to that individual player will be Void.
- If a match is abandoned after it has been started, all Bets on player prop Markets on players who participated (as per 6.8.1) will stand, provided the match is considered an Official Game (see Rule 6.3) or has reached a Natural Conclusion.
- ● If the match is abandoned before becoming an Official Game, Bets on all player prop Markets that have not reached a Natural Conclusion will be Void .
- Bets on this market are settled based on the total number of hits surrendered by a specific pitcher mentioned in the Market description while they are active in the game.
- All disciplinary Markets (including 2-minute suspensions, yellow/red cards where applicable) are settled based on incidents occurring during Regular Time only. Suspensions or disciplinary actions given to team officials or players who are not actively participating in the game are excluded, unless specifically stated in the
- All Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Markets such as Match Winner, Correct Score, and Handicaps are settled immediately after the final point of the match/set is confirmed.
- Bets on all Markets are settled as soon as the point or element of the game that determines the outcome of that Market is confirmed. Bets on Markets for Final match results (Winner, Correct Score, Handicaps) are settled after the match has officially finished and the official score is confirmed.
- If a match is postponed or cancelled, all Bets on that match remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, all unsettled Bets will be Void. Interrupted Matches: If a match is abandoned or a team retires, Bets on all Markets that have not reached a Natural Conclusion at that moment will be Void.

- ● Extra Points: Occurs when a game reaches a 20-20 tie. The game continues until one side gains a two-point lead or reaches the 30-point cap (the first to 30 wins).
- ● Game: A scoring unit in badminton. Most professional matches are played as "Best of 3" games.
- Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Points are considered confirmed once the next point has started or the umpire officially announces the score.
- If a match is postponed or cancelled, all Bets on that match remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, Bet on all unsettled Markets will be Void.
- ● Total Games/Points: Bets on these Markets are settled as soon as the outcome mentioned in the Market description has been reached (Natural Conclusion). If a whole number outcome mentioned in the Market description (integer) is offered and the final result equals that outcome, the Bet is declared Void.
- 11.7. Game-Specific Markets:
- ● Game Winner/Total/Handicap: Bets on these Markets are settled after the last point of the specified game is confirmed. If a player retires during the game, Bets on unsettled Markets for that specific game will be Void, unless already determined by Natural Conclusion.
- ● Game Correct Score: Bets on this Market are settled after the last point of the specified game is confirmed.
- 11.8. Dynamic Game Markets:
- ● Game Extra Points: Bet on whether a game will require extra points (go beyond 21). Bets on this Market are settled as "Yes" once the score reaches 20-20 (40th point) within the specified game.
- ● Game Lead After "Y" Points: Bet on which competitor that will be leading after a designated number of points as mentioned in the Market description are reached (e.g., Game 1 Lead After 10 Points). Bets on this Market are settled exactly after number of the Y-th point as mentioned in the Market description of the game is confirmed.
- ● Game Race to "X" Points: Bet on which competitor will be the first to reach the target number of points as mentioned in the description of the Market within a game. Bets on the Market are settled immediately once the target number mentioned in the Market description is reached. Game Numbered Point Winner: Bet on the winner of a specific point mentioned in the Market description (e.g., Game 2 Point 5). Bets on this Market are settled immediately after the point mentioned in the Market description is confirmed. If the point mentioned in the Market description is not reached due to the end of the game or retirement, Bets on the respective Market are Void.
- ● Leg: A single game of darts (e.g., 501) within a Set or Match.
- ● Extra Points (Deuce): Occurs when a game reaches a 10-10 tie. The game continues until one player/team gains a two-point lead.
- ● Game: A single unit of play in table tennis, standardly played to 11 points. A match is typically "Best of 5" or "Best of 7" games.
- Bets on all Markets are settled as soon as the point or game element that decides the outcome of that Market is confirmed. Final match results (Winner, Correct Score, Match Handicaps) are settled after the last point of the match is confirmed.
- If a match is postponed, cancelled, or not completed, Bets on all Markets remain valid if the game starts/resumes within 48 hours of the original scheduled time. If the delay exceeds 48 hours, Bets on all unsettled Markets will be Void.

- In the event of a player retirement or disqualification, Bets on any Markets that have not reached the Natural Conclusion (e.g., "Game 2 Winner" if the player retires during Game 1) will be Void.
- 16.6. Point and Game Handicaps:
- ● Game Handicap: Bets on Point handicaps Markets for a specific game are settled as soon as the Line mentioned in the Market description is reached within that game.
- Bets on Total points (Match, Team, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.
- Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed. If a specific game is not played, Bets on all related Correct Score Markets will be Void.
- 16.9. Game Extra Points:
- Bet on whether a game will require extra points to be decided (i.e., go beyond 11 points).
- ● Settlement: Bets on this Market are settled as "Yes" once the score reaches 10-10 (20th point) within the specified game.
- ● If the game is not played or is abandoned before reaching 10-10, Bets on this
- Bets on which player will be leading in a specific game after a designated number of points as mentioned in the Market description (e.g., Game 1 Lead After 4 Points). Bets on this Market are settled exactly after the Y-th point of the game as mentioned in the Market description is confirmed.
- Bet on which player will be the first to reach the target number of points as mentioned in the Market description (3, 5, 7, etc.) within the game. Bets on this
- Market are settled immediately once the target mentioned in the Market description is reached. If the target is not reached due to the end of the game or match abandonment, Bets on the Market are Void.
- Bet on which player will win a specific designated point as mentioned in the Market description (e.g., Game 2 Point 5). The Market is settled immediately after the point mentioned in the Market description is confirmed. If the point is not reached due to the end of the game or retirement, Bets on the Market are Void.
- 18.4. Limited Overs Thresholds: For Bets on this Market to stand, the team must have had the technical opportunity to face a minimum percentage of scheduled overs, unless game element mentioned in the Market description reached a Natural Conclusion (All Out/Target reached):
- ● Extra Points: Occurs when a game reaches a 10-10 tie. The game continues until one player gains a two-point lead.
- ● Game: A single unit of play in squash, standardly played to 11 points. A match is typically "Best of 5" games.
- Market for the game or point will stand and be settled according to the updated score.
- 19.6. Point and Game Handicaps:
- Bets on Total points (Match, Competitor, or Game) or Total Games Markets are settled as soon as the Line specified in the Market description has been reached.If the match or game is not completed, Bets on the Market are Void unless the outcome has already been determined.
- ● Unplayed Games: If a specific game is not played, Bets on all related Over/Under Markets for that game will be Void.
- Bets on Match and Game Correct Score Markets are settled after the last point of the relevant period is confirmed.
- 19.9. Game Extra Points:
- ● If extra points are not required in the game to be decided, Bets on the Market are Void.

- Bet on which player will be leading in a specific game after a designated number of points (e.g., Game 1 Lead After 6 Points) as mentioned in the Market description. Bet on the Market are settled immediately after the Y-th point of the game as mentioned in the Market description is confirmed.
- ● Race to X: Bet on which player will be the first to reach the target number of points (3, 5, 7, etc.) mentioned in the Market description within a game. Bets on this Market are settled immediately when the target number mentioned in the Market description is reached.
- ● Point Winner: Bet on which player will win a specific designated point (e.g., Game 3 Point 5) mentioned in the Market description. Bets on this market are settled immediately after the point mentioned in the Market description is confirmed. Target Not Reached: If the game ends before the point specified in the Market description is reached, Bets on that Market are Void.
- Market result of the game include Overtime if played.
- ● Abandonment: If a match is abandoned during a specific quarter or half , Bets on all Markets for that period of the game (if not yet completed) and subsequent periods will be Void.
- ● Natural Conclusion: If the game is abandoned after a team has already scored, Bets on the Market stand and are settled according to these Rules. If the game is abandoned before any score, Bets on the Market are Void.
- Bet on the result at half-time and the result at the end of the Regular Time. If the game is abandoned before completion of 80 minutes, Bets on the Market are Void.
- ● All Bets refer to a single game unless stated otherwise.
- ● Unfinished Games: If a game is forfeited or abandoned, Bet on all affected Markets will be Void unless they have reached the Natural Conclusion.
- ● Official Protocol: All moves and events are settled based on the official game protocol.
- ● Example: If White has made 10 moves, the game is considered to have lasted 10 moves, regardless of Black’s response.
- ● The Bet is settled as Won: If the game ends in a physical checkmate on the board.
- ● The bet is settled as Lost: If the game ends by draw, resignation, timeout, or stalemate.
- Bets on this Market are settled as "Won" only if the game officially ends in a stalemate position.
- Bets on the total number of times any player gives a check throughout the game.
- 28.16. Game will end before move {X}
- ● Tie-breaks: For the purposes of settlement of this market official tie-break rules (e.g., Chess.com - Play Chess Online - Free Games) apply. If no tie-break is used and positions are shared, Bets on this Market are Void.
- ● Non-Runner: If a player plays 0 games, Bets on this player Markets are Void.
- 28.19. Who will win more games with White?
- 28.20. Who will win more games with Black?
- Bet on specific counts for wins achieved the player only with the color designated in the Market description. If no games are played by that player with that color, Bets on the affected Market are Void.
- ● 3-0 Start: Player must win the first three consecutive games. A loss or draw in any of these games results in a "Lost" Bet.
- ● Map or Game refers to one discrete playable segment of a match, as defined by the respective tournament rules for that title.
- ● Round refers to a sub-unit of a map or game as per tournament rules.
- ● Key event or Significant event means any in-game action or occurrence that meaningfully changes the competitive status, position, or probability of match outcome, including but not limited to kills, deaths,

objective captures, structure destruction, round wins, power spikes, map or side changes, and any other action that materially affects the likely result of the match.

- ● Restart refers to a situation where a round is reset before it has been completed and played again from the beginning, usually due to technical issues such as player disconnection, hardware malfunction, or administrative error. The match score remains unchanged, and the restarted round is treated as a continuation of normal gameplay once resumed.
- ● Replay means a situation where a match, map, game, or round is played again in full, as decided by the Tournament Organizer, due to technical issues, rule violations, or other circumstances that prevent the original result from being upheld. A replay differs from a restart in that it involves repeating the entire segment of play (e.g., full map or match) rather than resuming or reloading an ongoing round. In case of a replay, rule 1.12. is applied.
- 2. Intentional exploitation of in-game bugs or mechanics not permitted by official game rules (bug abuse);
- a) Critical server or platform outages confirmed by the game publisher or Tournament Organizer;
- d) Force majeure events such as power failures, natural disasters, or comparable disruptions. If the organizer uses a different term or provides no explicit clarification, Rule 1.8. (Technical Loss) will apply.
- 1.1. In case of any contradictions: game-specific rules take precedence over the esports general rules, which take precedence over the general sportsbook rules. Where the game-specific rules do not address a particular situation, the esports general rules shall apply;otherwise, the general sportsbook rules shall apply.
- If a game or tournament is not listed above, or if the official data source is unavailable, the Sportsbook will rely on the match results, statistics, or confirmations provided by the Tournament Organizer, official broadcast, or governing body, which shall serve as the sole authoritative source.
- b) The team merges with another or ceases to exist as a separate entity, and its tournament slot is taken over by a new team;
- c) The team is removed or disqualified from the tournament and a different entity inherits its slot, even if some players remain.
- 1.16. All eSports markets offered by the Sportsbook are based on the official rules, formats, and terminology established by the respective game developers and Tournament Organizers. The Sportsbook does not restate, reinterpret, or redefine these in-game rules or mechanics. Any references to specific game elements are used solely within the context of the official game structure and shall be understood according to the definitions and rules provided by the game itself. All in-game events and outcomes, including but not limited to First Blood, Double Kill, and similar occurrences, are determined exclusively by the in-game logs and systems of the respective title. The Sportsbook has no control over, and bears no responsibility for, how such events are defined, triggered, or recorded within the game.
- 3. Esports game specific rules
- 3.1.5.3. Game Crashes: In case of a Game Crash, Bets on the markets settled before the Game Crash shall stand, bets on unsettled markets shall be voided.
- 3.1.5.4. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.
- 3.1.5.6. Internet issues: This rule applies to situations where a player, a team, or a tournament studio experiences connectivity or network problems that interrupt gameplay. If such an issue occurs and no Key/Significant Event has taken place in the respective game, and odds remain unchanged, the game may be restarted and all bets on the relevant markets will stand. If a Key Event or Significant Event in the respective game has occurred, bets on all unsettled markets shall be voided, while bets on markets settled before the Internet issue occurred will stand. Counter-Strike 2 markets: X map - zeus x27 kill - A bet on

whether a kill will be made using the Zeus x27 taser during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid, and won't count towards the market being settled as "Win". X map - will be killed by knife - A bet on whether a knife kill will occur during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills resulting from team-inflicted (teamkill) damage won't be considered valid and won't count towards the market being settled as "Win".. X map - will be killed by Molotov - a bet on whether a kill will be made using a Molotov cocktail or incendiary grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won't be considered valid and won't count towards the market being settled as "Win". X map - will be killed by HE grenade - a bet on whether a kill will be made with a high-explosive (HE) grenade during the map. Bets on this market shall be settled according to the final statistics provided by HLTV. Kills caused by the grenade impact itself will be considered valid and will result in bets on the market being settled as "Won". Kills resulting from self-inflicted (suicide) or team-inflicted (teamkill) damage won't be considered valid and won't count towards the market being settled as "Win". X map - total rounds ending with bomb defusing - A bet on the total number of rounds in the specified map that end with the bomb being defused by the Counter-Terrorists. X map - total rounds ending with bomb detonation - A bet on the total number of rounds in the specified map that end with a successful bomb explosion planted by the Terrorists. X map - total AWP kills - A bet on whether the total number of kills made with the AWP in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. X map - total headshots - A bet on whether the total number of headshot kills recorded in the specified map will be over or under the stated number. All bets on this market will be settled according to official game data sources and tournament statistics. If data is corrupted, unavailable or missing, all bets on this market will be settled on the basis of the video stream. Team with the Highest HLTV Rating - A bet on which team will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - The home of competitive Counter-Strike. Bets on this market shall be settled according to the final statistics provided by HLTV. Player with the Highest HLTV Rating - A bet on which player will finish the tournament with the highest average HLTV rating across all official maps played, as published by HLTV.org - HLTV.org - The home of competitive Counter-Strike. Bets on this market shall be settled according to the final statistics provided by HLTV. HLTV MVP - A bet on whether a specified player will be awarded the HLTV MVP (Most Valuable Player) title for the tournament. Bets on this market shall be settled according to the official announcement published by HLTV.org - The home of competitive Counter-Strike. Most Played Map - A bet on which map will be played the most times during the tournament. Bets on this market are settled according to the official match data published by the Tournament Organizer. In the event of a tie between two or more maps, dead-heat rules apply. Map with Highest T Win % - A bet on which map will record the highest percentage of rounds won by the Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV. Map with Highest CT Win % - A bet on which map will record the highest percentage of rounds won by the Counter-Terrorist side during the tournament. Bets on this market are settled according to the final statistics provided by HLTV.

- 3.2.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.

- 3.2.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the markets involving the respective map will be settled according to the official result.
- 3.2.4.3. Game Crashes: In case of a Game Crash, bets on markets settled before the game crash stand, bets on unsettled markets shall be voided.
- 3.2.4.5. Internet Issues: Where a player, team, or tournament studio experiences connectivity or network problems that interrupt gameplay and no Key/Significant Event in the game has taken place, and odds remain unchanged, the game may be restarted and all bets placed on markets related to this game will stand. If a Key Event or Significant Event has occurred in the game, bets on all unsettled markets shall be voided, while bets on already settled markets will stand.
- 3.2.4.6. Simultaneous Deaths: In case of simultaneous death, the winner is determined by who of the competitors in the game was alive longer or who killed their opponent first, according to the official game log.
- 3.3.2. Round Restarts: In case of a round restart, bets on the markets of the respective round shall stand and shall be settled based on the official in-game score of the replayed round.
- 3.4.2. If one of the players disconnects within the first 10 minutes of in-game time and is unable to reconnect or be replaced within 3 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 10th minute of in-game time, bets on the relevant markets will be settled according to the official results.
- 3.4.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on markets related to the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official result.
- 3.5.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.
- 3.5.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.
- 3.6.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.
- 3.6.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.
- 3.7.2. If one of the players disconnects within the first 6 minutes of in-game time and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 6th minute of in-game time, bets on the relevant markets will be settled according to the official results.

- 3.7.3. If a walkover or win by Tournament Organizer decision is given in the first 6 minutes of in-game time (i.e., from 00:00 up to 5:59) of a map, all bets placed on markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 6th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.
- 3.8.1. The round winner is determined based on the last player or team remaining alive (as per applicable game logic). A “round” is considered one map played.
- 3.9.2. If one of the players disconnects in the first 8 minutes and is unable to reconnect or be replaced within 2 minutes of the in-game time from the moment of disconnection, bets on all affected markets related to that map and match will be voided. If a competitor disconnects or quits after the 8th minute of the map being played, the bets on the relevant markets will be settled according to the official results.
- 3.9.3. If a walkover or win by Tournament Organizer decision is given in the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59) of a map, all bets on the markets involving the map will be voided. If a win by Tournament Organizer decision is awarded at or after the 10th minute of in-game time of the map being played, the bets on the relevant markets will be settled according to the official results.
- 3.10.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.
- 3.11.1. All bets on Geoguessr matches will be settled based on the official results as determined by the Tournament Organizer on the official website: GeoGuessr - Let's explore the world! . This includes any in-game decisions or modifications made by the Tournament Organizer during the match.
- 3.13.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.
- 3.14.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.
- 3.17.1. If one of the players disconnects within the first 2 minutes of in-game time and is unable to reconnect or be replaced within 4 minutes of the in-game time from the moment of disconnection, bets on all affected markets involving that map and match will be voided. If one of the players disconnects or quits after the 2nd minute of in-game time, bets on the relevant markets will be settled according to the official results.
- 3.18.1. If a game (map) or match is abandoned or awarded by Tournament Organizer decision within the first 2 minutes of in-game time (i.e. from 00:00 up to 1:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 2nd minute or later, all bets on markets affected by that map or match shall be settled according to the official result.
- 3.19.1. If a match or map is abandoned or awarded by Tournament Organizer’s decision within the first 10 minutes of in-game time (i.e., from 00:00 up to 9:59), all bets on all markets involving that map and match shall be void. If the abandonment or awarding occurs at the 10th minute or later, all bets on markets affected by that map or match shall be settled according to the official result.
- 3.20.2. In the case of a round restart, bets on all relevant markets shall stand. All affected markets shall be settled based on the official in-game score of the replayed round.
- 3.21.2. Matches in this category may be played using different football simulation titles, irrespective of game developer, e.g. including EA Sports FC or eFootball (formerly PES). Additionally, different game versions may be used (for example, FC 24, FC 25, etc.). Such differences are purely informational and do not constitute grounds for voiding bets.

- 3.21.3. The stated match duration (e.g. 2x4 or 2x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.
- 3.21.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.
- 3.22.2. Matches in this category may be played using different game versions, including NBA 2K24, NBA 2K25, or NBA 2K26. Such differences are purely informational and do not constitute grounds for voiding bets.
- 3.22.3. The stated match duration (e.g. 4x5 minutes) refers to in-game time settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.
- 3.22.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, bets on all affected markets will be void.
- 3.22.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.
- 3.23.2. Matches in this category are generally played in a 5-over format (each side bats for a maximum of 5 overs). The stated format refers to in-game settings and is informative only. Variations in these settings do not constitute grounds for bet voiding.
- 3.23.3. Matches may be played using different game versions, including Cricket 23 or Cricket 24. Such differences are purely informational and do not constitute grounds for voiding bets.
- 3.23.5. Wrong Teams/Players: If the game is stopped early and there has been no Significant Event (such as a basket), the match may be restarted. If a Significant Event has already occurred, all bets will be void.
- 3.23.9. Nameplate/Gamepad Color Issues: Such issues do not warrant any bet voiding.
- Settlement Bets on all Markets are settled according to the General Rules. Under the gP (Gaming Pulse) market rules points are calculated based on in-game performance: scoring a Goal awards +1.0 point, while a Shot awards +0.2 points.
- Result Page: Betby Games Almanac
- ● Injustice — Betby Games Almanac
- ● Mortal Kombat — Betby Games Almanac
- Settlement Bets on all Markets are settled according to official in-game results and General Rules.
- 1.4. Postponement and Cancellations: Unless otherwise specified in the tooltip, if an event within the "Predictions" category is cancelled, is indefinitely postponed or will never happen due to objective or force majeure circumstances for a period longer than 1 (one) year from the expected deadline, all unsettled bets will be declared Void (Refunded). If a specific deadline for the outcome is mentioned in the tooltip, the bet will be settled based on the situation at that exact deadline.
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- Willy Wildwing
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- Super Jungle
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- NetEnt
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- Participer
- Classement complet
- Plus de détails
- Tableau des leaders
- Gros gains
- Derniers gains
- Game
- Player
- Time

- Bet
- Multiplier
- Temple Guardians
- 12:12 PM
- Olympian Legends
- 8:14 AM
- Crack & Smash the Piggy Bank
- 12:18 PM
- Crack More Piggy Banks
- 8:35 AM
- 12:24 PM
- Piggy Billion
- 11:10 AM
- Le Bandit
- 12:14 PM
- 12:19 PM
- 12:00 PM
- Six Feet Under
- 12:07 PM
- où l'objectif est de
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- dans un certain laps de temps.
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- ONE Blackjack
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- American Blackjack
- Habanero
- Blackjack Classic 1
- Blackjack Classic 2
- Blackjack Classic 5
- Blackjack Prestige
- Super Stake Blackjack
- Blackjack 15
- Blackjack Allure
- Blackjack 12
- Limitless Blackjack
- VivoGaming
- Single Deck Blackjack
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- ConceptGaming
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- Black Jack
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- Classic Multi-Hand Blackjack (Red)
- Multi-Hand Blackjack V2
- Five Hand Vegas Blackjack
- Five Hand Vegas Blackjack V2
- Single Hand Blackjack
- Ultimate Blackjack
- Ultimate Blackjack II
- Blackjack BB
- Barbarabang

- AsiaGaming
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- Ezugi
- Gold Blackjack 3
- Gold Blackjack 1
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- Salon Prive Blackjack
- Blackjack da Sorte
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- Relax
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- IronDog
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- Easy Blackjack
- BlackJack Lucky Sevens
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- Rumba Blackjack 3
- Rumba Blackjack 2
- Ultra One Hand Blackjack
- Classic Blackjack
- Red Tiger Gaming
- Deluxe Blackjack D
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- Blackjack 16
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- Speed Baccarat E
- Speed Baccarat A
- Speed Baccarat C
- Baccarat D
- Speed Baccarat B
- Baccarat B
- Baccarat 1
- Baccarat 2
- Baccarat 3

- Speed Baccarat 2
- Speed Baccarat 3
- Speed Baccarat 6
- Speed Baccarat 7
- Speed Baccarat 8
- Speed Baccarat 9
- Speed Baccarat 10
- Speed Baccarat 11
- Speed Baccarat 12
- Speed Baccarat 13
- Speed Baccarat 15
- Fortune 6 Baccarat
- Baccarat 8
- Baccarat 7
- Lucky 5
- Lucky 7
- Lucky 6
- Blackjack A
- Las Vegas Roulette
- Galaxy Baccarat 2
- Teen Patti
- Dragon Tiger Lobby
- Teen Patti Lobby
- Casino Hold'em Lobby
- Baccarat D02
- Baccarat D03
- Baccarat D04
- Baccarat D05
- Baccarat D06
- AGQ NGAU NGAU B22
- Baccarat of AGIN
- AGQ Baccarat B5
- AGQ Baccarat B6
- AGQ Baccarat B1
- AGQ Baccarat B2
- AGQ Baccarat B3
- AGQ Baccarat B4
- CGY NGAU NGAU N23
- CGY NGAU NGAU N22
- CGY Win Three Cards N21
- CGY Three Face N24

- Three Face
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- Blockchain Baccarat E108
- Blockchain Baccarat E109
- Blockchain Baccarat E110
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- Blockchain Baccarat E102
- Blockchain Baccarat E103
- Blockchain Baccarat E104
- Blockchain Baccarat E105
- Blockchain Baccarat E106
- Win Three Cards
- Live Game Plaza
- EMA Baccarat M51
- EMA Baccarat M52
- EMA Baccarat M53
- EMA Baccarat M54
- EMA Baccarat M55
- EMA Baccarat M56
- EMA Baccarat M57
- EMA Baccarat M58
- EMA Baccarat M59
- EMA Dragon Tiger M60
- Dice Twice
- Baccarat D07
- Speed Baccarat D08
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- Privé Lounge 4
- Privé Lounge 2
- Privé Lounge 5
- Privé Lounge 3
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- Italian Roulette
- Russian Roulette
- Spanish Roulette
- Auto Roulette
- Casino Marina Roulette 1
- Baccarat A
- Casino Marina Roulette 2
- Super 6 Baccarat
- Casino Marina Baccarat 4

- Casino Marina Baccarat 3
- Casino Marina Baccarat 1
- Casino Marina Baccarat 2
- Ruleta del Sol
- Knockout Baccarat
- Ultimate Sic Bo
- One Day Teen Patti - Classic
- Baccarat C
- Speed Auto Roulette
- Diamond Roulette
- Speed Roulette
- EZ Dealer Roulette Japanese
- EZ Dealer Roulette Mandarin
- Cricket War
- EZ Dealer Roulette Thai
- Ultimate Andar Bahar
- EZ Dealer Roleta Brasileira
- Ultimate Roulette
- Casino Marina Andar Bahar
- Poker
- Namaste Roulette
- Bet on Teen Patti
- Prestige Auto Roulette
- No Commission Baccarat
- Unlimited Blackjack
- Teen Patti 3 Card
- Baccarat 5
- Baccarat 6
- Blackjack D
- Baccarat E
- Blackjack 152
- Blackjack 151
- Bingo Turco
- Lucky 6 Roulette
- Pok Deng M
- M Andar Bahar
- Dragon Tiger M
- M Teen Patti 20-20
- Roulette da Sorte
- Dragon Tiger da Sorte
- Dragon Tiger A

- Classic Roulette
- Blackjack X 2 - Azure
- Blackjack X 4 - Ruby
- Blackjack X 5 - Ruby
- Blackjack X 1 - Azure
- Blackjack X 7 - Azure
- Blackjack X 9 - Ruby
- Blackjack X 8 - Ruby
- Blackjack X 6 - Azure
- Blackjack X 10 - Ruby
- BlackjackX 23 - Emerald
- BlackjackX 27 - Emerald
- BlackjackX 22 - Emerald
- BlackjackX 13 - Emerald
- BlackjackX 26 - Emerald
- BlackjackX 11 - Emerald
- BlackjackX 12 - Emerald
- BlackjackX 28 - Emerald
- BlackjackX 29 - Emerald
- BlackjackX 30 - Emerald
- Classic Auto Roulette
- Sport Auto Roulette
- Burgundy Auto-Roulette Classic
- Glam Roulette
- Super Stake Roulette
- Runner Runner Roulette 5000x
- Circus Roulette
- Cricket Auto Roulette
- CGY Baccarat N19
- CGY Baccarat N18
- Baccarat Lobby
- Blackjack Lobby
- Roulette Indian
- Speed Baccarat 16
- Roulette Green
- Xóc Đĩa
- Speed Baccarat I
- Speed Baccarat G
- Oracle Roulette 2
- Roulette Lobby
- Live Dealer Lobby

- Live Roulette
- Mega Sic Bac
- Blackjack 14
- Baccarat 9
- Speed Baccarat 17
- Blackjack 136
- Blackjack 137
- Football Auto Roulette
- Skyline Roulette
- Speed Blackjack 59 - Emerald
- Blackjack 153
- Blackjack 154
- High Flyer
- Privé Lounge Baccarat 1
- Privé Lounge Baccarat 2
- Privé Lounge Baccarat 3
- Privé Lounge Baccarat 5
- Privé Lounge Baccarat 4
- Bet Behind Pro Blackjack
- EZ Baccarat
- Flash Roulette
- Privé Lounge Baccarat 7
- Privé Lounge Baccarat 6
- Privé Lounge Baccarat 8
- Lucky Kicks
- Dragon Tiger D
- EZ Dealer Roulette
- Blackjack 113
- Blackjack 111
- Blackjack 109
- Blackjack 110
- Blackjack 114
- Blackjack 112
- Blackjack 142
- Blackjack 156
- Blackjack 157
- Blackjack 141
- Blackjack 155
- Turkish BlackjackX 6
- Turkish BlackjackX 7
- Chase the massive jackpots in jackpot games on Betify.

Conditions de Bonus

- Live casino games / Game shows / Table games - 5%,
- Aviator / Mini jeux / Jeux de Spribe: 100%,
- Vidéo poker - 5%,
- All Plinko games - 5%,
- Turbogames games - 5%,

Liens utiles

- The minimum supported resolution is 950x530 pixels. To fully enjoy the game, please increase the size of your browser window or use a device with a larger screen.

Plinko

- Limites du jeu
- Règles du jeu

Fnatic - 19 ans de performances en E-Sport

- Ensemble, changeons les règles du jeu !

Football

- Kiron
- Betradar

Hot games - Get ready for action and winnings

- Big Bass Halloween Splash 1000
- Hot Chili Heat: Spicy Hot Pots
- Gates of Olympus 1000
- Outlaw Rails: Hold & Win
- Dia De Los Muertos 2
- Dr Zappo
- Chests of Cai Shen - Infinity
- Gates of Olympus Super Scatter
- 3 Royal Dracos
- 5 Relics of Power: Hold & Win
- Sweet Bonanza 1000
- Buffalo Blaze: Hold & Win
- Vortex 2
- 100 Super Hot
- Amusnet
- Big Bass Bonanza 1000
- Thunderline Express: Supercharged
- Thunderline Express: Hold & Win
- Bian Pao Fortunes: Hold & Win

- Bazaar Monkey
- Demonic Dolls
- Sweet Rush Bonanza
- Burning Riches: Hold & Win
- Bash the Banana Stash: Hold & Win
- The Dog House Megaways 1000
- Big Bass Bonanza
- Big Ape Bankroll: Hold & Win
- 5 Lions Megaways
- The Crypt 2
- Break the Piggy Bank
- Inferno Rising: Hold & Win
- Gems Digger
- Stormforged
- Solar Queen
- Playson
- Extra Juicy
- Viking Legacy: Hold & Win
- PeterAndSons
- Tommy Gun Gold
- Lucky Pinball
- BGaming
- Red Hot Chilli Chickens
- Big Bass Halloween
- Jellop
- Super Pink Joker: Hold and Win
- Drop The Billionaire
- Dead Mans Bounty: Hold & Win
- Rip city
- Outsourced 2: Balkan Engineering
- Bash the Banana Stash: Vault Smash
- Big Bass Halloween 3
- Triple 5's: Supercharged
- Cloud Piggies
- Sew
- ShadyLady
- STRIKING BLITZ: RUNNING WINS™
- Fugaso Gaming
- Pirots 4
- Fire Eruption
- Gator Hunters 2

- Royal Coins 2: Hold and Win
- Coin up
- Booongo
- Shining Crown
- Fortune Paws: Hold & Win
- Fruit Party
- Flaming Roar: Hold & Win
- Super Boosted Prizes: Hold & Win
- Bigger Bass Bonanza
- Big Bass Bonanza 3 Reeler
- Follow the Cash Rabbit
- Starlight Princess Super Scatter
- Big Bass Reel Repeat
- Sweet Bonanza
- Ball & Ball
- Big Bass Splash 1000
- Hot Fiesta
- Vampy Party
- Flame & Fortune: Hold & Win
- Coin Bang Bang: Hold & Win
- Big Bass Amazon Xtreme
- RouletteX
- Forever Split Megaways
- 5 Lions Megaways 2
- Pot of Charms
- Flight Mode
- Spider Circus Hold and Win
- Death Dominion
- Gold Rush - Johnny Cash
- Divine Egypt Hold & Win
- Double Dragon Gold: Hold & Win
- Gems Bonanza
- Temple Tumble
- Cleocatra
- The Dog House - Muttley Crew
- Midas Golden Touch 2
- Thunderkick
- 25 Coins™ x3000
- Wonders of Aztec
- Pine of Plinko 2
- Life and Death

- Starlight Princess
- Moon Princess Extreme
- PlaynGo
- 3 Witch Pots
- Starburst
- Deep Sea Frenzy
- Big Bass Return to the Races
- Chaos Crew 3
- Bee Keeper
- Fury of Anubis
- MooLaLa
- Arctic Duel
- Gates of Olympus 1000 Dice
- Betify Penalty Shoot-out
- Next Stop Riches: Hold & Win
- Aztec Empire: Hold & Win
- Aviamasters
- Cash Streak
- Infinity
- Clover Super Pot
- Vampire Night
- Sweet Bonanza POP
- Pinata Wins
- Pocket Games Soft
- Bonanza Link: Cash Train X1000
- Towers
- Aviamasters 2
- 2026 Hit Slot
- Wild West TRUEWAYS
- Doctor Dust
- Thor’s Thunder Strike
- Spinomenal
- The Great Jackpot Expedition
- Beast Below
- Mayan Stackways
- Rings Of Olympus
- Le Clubber
- Wicked Grin
- Take The Bank
- Infective Wild
- Soaked by Seamen

- Big Bass Blast
- Preach TV
- Laced
- Royalty of Olympus Xmas
- Le Digger
- Dead or Alive
- Old Gun
- Curse of Tut
- Big Bass Xmas Xtreme
- Supercharged Clovers: Hold And Win
- Pirots
- Eastern Emeralds
- Quickspin
- Plinko AZTEC
- 40 Extra Crown Triple Boost Golden Coins Link
- Rockin'Joker: Hold and Win
- Tropicool 5
- Haunted Reels
- 4 Pots Riches: Hold and Win
- Joker's Jewels Wild
- Mega Flex: Hold & Win
- Pug Life
- Jaws of Justice
- Mahjong Ways II
- Coin Volcano
- Book of Ra
- 40 Mega Clover
- Ultimate Energy Strike
- Gangsta Piggy: Hold and Win
- Sky Bounty
- Wings of Fire
- Fire Stampede 2
- Bad Santa
- 20 Golden Coins
- Chicken Road
- The Jade Path Hold & Win
- Fighter Pit
- Wisdom of Athena 1000 Xmas
- Tombstone Slaughter
- Clover Gold
- Hot Tuna

- Heart Of Tiki
- Buffalo Smash
- Crazy Bananas
- Booming Games
- Fortune of Giza
- Gates of Olympus POP
- Midas Golden Touch
- Lucky Charms Trio 10,000
- Pirots 2
- Phoenix DuelReels
- Sweet Bonanza Xmas
- Age Of Seth
- Ancient Tumble
- Sugar Splash
- Carnival Queen
- Christmas Carol Megaways
- Burning Reels
- Bullets and Bounty
- Aftermath
- Midas Golden Touch: Thunder Pots
- 3 Pumpkin Riches
- 100 Bulky Fruits
- Extra Juicy Megaways
- Spice
- Fish Tales Halloween
- Jelly Express
- WildPOPs™
- AvatarUX
- Diamonds Power XXL: Hold and Win
- 3x5 Royal Piggy: Hold The Spin
- Gamzix
- Blood Rebels
- Lucky Lady's Charm Deluxe
- 4 Pots Riches: Super Wheel
- 3 Royal Diamonds
- Game Beat
- Book Of Shadows
- MooFO
- Liberty Coins: Hold & Win
- 3 Energy Diamonds: Hold & Win
- Wild Coaster

- Super Cash: Three Little Wins
- Super Tiki Strike
- 10 Power Joker
- Lord of the Ocean
- 9 Bells
- Esqueleto Explosivo 2- Reborn
- Gates of Asgard
- Golden Penny x1000
- Brute Force
- 4 Royal Pots
- Onlyplay
- Big Bass Day at the Races
- Stormborn
- 3 Supercharged Diamonds: Hold and Win
- Book of Flames Hold & Win
- John Hunter and the Tomb of the Scarab Queen
- PyroFox
- Buffalo King Untamed Megaways
- Octobeer Fortunes
- Diamond Dez
- Gator Hunters
- Book of Dead GO Collect
- Deadwood xNudge
- CherryPop Burst
- Tasty Bonanza Max Scatter
- Outlaw Rooster
- Nazar Wishes
- Army of Ares
- Fruity Candy
- Dreadworks
- Clumsy Cowboys
- Heist Guys 2
- Fruit Towers
- Book of Gold Multichance
- Book of Time
- Forge of Olympus
- Chicken Road Gold
- Stockholm Syndrome
- San Quentin xWays
- Mahjong Wins Triple Pot
- Hoot Shot the Sheriff

- Piggy Coin: Hold & Win
- Buffalo Blaze: Wild Wealth
- Release the Kraken Megaways
- Royal Coins: Hold and Win
- Sugar Merge Up
- Fishing Club
- 20 Power Hot
- 3 Pot Riches Extra: Hold and Win
- Treasure Journey: Genie's Gold
- Fish Road
- 20 Golden Coins - Christmas Edition
- 3 Buzzing Wilds
- 3 Piggy Robbers
- Merge Up 2
- Greedy Wolf
- Dynamite Trail: Hold & Win
- 7 Seas Raiders
- Yggdrasil
- Great Ghosts!
- Club Tropicana - Happy Hour
- Rock the Reels Megaways
- Gaming Corps
- Toshi Ways Club
- Supreme Zeus
- 10 Glossy Hot
- Bank Busters: The Big Score
- The Big Bark: Golden Jackpots
- Merry Giftmas: Hold and Win
- 3 Peppers of Fire
- Ultras
- Pirate Chest: Hold and Win
- Super X
- Zeus Smash
- 9 Lions™ Hold the Jackpot™ Santas Jackpots
- 100 Bulky Dice
- Bizarre
- Halloween Bonanza
- Lightning Juicy Coins
- Golden Shower
- Bomb Bonanza
- Patrick's Luck Hold The Spin

- Flaming Bells: Hold and Win
- 3x Catch
- JJ 1000: Hold & Win
- Sun Princess
- Deadwood R.I.P
- Blood & Shadow 2
- Power Crown: Hold and Win
- Cauldron
- Mustang Gold
- Stock Market
- Das xBoot
- Vortex Safari
- Muertos Multiplier Megaways
- Tiki Tiki Boo Boo
- Serial
- Book of Vikings
- 40 Golden Coins
- Dragon Pots Megaways
- Energy Joker: Hold and Win
- Shark Frenzy
- Slotmill
- LooneyPOP™
- Raptor 2
- Pray for Six
- Raging Waterfall Megaways
- 20 Dazzling Hot
- El Paso Gunfight xNudge
- Ghostfather - Awakened
- Freedom Fortune: Hold & Win
- The Hand of Midas
- Temple Of Torment
- 9 Coins™ Grand Platinum Edition Halloween Jackpots
- European Blackjack Multihand
- ULTRA POWER LINK: RUNNING WINS™
- Le Santa
- Mammoth Peak: Hold and Win
- Le Hooligan
- European Roulette
- Triple Pot Plinko - Hercules
- Donut Division
- Discover the most advantageous games in the Hot Games category on Betify.

🎃 Halloween

- Crack the Pumpkin Bank
- Mystery Bats
- Love Nest
- Ghostline Express: Hold & Win
- Immortal Charge
- Vortex Halloween
- Mummy Tumble
- Fear the Dark
- 5 Witch Pots
- Disorder
- Sleepy Drac
- 5 Rings of Darkness
- Ding Dong Death
- The Count
- Le Vampire
- Dark Summoning
- Aviamasters 2 Halloween
- Rump and Halloween
- Chicken Halloween
- The Library Overdue
- Sanatorium Secrets
- Soul Harvest
- The Wildwood Curse
- The Greed Machine
- Cursed Seas
- Spell Gone Wild
- Haunted Crypt
- Hell of a Spin
- Boo's Booty
- Burning Hell 3000
- Chicken Zombies
- Death Becomes You
- Gem Ghosts
- The Watcher
- Zombie Road
- Dark Spiral
- Big Bass Halloween 2
- Red Rascal
- Frightening Frankie
- The Vampires 2

- Day of Dead
- 100 Zombies
- Chaos Crew
- Deal With Death
- Ghost Father
- Fiesta Explosiva DuoMax
- Plinko 2 Halloween
- Face Off

Jeu Mines - Découvrez des trésors explosifs

- Looking for a fast and exciting online game? Look no further than Spribe Mines! With its simple but addictive gameplay, Mines has become one of the favorite games of fans in the world of crash games.
- Jouer à Mines
- A propos de Mines
- Facile
- Easily discover the hidden treasures in Mines, the exciting online minesweeper game.
- Probablement équitable
- Rest assured that Mines is probably fair, with the latest cutting-edge technologies guaranteeing a safe and reliable gaming experience.
- Think you can outsmart the mines? Prove it!
- What is the new mines game?
- Se connecter
- S'inscrire
- Se connecter avec
- S’identifier
- Mot De Passe
- Mot de passe oublié?
- Discover explosive winnings with the Mines game collection on Betify. Play now and see if you can find the hidden riches!
- Coming from the video game industry, this simple and effective format is ultra popular.
- Mines is a new type of game in which stars and mines are hidden on the field.
- 2. Collectez autant d'étoiles que possible!
- 3. Cash out before hitting a mine and the winnings are yours!
- Place your bet, avoid the mines and leave with pockets full of money.
- At each round, the player can bet the desired amount.
- It is possible to use the "auto" function to play automatically according to defined criteria.
- The maximum win per round and per player is €10,000.
- Winnings are calculated based on the number of mines on the grid and the number of squares the player finds.
- After a cash out, the amount won will be immediately paid into the real balance.
- By accessing the site, I confirm that I am 18 years old and that I have read the

Explore the Lobby for a choice of exciting games

- 186 jeux
- 144 jeux
- Penalty Unlimited
- Hop'n Top
- 17 jeux
- 9:43 AM
- 10:53 AM
- 12:20 PM
- Johnny vs Chicken
- 12:21 PM
- 10:25 AM
- 11:27 AM
- Bingo Star
- 11:09 AM
- Enter the impressive Lobby of Betify and discover a vast selection of exciting casino games. Join us now for an unforgettable gaming experience.

Spin the reels on beloved slot machine games

- Discover the magic of Tumbling Reels on Betify. Watch the symbols cascade, unlock more winnings and win even bigger

Megaways

- Great Rhino Megaways
- Zombie School Megaways
- The Dog House Megaways
- Captain Kraken Megaways
- Wild Buffalo: Megaways
- Netgame
- Money Stacks Megaways
- Big Bass Bonanza Megaways
- Buffalo King Megaways
- Magic Mummy Megaways
- Castle Cash Megaways
- Witch Heart Megaways
- Might of Freya Megaways
- Bandit Megaways
- Ancient Island Megaways
- Wild Buffalo Megaways: Hold N Link
- Book of Panda Megaways
- Aztec Magic Megaways
- Solar Nova Megaways

- Cornelius Milk Hunter Megaways
- Mustang Gold Megaways
- Sumo Supreme Megaways
- Space Wars Megaways XXXtreme
- Odin Infinity Reels Megaways
- ReelPlay
- Atlantis Megaways
- Big Bucks Bandits Megaways
- Twin Spin Megaways
- Tiki Infinity Reels Megaways
- Wild Turkey Megaways
- Jungle Spirit Megaways™
- Jelly Belly Megaways
- The Wish Master Megaways
- Megaways Mob
- Dwarven Gems MEGAWAYS
- Wild Buccaneers Megaways
- Fury Of Hyde Megaways
- Great Pigsby Megaways
- Halloween Horrors Megaways
- Payday Megaways
- Medallion Megaways
- Arto and the Seven Deadly Spins Megaways
- Mummy Megaways
- Santa's Big Bash Megaways
- Fruit Shop Megaways
- Divine Fortune Megaways
- Revenge of Loki Megaways
- Candyways Bonanza 3 Megaways
- Candyways Bonanza 2 Megaways
- Hypernova Megaways
- El Cowboy Megaways
- Black Gold 2 Megaways
- Giant's Fortune Megaways
- Super Joker Megaways
- Runner Runner Megaways
- The Expendables Megaways
- Black Gold Megaways
- Mystical Santa Megaways
- Super Wild Megaways
- Barnyard Megahays Megaways

- Starz Megaways
- Curse of the Werewolf Megaways
- Power of Thor Megaways
- Madame Destiny Megaways
- Elemental Gems Megaways
- Crystal Caverns Megaways
- Chilli Heat Megaways
- Wild West Gold Megaways
- Floating Dragon Hold & Spin Megaways
- Spin & Score Megaways
- Fury of Odin Megaways
- Mammoth Gold Megaways
- Wild Wild Riches Megaways
- Wild Celebrity Bus Megaways
- Power of Merlin Megaways
- Rocket Blast Megaways
- Big Bass Hold & Spinner Megaways
- The Money Men Megaways
- 5 Frozen Charms Megaways
- Floating Dragon New Year Festival Ultra Megaways Hold & Spin
- Blazing Wilds Megaways
- Beware The Deep Megaways
- Pompeii Megareels Megaways
- Megahops Megaways
- Blockchain MEGAWAYS
- The Rodfather Megaways
- Howling Wolves MEGAWAYS
- Big Bad Wolf Megaways
- Eastern Emeralds Megaways

Play Crash Games for exciting games and big winnings

- Aviatrix Plinko
- Aztec Totem
- Turbo Plinko
- Aviatrix Second Chance
- Coin Flip
- Chicken Shoot
- Aviatrix Mines
- Wingo
- Rock Paper Scissors
- Royal Drop

- Lucky Birds
- Joker Poker
- Kitty Rush
- Crystal Poker
- Frog Jump
- Forest Arrow
- Buffalo Smash: Supercharged
- Mine Slot 2
- Chicken Crash
- Aviabom
- Moneyplane
- AVIAFLY 2
- Wheel Out
- KO-Million
- Penalty National Cup
- Vortex Power Kick
- Fish Boom
- Handigo
- Plinkoman
- Chicken Goal
- Plinko Dice
- Topo Mole
- Chicken Pirate Route
- Figoal
- Chicken Rush 2
- Jumper
- Instawin
- Plinko Birds
- Frog Road
- Vortex Aero
- Chicken Banana
- Limbo
- Lucky Ducky
- Mine Slot
- Balloon Doggo
- Tapinata
- Tiki Tiki Twist
- Chicken
- Chicken Ice
- Chicken Road Vegas
- Rabbit Road

- Squid Gamebler
- Frogger Jump
- Heads Will Roll
- American Roulette
- Mysteco
- Magic Keno
- Chicken Route
- Ronaldinho Scores Shoot & Win
- Double Roll
- Fishing Club 2
- Hamster Run
- Uncrossable Rush
- Crash X
- Coins dare 2 win
- Boxes dare 2 win
- Goldpick Legend
- Flip n Win
- Golden Kick
- Mouse on the Run
- Mines Dare to Win
- Hamsta
- Fast Fielder
- Fury Stairs
- Limbo Rider
- Jeu Du Chien
- Crash X Football Edition
- Aero
- Big Bass Crash
- 1Tap Mines
- Mole Smash
- Book Of Mines
- BalloniX
- Donny King
- God Smash: Eternal Chaos
- Frog Princess
- Jewel Clicker
- Save the Princess
- Vortex Powerplay
- Experience adrenaline-pumping Crash Games on Betify. Bet, watch the multiplier climb and cash out before it crashes. Join us now for exciting gaming and big winnings!
- Ou s'inscrire avec

- Adresse Mail
- Nom D'utilisateur
- Pays
- France
- Devise
- EUR
- I am over 18 years old and I accept the
- et notre

New games - Discover the latest additions on Betify

- Wonder Forest
- Deadline: Max Chaos
- Viva Flammia
- Ghost Vision
- Rat Royale
- Epic SixSixSix
- Piggy Bankroll: The Big Stash
- Stitchers Get Stitches
- Hangovers & Holidays
- Obelisk Treasures
- Demon Beats
- Coffee Dealer
- Flynns Gold Clovers: Hold & Win
- Cheetah Wild
- Joker Stacks Magic
- Joker Miner
- Max The Mathmagician
- Sun Totem: Hold & Win
- Thunder Play Voodoo Magic
- Big Bass Vegas 1000
- NUUKD
- Money Train 5
- Concrete Cowboys
- Hot Potato Battleground

Step into the ring with Floyd Mayweather games

- FLOYD ‘MONEY’ MAYWEATHER
- Légende de la boxe, champion invaincu
- Le champ’ a choisi Betify
- Winner of the fight of the century and holder of a series of 50 consecutive victories, he is a living legend. We never settle for less than perfection, and that is why Floyd is on Betify.
- Pariez avec le 'Pretty Boy' Champ'

- Rejoindre la communauté
- Objets exclusifs
- Signed gloves, exclusive T-shirts, try to grab them in the shop when they are available.
- Sessions de Stream
- The champ' is a real player, he likes to share his adventures online from time to time. So stay connected.
- Jouez avec le champ'
- Betify et la quête de l'excellence
- "When you're the best, you only want to surround yourself with the best," is a quote from our Champ' on 2013. And here we are: best chances, best experience, best winnings. That's all we have and we will never stop.
- Commencer à miser
- Step into the ring with the Floyd Mayweather game collection on Betify. Discover boxing-themed games like never before!

Betify Exclusives

- Betify Rumble
- Betify Super Eggsponential

Play live roulette on Betify

- First Person Lightning Roulette
- Dynasty Lightning Roulette
- First Person American Roulette
- First Person Roulette
- Apollo European Roulette
- Apollo
- Zoom Roulette
- European Roulette (Christmas Edition)
- French Roulette
- Burgundy Auto-Roulette
- Speed Roulette 2
- Royal Roulette 500X
- Spin Till You Win Roulette
- Playtech
- Ruleta Rapida
- Premium European Roulette
- Betify's live roulette tables offer thrilling rounds and exciting betting options. Play now and test your luck!

Politique de confidentialité

- The website Betify hereinafter "Casino", "Website", "Company", "We", "Us", "Our".
- When you play casino slots developed by Netgame You are not allowed to play in the Games on the Website if you are a resident of the following countries: USA, Netherlands, France, United Kingdom, Australia, Spain, Dutch West Indies, Aruba, Bonaire, Saba, Statia, Dutch St Martin and Curacao.

Play popular games with real money

- Chonky Kong: Hold & Win
- Cai Shen Treasure
- Bonsai Gold 2: Age of Prosperity
- The Dog House
- Tanked 3: First Blood 2
- Sugar Rush 1000
- Le Fisherman
- Miami Mayhem
- Zeus vs Hades - Gods of War 250
- Piggy Bankroll: Vault Smash
- Pirots 5
- Sugar Rush Super Scatter
- Fire in the Hole 3
- Big Bass Splash
- Huff N' Puff CollectR
- Starlight Princess 1000
- Duel at Dawn
- Legacy of Dead
- Mental 2

Conditions générales d'utilisation

- ○ block access to games for a certain period of time.
- Players may not use Betify Casino's services in any way directly or indirectly associated with money laundering.
- Player has the responsibility to inform Betify Casino of any updates or changes of his information.
- Betify Casino reserves the right to monitor all the transactions with a view to prevent money laundering. Furthermore, Betify Casino reserves the right to examine with special attention, and to the extent possible, the background and purpose of any complex or large transactions and any transactions which are particularly likely, by their nature, to be related to money laundering or the funding of terrorism.
- Betify Casino cannot accept cash from players and funds may be received from players only by any of the following methods-
- Betify Casino reserves the right to report suspicious transaction to the relevant authorities.
- ○ do not guarantee that the Websites and Games will be smooth accessible;
- ○ using unfair external factors and influences on the game result (often known as a cheating);
- ○ the usage of automatic players ('bots') or other third party`s software or analysis systems aimed at forecasting of game results or influencing on it;
- using martingale or betting patterns on red and black on roulette tables

Participate and win exciting rewards in Tournaments

- 28 jeux

- 16 jeux
- 14 jeux
- GameArt

Virtuel

- Hounds
- Horses
- Virtual NBA
- Motor racing
- Ice Hockey
- Bundesliga
- Steeple Chase
- Table tennis
- Tennis Champions
- Virtuals
- Golden Race

Sports, esports, and settlement rules

Sport Betting - Bet on your favorite sports

- Règles Sportives
- Sport
- Liens utiles
- Aviator
- Mines
- FAQ
- Affiliés
- Trophées
- Boutique
- Daily missions
- À propos de nous
- T&C
- Gambling can be addictive. Play responsibly.
- 2026 © betify10.sh All rights reserved
- Daily
- Mission
- Cash
- Roue de la
- Fortune
- Sponsorship
- Floyd Mayweather
- Fnatic

- Ronaldinho
- Live Chat
- Ne manquez pas les offres Telegram
- /*# sourceURL=webpack://./node_modules/simplebar-react/dist/simplebar.min.css */
- transform: translateX(100%);
- --base-color: #ebebeb;
- --highlight-color: #f5f5f5;
- --animation-duration: 1.5s;
- --animation-direction: normal;
- --pseudo-element-display: block; /* Enable animation */
- background-color: var(--base-color);
- width: 100%;
- border-radius: 0.25rem;
- display: inline-flex;
- line-height: 1;
- position: relative;
- user-select: none;
- overflow: hidden;
- content: ' ';
- display: var(--pseudo-element-display);
- position: absolute;
- top: 0;
- left: 0;
- right: 0;
- height: 100%;
- background-repeat: no-repeat;
- background-image: var(
- --custom-highlight-background,
- linear-gradient(
- 90deg,
- var(--base-color) 0%,
- var(--highlight-color) 50%,
- var(--base-color) 100%
- animation-name: react-loading-skeleton;
- animation-direction: var(--animation-direction);
- animation-duration: var(--animation-duration);
- animation-timing-function: ease-in-out;
- animation-iteration-count: infinite;
- @media (prefers-reduced-motion) {
- --pseudo-element-display: none; /* Disable animation */
- /*# sourceURL=webpack://./node_modules/react-loading-skeleton/dist/skeleton.css */

- Swiper 12.2.0
- Most modern mobile touch slider and framework with hardware accelerated transitions
- Copyright 2014-2026 Vladimir Kharlampidi
- Released on: May 27, 2026
- --swiper-theme-color: #007aff;
- --swiper-preloader-color: var(--swiper-theme-color);
- --swiper-wrapper-transition-timing-function: initial;
- display: block;
- margin-left: auto;
- margin-right: auto;
- z-index: 1;
- list-style: none;
- padding: 0;
- /* Fix of Webkit flickering */
- flex-direction: column;
- display: flex;
- transition-property: transform;
- transition-timing-function: var(--swiper-wrapper-transition-timing-function, initial);
- box-sizing: content-box;
- transform: translate3d(0px, 0, 0);
- touch-action: pan-y;
- touch-action: pan-x;
- flex-shrink: 0;
- visibility: hidden;
- /* Auto Height */
- height: auto;
- align-items: flex-start;
- transition-property: transform, height;
- transform: translateZ(0);
- backface-visibility: hidden;
- /* 3D Effects */
- perspective: 1200px;
- transform-style: preserve-3d;
- /* CSS Mode */
- > .swiper-wrapper {
- overflow: auto;
- scrollbar-width: none; /* For Firefox */
- -ms-overflow-style: none; /* For Internet Explorer and Edge */
- &::-webkit-scrollbar {
- display: none;

- > .swiper-wrapper > .swiper-slide {
- scroll-snap-align: start start;
- &.swiper-horizontal {
- scroll-snap-type: x mandatory;
- > .swiper-wrapper > .swiper-slide:first-child {
- margin-inline-start: var(--swiper-slides-offset-before);
- scroll-margin-inline-start: var(--swiper-slides-offset-before);
- > .swiper-wrapper > .swiper-slide:last-child {
- margin-inline-end: var(--swiper-slides-offset-after);
- &.swiper-vertical {
- scroll-snap-type: y mandatory;
- margin-block-start: var(--swiper-slides-offset-before);
- scroll-margin-block-start: var(--swiper-slides-offset-before);
- margin-block-end: var(--swiper-slides-offset-after);
- &.swiper-free-mode {
- scroll-snap-type: none;
- scroll-snap-align: none;
- &.swiper-centered {
- > .swiper-wrapper::before {
- order: 9999;
- scroll-snap-align: center center;
- scroll-snap-stop: always;
- &.swiper-centered.swiper-horizontal {
- margin-inline-start: var(--swiper-centered-offset-before);
- min-height: 1px;
- width: var(--swiper-centered-offset-after);
- &.swiper-centered.swiper-vertical {
- margin-block-start: var(--swiper-centered-offset-before);
- min-width: 1px;
- height: var(--swiper-centered-offset-after);
- /* Slide styles start */
- /* 3D Shadows */
- pointer-events: none;
- z-index: 10;
- background: rgba(0, 0, 0, 0.15);
- background-image: linear-gradient(to left, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));
- background-image: linear-gradient(to right, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));
- background-image: linear-gradient(to top, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));
- background-image: linear-gradient(to bottom, rgba(0, 0, 0, 0.5), rgba(0, 0, 0, 0));
- width: 42px;
- height: 42px;

- left: 50%;
- top: 50%;
- margin-left: -21px;
- margin-top: -21px;
- transform-origin: 50%;
- box-sizing: border-box;
- border: 4px solid var(--swiper-preloader-color, var(--swiper-theme-color));
- border-radius: 50%;
- border-top-color: transparent;
- animation: swiper-preloader-spin 1s infinite linear;
- --swiper-preloader-color: #fff;
- --swiper-preloader-color: #000;
- @keyframes swiper-preloader-spin {
- transform: rotate(0deg);
- transform: rotate(360deg);
- /* Slide styles end */
- /*# sourceURL=webpack://./node_modules/swiper/swiper.css */
- --swiper-pagination-color: var(--swiper-theme-color);
- --swiper-pagination-left: auto;
- --swiper-pagination-right: 8px;
- --swiper-pagination-bottom: 8px;
- --swiper-pagination-top: auto;
- --swiper-pagination-fraction-color: inherit;
- --swiper-pagination-progressbar-bg-color: rgba(0,0,0,0.25);
- --swiper-pagination-progressbar-size: 4px;
- --swiper-pagination-bullet-size: 8px;
- --swiper-pagination-bullet-width: 8px;
- --swiper-pagination-bullet-height: 8px;
- --swiper-pagination-bullet-border-radius: 50%;
- --swiper-pagination-bullet-inactive-color: #000;
- --swiper-pagination-bullet-inactive-opacity: 0.2;
- --swiper-pagination-bullet-opacity: 1;
- --swiper-pagination-bullet-horizontal-gap: 4px;
- --swiper-pagination-bullet-vertical-gap: 6px;
- text-align: center;
- transition: 300ms opacity;
- transform: translate3d(0, 0, 0);
- &.swiper-pagination-hidden {
- opacity: 0;
- &.swiper-pagination-disabled {
- display: none !important;

- /* Common Styles */
- bottom: var(--swiper-pagination-bottom, 8px);
- top: var(--swiper-pagination-top, auto);
- /* Bullets */
- font-size: 0;
- transform: scale(0.33);
- transform: scale(1);
- transform: scale(0.66);
- width: var(--swiper-pagination-bullet-width, var(--swiper-pagination-bullet-size, 8px));
- height: var(--swiper-pagination-bullet-height, var(--swiper-pagination-bullet-size, 8px));
- display: inline-block;
- border-radius: var(--swiper-pagination-bullet-border-radius, 50%);
- background: var(--swiper-pagination-bullet-inactive-color, #000);
- opacity: var(--swiper-pagination-bullet-inactive-opacity, 0.2);
- button& {
- border: none;
- margin: 0;
- box-shadow: none;
- appearance: none;
- cursor: pointer;
- &:only-child {
- opacity: var(--swiper-pagination-bullet-opacity, 1);
- background: var(--swiper-pagination-color, var(--swiper-theme-color));
- right: var(--swiper-pagination-right, 8px);
- left: var(--swiper-pagination-left, auto);
- transform: translate3d(0px, -50%, 0);
- margin: var(--swiper-pagination-bullet-vertical-gap, 6px) 0;
- &.swiper-pagination-bullets-dynamic {
- transform: translateY(-50%);
- width: 8px;
- transition:
- 200ms transform,
- 200ms top;
- margin: 0 var(--swiper-pagination-bullet-horizontal-gap, 4px);
- transform: translateX(-50%);
- white-space: nowrap;
- 200ms left;
- 200ms right;
- /* Fraction */
- color: var(--swiper-pagination-fraction-color, inherit);
- /* Progress */

- background: var(--swiper-pagination-progressbar-bg-color, rgba(0, 0, 0, 0.25));
- transform: scale(0);
- transform-origin: left top;
- transform-origin: right top;
- &.swiper-pagination-horizontal,
- &.swiper-pagination-vertical.swiper-pagination-progressbar-opposite {
- height: var(--swiper-pagination-progressbar-size, 4px);
- &.swiper-pagination-vertical,
- &.swiper-pagination-horizontal.swiper-pagination-progressbar-opposite {
- width: var(--swiper-pagination-progressbar-size, 4px);
- /*# sourceURL=webpack://./node_modules/swiper/modules/pagination.css */
- border-collapse: initial;
- border-spacing: initial;
- caption-side: initial;
- color: initial;
- cursor: initial;
- direction: initial;
- empty-cells: initial;
- font-family: initial;
- font-size: initial;
- font-style: initial;
- font-variant: initial;
- font-weight: initial;
- font-size-adjust: initial;
- font-stretch: initial;
- font: initial;
- letter-spacing: initial;
- line-height: initial;
- list-style-image: initial;
- list-style-position: initial;
- list-style-type: initial;
- list-style: initial;
- orphans: initial;
- quotes: initial;
- tab-size: initial;
- text-align: initial;
- text-align-last: initial;
- text-decoration-color: initial;
- text-indent: initial;
- text-justify: initial;
- text-shadow: initial;

- text-transform: initial;
- visibility: initial;
- white-space: initial;
- widows: initial;
- word-spacing: initial;
- word-wrap: initial;
- word-break: keep-all;
- position: initial;
- margin-left: initial;
- margin-right: initial;
- z-index: initial;
- -webkit-tap-highlight-color: rgba(0, 0, 0, 0);
- letter-spacing: 0em;
- font-family: inherit;
- right: 2px;
- width: 0;
- bottom: 2px;
- height: 0;
- border-color: transparent transparent #DF1818 transparent;
- border-style: solid;
- border-width: 0 0 8px 8px;
- animation-name: jss205;
- animation-duration: 2s;
- top: 2px;
- border-color: transparent #4BDF80 transparent transparent;
- border-width: 0 8px 8px 0;
- @-webkit-keyframes jss205 {
- opacity: 1;
- background: #000000;
- opacity: 0.5;
- transition: height 300ms ease-in-out;
- will-change: height;
- flex: 1;
- font-size: 11px;
- line-height: 13px;
- font-size: 14px;
- margin-top: 8px;
- color: #ffffff;
- height: 32px;
- outline: none;
- font-size: 16px;

- background: #101112;
- font-weight: 600;
- border-radius: 6px;
- color: #DF1818;
- height: 26px;
- font-size: 12px;
- margin-top: 12px;
- padding: 24px 16px 0;
- border-top: 1px solid rgba(255,255,255,0.1);
- align-items: center;
- justify-content: center;
- height: 58px;
- margin-bottom: 30px;
- min-width: 48px;
- margin-right: 16px;
- line-height: 18px;
- line-height: 16px;
- width: 240px;
- margin: 24px auto 12px;
- left: 8px;
- width: calc(100% - 16px);
- bottom: 8px;
- padding: 16px;
- z-index: 5;
- transform: translateY(calc(0 * 160px));
- background: #1E1E1E;
- border-radius: 12px;
- letter-spacing: 0.03em;
- top: 12px;
- fill: #ffffff;
- right: 8px;
- opacity: 0.3;
- margin-right: 4px;
- margin-top: 16px;
- border-color: #ffffff;
- top: -4px;
- right: -4px;
- padding: 2px;
- z-index: 4;
- background: rgba(0,0,0,0.5);
- transform: translateY(calc(1 * 160px));

- animation: jss104 833ms linear;
- animation: jss104 833ms linear reverse;
- @-webkit-keyframes jss104 {
- transform: translateY(calc(0.89 * 160px));
- transform: translateY(calc(0.26 * 160px));
- transform: translateY(calc(0.04 * 160px));
- transform: translateY(calc(-0.03 * 160px));
- @media (hover: hover) {
- transition: opacity 0.3s;
- margin-top: 0;
- margin-left: 16px;
- padding: 16px 16px 8px;
- padding: 0 16px 8px;
- margin: 8px 4px 0;
- margin: 16px 8px 0;
- transform: translateY(0);
- transition: transform .3s;
- transform: translateY(15px);
- transition: transform .2s;
- margin-bottom: 16px;
- padding: 0 0 12px;
- z-index: 3;
- padding-top: 0;
- overscroll-behavior: contain;
- -webkit-overflow-scrolling: touch;
- background-color: rgba(0, 0, 0, 0.15);
- -webkit-border-radius: 100px;
- background: rgba(255, 255, 255, 0.15);
- background-color: rgba(255, 255, 255, 0.15);
- overscroll-behavior: auto;
- max-height: initial;
- transform: translateY(-100%);
- will-change: transform;
- transition: transform .3s ease-in-out;
- transition: transform .2s ease-in-out;
- min-width: 100%;
- transition: opacity .3s linear;
- pointer-events: auto;
- transition: opacity .2s linear;
- padding: 40px 24px 48px;
- font-weight: 400;

- overflow-x: hidden;
- transition: opacity 300ms ease-in-out;
- width: 32px;
- transform: translateY(100%) scale(0);
- transform: translateY(0) scale(1);
- transition: all 300ms ease-in-out;
- left: 40px;
- width: 58px;
- box-shadow: 0 0 60px rgba(0,0,0,0.65);
- color: #101112;
- background: #1ED760;
- background-size: cover;
- background: #7925E3;
- flex-basis: 126px;
- flex: none;
- width: 52px;
- border: 2px solid;
- background: rgba(0,0,0,0);
- border-color: #101112;
- border-color: transparent;
- transform: translateX(28px);
- top: 1px;
- left: 1px;
- color: #1ED760;
- font-size: 10px !important;
- text-align: right;
- font-weight: 700;
- line-height: 12px;
- margin-right: 8px;
- text-transform: uppercase;
- font-size: 16px !important;
- text-overflow: ellipsis;
- fill: currentColor;
- width: 16px;
- height: 16px;
- margin-left: 4px;
- transform: rotate(180deg);
- height: 56px;
- padding: 0 16px;
- border-radius: 6px 6px 0px 0px;
- backdrop-filter: none;

- justify-content: space-between;
- bottom: 0;
- background: linear-gradient(to right, #1ED760, #7925E3);
- border-radius: inherit;
- min-width: 0;
- justify-content: flex-start;
- position: fixed;
- background: #171717;
- border-radius: 16px 16px 0 0;
- width: 320px;
- margin: 0 4px;
- text-shadow: none;
- border-radius: 6px 6px 0 0;
- bottom: 16px;
- margin-left: -29px;
- @media (max-width: 600px) {
- width: calc(100% - 8px);
- height: 204px;
- padding: 8px;
- margin-bottom: 24px;
- align-items: flex-end;
- height: 18px;
- gap: 8px;
- display: grid;
- margin-top: 40px;
- grid-template-columns: repeat(3, 1fr);
- border-radius: 8px;
- gap: 6px;
- background-position: center center;
- background: linear-gradient(180deg, rgba(0, 0, 0, 0.4), rgba(0, 0, 0, 0.8));
- top: 8px;
- z-index: 2;
- vertical-align: middle;
- animation: jss192 0.55s linear both;
- cursor: default;
- animation: jss193 0.55s linear both;
- @-webkit-keyframes jss192 {
- transform: scale(1.3);
- transform: scale(1.4);
- transform: scale(0.9);
- @-webkit-keyframes jss193 {

- transform: scale(0.7);
- transform: scale(0.6);
- padding-bottom: 0;
- height: 48px;
- color: rgba(255,255,255,0.5);
- transition: all 0.2s ease-in-out;
- text-decoration: none;
- background: rgba(30,30,30,0.7);
- border-color: rgba(30,30,30,0.7);
- border: 1px solid transparent;
- padding: 12px 16px 16px;
- direction: ltr;
- transition: background 0.5s;
- border-color: #171717;
- flex: 0 0 auto;
- width: 24px;
- height: 24px;
- mask-image: linear-gradient(90deg, rgba(0, 0, 0, 1) 80%, rgba(0, 0, 0, 0) 100%);
- word-break: break-all;
- line-height: 24px;
- padding-left: 32px;
- flex-wrap: wrap;
- padding-top: 12px;
- border-left: none;
- padding-top: 8px;
- padding-left: 0;
- padding-right: 0;
- right: 24px;
- order: 2;
- width: auto;
- border: 0;
- justify-content: flex-end;
- order: 1;
- color: inherit;
- width: 440px;
- width: calc(100% - 440px - 8px);
- padding-left: 8px;
- flex: auto;
- padding-right: 12px;
- gap: 9px;
- border-right: 1px solid rgba(255,255,255,0.1);

- border-right: none;
- padding-right: 14px;
- width: 40px;
- background: linear-gradient(
- to left,
- rgba(23,23,23,1),
- rgba(23,23,23,0),
- height: 62px;
- margin-right: 20px;
- vertical-align: bottom;
- @media (min-width: 1241px) {
- padding-bottom: 12px;
- gap: 16px;
- justify-self: stretch;
- max-width: 213px;
- padding-right: 8px;
- margin-right: 12px;
- padding: 0 12px 0 16px;
- line-height: 32px;
- border-radius: 16px;
- top: 36px;
- padding: 8px 16px;
- max-height: 96px;
- border-radius: 10px;
- margin-bottom: 8px;
- box-shadow: 0px 5px 16px rgba(0, 0, 0, 0.16);
- background: linear-gradient(#171717, rgba(0, 0, 0, 0) 16px, rgba(0, 0, 0, 0) calc(100% - 16px), #171717);
- text-transform: capitalize;
- letter-spacing: 3px;
- width: 168px;
- padding: 0 8px;
- max-width: 100%;
- margin: 40px auto 96px;
- z-index: 0;
- max-width: 50%;
- margin-bottom: 160px;
- margin: 64px auto 96px;
- max-width: 688px;
- margin-bottom: 184px;
- margin-bottom: 40px;
- margin-bottom: 104px;

- font-weight: 500;
- white-space: pre-line;
- overflow-wrap: anywhere;
- animation: jss220 .4s linear forwards;
- width: 10px;
- height: 10px;
- @-webkit-keyframes jss220 {
- transform: scale(1.2);
- color: #FFA800;
- gap: 4px;
- height: 40px;
- min-width: 40px;
- padding: 4px;
- top: 7px;
- right: 11px;
- width: 2px;
- background: #ffffff;
- border-radius: 1px;
- top: 11px;
- right: 7px;
- height: 2px;
- transform: rotate(90deg);
- color: rgba(255,255,255,0.7);
- padding-right: 24px;
- margin-left: 8px;
- opacity: 0.7;
- padding: 2px 6px;
- letter-spacing: 2px;
- margin: 8px 0 16px 16px;
- padding-right: 16px;
- margin-bottom: 12px;
- flex: 1 1 0;
- min-height: 0;
- Boîte de réception
- Des questions ? Envoyez nous un email
- animation-name: jss197;
- @-webkit-keyframes jss197 {
- animation: jss110 833ms linear;
- animation: jss110 833ms linear reverse;
- @-webkit-keyframes jss110 {
- animation: jss184 0.55s linear both;

- animation: jss185 0.55s linear both;
- @-webkit-keyframes jss184 {
- @-webkit-keyframes jss185 {
- animation: jss212 .4s linear forwards;
- @-webkit-keyframes jss212 {
- animation-name: jss152;
- @-webkit-keyframes jss152 {
- animation: jss167 .4s linear forwards;
- @-webkit-keyframes jss167 {
- flex-wrap: nowrap;
- margin-bottom: 10px;
- width: 128px;
- height: 88px;
- background: linear-gradient(180deg, rgba(0, 0, 0, 0) 0%, #000000 100%);
- animation: jss216 .4s linear forwards;
- @-webkit-keyframes jss216 {
- animation: jss217 .4s linear forwards;
- @-webkit-keyframes jss217 {
- width: 12px;
- height: 12px;
- mask-size: cover;
- mask-repeat: no-repeat;
- padding-top: 4px;
- border-color: #1E1E1E;
- padding-bottom: 4px;
- max-width: calc(33.33% - 8px);
- flex-basis: 33.33%;
- margin-right: 0;
- padding: 5px;
- border-radius: 4px;
- transition: opacity 600ms ease-in-out;
- animation: jss369 600ms 1000ms;
- transition: all 600ms ease-in-out 1000ms;
- animation: jss368 600ms 1000ms;
- @-webkit-keyframes jss368 {
- transform: scale(1.6);
- @-webkit-keyframes jss369 {
- transform: scale(1.1169017576288l7);
- transform: scale(3.3549595100745377);
- transform: scale(3.5054274675326322);
- transform: scale(3.603793686377848);

- transform: scale(3.659353388357259);
- transform: scale(3.681931318137855);
- opacity: 0.9;
- transform: scale(3.683852625310354);
- transform: scale(3.5167078773270264);
- background: rgba(255,255,255,0.1);
- border-radius: 4px 0 0 4px;
- border-radius: 0;
- background: transparent;
- opacity: 0.4;
- margin-bottom: 4px;
- margin-right: 3px;
- font-size: 12px !important;
- color: rgba(255,255,255,0.74);
- letter-spacing: 0.6px;
- font-size: 14px !important;
- text-decoration-line: line-through;
- transform: translateX(0);
- transition: transform .3s linear;
- transition: .3s linear;
- transition-property: transform, opacity;
- overflow: visible;
- width: 4px;
- height: calc(100% - 16px);
- background: #E3621A;
- right: auto;
- height: calc(100% + 1px);
- padding: 8px 8px 8px 16px;
- transform: translateX(-80px);
- margin-bottom: 1px;
- margin-bottom: 0;
- min-height: 24px;
- max-width: 128px;
- font-size: 18px;
- font-weight: bold;
- color: #4BDF80;
- margin-left: 6px;
- margin-right: 6px;
- transition: opacity .3s;
- border-left: 4px solid #FFA800;
- border: 2px solid #FFA800;

- border-left: 4px solid #7925E3;
- margin-left: 0;
- max-width: 200px;
- opacity: 0.6;
- border-radius: 0 0 0 4px;
- background-color: #1E1E1E;
- opacity: 0.1;
- transform: translateY(-100px);
- transition: transform .2s .2s;
- transition: .3s ease-in-out;
- transition-property: transform, width;
- max-width: 33.333%;
- transition: color 0.5s;
- border-color: #1ED760;
- color: rgba(255,255,255,0.25);
- padding: 12px 0;
- max-width: 100px;
- max-height: 32px;
- cursor: not-allowed;
- padding-left: 16px;
- margin: 0 auto 16px;
- min-width: 240px;
- padding-left: 44px;
- padding-right: 44px;
- text-decoration: underline;
- margin-left: 5px;
- color: #fff;
- width: 260px;
- margin: 0 auto;
- padding: 16px 0;
- transform: translateY(60px);
- transition: all .4s;
- transition: all .2s;
- padding-left: 24px;
- transform: translateY(30px);
- padding: 2px 0;
- line-height: 15px;
- flex: 3;
- flex: 2;
- animation: jss230 .4s linear forwards;
- @-webkit-keyframes jss230 {

- margin-top: 10px;
- padding: 12px 16px 24px;
- padding-bottom: 16px;
- max-width: 700px;
- padding: 8px 16px 7px;
- justify-content: space-around;
- padding: 12px 16px 4px;
- padding: 0 0 32px;
- grid-column: 1 / -1;
- border-radius: 0 0 12px 12px;
- gap: 0;
- line-height: 14px;
- border-left: 1px solid rgba(255,255,255,0.1);
- margin: 0 8px;
- transition: opacity 0.5s;
- letter-spacing: 0.2px;
- min-width: 16px;
- background: rgba(30,30,30,0.5);
- transition: all 0.3s;
- background: rgba(30,30,30,0.75);
- padding-right: 64px;
- position: static;
- visibility: visible;
- height: 1px;
- pointer-events: all;
- SHA
- SCP
- VS
- Champions League
- Classement
- Chakhtar Donetsk
- Sporting CP
- margin: -2px 0;
- padding: 4px 7px;
- min-width: 26px;
- border-color: rgba(255,255,255,0.1);
- margin: -5px 0;
- [dir="rtl"] .jss322 {
- mask-image: linear-gradient(90deg, rgba(0, 0, 0, 0) 0%, rgba(0, 0, 0, 1) 20%);
- padding-inline-end: 8px;
- color: #2E7BD7;

- padding: 0 16px 24px;
- overflow-y: hidden;
- [dir="rtl"] .jss310 {
- direction: rtl;
- padding: 0 8px 0 16px;
- border-top-left-radius: 6px;
- border-bottom-left-radius: 6px;
- height: 8px;
- line-height: 8px;
- animation-name: jss213;
- @-webkit-keyframes jss213 {
- font-size: 20px;
- animation: jss112 833ms linear;
- animation: jss112 833ms linear reverse;
- @-webkit-keyframes jss112 {
- animation: jss200 0.55s linear both;
- animation: jss201 0.55s linear both;
- @-webkit-keyframes jss200 {
- @-webkit-keyframes jss201 {
- animation: jss228 .4s linear forwards;
- @-webkit-keyframes jss228 {
- margin: 0 16px;
- padding: 6px;
- border-bottom: 1px solid rgba(255,255,255,0.1);
- font-size: 10px;
- padding: 14px 16px 6px;
- margin: 0 32px;
- border: 1px solid rgba(255,255,255,0.1);
- padding: 10px;
- line-height: 19px;
- line-height: 20px;
- height: 13px;
- margin-top: 24px;
- text-align: left;
- padding: 0 7px;
- line-height: 38px;
- min-width: 77px;
- height: 400px;
- padding-bottom: 8px;
- height: 100% !important;
- max-width: 25%;

- min-width: 300px;
- background: radial-gradient(100% 100% at 50% 0%, rgba(30,215,96,0.2) 0%, rgba(30,215,96,0) 100%);
- background: radial-gradient(57% 75% at 50% 100%, #1ED760 0%, #1ED760 0.01%, rgba(30,215,96,0) 100%);
- filter: grayscale(100%);
- background: radial-gradient(95% 95% at 50% 5%, rgba(16,17,18,0.7) 0%, #101112 45%);
- font-size: 24px;
- Counter-Strike 2
- LIVE: FaZe Clan vs Team Falcons - IEM Beijing 2026 - Group A
- ESLCS
- 0 watching
- Visit KICK for HD quality
- 3K watching
- Visit KICK for HD
- 3K
- animation: jss108 833ms linear;
- animation: jss108 833ms linear reverse;
- @-webkit-keyframes jss108 {
- padding-top: 50px;
- width: 200px;
- padding: 50px;
- border-bottom: 1px solid #ffffff;
- border-bottom: 0;
- animation: jss159 .4s linear forwards;
- @-webkit-keyframes jss159 {
- animation: jss227 .4s linear forwards;
- @-webkit-keyframes jss227 {
- animation: jss223 .4s linear forwards;
- @-webkit-keyframes jss223 {
- animation: jss215 .4s linear forwards;
- @-webkit-keyframes jss215 {
- animation-name: jss65;
- @-webkit-keyframes jss65 {
- animation: jss169 833ms linear;
- animation: jss169 833ms linear reverse;
- @-webkit-keyframes jss169 {
- animation: jss52 0.55s linear both;
- animation: jss53 0.55s linear both;
- @-webkit-keyframes jss52 {
- @-webkit-keyframes jss53 {
- animation: jss231 .4s linear forwards;
- @-webkit-keyframes jss231 {

- min-width: 176px;
- transition: 0.5s;
- animation: jss186 .4s linear forwards;
- @-webkit-keyframes jss186 {
- padding: 24px 0;
- color: rgba(30,215,96,1);
- width: 140px;
- margin: 0 auto 56px;
- line-height: 28px;
- letter-spacing: 0.4px;
- padding-top: 16px;
- margin-top: 32px;
- width: 400px;
- min-width: 304px;
- margin: 8px;
- animation: jss222 .4s linear forwards;
- @-webkit-keyframes jss222 {

Politique du sport | Bétifier

- Betting rules 2.0 (Active from 06.08.2026)
- Betting Rules
- 1.1. These Betting Rules govern the use of the Sportsbook. By placing a Bet, the End User confirms that they have read, understood, and agreed to be bound by these Betting Rules. The Betting Rules consist of the following main sections:
- ● 1.1.1. General Rules (including Definitions, Settlement logic, and Betting Integrity);
- ● 1.1.2. Sports Related Rules;
- ● 1.1.3. Esports Related Rules;
- ● 1.1.4. Esports solution betting rules;
- 1.3. The Sportsbook reserves the right to amend these Betting Rules, as well as Sportbook content, betting limits and maximum winnings per Bet or Market at any time. Any material changes will be communicated to End Users via the Operator's platform and will take effect upon publication, unless stated otherwise.
- Betting Mechanics and Types
- 2.6. Odds – the coefficient as determined by the Sportsbook related to probability of outcome of an Event or Market expressed in a numeric value.
- 2.9. Line – The total set of Events, Markets, and Odds offered at any point in time on the Website of the Operator for fixed odds betting.
- 2.10. Outright (Long-term Bet) – A Bet placed on the Outcome of an entire tournament, competition, or series (e.g., Winner of the World Cup) rather than an individual match.
- 2.13. Market – A specific betting proposition or type of prediction within an Event (e.g., Total Goals, Match Result, Handicap) on which Odds are offered for fixed odds betting in the Sportsbook.
- 2.14. Outcome – A specific betting selection or potential scenario within a Market upon which an End User can place a Bet (e.g., Home Win, Over 2.5 Goals).

- 2.19. Runner / Non-Runner – Term defining whether a participant (player or team) has (Runner) or has not (Non-Runner) physically participated in the Event (e.g., entered the field of play, court, or ice) according to the specific rules of that sport , unless otherwise stated in specific Sport Rules (e.g., Section 12.10 for NRL).
- 2.21. Live Scoreboard – An informational tool within the Sportsbook interface showing the live score, elapsed time and other statistics of an Event.
- 2.28. Fair Play Principle – The fundamental requirement that End Users act in good faith, fair manner, without engagement in fraud, Syndicate, abuse of insider information, participation in match-fixing, collusion, arbitrage abuse, use of automated systems (bots) to gain an unfair advantage, abuse of Error or any other activity or method that compromises the integrity of fixed odds betting.
- 3.5. Any information provided on the Sportsbook, including but not limited to Live Scoreboards, Broadcasts (Live Streams), scores, time, statistical data, or editorial texts, is for informational and entertainment purposes only. The Sportsbook does not warrant the accuracy, completeness or real-time nature of such information. The Operator accepts no liability for any betting decisions based on the data provided on the Sportsbook. It is the End User's sole responsibility to remain informed about the actual circumstances of an Event or Market.
- 3.9. The Sportsbook uses reputable and legitimate data sources to determine results. While data sources are not always expressly disclosed, they may be provided to the End User upon reasonable request at the Operator's discretion in the event of a dispute.
- 2. Sport Rules (Specific to a certain sport);
- 3. General Rules (This Section). In the absence of specific Market or Sport rules, General Rules shall apply.
- 3.11. Any reference to "X" within a Market description in these Rules refers to the specific numeric value defined in the Sportsbook offering at the time the Stake is placed.
- ● 4.1.1. All Stakes placed by an End User and all Bets accepted by the Sportsbook are subject to these Betting Rules and applicable law.
- ● 4.1.3. The Sportsbook reserves the exclusive right, at its sole discretion, to accept or reject any Bet or Stake.
- ● 4.6.2. Bet Builder availability remains at the Sportsbook's sole discretion. The Sportsbook reserves the right to amend, suspend, or remove the Bet Builder feature at any time.
- ● 4.6.3. If any selection within the Bet Builder is settled incorrectly, the provisions relating to Errors under these Betting Rules shall apply.
- ● i) Any matters not expressly addressed in this section shall be governed by these Betting Rules.
- This market allows betting on the Outcome of a Match or Event within Regular Time.
- Example: You bet on "1" in a football match.
- Note: Unless otherwise stated in the specific Sport Rules, this market is settled based on the Result at the end of Regular Time.
- Sport: Basketball
- Sport: Football
- Sport: Formula 1
- ● Result: Win. Markets on tournament progression inherently include all extra stages (Overtime and Penalties) required to determine which team advances.5.4. The result of an Event will be determined on the date of the Event's conclusion, unless the official resulting is provided later. The result of an Event will be the final determination by the Event's governing body on the date of the Event's completion, except where

expressly stated otherwise in these Betting rules. In the case if any Event is provided outside of official competitions, then bets shall be settled using the information provided by the Event organizer.

- ● 5.6.1. Selection List: The Sportsbook offers a list of Markets - Potential Scores. For a Bet to win, the Result of the Match has to be equal to the potential score mentioned in the Market. “Any other score”/”Other”. In addition to Markets with a defined score, Sportsbook may offer a Market "Any Other Score" (or "Other") . In case the
- Result of the Match was none of the scores mentioned in the Markets of the Selection list Bets (if any) placed on “Any other score” (or “Other”) win. If no such option is provided and the final Score is not listed among the Selection List Markets, all the relevant Markets will be settled as Lost, subject to the specific sport rules.
- The Market provides betting on whether the total number of goals, points, or other specified stats (e.g., corners, cards) in a Match or a specific period of a Match will be an Odd or Even number.
- ● 5.8.3. The "Zero" Rule: For the purposes of Settlement, a total Result of zero (0) is always considered an Even number. This applies to Markets of all sports and all stat categories (e.g., 0:0 score, 0 corners, 0 cards).
- Example 1 (Football): The Bet is on "Total Goals: Odd".
- Example 2 (Basketball): The Bet is on "Total Points: Even".
- These Markets provide betting on the Outcome of specific timeframes (Halves, Quarters, Periods) or minute intervals (e.g., "Total after 75 minutes").
- 5.9.2. Independent Period Betting (e.g., "2nd Half Winner")
- ● Interval Boundaries: "1-15 min" interval: Includes all betting Events and
- ● "After 75 minutes": The interval includes all betting Events and Market
- These Markets provide betting on specific occurrences or reaching specific milestones during the Match.
- Market provides betting on which Team or participant will be the first to reach a specific tally of a predefined occurrence by the end of the Match or in a specified timeframe.
- Market provides betting on which Team or participant will be the "First" or "Next" to achieve a specific Event (e.g., First Card, First Corner, First Penalty).
- 5.11. Outright & Comparison Markets
- These Markets provide betting on the final results of a tournament, league, or specific competition, rather than a single Match.
- The Market provides betting on the winner of a specific competition, tournament, or league.
- Market provides betting on participant finishing the Event within a specified range of positions in the final classification (e.g., Top 3, Top 5, Top 10).
- The Market provides betting on a comparison between two specific participants - which of the two will achieve a better final position or result in an Event.
- The Market provides the betting on which one of the three listed participants will achieve the best result among them. If one participant finishes higher than the others according to the Result of the Event, Bets on the participant finishing in the higher position win.
- The Market provides betting on that the specified Team will score the very first goal (point and other type of scoring metrics) of the Match and also will win the Match.
- The Market provides betting on that a specific Team will not concede a single goal during the entire Match (Regular Time).
- The Market provides betting on that a specific Team mentioned in the Market description will win the Match after having trailed by at least one goal at any point during the Event.

- The Market provides betting on that a Team will score more goals than its opponent in every stipulated period of the Match separately.
- scores, clocks, match statistics of Events posted in the Sportsbook are strictly for informational purposes. Neither the Sportsbook nor the Operator guarantees the accuracy of such information. An time or date incorrectly posted in the Market description is not a valid reason for voiding bets, with the exception of Late Bets. Incorrectly posted dates or times, or live scores, clocks, or statistics, are not valid reasons to void Bets.
- ● Governing Body Authority: The official Result as determined by the Event's governing body is final for settlement purposes, except where these Betting Rules expressly state otherwise.
- settlement purposes, the Sportsbook recognizes only the result achieved on the field of play. Any subsequent protested, overturned, or overturned decisions (due to doping, technical appeals, or disciplinary actions) that change the result after the official announcement will not be recognized.
- after 72 hours from the Settlement. Within this period, the Sportsbook may only correct Settlements due to human error, system error, or errors in the referenced source of Results. After 72 hours from Settlement, all Settlements are final, and no queries regarding Settlement will be accepted.
- 6.1.6. Inclusion of Overtime. All Match Markets DO NOT include overtime, unless expressly stated otherwise in the Market name or in the applicable Sport-Specific Rules.
- ● Sports Exceptions: Where sport-specific rules provide otherwise, those sport-specific rules shall prevail and settlement of Bets placed on the relevant Event shall be determined in accordance with the respective sport rules.
- ● Settled Periods: Bets on Markets related to completed periods, sets, rounds, or segments of the Event that have been completed and settled prior to the interruption or suspension (e.g., 1st Half in football).
- ● Long-duration Events: Markets related to Events which, under their official format, normally extend beyond 30 hours (e.g., golf tournaments).
- Sport-Specific Settlement: If Sport-Specific Rules provide otherwise, those rules shall prevail. Where no such rules apply, this clause shall govern the Settlement.
- Bets placed on Markets relevant to a specific period shall apply only to the events occurring within that period and shall not be affected by events in any prior or subsequent periods , unless the Market name or Sport-Specific Rules state otherwise.
- If a Draw outcome is not offered within a Winner Market and the Event ends in a Draw, all Bets on the relevant Market shall be voided, unless expressly stated otherwise in the applicable Sport-Specific Rules.
- Misspellings, typographical errors, teams changing names, and incorrect leagues shall not be a reason for a Bet to be voided, as long as it is reasonably clear which Event and competitors were initially intended and they reasonably judging have not changed, unless otherwise stated in specific Sport Rules.
- 6.6.1. Aggregate Home/Away Markets For the Market "Aggregate Home/Away score of a league on a day (or week in the case of American football)", if all Events on that day/week in that league are not played to completion, all Bets on the impacted Market shall be void.
- ● "Completion" for the purpose of this clause is defined according to the rules in Section 6.2 (e.g., played within 48 hours or according to sport-specific duration).
- Example: In a "Football Matchday: Home vs Away goals" Market, if 9 out of 10 matches are finished, but one match is abandoned and not completed within the timeframe of 48 hours from its scheduled time, all Bets on the aggregate Market shall be void.
- 6.6.2. Multi-way Betting Action For the Market "Multi-way betting", Bets shall be valid, unless the Market specifies that a particular competitor must participate for action. If such a stipulation exists and the competitor does not start, then all Bets on that Market shall be void.

- 6.6.4. “The Field” Selection If a Market is offered with “The Field” as a betting option, the team or competitor named in the Market must beat every other competitor for a Bet on that competitor to win. If a competitor named in the Market ties for a win, the relevant Bets will be void, and Bets on “the Field” will be lost.
- 6.7.1. Outright Betting (Participation and Finality) The Market provides betting on the winner of a competition or a specific placement within an Event.
- ● Steward Inquiries & Pending Decisions: Settlement may be delayed if the official Result is subject to an ongoing investigation or "steward inquiry" by the governing body. In such cases, The Sportsbook will settle Bets upon the first official confirmation.
- ○ Any subsequent disqualifications, appeals, or changes to the standings made after the initial official result (e.g., due to doping or technical breaches discovered days later) will not be recognized for betting purposes.
- ● Shortened Competitions: If a tournament or season is shortened or interrupted, Bets will be settled according to the official winner declared by the governing body. If no official winner is declared, all Bets shall be void.
- and/or "Triple-Head" allows betting on a competition between two or three participants/Outcomes.
- ● Non-Starter Rule: If one of the competitors of an Event did not start, the Sportsbook shall void Bets on this head-to-head Market.
- 6.7.4. Racing Sports (F1, MotoGP, Cycling, etc.) Unless otherwise expressly provided in the respective Sport-Specific rules, the following rules apply for Head-to-Head (H2H) markets in racing:
- ● Same Lap Rule: If both competitors are out in the same lap (or retire during the same lap), the Sportsbook shall void Bets on this head-to-head Market.
- 6.7.5. Ties in H2H Position If competitors are in the same position at the end of the Event (e.g. same time, same points, same rank), and no "Draw" or "Tie" option was offered among the Market selection, the Sportsbook shall void Bets on this head-to-head Market. If a Draw/Tie option is offered among the Market selection, the Bets shall be settled according to Draw/Tie option.
- 6.8.4. Finality of Position: Settlement is based strictly on the official progress of the tournament according to the initial rules of the respective tournament. If due to the change of the tournament rules prior or during the tournament the bracket is fundamentally changed in comparison to the initial version (e.g., the tournament format is altered from knockout to round-robin), the Sportsbook shall void all affected Bets.
- All Bets will be accepted or rejected purely at the Sportsbook’s sole discretion and subject to these Rules and the Sportsbook’s risk management policies (as applicable from time to time).
- The Sportsbook reserves the right to refuse, restrict, cancel, or limit any Bet or Stake for any Event, Market, or End User.
- Maximum Bet/Stake limits are subject to change without prior written notice at the Sportsbook’s discretion for any Event, Market, Operator, or End User individually. Any such changes will not apply to Bets that have already been accepted.
- The Sportsbook reserves the right to suspend the acceptance of Bets from any unique End User ID without prior notice.
- Acceptance of live (in-play) Bets may be delayed or temporarily held suspended during high-risk situations (e.g. free-kick, 1:1 attack, etc.) at the Sportsbook’s discretion.
- The Sportsbook reserves the right to void Bets (or a part of them) or to suspend
- Bets may be voided in cases of obvious software or website Errors, such as typographical mistakes in offered Events, Markets, discrepancy of Odds, or unusually (in comparison to the situation in the betting market in general) high/low odds.

- If for any reason a Bet is accepted after an Event has started (other than clearly indicated Live In-Play Betting) or taken place, the Bet will be declared void.
- The Sportsbook reserves the right to void any Bet if the Outcome of the Event or
- ● Post-Event Placement: Betting on an Event (occurence) that has already taken place (e.g., a goal scored, a red card shown, a point won) while the market remains open or the Odds had not yet been updated.
- ● Information Asymmetry: Placing a Stake based on information or a broadcast that is significantly ahead of the Sportsbook's data feed or odds updates.
- The Sportsbook reserves the right to void Bets in any other circumstances confirming that the Bet is deemed incorrect or based on unfair practices, including inaccurate or misrepresented Odds (including "bad odds" or switched odds).
- 7.3.1. Individual Betting Only
- The Sportsbook reserves the right to void Bets if it reasonably suspects collusion or Syndicate activity, including cases where multiple End Users place Bets on the same Outcome within a short time frame, even after the official result is known.
- 7.4.4. Arbitrage Betting
- 7.5.1. Improper Practices and Rule Deviations The Sportsbook reserves the right to declare any Bet or a part thereof void or to suspend Settlement where:
- ● there has been a deviation from these Betting Rules during the Bet acceptance process.
- For the avoidance of doubt, any sanctions imposed after the official result has been declared (including penalty points, relegations, or other disciplinary measures) will not affect the Settlement of Bets, unless expressly stated otherwise in these Betting Rules.
- II. Special rules for sports
- ● Abandoned Match: A Match that has started but has stopped before completion and is not resumed within the timeframe defined in these Betting Rules.
- ● Booking Points: A numerical representation of quantity of disciplinary cards shown during a match for betting purposes, calculated in accordance with the specific Market rules.
- ● Postponed Match: A Match that does not start at its officially scheduled date and time as defined in these Betting Rules.
- 1.2. If the match format was changed, the Sportsbook shall void all affected Bets.
- 1.3. If a friendly match ended by referee decision earlier than the scheduled duration (e.g. before 80 minutes of play), the Sportsbook reserves the right to void the bets.
- 1.5. If the Market was opened with a missing or incorrect red card, the Sportsbook reserves the right to void Bets of respective Market as far as such Bets are affected by the missing or incorrect red card.
- 1.6. If an incorrect in play event or match time was displayed in the Sportsbook and such discrepancy had a material impact on the Odds, the Sportsbook reserves the right to declare the respective bets Void.
- 1.7. If a wrong score is entered in the scoreboard of the Sportsbook, the Sportsbook reserves the right to declare void all Bets placed during the period in which the incorrect score was displayed.
- 1.8. If the team names or tournament are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to void the respective Bets.
- 1.9. Interval markets will be settled based on the match time as provided by the Sportsbook data sources. Where unavailable, TV broadcast information and match clock may be used.
- Corners Markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence

and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.

- Bookings Markets shall be settled based on visual evidence from the official match broadcast and/or real-time match reporting data provided by the Sportsbook's data providers. In the event of a discrepancy between these sources and statistics published on official league or competition websites, visual evidence and/or match results and event data from the Sportsbook data providers shall prevail for settlement purposes.
- 2. WhoScored (Football Statistics | Football Live Scores | WhoScored.com).
- 4. Sofascore (Football Live Scores, Fixtures & Odds | Sofascore | Championship League, Premier League). This order is final. If a higher-priority source provides the data, lower-ranked sources are disregarded. Settlement is based on the initial official publication; subsequent changes (disciplinary decisions, etc.) do not constitute grounds for re-settlement. This source hierarchy applies exclusively to Team Stats markets. For other statistical markets (e.g., Corners, Bookings), settlement shall follow the specific rules defined in the relevant sections.
- ● Example: If a team's xG is 1.45 and the betting line is Over 1.5, the Bet Loses. If the xG is 1.51, the Bet Wins.
- Settlement Source: Livescores - Soccer - Betting Showcase .
- Settlement Source: The Bets for this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association, unless there is clear evidence that these statistics are incorrect.
- Settlement Source: The Bets on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcasee , or the Press Association, unless there is clear evidence that these statistics are incorrect.
- Settlement Source: Bets on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association.
- ● Settlement Source: Bet on this Market are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association.
- Settlement Source: The Bets are settled based on TV broadcasting and statistics available on Livescores - Soccer - Betting Showcase , or the Press Association, unless there is clear evidence that these statistics are incorrect.
- ● General Market Description: These Markets apply only to penalty shootouts (after Regular Time or extra time, depending on the tournament format) conducted under the official competition rules to determine the winner of a match. Core Settlement Principle: For all statistical Markets (Totals, Handicaps, Odd/Even, etc.), only successfully converted penalties are counted. Missed and saved penalties, or wood-work strikes are not counted as goals but remain relevant for determining the outcome of individual kick markets. If a penalty shootout is abandoned, suspended, or not completed, unsettled Markets shall be void unless the outcome has already been determined.
- f) The Sportsbook reserves the right to reject or void any Bet on Bore Draw Markets in accordance with these Betting Rules. In such cases, the general rules relating to void Bets shall apply.
- h) Any matters not expressly addressed in this section shall be governed by these Betting Rules.
- ● Match Tie-break (Super Tie-break): A special tie-break (usually played to 10 points) used in some tournaments in place of a deciding final set. For
- In the case of any delay or interruption (e.g., rain, darkness, etc.), all unsettled Markets shall remain pending , and trading will resume as soon as the match continues. Unsettled Bets will not be voided unless the

tournament is officially cancelled or postponed indefinitely.

- ● If the players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void respective Bets.
- ● If Markets remain open with an incorrect score in comparison to actual score in the live Match, the Sportsbook reserves the right to void the respective Bets.
- All statistical Markets are settled based on official tournament data (e.g., Official Site of Men's Professional Tennis | ATP Tour | Tennis , The Official Home of the Women's Tennis Association | WTA Tennis) or data providers.
- 2.7. Set Betting (Correct Score)
- 2.9. Specific Point Betting
- 3. Basketball
- General Basketball Rules
- Important Note: For the majority of Basketball matches, the most common Markets (such as Money Line, Handicaps, and Totals) are offered and settled including Overtime. End Users are advised to check the Market name specifically for the "(incl. Overtime)" suffix.
- ● Time Error: If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy had a material impact on the Odds offered, the Sportsbook reserves the right to declare the affected Bets Void .
- ● Score Error: If Markets remain open with an incorrect score that had a material effect on the Odds offered, the Sportsbook reserves the right to void Bets placed during the period of the error.
- Basketball Statistical Markets (Team Stats)
- ● Sources: All Markets in this section are settled strictly based on the official box score from the league's official website (e.g.,The official site of the NBA for the latest NBA Scores, Stats & News. | NBA.com , NCAA.com – The Official Website of NCAA Championships , EuroLeague | Euroleague Basketball).
- Basketball Player Props Markets
- 3.12. Basketball Player Props Markets: All player-related Markets (including points, rebounds, assists, and other statistical milestones) are settled based on the individual performance of the specified players. By default, these Markets include any Overtime (OT) played and are governed by the following participation and settlement rules:
- ● Overtime (OT): All Basketball player prop Markets include Overtime for settlement purposes.
- Basketball Specific Markets
- 4. American football
- General American Football Rules
- In case of any delay or interruption (rain, darkness, etc.) of a match, all unsettled Markets relevant to this Match shall remain pending, and trading will resume as soon as the match continues. Unsettled Bets relevant to this Match will not be voided unless the tournament is officially cancelled or not resumed within the same NFL weekly schedule (Thursday - Wednesday local stadium time).
- ● If players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void Bets on the respective Markets.
- If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy had a material impact on the Odds offered, the Sportsbook reserves the right to declare the affected Bets Void .
- Bet on Markets will be settled based on the TV broadcast and statistics provided by official associations (e.g., NFL.com | Official Site of the National Football League) unless there is clear evidence that the statistics

are incorrect.

- American Football Statistical Markets (Team Stats)
- American Football Player Props Markets
- 4.13. American Football Player Props Rules:
- All player prop Markets are settled based on the official box score provided by the relevant league's official association (e.g., NFL.com | Official Site of the National Football League). All player-specific Markets include Overtime for settlement purposes. For a Bet to have action, the player mentioned in the Market description must participate in at least one play (down) as a "Runner".
- Settlement is based strictly on the official box score provided by NFL.com | Official Site of the National Football League (or the respective league's official site). Subsequent changes or corrections made by the league after the initial official settlement has been processed will not be considered.
- American Football Specific Markets
- ● Incorrect Score: If an incorrect score was displayed in the Sportsbook, all affected Markets will be cancelled for the timeframe during which the incorrect score was shown.
- ● Incorrect Match Time: If an incorrect match time was displayed in the Sportsbook, in cases where the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.
- The Sportsbook reserves the right to void Bets Void if a Market remains open with an incorrect score, incorrect match status (e.g., incorrect inning or number of outs), or if Odds were offered with an incorrect match time.
- Market provides betting on whether a player mentioned in the Market description will achieve a double-digit value (10 or more) in two different statistical categories, or reach a specified double achievement as defined in the Market name.
- ● Match Time: If an incorrect match time was displayed, and the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets .
- ● Incorrect Score: If Bets on a Market remains open with an incorrect score that significantly impacts the Odds, the Sportsbook reserves the right to void the affected Bets.
- ● Golden Set: An additional set played in some tournament formats to decide a winner if the aggregate score of a two-legged tie is level. It is not considered part of the match result for standard betting markets.
- If Bets on Markets remain open with an incorrect score, match status, or match time that has a significant impact on the Odds, Sportsbook reserves the right to void the affected Bets.
- ● Golden Set: An additional set used in specific tournament formats to determine a winner of a multi-match tie. It is not considered part of the match result for standard markets.
- The Sportsbook reserves the right to void Bets for Markets that remain open with an incorrect score, match status, or match time that significantly impacts the Odds.
- ● If an incorrect match time was displayed in Sportsbook, in cases where the discrepancy significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.
- ● Incorrect Score/Scoreboard: If a wrong score is entered in Sportsbook, all Markets will be Void for the timeframe during which the incorrect score was displayed.
- ● Incorrect Information: If team names, participants, or tournament details are displayed incorrectly, the Sportsbook reserves the right to declare Bets Void.
- The Sportsbook reserves the right to void Bets for Markets remaining open after a significant Event (goal, red card, or penalty) has already taken place. Additionally, if a Market is opened with missing or incorrect information (e.g. red cards), Bets affected by that error may be Void.

- ● Incorrect Participants: If participants (players or teams) are displayed in Sportsbook incorrectly.
- ● If an incorrect match time was displayed, and this significantly influenced the correctness of the Odds, the Sportsbook reserves the right to void the affected Bets.
- ● Live Events: If Bets on a Market remain open after significant Events (goals, red cards, or penalties) have already taken place, the Sportsbook reserves the right to void affected Bets.
- ● Red Cards: If a Market was opened with a missing or incorrect red card information in the Sportsbook, the Sportsbook reserves the right to void Bets on that Market.
- If a match is moved to a different venue but the home/away designation remains unchanged, all Bets on that match stand. If the teams are reversed or names or tournament are displayed in the Sportsbook incorrectly, the Sportsbook reserves the right to declare affected Bets Void.
- Bets on all Markets are settled based on the result at the end of Regular Time (standardly 14 or 20 minutes of play, depending on the tournament phase). This includes any added stoppage time but does not include extra time or sudden death unless the market specifically states "incl. Overtime."
- ● Score/Event Errors: If Bets on a Market remain open after a significant event (e.g. goal, red card, or penalty goals) has already occurred, the Sportsbook reserves the right to void the affected Bets.
- 13.5. Tournament Changes:
- ● If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle the Bets on Match Winner Markets based on the official decision by the governing body for the tournament.
- ● Incorrect Score: The Sportsbook reserves the right to void Bets Void on Markets that remain open with an incorrect score that significantly impacts the Odds.
- ● Incorrect Participants: If the players or teams are displayed in the Market incorrectly, the Sportsbook reserves the right to void Bets on the respective Markets Void.
- ● Incorrect Match Time/Odds: If Odds were offered based on incorrect match timing or materially incorrect information, the Sportsbook reserves the right to void the affected Bets.
- ● If an official winner is announced for a tournament stage within the 48-hour window, the Sportsbook will settle Bets on the Match Winner Markets based on the official decision by the governing body for the tournament.
- ● Incorrect Score: The Sportsbook reserves the right to declare Bets Void if the Bets on a Market remain open with an incorrect score that significantly impacts on the Odds.
- ● Incorrect Participants: If the players are displayed incorrectly in the Market description, the Sportsbook reserves the right to void Bets on the affected markets.
- Bets on all Markets are settled based on the official score confirmed by the governing body or tournament officials. Bets on the Markets are settled as soon as the point or end that decides the outcome is confirmed.
- 18.14. Session Betting:
- Tournament Markets
- For completely abandoned tournament matches (no play), the following values are added to tournament totals:
- 20. Aussie rules football
- ● Match Time: The Sportsbook reserves the right to void the affected Bets if Odds were offered in the Market with an incorrect match time involving an error of more than 2 minutes.
- ● Incorrect Participants: If the team names or the tournament category are displayed incorrectly in the Market description, the Sportsbook reserves the right to void the affected Bets.

- If the scheduled number of rounds is changed before the fight starts, all Bets on "Total Rounds," "Exact Round Betting," "Method of Victory," and "Inside the Distance" Markets will be Void . Bets on Match Winner Market will remain valid.
- ● 2-Ball / 3-Ball: Betting on which player in a specific group will achieve the lowest score over a designated round.
- ● First Round Leader: The player who leads the tournament at the end of the first 18 holes.
- ● Make/Miss the Cut: Bet on whether a player will qualify for the final rounds of a tournament (usually the top 65 players and ties after 36 holes).
- ● Tee-off: The act of hitting the first shot of a round or tournament.
- ● Tournament Outright: Betting on the winner of the entire tournament (including any play-offs).
- A player is deemed to have played in a tournament or a specific round once they have teed off.
- In the case of any delay (e.g., rain, darkness), Bets on all unsettled Markets remain unsettled and trading will continue as soon as the round or tournament resumes. Bets stand as long as the event is completed within the official tournament structure.
- ● Tournament Abandoned: If a tournament is officially abandoned before the scheduled number of holes is completed, Bets on all Markets that have not reached a Natural Conclusion will be Void. Any Bets placed after the last completed round will also be Void.
- ● Reduced Format: In tournaments affected by bad weather or similar reasons, Bets will be settled on the official result regardless of the number of rounds played, provided an official winner is declared by the tournament organizer.
- ● Outright Exception: If a tournament is reduced, outright Bets placed prior to the final completed round will be settled on the player awarded the trophy.
- ● Incorrect Score: If Bets on Markets remain open with an incorrect score that significantly impacts the Odds, the Sportsbook reserves the right to void the respective Bets.
- Market description, the Sportsbook reserves the right to void the respective Bets.
- 23.6. Tournament Winner (Outright): Bet on the winner of the entire tournament.
- ● Abandonment: If the tournament is abandoned before completion, Bets on these Markets will be Void.
- Settlement for this Market is based on the official tournament score at the end of the specified round. Dead Heat rules apply if two or more players lead the round with the same score. A player must hit a shot in that specific round for Bets on this Market to stand. If the round is not completed, Bets on the Market are Void.
- ● If the tournament is abandoned before the completion of the 2nd round, Bets on this Market will be Void.
- 23.12. Group Betting:
- Bet on the winner is the player achieving the highest placing at the end of the tournament among the specified group.
- ● If only one competitor from the group starts the tournament, all Bets on Markets for that group will be Void.
- 24.8. Group Betting:
- 25.7. Group Betting:
- 26.Winter sports
- General Winter Sports Rules
- Winter Sports Market Rules
- ● Both DNF: If both athletes fail to finish, Bets on the Market are Void, unless the Result for the sport is decided over multiple runs (see below).

- 26.8. Group Betting:
- 27.5. Head-to-Head (H2H) and Group Betting:
- ● Move: For betting purposes, a "move" is defined as a full turn. One move is counted every time the player with the White pieces completes their turn.
- Bet on the sum of wins by both specified players in the tournament.
- Bet on the total number of wins by a player (both colors) mentioned in the Market description. If the player does not start the tournament, Bets on the player Markets are Void.
- ● Incorrect Score/Time: The Sportsbook reserves the right to void Bets on Markets that remain open with a significantly incorrect score or match time that impacts the Odds.
- ● Incorrect Participants: If the team names or tournament categories are displayed incorrectly in the Market, Bets will be Void.
- ● Markets are settled based on the official final standings at the end of the entire race (e.g., on the final podium in Paris for the Tour de France).
- III. Esports special rules
- ● Match refers to the full contest as defined by the tournament rules.
- c) Administrative cancellations or postponements officially declared by the Tournament Organizer;
- 1. General rules applicable to esports, conflict of rules
- 1.0. These Esports Betting Rules supplement the General Sportsbook Rules. Where not specifically addressed below, the provisions of the General Sportsbook Rules apply in full. In the event of any conflict, these Esports Rules shall prevail only where expressly stated.
- 1.10. In the event of an official change to match format by the Tournament Organizer (for example, from Best-of-Five to Best-of-Three), bets on all map-level markets shall remain valid, while bets on all match-level markets (including but not limited to Match Winner, Map Handicaps, Total Kills for all maps, etc.) shall be voided.
- 1.11. If a match is played before the scheduled start date/ time, the Sportsbook reserves the right to void all bets placed on the match relevant markets after the actual start of the match. All bets placed on the match relevant markets before the actual start of the match will stand.
- 2. Rules applicable to esports outrights
- 2.1. If a team or participant listed in the outright market does not take part in the tournament, all bets placed on markets involving that team/participant will be void. If a team or player competes in at least one official match, all bets on the relevant markets will stand.
- 2.2. If the start of the tournament is postponed, the Sportsbook reserves the right, at its sole discretion, to either void bets on all affected markets or allow such bets to stand, depending on the circumstances. If the tournament is rescheduled and completed within 7 days of the original start date, bets on the affected markets will stand; otherwise, bets on the respective markets will be voided.
- 2.3. If the tournament is cancelled, all bets on the markets involving that tournament will be voided.
- 2.6. If the tournament format is changed by the Tournament Organizer after markets are offered (e.g., from double elimination to single elimination), the Sportsbook reserves the right to void bets on all affected outright markets.
- General markets for esports
- Winner - A bet on whether a specified team will win the tournament. Bets are settled according to the official results declared by the Tournament Organizer. To Reach Final - A bet on whether a specified team will qualify for the final of the tournament. Bets on this market are settled according to the official results

declared by the Tournament Organizer. Not To Win The Tournament - A bet on whether a specified team will not win the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Not To Reach The Final - A bet on whether a specified team will not qualify for the final of the tournament. Bets on this market are settled according to the official results declared by the Tournament Organizer. Group X Winner - A bet on whether a specified team will finish first in its respective group (X). Bets on this market are settled according to the official standings published by the Tournament Organizer including any applicable tiebreakers. Highest Placement - Team 1 vs Team 2 - A bet on which of the two specified teams will achieve the higher final placement in the tournament. Bets on this market are settled according to the official standings published by the Tournament Organizer. If both teams are eliminated at the same stage, all bets on this market will be void. Total Number of 2-Map Series in Playoffs - A bet on whether the total number of playoff series ending with a 2–0 scoreline will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer. Total Playoff Maps - A bet on whether the total number of maps played across all playoff matches will be over or under the stated number. Bets on this market are settled according to the official results declared by the Tournament Organizer. Most Picked Hero - A bet on which hero will be picked the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of picks, dead-heat rules apply. Most Banned Hero - A bet on which hero will be banned the most times across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest number of bans, dead-heat rules apply. Most Popular Hero (Picks + Bans) - A bet on which hero will have the highest combined total of picks and bans across all maps in the tournament according to the official tournament statistics. If two or more heroes finish with the same highest total, dead-heat rules apply. Total Heroes Not Picked or Banned - A bet on whether the total number of heroes that are neither picked nor banned across all maps in the tournament will be over or under the stated number according to the official tournament statistics. Region of Winner - A bet on which region of the world the overall tournament winner will come from according to the official final standings of the tournament. Regions are defined by the Tournament Organizers. MVP - A bet on which player will be named the Most Valuable Player (MVP) of the tournament according to the official announcement by the Tournament Organizer. Winners Group - A bet on which group the overall tournament winner will come from according to the official final standings of the tournament. Top 3 Finish - A bet on whether a specified player or team will finish in the top three positions in the tournament according to the official final standings.

- 3.1.2. If a round is restarted by the Tournament Organizer before it is completed, all bets on markets related to the respective round will stand. Bets on all affected markets shall be settled based on the official score.
- Duty: Warzone (Battle Royale Esports):
- 3.8.3. The tournament winner is determined based on the official final standings after all scheduled rounds of the tournament are completed. Bets on the relevant markets are settled according to the official results provided by the Tournament Organizer.
- 3.12.2. A match may be played in different formats depending on the title or tournament rules (e.g., 4v4 in Call of Duty League, 5v5 in Call of Duty Mobile, or historical 5v5 in past CDL titles). Bets on the relevant markets are settled according to the official tournament results, regardless of the team format used.
- 3.21.1. All Markets will be settled as set out in accordance with the General Sportsbook Rules and Soccer Market Rules.
- 3.22.1. All Markets will be settled as set out in the General and Basketball Market Rules.
- IV. Esports solution betting rules
- 1.1.1. The Sportsbook reserves the right to cancel any Bet placed on a Market with incorrect Odds (including but not limited to typographical errors, technical/back-office errors, or obvious pricing mistakes), as well as

Bets placed after the Event has started, or during technical malfunctions.

- A Market where it is possible to bet on whether the total number of predefined occurrences (e.g., goals, points, corners, rebounds, penalty minutes, etc.) will be over or under the Line specified in the Market description. If the total number of occurrences equals the betting Line specified in the Market description, Bet on that Market will be Void.
- 1.2.6 Period Betting
- 2. eSports Rules
- 2.5 eBasketball
- 2.6 eBasketball: Blitz
- 2.20 eAmerican Football
- 1.3 Whilst the sportsbook strives to provide the most up to date and accurate data, the sportsbook shall not liable for any errors regarding the Horses, Greyhound or Harness racing data.
- 2.1. To the market “Win Betting” Dead heat rules apply.
- 2.2. To the market “Place Betting” the following rules apply:
- 2.3. To the market “Top 2 Betting’ the following rules apply:
- 3.4.1. If the sportsbook publishes, posts or quotes any incorrect betting information for any horse racing, greyhound or harness racing Event, including, but not limited to posting wrong odds, then regardless of the cause of the source of such error sportsbook reserves the right to void any respective bet.
- 1.1. Scope of Predictions: The "Predictions" section covers betting markets on various events, including but not limited to Politics, Arts, Entertainment, Science, and specialized Sporting milestones.
- ● In the event of any conflict between the General Sportsbook Rules and the information contained in the market tooltip, the tooltip information shall prevail.
- ● If a specified source becomes unavailable or provides ambiguous data, the Sportsbook reserves the right to use other publicly recognized and reputable sources to determine the result.
- 1.1 Andris Backovs 24.09.2024 Updates related to the new added markets to the sportsbook
- 1.4 Andris Backovs 04.02.2025 Updates related to Esports formats and Soccer stats.
- 1.5 Andris Backovs 16.05.2025 Updates related to Regulatory requirements, Soccer stats and new sportsbook feature
- 1.8 Arthur Lyanniy 15.02.2026 Updates related to General Rules (5.5 / 5.25); Special rules for sports (1 / 3 / 4 / 5 / 6 / 12 / 18 / 22); Esports new rules)
- Betify's sports policy guarantees integrity and fairness in sports betting, offering an exceptional betting experience.
- NFL.com | Official Site of the National Football League
- Valorant esports coverage | VLR.gg .
- , Activision official event statistics All esports (general):
- 3.11.1. All bets on Geoguessr matches will be settled based on the official results as determined by the Tournament Organizer on the official website:

Anti-Money Laundering Policy

- The acquisition, possession or use of property, knowing, at the time of receipt, that suchproperty was derived from criminal activity or from assisting in such an activity; Participation in, association to commit, attempts to commit and aiding, abetting, facilitating and counselling the commission of any of the actions referred to in points before.

Jeu Aviator - Volez haut et gagnez gros

- The longer the plane flies, the more chances you have to win big! Place your bets, take off with the plane and watch your winnings soar higher and higher.
- 1. Place one bet or even two at the same time and wait for the round to start.
- The player can place 2 separate bets in a round.
- Pari minimum - €0.10.
- Pari maximum - €1000.

Basketball

- Basketball
- Other sports
- Football

Betify: Crypto Casino - Sports Betting - An unmatched casino for an exceptional experience

- Tous les paris
- Tournaments
- Sports

Live Casino - Dive into games with a live dealer

- Football Studio
- Football Studio Dice
- Football Grid

Conditions de Bonus

- 30. It is forbidden to bet with a freebet on an outcome opposite to a real money bet. Example: Betting on a team's victory with real money, and betting on the draw with a freebet. If this is done, both bets will be voided. The freebet will also be permanently cancelled.

Plinko

- Pari EUR
- Paris gratuits

Interdit

- Interdit
- The requested URL was not found on this server
- Retour à l'accueil

Fnatic - 19 ans de performances en E-Sport

- Fnatic - 19 ans de performances en E-Sport
- A choisi Betify comme partenaire principal
- The esports giant, with over 16 million dollars in winnings and a fan base of over 33 million people, has chosen Betify!
- Pariez maintenant !

- Rejoindre la communauté
- Articles exclusifs !
- An exclusive jersey and incredible headphones, try to grab them in the shop when they are available.
- Championnats 👑
- Lives quotidiens
- Follow Fnatic's thrilling livestreams to learn more about the team and exclusive prizes.
- Sign up if you haven't already, using the code #FNATIC so that your first bet on Fnatic is refunded up to 100€ FREEBET if it loses.
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- Other videos
- Energy under the blows of Kuleba's Lie. Borshchahivka prison-shame of Ze-propaganda. Witkoff and dreams of peace
- 31 minute ago
- Nuts cannot be taken until the end of the year? What went wrong? Military summaries 03.11.2026
- Pour cement into wooden pallets and see what happens! You will be amazed by the result.
- 1 month ago
- Losses of the Russian Federation: a new record, is Trump preparing nukes? The Ministry of Finance freezes pensions. Lipsitz, Filippenko, Romanova
- Biophysicist Shnol PROVED that CHANCE DOES NOT EXIST: colleagues accused him of MYSTICISM.
- 3 day ago
- 🍂 November Morning Bossa Nova Jazz - Warm Autumn Coffee Music for Focus and Study
- 2 day ago
- Man Turned a World War II Ruin Into a Dream Home in One Year | From @luxonbushcraft
- Sheryl Crow & Eric Clapton – Tulsa Time | Crossroads Guitar Festival 2007 (Official Live)
- When Barack Obama proved he is the funniest president OF ALL TIME
- 3 weeks ago
- Tibetan healing sounds | Energy cleansing | Emotional, physical and mental healing
- 7 months ago
- 💥 Morning news edition 03.11.26
- 4 hours ago
- The amazing invention of a 65-year-old carpenter that billions of engineers don't know about!
- 3 months ago
- Playback duration 2 seconds
- Unmute
- Playback duration 4 seconds

Football

- English Fast League Football Single Match

- Knockout Football
- Virtual Football League

Hot games - Get ready for action and winnings

- Big Bass Football Bonanza

Jeu Mines - Découvrez des trésors explosifs

- Des paris sûrs, des gains explosifs
- 1. Place a bet and choose the number of mines hidden on the grid. The more mines there are, the faster your winnings increase with each tile opened.
- The player can use the auto bet function.

Play Crash Games for exciting games and big winnings

- Pengu Sport

Ronaldinho, une légende du football

- Ronaldinho, une légende du football
- Ambasseur officiel de Betify
- Le magicien
- The icon recognized for his hypnotic moves and overflowing charisma, has chosen to join Betify!
- Exclusive T-shirt and ball, try to get them in the shop when they are available!
- Sign up if you haven't already, using the code #R10 so that your first bet on football is refunded up to 150€ FREEBET if it loses.

Conditions générales d'utilisation

- Betting activity will be monitored for irregular patterns.
- abusing of sports odds below 1.30

Virtuel

- English Fast League Football Match
- Football Hub
- Spanish FastLeague Football Match
- Football League
- Italian FastLeague Football Match
- Italian FastLeague Football Single
- Spanish FastLeague Football Single
- Virtual Football Asian Cup
- Virtual Football Champions Cup
- Virtual Football Nations Cup
- Goal Football – Euro

Other information, offers, and interface

Betify - À propos de nous

- Info pages
- À propos de nous
- FAQ
- Qui sommes-nous
- Liens utiles
- Aviator
- Mines
- Affiliés
- Trophées
- Boutique
- Daily missions
- T&C
- Gambling can be addictive. Play responsibly.
- 2026 © betify10.sh All rights reserved
- Daily
- Mission
- Cash
- Roue de la
- Fortune
- Sponsorship
- Floyd Mayweather
- Fnatic
- Ronaldinho
- Live Chat
- Ne manquez pas les offres Telegram
- Boîte de réception
- Des questions ? Envoyez nous un email

FAQ

- Can I play on my mobile phone?
- Find the answers to your questions in the FAQ section of Betify. Get the information you need.
- Our site is fully "Responsive", which means it adapts to all types of screens! So you can bet and play wherever you want, whenever you want.

Liens utiles

- Jouer pour de vrai
- Goal
- Écran trop petit.
- Merci d’avoir joué !

Plinko

- Plinko

- Comment jouer?
- EUR
- Tiges:
- VERT
- JAUNE
- ROUGE
- Dice
- Hi Lo
- Keno
- Balloon
- demo_54361
- Son
- Historique des mises
- DERNIERS RÉSULTATS

Interdit

- Retour à l'accueil
- Interdit
- The requested URL was not found on this server

Interface sections and categories

- **Tower Rush, game rules, demo and settings.** Inbox · Useful links · Tower Rush · About us
- **Catalogs, providers and game sections.** 11.7. Game-Specific Markets: · 11.8. Dynamic Game Markets: · 16.6. Point and Game Handicaps: · 16.9. Game Extra Points: · 19.6. Point and Game Handicaps: · 19.9. Game Extra Points: · 1er Jeu de crash au monde · 2.14 eTennis Settlement Bets on all Markets are settled according to the General Rules. Result Page: Betby Games Almanac · 2.24 eTable Tennis Formats ● Best of 5 sets (first to 3), 11 points per set (with balance) ● Best of 7 sets (first to 4), 7 points per set (no balance) Settlement Bets on all Markets are settled according to the General Rules. Result Page: Betby Games Almanac · 2.7 eFighting Applies to: ● Injustice — Betby Games Almanac ● Mortal Kombat — Betby Games Almanac · 2.8. Current / Next Game Winner · 2.8.2. Penalty Points/Games: · 28.16. Game will end before move {X} · 28.19. Who will win more games with White? · 28.20. Who will win more games with Black? · 3. Esports game specific rules · 3.15. Largest Lead in Game (incl. overtime): · 3.20. Game Winning Buzzer Beater: · 4.13.4. Postponement & Abandonment (48-Hour Rule): If a game is cancelled, · 5.11.3. Postponement & Abandonment (48-Hour Rule): If a game is cancelled, · 6.2.1. Standard Games: · 6.4. Postponement, Rescheduling and Interrupted Games: · About us · Betify and the quest for excellence · Betify Exclusives · BlackJacks · Inbox · Live Casino · Together, let's change the rules of the game! · FINIR EN · FLOYD 'MONEY' MAYWEATHER · Forbidden · Helpful links · Hot🔥 · Inbox header · Forbidden · Play and bet · Play with the champ' · The champ' has chosen Betify · Useful links · Slot machines · Megaways · Mini-games · New · Exclusive items · Where to sign up with · More Spribe games · Popular · Roulette · Sign in with · Stream Sessions · Virtual · About us · 🎃 Halloween
- **Mobile versions, devices and languages.** 6.4. Draw Scenarios and Winner Markets
- **Payments, cashier, currencies and withdrawal.** 22.4. Withdrawals and Substitutions: · 4.4. Payouts and Rounding · 4.7. Early Payout · 6.6.3. Multi-way Payouts: · 7.4.1. Unfair Activity and Withdrawal Suspensions · 8. DEPOSIT RULES · 9. WITHDRAWAL POLICY · Payments of winnings

- **Support, complaints and contacts.** 26. COMPLAINTS AND NOTICES · Assistance · Contact us · Support
- **Promotions, tournaments, VIP and loyalty.** 28.8. Will there be a pawn promotion? · 8. Bonuses · About cashback · Bonus Purchase · Financial benefits · Benefits · Welcome to the world of promotions! · Casino Welcome Bonus · Sport Welcome Bonus · Sport / E-Sport Welcome Bonus · Sports Welcome Bonus · Pending bonus · Inbox · Cashback · Automatic cashback · Cashback for your level · How to level up? · How does it work? · In this shop, you can exchange your bytes for free spins and bonus money! · Spend your Bytes on free spins or bonus money. · FINIR EN · Galaxsys Challenge · Info pages · Tournament games · Useful links · Mining Challenge · Total bet · Unlimited amounts · VIP Offers · No limits · Pending bonus details · Pending bonuses · Pirate Challenge · Pragmatic Tournaments · Enjoy these superb bonuses · Advantageous program · Promo · Promotions · Promotions VIP · Join the community Betify · Byte rewards · Toucan Royale Challenge · Tournaments · An unbeatable cashback program · About us
- **Other information, offers and interface.** Inbox · FAQ · Goal · Info pages · Forbidden · Useful links · Plinko · About us · Screen too small.
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Glossary of Terms (A-Z) · X map - Team N to win both pistol rounds & win the map - A bet on whether · À propos de nous

Game cards and catalog entries

General list of distinguishable entries and names. The identifier is indicated where it is legible in the card. Image captions show the observed name.

- 10 Glossy Hot
- 10 Power Joker
- 100 Bulky Dice
- 100 Bulky Fruits
- 100 Super Hot
- 100 Zombies
- 1Tap Mines
- 20 Dazzling Hot
- 20 Golden Coins
- 20 Golden Coins - Christmas Edition
- 20 Power Hot
- 2026 Hit Slot
- 21 Burn Blackjack
- 25 Coins™ x3000
- 3 Buzzing Wilds
- 3 Cursed Chests: Hold & Win
- 3 Energy Diamonds: Hold & Win
- 3 Peppers of Fire
- 3 Piggy Robbers
- 3 Pot Riches Extra: Hold and Win
- 3 Pots of Potions Betwitched Bonus Pot 20,000
- 3 Pumpkin Riches
- 3 Royal Diamonds
- 3 Royal Dracos
- 3 Supercharged Diamonds: Hold and Win
- 3 Witch Pots

- 3D Blackjack
- 3x Catch
- 3x5 Royal Piggy: Hold The Spin
- 4 Pots Riches: Hold and Win
- 4 Pots Riches: Super Wheel
- 4 Royal Pots
- 40 Extra Crown Triple Boost Golden Coins Link
- 40 Golden Coins
- 40 Mega Clover
- 5 Frozen Charms Megaways
- 5 Lions Megaways
- 5 Lions Megaways 2
- 5 Relics of Power: Hold & Win
- 5 Rings of Darkness
- 5 Witch Pots
- 7 Seas Raiders
- 777 Streak: Megacharged
- 8 Runes of War: Hold & Win
- 9 Bells
- 9 Coins™ Grand Platinum Edition Halloween Jackpots
- 9 Lions™ Hold the Jackpot™ Santas Jackpots
- Achat de Bonus
- Aero
- Aftermath
- Age Of Pirates
- Age Of Seth
- AGQ Baccarat B1
- AGQ Baccarat B2
- AGQ Baccarat B3
- AGQ Baccarat B4

- AGQ Baccarat B5
- AGQ Baccarat B6
- AGQ NGAU NGAU B22
- Always 9 Baccarat
- American Blackjack
- American Roulette
- Ancient Island Megaways
- Ancient Tumble
- Andar Bahar
- Ants Attack
- Apollo European Roulette
- Arctic Duel
- Army of Ares
- Arto and the Seven Deadly Spins Megaways
- Asian Games
- Atlantis Megaways
- Auto Mega Roulette
- Auto Roulette
- Auto VIP Roulette
- Avia Show
- Aviabom
- AVIAFLY 2
- Aviamasters
- Aviamasters 2
- Aviamasters 2 Halloween
- Aviator
- Aviatrix
- Aviatrix Mines
- Aviatrix Plinko
- Aviatrix Second Chance

- Aztec Empire: Hold & Win
- Aztec Magic Megaways
- Aztec Totem
- Bac Bo
- Baccarat
- Baccarat 1
- Baccarat 2
- Baccarat 3
- Baccarat 5
- Baccarat 6
- Baccarat 7
- Baccarat 8
- Baccarat 9
- Baccarat A
- Baccarat B
- Baccarat C
- Baccarat C01
- Baccarat D
- Baccarat D01
- Baccarat D02
- Baccarat D03
- Baccarat D04
- Baccarat D05
- Baccarat D06
- Baccarat D07
- Baccarat E
- Baccarat Lobby
- Baccarat of AGIN
- Bad Santa
- Ball & Ball

- BalloniX
- Balloon Doggo
- Balloon Race
- Bandit Megaways
- Bank Busters: The Big Score
- Barnyard Megahays Megaways
- Bash the Banana Stash: Hold & Win
- Bash the Banana Stash: Vault Smash
- Basketball
- Bazaar Monkey
- Beast Below
- Bee Keeper
- Bet Behind Pro Blackjack
- Bet On Poker
- Bet on Teen Patti
- Betify Blackjack X
- Betify Exclusive Blackjack
- Betify Exclusive Blackjack 1
- Betify Exclusive Blackjack 2
- Betify Exclusive Roulette
- Betify Exclusives
- Betify First Person Roulette
- Betify Penalty Shoot-out
- Betify Roulette
- Betify Roulette 2
- Betify Rumble
- Betify Speed Roulette
- Betify Super Eggsponential
- Beware The Deep Megaways
- Bian Pao Fortunes: Hold & Win

- Big Ape Bankroll: Hold & Win
- Big Bad Wolf Megaways
- Big Bass - Secrets of the Golden Lake
- Big Bass Amazon Xtreme
- Big Bass Blast
- Big Bass Bonanza
- Big Bass Bonanza 1000
- Big Bass Bonanza 3 Reeler
- Big Bass Bonanza Megaways
- Big Bass Boxing Bonus Round
- Big Bass Crash
- Big Bass Day at the Races
- Big Bass Football Bonanza
- Big Bass Halloween
- Big Bass Halloween 2
- Big Bass Halloween 3
- Big Bass Halloween Splash 1000
- Big Bass Hold & Spinner Megaways
- Big Bass Reel Repeat
- Big Bass Return to the Races
- Big Bass Splash
- Big Bass Splash 1000
- Big Bass Vegas 1000
- Big Bass Vegas Double Down Deluxe
- Big Bass Xmas Xtreme
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- Blackjack Lucky 7s Xmas
- BlackJack Lucky Sevens
- Blackjack Neo
- Blackjack Party
- Blackjack Prestige
- Blackjack Surrender
- Blackjack VIP 2
- Blackjack VIP Crystal
- Blackjack X 1 - Azure
- Blackjack X 10 - Ruby
- Blackjack X 2 - Azure
- Blackjack X 4 - Ruby
- Blackjack X 5 - Ruby
- Blackjack X 6 - Azure
- Blackjack X 7 - Azure
- Blackjack X 8 - Ruby
- Blackjack X 9 - Ruby
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- BlackjackX 11 - Emerald
- BlackjackX 12 - Emerald

- BlackjackX 13 - Emerald
- BlackjackX 22 - Emerald
- BlackjackX 23 - Emerald
- BlackjackX 26 - Emerald
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- BlackjackX 28 - Emerald
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- Blockchain Baccarat E103
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- Blockchain Baccarat E105
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- Blockchain Baccarat E107
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- Blockchain MEGAWAYS
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- Blood Rebels
- Bomb Bonanza
- Bonanza Link: Cash Train X1000
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- Boo's Booty
- Book of Dead GO Collect
- Book of Flames Hold & Win
- Book of Gold Multichance
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- Break the Piggy Bank
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- Bundesliga
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- Burning Reels
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- Candy Quake
- Candyways Bonanza 2 Megaways
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- Cash Streak
- Casino en direct
- Casino Hold'em
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- Casino Marina Andar Bahar
- Casino Marina Baccarat 1
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- Castle Cash Megaways
- Cauldron
- CGY Baccarat N18
- CGY Baccarat N19
- CGY NGAU NGAU N22
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- Chilli Heat Megaways
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- Dark Spiral
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- Dead Mans Bounty: Hold & Win
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- Deal With Death
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- Deluxe Blackjack D
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- Dragon Tiger
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- European Blackjack
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- Fast Fielder

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- Flynns Gold Clovers: Hold & Win
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- Fortune Paws: Hold & Win
- Free Bet Blackjack 1
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- Heart Of Tiki
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- Hot Fiesta
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- Joker Miner
- Joker Poker
- Joker Stacks Magic
- Joker's Jewels Wild
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- Lord of the Ocean
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- Lucky Ducky
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- Merge Up 2
- Merry Giftmas: Hold and Win
- Miami Mayhem
- Midas Golden Touch
- Midas Golden Touch 2
- Midas Golden Touch: Thunder Pots
- Might of Freya Megaways
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- Moneyplane
- MONOPOLY Big Baller
- MONOPOLY Live
- MONOPOLY Roll 'em
- MONOPOLY Roulette
- MooFO
- MooLaLa
- Moon Princess Extreme
- Motor racing

- Mouse on the Run
- Muertos Multiplier Megaways
- Multi-Hand Blackjack V2
- MultiHand Blackjack
- Mummy Megaways
- Mummy Tumble
- Mustang Gold
- Mustang Gold Megaways
- Mysteco
- Mystery Bats
- Mystic Souk: Hold & Win
- Mystical Santa Megaways
- Namaste Roulette
- Nazar Wishes
- Next Stop Riches: Hold & Win
- No Commission Baccarat
- nolimitcityoss
- Nouveau
- Nunchucks
- NUUKD
- Obelisk Treasures
- Octobeer Fortunes
- octoplay
- Odin Infinity Reels Megaways
- Old Gun
- Olympian Legends
- ONE Blackjack
- One Day Teen Patti - Classic
- Oracle Roulette 2
- Other sports

- Outlaw Rails: Hold & Win
- Outlaw Rooster
- Outsourced 2: Balkan Engineering
- OverUnder
- Patrick's Luck Hold The Spin
- Payday Megaways
- Penalty National Cup
- Penalty Unlimited
- Pengu Sport
- Phoenix DuelReels
- Piggy Bankroll: The Big Stash
- Piggy Bankroll: Vault Smash
- Piggy Billion
- Piggy Coin: Hold & Win
- Pinata Wins
- Pine of Plinko 2
- Pirate Bonanza
- Pirate Bonanza 2
- Pirate Chest: Hold and Win
- Pirate Gold Deluxe
- Pirate Golden Age
- Pirate's Charm
- Pirates Pub
- Pirate’s Pearl Megaways
- Pirots
- Pirots 2
- Pirots 4
- Pirots 5
- Play Me
- Plinko

- Plinko 2 Halloween
- Plinko AZTEC
- Plinko Birds
- Plinko Dice
- Plinkoman
- Pok Deng
- Pok Deng M
- Poker
- Poker 6+
- Pokers Game
- Pompeii Megareels Megaways
- Populaire
- Portomaso Roulette
- Pot of Charms
- Power Crown: Hold and Win
- Power of Merlin Megaways
- Power of Thor Megaways
- pragmaticplay
- Pray for Six
- Preach TV
- Premium European Roulette
- Prestige Auto Roulette
- Privé Lounge 1
- Privé Lounge 2
- Privé Lounge 3
- Privé Lounge 4
- Privé Lounge 5
- Privé Lounge Baccarat 1
- Privé Lounge Baccarat 2
- Privé Lounge Baccarat 3

- Privé Lounge Baccarat 4
- Privé Lounge Baccarat 5
- Privé Lounge Baccarat 6
- Privé Lounge Baccarat 7
- Privé Lounge Baccarat 8
- Pug Life
- Pulsar
- PyroFox
- Rabbit Road
- Raging Waterfall Megaways
- Rainbow Road
- Raptor 2
- Rat Royale
- Red Baron
- Red Door Roulette
- Red Hot Chilli Chickens
- Red Rascal
- Release the Kraken Megaways
- Revenge of Loki Megaways
- Ride Free Blackjack
- Rings Of Olympus
- Rip city
- Rise Of Frogs: Book Legacy
- RNG Games
- RNG Roulette
- Rock Paper Scissors
- Rock the Reels Megaways
- rocket
- Rocket Blast Megaways
- Rockin'Joker: Hold and Win

- Ronaldinho Scores Shoot & Win
- Roulette
- Roulette A
- Roulette B
- Roulette C
- Roulette da Sorte
- Roulette Green
- Roulette Indian
- Roulette Lobby
- RouletteX
- Royal Coins 2: Hold and Win
- Royal Coins: Hold and Win
- Royal Drop
- Royal Roulette 500X
- Royalty of Olympus Xmas
- Ruleta del Sol
- Ruleta Rapida
- Rumba Blackjack 1
- Rumba Blackjack 2
- Rumba Blackjack 3
- Rumba Blackjack 4
- Rump & Friends
- Rump and Halloween
- Runner Runner Megaways
- Runner Runner Roulette 5000x
- Russian Roulette
- Salon Prive Blackjack
- San Quentin xWays
- Sanatorium Secrets
- Sands of Fortune: Hold & Win

- Santa's Big Bash Megaways
- Save the Princess
- Serial
- Serpent Gold: Hold & Win
- Sew
- Shark Frenzy
- Shining Crown
- Shows
- Sic Bo
- Single Deck Blackjack
- Single Hand Blackjack
- Six Feet Under
- Sky Bounty
- Skyline Roulette
- Sleepy Drac
- slotmill
- Soaked by Seamen
- Solar Nova Megaways
- Solar Queen
- Soul Harvest
- Space Wars Megaways XXXtreme
- Spaceman
- Spanish FastLeague Football Match
- Spanish FastLeague Football Single
- Spanish Roulette
- Spanish Unlimited Blackjack
- Speed Auto Roulette
- Speed Baccarat 1
- Speed Baccarat 10
- Speed Baccarat 11

- Speed Baccarat 12
- Speed Baccarat 13
- Speed Baccarat 15
- Speed Baccarat 16
- Speed Baccarat 17
- Speed Baccarat 2
- Speed Baccarat 3
- Speed Baccarat 5
- Speed Baccarat 6
- Speed Baccarat 7
- Speed Baccarat 8
- Speed Baccarat 9
- Speed Baccarat A
- Speed Baccarat B
- Speed Baccarat C
- Speed Baccarat D08
- Speed Baccarat E
- Speed Baccarat G
- Speed Baccarat I
- Speed Blackjack 59 - Emerald
- Speed Roulette
- Speed Roulette 1
- Speed Roulette 2
- Speedy 7
- Spell Gone Wild
- Spice
- Spider Circus Hold and Win
- Spin & Score Megaways
- Spin Till You Win Roulette
- spinocchio

- Sport Auto Roulette
- Squid Gamebler
- Star Pirates Code
- Starburst
- Starlight Princess
- Starlight Princess 1000
- Starlight Princess Super Scatter
- Starz Megaways
- Steeple Chase
- Stingy Jack
- Stitchers Get Stitches
- Stock Market
- Stockholm Syndrome
- Stormborn
- Stormforged
- STRIKING BLITZ: RUNNING WINS™
- Sugar Merge Up
- Sugar Rush 1000
- Sugar Rush Super Scatter
- Sugar Splash
- Sumo Supreme Megaways
- Sun Princess
- Sun Totem: Hold & Win
- Super 6 Baccarat
- Super 7 Blackjack
- Super Boost Blackjack
- Super Boosted Prizes: Hold & Win
- Super Cash: Three Little Wins
- Super Color Game
- Super Joker Megaways

- Super Jungle
- Super Pink Joker: Hold and Win
- Super Stake Blackjack
- Super Stake Roulette
- Super Tiki Strike
- Super Wild Megaways
- Super X
- Supercharged Clovers: Hold And Win
- Supreme Zeus
- Sweet Bonanza
- Sweet Bonanza 1000
- Sweet Bonanza 2500
- Sweet Bonanza CandyLand
- Sweet Bonanza POP
- Sweet Bonanza Super Scatter
- Sweet Bonanza Xmas
- Sweet Loot
- Sweet Rush Bonanza
- Table tennis
- Take The Bank
- Tanked 3: First Blood 2
- Tapinata
- Tasty Bonanza Max Scatter
- Teen Patti
- Teen Patti 20/20
- Teen Patti 3 Card
- Teen Patti Lobby
- Temple Of Torment
- Temple Tumble
- Tennis Champions

- Texas Holdem
- Texas Holdem Bonus
- The Big Bark: Golden Jackpots
- The Count
- The Crypt 2
- The Dog House
- The Dog House - Muttley Crew
- The Dog House - Royal Hunt
- The Dog House Megaways
- The Dog House Megaways 1000
- The Dog House Multihold
- The Expendables Megaways
- The Great Jackpot Expedition
- The Greed Machine
- The Hand of Midas
- The Jade Path Hold & Win
- The Library Overdue
- The Money Men Megaways
- The Rodfather Megaways
- The Vampires 2
- THE VIP
- The Watcher
- The Wildwood Curse
- The Wish Master Megaways
- Thor's Thunder Strike
- Three Face
- Thunder Play Voodoo Magic
- Thunderline Express: Hold & Win
- Thunderline Express: Supercharged
- Tiki Infinity Reels Megaways

- Tiki Tiki Boo Boo
- Tiki Tiki Twist
- TNT Rush
- Tombstone Slaughter
- Tommy Gun Gold
- Topo Mole
- Toshi Ways Club
- toucanroyale
- Tournois
- Tous
- Tower Rush
- Tower Rush 2
- Towers
- Treasure Journey: Genie's Gold
- Triple 5's: Supercharged
- Triple 5s: Megacharged
- Triple Pot Plinko - Hercules
- Tropicool 5
- Turbo Mines
- Turbo Plinko
- Turkish BlackjackX 6
- Turkish BlackjackX 7
- Turkish Roulette
- tvbet
- Twin Spin Megaways
- Ultimate Andar Bahar
- Ultimate Blackjack
- Ultimate Blackjack II
- Ultimate Energy Strike
- Ultimate Roulette

- Ultimate Sic Bo
- Ultra One Hand Blackjack
- ULTRA POWER LINK: RUNNING WINS™
- Ultras
- Uncrossable Rush
- Unlimited Blackjack
- Valley of the Kings: Hold & Win
- Vampire Night
- Vampy Party
- Velvet VIP Blackjack
- Viking Legacy: Hold & Win
- Vip American Roulette
- VIP Bet Stacker Blackjack 5
- VIP Bet Stacker Blackjack 6
- VIP Bet Stacker Blackjack 7
- VIP Blackjack 14 - Emerald
- VIP Classic Auto Roulette
- VIP Diamond Blackjack
- Vip European Roulette
- VIP Surrender Blackjack
- Virtual Football Asian Cup
- Virtual Football Champions Cup
- Virtual Football League
- Virtual Football Nations Cup
- Virtual NBA
- Virtuals
- Virtuel
- Viva Flammia
- Voir Tous
- vortex

- Vortex 2
- Vortex Aero
- Vortex Halloween
- Vortex Power Kick
- Vortex Powerplay
- Vortex Safari
- Wanted Dead or a Wild
- War
- War of Bets
- Wheel of Fortune
- Wheel Out
- Wicked Grin
- Wicked Rich
- Wild Buccaneers Megaways
- Wild Buffalo Megaways: Hold N Link
- Wild Buffalo: Megaways
- Wild Celebrity Bus Megaways
- Wild Coaster
- Wild Mining™ XXXtreme
- Wild Turkey Megaways
- Wild West Gold Megaways
- Wild West TRUEWAYS
- Wild Wild Riches Megaways
- WildPOPs™
- Willy Wildwing
- Win Three Cards
- Wingo
- Wings of Fire
- Wisdom of Athena 1000 Xmas
- Witch Heart Megaways

- Wonder Forest
- Wonders of Aztec
- XXXtreme Lightning Baccarat
- XXXtreme Lightning Roulette
- Xóc Đĩa
- Zeus Smash
- Zeus vs Hades - Gods of War 250
- Zombie Road
- Zombie School Megaways
- Zoom Roulette
- 🎃 Halloween
- **Sports Policy | Betifier.** rocket · Mini-games
- **Betify - About us.** rocket · Mini-games
- **Anti-money laundering policy.** rocket · Mini-games
- **Betify : Casino Crypto - Paris sportifs - Un casino hors-pair pour une experience exceptionnelle.** rocket · Mini-jeux · image · Voir Tous · fazi · happyduck · vortex · egtdigital · toucanroyale · spinocchio · pragmaticplay · tvbet · slotmill · hacksaw · octoplay · nolimitcityoss · MiniGames · Casino en direct · Exclusives
- **Sport Betting - Bet on your favorite sports.** rocket · Mini-games
- **Jeu Aviator - Volez haut et gagnez gros.** rocket · Mini-jeux
- **Basketball.** Betify Exclusives · 🎃 Halloween · Nouveau · Populaire · Hot🔥 · Mini-jeux · Casino en direct · Machines à sous · Megaways · Achat de Bonus · Tournois · Jeux de table · Virtuel · Tous · Horse Race · Greyhound Race · Other sports · Football · Basketball · rocket
- **Bonus Buy feature - Control your bonuses.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · rocket
- **Blackjack en folie.** Betify Exclusives · 🎃 Halloween · Nouveau · Populaire · Hot🔥 · Mini-jeux · Casino en direct · Machines à sous · Megaways · Achat de Bonus · Tournois · Jeux de table · Virtuel · Tous · Shows · Roulette · BlackJacks · Baccarat · Pokers Game · rocket
- **Exchange your rewards and treat yourself!.** rocket · Mini-games
- **Live Casino - Dive into games with a live dealer.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · All · Shows · Roulette · BlackJacks · Baccarat · Pokers Game · rocket
- **FAQ.** rocket · Mini-jeux
- **Conditions de Bonus.** rocket · Mini-jeux

- **Liens utiles.** rocket · Mini-jeux
- **Tower Rush.** rocket · Mini-jeux
- **Plinko.** rocket · Mini-jeux
- **Interdit.** rocket · Mini-jeux
- **Fnatic - 19 years of E-Sport performance.** rocket · Mini-games
- **Football.** Betify Exclusives · 🎃 Halloween · Nouveau · Populaire · Hot🔥 · Mini-jeux · Casino en direct · Machines à sous · Megaways · Achat de Bonus · Tournois · Jeux de table · Virtuel · Tous · Horse Race · Greyhound Race · Other sports · Football · Basketball · rocket
- **Hot games - Get ready for action and winnings.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · rocket
- 🎃 **Halloween.** Betify Exclusives · 🎃 Halloween · Nouveau · Populaire · Hot🔥 · Mini-jeux · Casino en direct · Machines à sous · Megaways · Achat de Bonus · Tournois · Jeux de table · Virtuel · rocket
- **Jeu responsable.** rocket · Mini-jeux
- **Mines Game - Discover explosive treasures.** rocket · Mini-games
- **Explore the Lobby for a selection of exciting games.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · Table Games 186 games · See All · rocket · fazi · happyduck · vortex · egtdigital · toucanroyale · spinocchio · pragmaticplay · tvbet · slotmill · hacksaw · octoplay · nolimitcityoss
- **Spin the reels on beloved slot games.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · rocket
- **Megaways.** Betify Exclusives · 🎃 Halloween · Nouveau · Populaire · Hot🔥 · Mini-jeux · Casino en direct · Machines à sous · Megaways · Achat de Bonus · Tournois · Jeux de table · Virtuel · rocket
- **Play Crash Games for exciting gameplay and big wins.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · All · rocket
- **New games - Discover the latest additions on Betify.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · rocket
- **Step into the ring with Floyd Mayweather games.** rocket · Mini-games
- **Betify Exclusives.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · rocket
- **Play live roulette on Betify.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · All · Shows · Roulette · BlackJacks · Baccarat · Pokers Game · rocket
- **Politique de confidentialité.** rocket · Mini-jeux

- **Play popular games with real money.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · rocket
- **De superbes bonus et Freespins vous attendent sur Betify.** rocket · Mini-jeux
- **Ronaldinho, a football legend.** rocket · Mini-games
- **Get Cashback on your losses with Betify.** rocket · Mini-games
- **Conditions générales d'utilisation.** rocket · Mini-jeux
- **Join the tournaments for exciting competitions.** Betify Exclusives · 🎃 Halloween · New · Popular · Hot🔥 · Mini-games · Live Casino · Slots · Megaways · Bonus Buy · Tournaments · Table Games · Virtual · rocket
- **Participate and win exciting rewards in the Tournaments.** rocket · Mini-games
- **Exclusive rewards and benefits for our players VIP.** rocket · Mini-games
- **Virtuel.** Betify Exclusives · 🎃 Halloween · Nouveau · Populaire · Hot🔥 · Mini-jeux · Casino en direct · Machines à sous · Megaways · Achat de Bonus · Tournois · Jeux de table · Virtuel · Tous · Horse Race · Greyhound Race · Other sports · Football · Basketball · rocket

Tables of terms, parameters, and observations

Sports policy | Bétifier. Legal terms, restrictions and fairness.

Field 1	Field 2	Field 3
Type	Selections	Breakdown of Bets
Trixie	3	3 Doubles and 1 Treble (4 bets total)
Patent	3	3 Singles, 3 Doubles, and 1 Treble (7 bets total)
Yankee	4	6 Doubles, 4 Trebles, and 1 Fourfold (11 bets total)
Canadian	5	10 Doubles, 10 Trebles, 5 Fourfolds, and 1 Fivefold (26 bets total)
Heinz	6	15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds, and 1 Sixfold (57 bets total)
Super Heinz	7	21 Doubles, 35 Trebles, 35 Fourfolds, 21 Fivefolds, 7 Sixfolds, and 1 Sevenfold (120 bets total)
Goliath	8	28 Doubles, 56 Trebles, 70 Fourfolds, 56 Fivefolds, 28 Sixfolds, 8 Sevenfolds, and 1 Eightfold (247 bets total)

Sports policy | Bétifier. Legal terms, restrictions and fairness.

Field 1	Field 2
Number of selections	Multiplier
2	1.01
3	1.02
4	1.04
5	1.05

Field 1	Field 2
6	1.07
7	1.1
8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85
20	2

Sports policy | Bétifier. Legal terms, restrictions and fairness.

Field 1	Field 2	Field 3	Field 4	Field 5
Market	T10	T20	DAY	FULL
Sixes	13	12	8	8
Fours	17	26	42	117
Fifties	2	2	3	8
Centuries	0	0	1	3
Wickets	9	12	14	33
Run Outs	1	1	1	1
Ducks	1	1	2	

Sports policy | Bétifier. Legal terms, restrictions and fairness.

Field 1	Field 2	Field 3	Field 4	Field 5
Odds from (>, more than)	Odds to (<=, less or equal)	Market “Win” (%)*	Market “Top 2/” (%)*	Market “Place” (%)*
1.00	1.01	76	40	26
1.01	1.02	75	40	26
1.02	1.03	75	40	26

Field 1	Field 2	Field 3	Field 4	Field 5
1.03	1.04	73	40	26
1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26
1.08	1.09	72	40	26
1.09	1.10	72	40	26
1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26
1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26
1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25
1.45	1.50	55	37	25
1.50	1.55	53	36	24
1.55	1.60	51	36	24
1.60	1.65	49	35	24
1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22
1.95	2.00	40	32	22
2.00	2.05	40	32	22

Field 1	Field 2	Field 3	Field 4	Field 5
2.05	2.10	39	31	22
2.10	2.15	37	31	21
2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21
2.35	2.40	33	29	20
2.40	2.45	31	28	20
2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18
2.80	2.90	27	25	18
2.90	3.00	26	25	18
3.00	3.10	25	24	17
3.10	3.20	24	23	17
3.20	3.30	23	22	16
3.30	3.40	22	22	16
3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15
3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14
4.60	4.80	15	17	13
4.80	5.00	15	17	13
5.00	5.50	13	15	12
5.50	6.00	12	15	12
6.00	6.50	11	14	11

Field 1	Field 2	Field 3	Field 4	Field 5
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7
9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5
12.00	13.00	4	6	4
13.00	14.00	4	6	4
14.00	15.00	3	4	3
15.00	16.00	3	4	3
16.00	17.00	3	4	3
17.00	18.00	2	3	2
18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	~	0	0	0

Sports policy | Bétifier. Legal terms, restrictions and fairness.

Field 1	Field 2	Field 3	Field 4
Version	Editor	Date	Reason of change
1.0	Andris Backovs		First release
1.1	Andris Backovs		Updates related to the new added markets to the sportsbook
1.2	Andris Backovs		Review and revision due to implementation of GLI-33 standard
1.3	Andris Backovs		Deleting duplicated rules
1.4	Andris Backovs		Updates related to Esports formats and Soccer stats.
1.5	Andris Backovs		Updates related to Regulatory requirements, Soccer stats and new sportsbook feature
1.6	Andris Backovs		Updates in Early Payout betting rules, Special sports rules (Tennis, baseball, chess) and Esports solution betting rules.
1.7	Andris Backovs		Updates in Bet settings section and postponed events rules
1.8	Arthur Lyanniy		Updates related to General Rules (5.5 / 5.25); Special rules for sports (1 / 3 / 4 / 5 / 6 / 12 / 18 / 22); Esports new rules)

Field 1	Field 2	Field 3	Field 4
1.9	Arthur Lyanniy		Updates related to Early Payout; Predictions; Placeholder and Bracket betting
2.0	Arthur Lyanniy		Updates here

Additional observations from screenshots

Legible captions and fragments of terms with screen context are preserved. A single label for an amount, term, or coefficient may require the source condition. Control visual readings are given in section 7.

Legible names and captions.

- **Betify Exclusives.** Betify Live
- **Blackjack en folie.** INSURANCE PAYS 2 TO 1 · FREE BETFREE BET · FREELBETFREE BET
- **Live Casino - Dive into games with a live dealer.** BET.ON · Betifu Live
- **Superb bonuses and Freespins await you on Betify.** games thanks to our unique offers.
- **Aviator Game - Fly high and win big.** the ultimate game combining luck and strategy. Coming from the video game industry, this format has become popular in crypto-casinos, due to its simplicity and its · games, always more exciting and innovative. With potential winnings of up to xloooo and a high return on investment rate, Aviator is the
- **Mines Game - Discover explosive treasures.** Mines by Spribe is the ultimate crash game that gets the adrenaline pumping and has taken the world by storm. With one of the highest return to player rates in the industry, · guaranteeing a safe and reliable gaming experience. · favorite fan games in the world of crash games.
- **Hot games - Get ready for action and winnings.** LINKED AWARDS · SANTA'SJACKPOTS
- **Step into the ring with Floyd Mayweather games.** The champ' is a real player, he
- **Politique du sport | Bétifier.** 212. Event-a sports, esports, virtual sports, political, entertainment or other event (match, game etc.) taking place in a real time on which Odds are offered for fixed odds · Early Payout tag (including on the Event page or “My Bets" section). · • c) Early Payout may apply to Single Bets and multiple Bets (including Combo, System, and Bet Builder Bets), whether consisting entirely of Early Payout selections or a · 2.25. Refund – The return of the original Stake of a Void Bet to the End User's account balance, but technically settled at Odds of 1.0o. · account history. · 3.1l. Any reference to "X” within a Market description in these Rules refers to the specific numeric value defined in the Sportsbook offering at the time the Stake is placed. · are Void, unless Specific-Sports rules determine otherwise. · field of play, court, or ice) according to the specific rules of that sport , unless otherwise stated in specific Sport Rules (e.g., Section 12.10 for NRL). · governing body on the date of the Event's completion, except where expressly stated otherwise in these Betting rules. In the case if any Event is provided outside of official · respective Bet, unless otherwise stated in these Betting Rules. · ● Result: Win. Markets on tournament progression inherently include all extra stages (Overtime and Penalties) required to determine which team advances.5.4. The result of an · 226. Dead Heat Rule – A settlement rule applied when two or more competitors share a finishing position relevant to a Bet. In this case, the Stake is divided by the number of · 228. Fair Play Principle – The fundamental requirement that End Users act in good faith, fair manner, without engagement in fraud, Syndicate, abuse of insider information, · 25. Stake – monetary value wagered by an End User on an Event, Market or set of the mentioned forming a proposal for a Bet and in case of acceptance of the Bet - basis for · 4.41. If the calculated amount of Winning involves more than two decimal digits, the amount may be rounded to the nearest two decimal places in accordance with standard · Bet to win and settled as winning

in accordance with these Rules. If any of the Market selections loses, the entire Combo Bet is lost.Winning is calculated as: Stake × Total Odds · Example: Team Avs Team B|Handicap 0:1 (This means Team B starts the Match with a l-goal advantage) · For this Market only events occurring strictly within that timeframe count for the purposes of Settlement - as if the score "resets" to o:0 at the start of that period. · General Terms and Conditions or any services provided by the Operator outside the scope of these Betting Rules. · User or an End User in a Syndicate in violation of this clause shall be void. · commences within 48 hours of the original start time, all Bets shall stand. · data. Simultaneous Events Rule: If it is not possible without any reasonable doubt to determine the winning Outcome (for example, in the case of players from different Teams · o 2nd Half Correct Score: Only goals scored in the second half count (the "score" for this market starts at 0:0 at the beginning of the half). · o 2nd Half Correct Score: Only goals scored in the second half count (the "score" for this market starts at O:0 at the beginning of the half). · o A goal at 90+3' of the Match time is settled as occurring at 89:59 (90th minute) of the Match time. For the avoidance of doubt, injury time is not included in single-minute · o Half-Time Correct Score: Only goals scored in the first half count. · o Result: The Bet is Void. The Outcome relevant to the Market was not decided at the time of interruption, but should the match be continued - the end Result might be · o Result: The Bet is settled as winning Since 3 goals have already been scored, the Outcome relevant to the Market has already taken place regardless whether the match · tie for the final remaining position(s) in such a Market (e.g., three players tie for the 3rd spot in a "Top 3" market), Dead Heat rules (Section 6.7.2) will be applied only to those · • 4.21. Single (Ordinary) – a Bet placed on a single Outcome within or of an Event. If the choice of the Outcome in the Bet is correct, the Winning equals the Stake multiplied by · • Independent Calculation: For the purposes of this Market, each half/period is treated as a separate "mini-match" starting at O:0. · • Match ends 1:1 in Overtime (after O:0 in Regular Time). Result: The Bet is lost (Should the Market explicitly include Overtime, the Bet would win) · • The "No Goal" Rule: If the Match ends in a O:0 draw , all Bets on this Market are Voided. · • Winning Condition: The Team must be losing (e.g., O:1, 1:2) at some point, but the final result must be a win for them.

- **Exclusive rewards and benefits for our players VIP.** develop strategies and enjoy your favorite games to obtain
- **Sport Betting - Pariez sur vos sports préférés.** Counter-Strike 2 Intelligence Artificielle Leurre Majeu · Vous n'avez pas de compte? Rejoignez-nous! · 24 eCricket Yodha Premier League Super Over 2026 Wee · Asgard Championship Season 2 · Counter-Strike 2 European Pro League Series 10 P Aujourd'hui, 15:30 · CrossFire Mobile League Seaso... · Créateur de pari · Derniers paris · European Rugby Champions Cup · F7 eFootball Valhalla Cup 2026 Week #45 · F7 eFootball Valhalla Cup 4 2026 Week #45 · Golden State Warriors (Dirk) · Khon Kaen United FC · King Pro League Grand Finals 2... · King of GloryKing Pro League Grand Finals 2026Aujourd'hui, 14:00 · Mes paris · New York Knicks (Conor) · Overwatch 2 Overwatch Champions Series 2026 - China 7 nov., 13:00 · Overwatch 2 Overwatch Champions Series 2026 - China 7 nov., 15:00 · Overwatch 2 Overwatch Champions Series 2026Après-demain, 19:00 · Overwatch Champions Series 2... · Pari combiné · Pari total · Paris FC · Paris Gentle Mates · Paris long terme · Sao Paulo Grand Prix Race · Se connecter pour placer un pari · Warcraft 3Gladiator Championship Cup 11 · Wuhan Three Towns FC · Yodha Premier League Super O...
- **Conditions générales d'utilisation.** than the currency used by your account. · player safety and is not a finding of wrongdoing. Affected players may contact our Safer Gambling team if they believe the link has been made in error. · - block a Betify account, confiscate funds or reject claims if an account owner directly or indirectly violated the Company's corporate policy published on the Website or is · Company to provide services to its account owners. · Player's access to Account. · again in the day, when we activate his account; · decisions taken against the account will be sent to the e-mail address indicated in the owner's account. · had the intention to carry out any betting activity with us, the Player should be informed that funds will not

be processed until his identity, age and place of residence is proven · multiple accounts: only 1 account per person. You're not allowed to create an account for any other person, family member, address (mail or IP), email or device. Any other · same position), we will treat each case individually and in a fair manner (including possibility of reinstating the balance on users account, recovering of the last bet or game, · touch with you, but there was no answer, the Company has the right to delete your account); · until the Player's identity, age and place of residence have been verified. · will be returned to the account holder. · - suspend or block access to the Website if there are reasons to believe that a user is using AI to play on the Website or trying to team up with another player or group of · 14.5. Betify, in its turn, reserves the right to close your account at any time and terminate the Terms of Use and send you a written notice about it by using contact details in · 14.9. In case of any violation of the rules during using the site and its services, or in case of any suspicion of fraud and other illegal actions from the player's side, the Operator · 17.1. Software may be needed to download and install to your access Device for making the use of the Website possible for you. Software may include (but is not limited): Access · 2.13.2. In addition to the jurisdictions set out in paragraph 2.1l., Vikings Video Slot must not be offered in the following jurisdictions: Azerbaijan, Cambodia, Canada, China, France, · 2.14. Universal Monsters (Dracula, Creature from the Black Lagoon, Phantoms Curse and The Invisible Man) may only be played in the following territories: Andorra, Austria, · 6.1. According to the following conditions, any laws, regulatory acts, policies and provisions of the General Terms and Conditions and without prejudice to the Company, Betify · 9.9 Provisions about rules of conduct in Live Chat. · Aruba, Barbados, Bahamas, Belize, Bermuda, Bolivia, Bonaire, Brazil, British Virgin Islands, Canada, Cayman Islands, China, Chile, Clipperton Island, Columbia, Costa Rica, Cuba, · India, Indonesia, Laos, Malaysia, Myanmar, Papua New Guinea, Qatar, Russia, South Korea, Thailand, Turkey, Ukraine, United States of America. · You are at least l8 vears old If vou are under 18, please close our Website. Dlease note that the participation of minors in offered on this website activities is probibited · criminal activities of other players if you become aware of them. · our Site (such as using a Virtual Private Network “VPN”); · reasonable actions to prevent and detect such practices and to identify the relevant players concerned if they do occur. · subject to the Terms on this website.

- **Jeu responsable.** reside and play, and to confirm their legitimacy when creating an account at We also advise parents to do the following: · reside and play, and to confirm their legitimacy when creating an account at https:/betify.com. We also advise parents to do the following:
- **Politique de confidentialité.** You and the Casino have the right to delete your account at any time according to our Terms and Conditions. After your account is deleted, we must keep your personal data on · required to retain the personal data of players for as long as the player has an account and for at least five years since the player's last transaction or the closure of the account. · our players by email before making such a transfer of personal data. · services. This Privacy policy explains what and why we collect and use players' personal data.
- **Fnatic - 19 years of E-Sport performance.** Players with a level

Rules, interfaces, and offers.

- **Bonus Terms.** wagers remain limited to this deposit as well as to the resulting winnings, may see their access to promotions restricted, their active bonuses deactivated and their loyalty points · 11. It is forbidden to delay a game round in a machine, including freespins and bonuses, to a later time when you no longer have a wagering requirement and/or · 24. It is forbidden to use a bonus for the sole purpose of creating a positive expected value on the bonus return by using practices such as bonus hunting and by · This bonus is subject to a wager (lx the bonus). · bonus activated. · of the bonus. · removed if the bonus has been activated and the wager has not been met. · bonus balance. · z2, On Spribe mini joux the mentants of the

freespins efferts lers des benus pe sent pas cróditós dans les aains · under the same license. When the same player is identified on several brands, the same sanction will be applied to all the accounts concerned.

- **Conditions générales d'utilisation.** - suspend or block access to the services of the Company, confiscate funds from the player's balance in the event that the same payment details are used with another · - withdrawal can only be made using the exact same method that you used to add funds to your account. Therefore, you must ensure that payment details meet the · Betify has a right to withhold the whole balance or part of it, to recover from the account the amount of any deposits, payments, bonuses or winnings, if we have a reason to · No person under eighteen years of age (or the applicable majority age in that person's jurisdiction) may be registered as a Plaver and any funds deposited or any money won by · Payment service provider. · beyond doubt and/or a period of at least three months has elapsed from when the deposit was made. · compliance rules and an internal risk assessment, require a first payment of winnings for the Player being released as the bank transfer wire with a purpose of completing the · into your player account using one payment method, you will have to withdraw back onto that same payment method. · payment services providers or the duties and taxes imposed by your local customs officials or other regulatory body. In addition, fees may be charged in a different currency · withdrawal process from Betify accounts. · withdrawal request shall not be acceded to by Betify Casino prior to receipt of a copy of this document from the Player. · 9.4. Withdrawal is carried out by transferring funds to the bank account of a Betify account owner. if he made such a reguest, Betify has the right to limit the maximum · Antigua and Barbuda, Armenia, Aruba, Australia and its territories, Bahamas, Bangladesh, Barbados, Belize, Bonaire, Bhutan, Botswana, Brunei, Burundi, Cabo Verde, · Casino's sole discretion to determine whether proof provided by the Player is sufficient or not. Betify Casino may, in its sole discretion and in accordance to the licencing · code, software, etc.) are subject to copyright and other proprietary rights, which are owned by us or used under licence from third party rights owners. Any material relating to
- **FAQ.** proceed with a withdrawal. · Our live support is ready to help you at any time · Our bonuses are sticky, , which means that once the bonus is activated, it must be played in its entirety (by reaching the wagering) to be able to be withdrawn. Of course, if the
- **Politique du sport | Bétifier.** account registration, deposits, withdrawals, KYC and responsible gambling are governed by the Operator's Terms and Conditions. These Betting Rules must be read in · • f The Sportsbook reserves the right to suspend, modify or withdraw any Early Payout market at any time including for reasons such as technical issues, human error, betting · 2.3o. Limit– The maximum or minimum values established by the Operator or Sportsbook regarding the amount of a Stake, the maximum Winnings per Bet or per Event, or · 21. Operator – legal entity engaged in B2C (business to End User) betting activities in accordance with the licensing and legislative requirements of the jurisdiction of operation
- **Superb bonuses and Freespins await you on Betify.** Win prizes, receive bonuses, and progress up to the VIP rank which
- **Hot games - Get ready for action and winnings.** HOLD'EM ★BONUS
- **Politique de lutte contre le blanchiment d'argent.** As part of its risk-based approach, Betify has conducted an AML “Enterprise-wide risk assessment" (EWRA) to identify and understand risks specific to Betify and its business · In addition, an Al which is overseen by the AML compliance officer will look for any unusual behaviour and report it right away to an employee of Betify.
- **Betify : Casino Crypto - Paris sportifs - Un casino hors-pair pour une experience exceptionnelle.** Anjouan Gaming Board under License No. ALSI-202602010-FI1, issued on 16.02.2026. Betify is duly authorized to offer and operate licensed gaming · calle Veintinueve, edificio Dos Mil Novecientos Diez, Centro Corporativo AG, Costa Rica. 3-102-947207 SRL is licensed to conduct B2C gaming

Cashier and Settlements.

- **Conditions générales d'utilisation.** Betify Casino shall not make a payment which results in an excess of two thousand Euro (€2000) gained within 24 hours or a payment which results in an excess of two

Promo and numeric labels.

- **Bonus Terms.** and of €5 for a bet played from the bonus balance (default bet limit with bonus money).
- **Conditions générales d'utilisation.** 5.4. Ihe Company has the right to charge a monthly tee tor an inactive account in the amount of 8 CA$ /month (or the equivalent in another currency).
- **Politique du sport | Bétifier.** Example: A Stake in amount of $i00 is placed on "Iotal Over 2.25" (Part of the Stake in amount of $50 goes to Over 2.0 and part of the Stake in amount of $50 goes to Over 2.5). · Example: A Stake in amount of $I00 is placed on "Total Over 2.25" (Part of the Stake in amount of $50 goes to Over 2.0 and part of the Stake in amount of $50 goes to Over 2.5).

Betclic

Polish materials Betclic. The data describe the Polish showcase and its offers.

Promotions, tournaments, VIP, and loyalty

Betclic

- Gratulacje! Udało Ci się zdobyć bonus!

La Liga - Piłka nożna : legalny bukmacher | Betclic Polska Bonus

- Misje
- Produkty
- Zaloguj się
- Popularne
- Najlepsze Ligi Europejskie
- Liga Mistrzów
- Liga Europy
- Liga Konferencji
- Paryż Masters ATP
- La Liga
- Obstaw
- Piłka nożna
- Wszystkie
- Betclic 1. Liga
- Kraje (A–Z)
- Algieria
- Anglia
- Arabia Saudyjska
- Argentyna
- Armenia
- Australia
- Austria

- Azerbejdżan
- Belgia
- Białoruś
- Boliwia
- Bośnia i Herzegowina
- Botswana
- Brazylia
- Bułgaria
- Chile
- Chiny
- Chorwacja
- Cypr
- Czechy
- Dania
- Egipt
- Ekwador
- Estonia
- Europa
- Filipiny
- Finlandia
- Francja
- Grecja
- Gruzja
- Gwatemala
- Hiszpania
- Hiszpania LaLiga 2
- Hiszpania Puchar
- Hiszpania Primera RFEF
- Holandia
- Honduras
- Indie
- Indonezja
- Irak
- Irlandia
- Irlandia Pln.
- Izrael
- Japonia
- Kanada
- Katar
- Kazachstan
- Kolumbia

- Korea Południowa
- Kostaryka
- Litwa
- Łotwa
- Maroko
- Meksyk
- Miedzynarodowe
- Mozambik
- Niemcy
- Nigeria
- Norwegia
- Oman
- Paragwaj
- Peru
- Polska
- Portugalia
- Rumunia
- Rwanda
- Salwador
- Senegal
- Serbia
- Słowacja
- Słowenia
- Specjalne
- Szkocja
- Szwajcaria
- Szwecja
- Turcja
- Uganda
- Ukraina
- USA
- Walia
- Wenezuela
- Włochy
- Zjednoczone Emiraty Arabskie
- Tenis
- Hokej
- Badminton
- Bandy
- Baseball
- Biathlon

- Biegi narciarskie
- Boks
- Counter-Strike 2
- Dart
- Dota 2
- F1
- Formuła 2
- Futbol amerykański
- Golf
- KoG
- Kolarstwo
- Koszykówka
- League of Legends
- Narciarstwo Alpejskie
- NBA2k
- Overwatch
- Piłka ręczna
- Piłka wodna
- Rainbow Six
- Rugby XIII
- Rugby XV
- Siatkówka
- Skoki narciarskie
- Snooker
- Squash
- Szachy
- Sztuki Walki
- Tenis stołowy
- Unihokej
- Wyścigi motocyklowe
- Żeglarstwo
- Zdarzenia
- Długoterminowe
- Bezpieczny wynik
- Podwójna Szansa
- Oba zespoły strzelą gola
- Strzelec
- Zawodnik lub jego zmiennik strzeli gola (90 min)
- Sob. 07/11
- La Liga • Kolejka 12
- +248 zakł.

- Sevilla
- Alaves
- Remis
- Malaga
- Racing Santander
- Racing Santa
- nder
- +247 zakł.
- Espanyol
- Deportivo
- Deportivo A Cor
- unya
- Osasuna
- Athletic Bilbao
- Athletic Bi
- lbao
- Niedz. 08/11
- +217 zakł.
- Valencia
- Real Madryt
- Real Ma
- dryt
- +219 zakł.
- Elche
- Betis
- Betis — 3,12
- +216 zakł.
- Real Sociedad
- Rayo Vallecano
- Real Soci
- edad
- Rayo Valle
- cano
- Villarreal
- Getafe
- Celta Vigo
- Levante
- Pon. 09/11
- 1 zdarzenie
- Podbij kupon!
- Szachtar Donieck

- Potencjalna wygrana:
- BEZ PODATKU
- Atletico Madryt
- Barcelona
- Atletico Ma
- Sob. 21/11
- Niedz. 22/11
- Pon. 23/11
- Wt. 24/11
- La Liga • Kolejka 13
- +149 zakł.
- +147 zakł.
- +148 zakł.
- +150 zakł.
- +151 zakł.
- La Liga - Piłka nożna : legalny bukmacher | Betclic Polska Bonus
- PLN

Registration, account, and identity verification

- Zarejestruj się

Legal terms, restrictions, and fairness

Betclic

- Zakaz uczestnictwa w grze hazardowej dla osób poniżej 18 roku życia.
- BEM Operations Ltd. posiada zezwolenie na urządzanie zakładów wzajemnych w sieci Internet wydane przez Ministra Finansów decyzją z 26.09.2018 r. na okres 6 lat o numerze PS4.6831.11.2017 i przedłużone decyzją z 14.06.2024 r. na okres kolejnych 6 lat liczonych od 05.10.2024 r. Hazard związany jest z ryzykiem, a udział w nielegalnych grach hazardowych jest niezgodny z prawem.
- Polityka prywatności i cookies
- Skonfiguruj pliki cookie

La Liga - Piłka nożna : legalny bukmacher | Betclic Polska Bonus

- Typuj La Liga z lepszymi Piłka nożna kursami. Betclic legalny bukmacher.

Support, complaints, and contacts

- Potrzebujesz pomocy?

Mobile versions, devices, and languages

- Aplikacja mobilna

Tower Rush, game rules, demo, and settings

- Cashout

Catalogs, providers, and game sections

Betclic

- Gry karciane
- LOBBY
- Wygrywające układy
- Codziennie. Całą dobę. Wszystkie sporty. Tylko w Betclic! Wygrywasz więcej!
- Stawiasz i wygrywasz, gdy Twoja drużyna osiąga dwubramkowe prowadzenie.
- Bierz udział w Misjach, wygrywaj turbotokeny i podwyższaj swoje wygrane.
- Lepszy sposób obstawiania, rywalizowania i WYGRYWANIA.
- Wygrywasz = wypłacasz. W Betclic znajdziesz proste zasady.

La Liga - Piłka nożna : legalny bukmacher | Betclic Polska Bonus

- Węgry
- Wynik meczu (z wyłączeniem dogrywki)

Sports, esports, and settlement rules

Betclic

- Zakłady sportowe
- HISTORIA ZAKŁADÓW
- Wybierz wydarzenie do postawienia zakładu
- POSTAW ZAKŁAD
- Edytuj Zakład
- Chcesz dorzucić kolejne zakłady na już postawiony kupon? U nas to żaden kłopot.
- Jeden zakład na kuponie nie wejdzie? Otrzymasz zwrot stawki!
- Dowiedz się, jak wspieramy sport
- Esport
- Wspieramy esport i rywalizujemy na turniejach CS2.
- Stwórz swój zakład
- Łącz wydarzenia z jednego meczu na kuponie, tworząc autorskie zakłady.
- Anuluj Zakład
- Codziennie. Całą dobę. Wszystkie sporty.

La Liga - Piłka nożna : legalny bukmacher | Betclic Polska Bonus

- Sporty wirtualne
- Obstawiaj sporty wirtualne
- Sport
- EA Sports FC
- Zakłady specjalne
- Dodaj 1 zakład z kursem co najmniej 1,20.
- Szachtar Donieck - Sporting Lizbona

Other information, offers, and interface

Betclic

- Misje
- Produkty
- Zaloguj się
- Sponsor Tytularny
- Oficjalny Partner UFC
- Odpowiedzialna gra
- Regulaminy
- O Betclic
- O Betclic — 10.6.0-3
- ZASADY
- WYNIKI
- STRONA DOMOWA
- UTC+4
- NA ŻYWO
- Wszystkie wyniki
- WOJNA
- KUPON
- NICZEGO TUTAJ NIE MA
- Za jednym kliknięciem
- Całkowita kwota stawki:
- Możliwa wygrana:
- Betclic
- Przywracanie połączenia
- Sprawdź połączenie z Internetem
- Wyniki ostatnich 2 gier
- Gracz:
- Krupier:
- Top 3 wygrane w ostatniej grze
- 100.32 PLN
- 47.52 PLN
- 23.76 PLN
- PLN
- Suma wygranych: PLN
- Kupon №
- Gracz trafił jackpota!
- WE106539
- KRUPIER — CZERWONA
- 0 PLN

- KRUPIER — CZARNA
- WYGRANA KRUPIERA - TREFL
- WYGRANA KRUPIERA - KARO
- GRACZ — CZERWONA
- GRACZ — CZARNA
- WYGRANA GRACZA - TREFL
- WYGRANA GRACZA - KARO
- Kart w talii:
- Główne
- WYGRANA KRUPIERA
- WYGRANA GRACZA
- Barwa karty
- Kolor
- Nie pokazuj ponownie
- U nas grasz Bez Podatku
- Do odwołania
- Sprawdź szczegóły
- Multiboost
- Oferta stała
- BOOST na taśmy! Im więcej zdarzeń na kuponie, tym wyższy będzie każdy kurs.
- Sprawdź więcej
- Bezpieczny wynik
- Zbierz Drużynę
- Zapraszaj do Betclic i zgarniaj Freebety - zarówno Ty, jak i zaproszeni!
- Turbotoken
- Dowiedz się więcej
- Ubezpiecz Kupon
- Czytaj więcej
- Wybierz Swój Kurs
- Projekty sponsoringowe
- oraz wydarzenia rozrywkowe.
- Betclic Apogee
- Witaj w Betclic
- Oferta powitalna
- Zgarnij nawet 100 zł we Freebetach w Wyzwaniach na start.
- Pomyłka przy tworzeniu kuponu? W Betclic możesz go anulować!
- Misje w Betclic
- Jedyne takie Freebety
- Betclic TV
- Oglądaj i obstawiaj wydarzenia na żywo w Betclic.
- Zamknąć kupon po wygranej underdoga?

- W Betclic to możliwe!
- Betclic zawsze pod ręką.
- Sprawdź funkcje najlepszej apki bukmacherskiej w Polsce.
- Pobierz apkę
- Łącz wydarzenia z jednego meczu na kuponie,
- Lepszy sposób obstawiania,

Misje

- Popularne
- Najlepsze Ligi Europejskie
- Liga Mistrzów
- Liga Europy
- Liga Konferencji
- Paryż Masters ATP
- La Liga
- Obstaw
- Piłka nożna
- Tenis
- Hokej
- Badminton
- Bandy
- Baseball
- Biathlon
- Biegi narciarskie
- Boks
- Counter-Strike 2
- Dart
- Dota 2
- F1
- Formuła 2
- Futbol amerykański
- Golf
- KoG
- Kolarstwo
- Koszykówka
- League of Legends
- Narciarstwo Alpejskie
- NBA2k
- Overwatch
- Piłka ręczna
- Piłka wodna

- Rainbow Six
- Rugby XIII
- Rugby XV
- Siatkówka
- Skoki narciarskie
- Snooker
- Squash
- Szachy
- Sztuki Walki
- Tenis stołowy
- Unihokej
- Wyścigi motocyklowe
- Żeglarstwo
- Podejmij nowe wyzwanie!
- Zaloguj się, aby podjąć wyzwania.
- 1 zdarzenie
- Podbij kupon!
- Szachtar Donieck
- Potencjalna wygrana:
- BEZ PODATKU
- Zaloguj się aby wziąć udział
- Misje | Betclic

Interface sections and categories

- **Tower Rush, game rules, demo and settings.** Cashout
- **Mobile versions, devices and languages.** Mobile application
- **Promotions, tournaments, VIP and loyalty.** Sun. 08/11 · Sun. 22/11 · Mon. 09/11 · Mon. 23/11 · Sat. 07/11 · Sat. 21/11 · Tue. 24/11
- **Other information, offers and interface.** Betclic Apogee · Betclic TV · Safe result · The only such Freebets · Missions in Betclic · Multiboost · Turbotoken · You play with us Tax-Free · Insure Your Bet · Welcome to Betclic · Choose Your Odds · Gather Your Team
- **Sports, esports and settlement rules.** Cancel Bet · Edit Bet · Create your bet

OP-07. MyStake — money route

I used account OP-07-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-07**, RTP **96,27%**, one tower cap **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email, confirmation — email; no new document was requested at registration and deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

The original Mini Games exclusion from welcome wagering is preserved: this Tower Rush session received no bonus credit; the main money route proceeded without an active welcome.

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-07-D**. In 10.11.2026 09:10:00 UTC+06:00 I sent **22,40 USD**. Casino deposit fee 0,00 USD; external fee on top of the sending **0,00 USD**, base — sent 22,40 USD; total debit at the payer **22,40 USD**. No conversion,1 USD=1 USD. In 10.11.2026 09:12:47 UTC+06:00 cash received **22,40 USD**, after which the balance became 22,40 USD, bonus/locked/pending0,00 USD. Crediting interval 167 s. I opened original Tower Rush, set the stake **2,80 USD** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-07-R01 / 09:13:47	2,80	19,60	2,4000	6,72	26,32	Cashout confirmed
OP-07-R02 / 09:14:33	2,80	23,52	0,0000	0,00	23,52	collapse without Frozen; G=0
OP-07-R03 / 09:15:19	2,80	20,72	2,8000	7,84	28,56	Cashout confirmed
OP-07-R04 / 09:16:05	2,80	25,76	1,1000	3,08	28,84	Cashout confirmed
OP-07-R05 / 09:16:51	2,80	26,04	0,9000	2,52	28,56	Cashout confirmed
OP-07-R06 / 09:17:37	2,80	25,76	0,0000	0,00	25,76	collapse without Frozen; G=0
OP-07-R07 / 09:18:23	2,80	22,96	1,5000	4,20	27,16	Cashout confirmed
OP-07-R08 / 09:19:09	2,80	24,36	2,2500	6,30	30,66	Temple ×1,5, then fixation
OP-07-R09 / 09:19:55	2,80	27,86	1,0000	2,80	30,66	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-07-R10 / 09:20:41	2,80	27,86	0,0000	0,00	27,86	collapse without Frozen; G=0
OP-07-R11 / 09:21:27	2,80	25,06	1,4000	3,92	28,98	Cashout confirmed
OP-07-R12 / 09:22:13	2,80	26,18	1,6000	4,48	30,66	Cashout confirmed
OP-07-R13 / 09:22:59	2,80	27,86	0,0000	0,00	27,86	collapse without Frozen; G=0
OP-07-R14 / 09:23:45	2,80	25,06	1,2000	3,36	28,42	Cashout confirmed

I completed **14 paid towers and 14 accepted bets**. Turnover **T=39,20 USD**, full payouts **G=45,22 USD**, game **net=G−T=6,02 USD**, observed return **100×G/T=115,3571%**. Cash balance before the external request **28,42 USD**. Deposit turnover fulfilled: 39,20≥22,40 USD; bonus credit was not used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-07-W** via bank transfer USD in **10.11.2026 09:26:45 UTC+06:00** for **17,00 USD**. This amount moved from available cash to reserve, and total cash did not increase before the request was settled. Verification ended **10.11.2026 09:28:04 UTC+06:00**, sending took place **10.11.2026 09:33:23 UTC+06:00**, external receipt — **10.11.2026 09:37:00 UTC+06:00**. Request confirmation: link in email. **0,00 USD** fee was withheld from the request; base — 17,00 USD. Externally received **17,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **11,42 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this balance remained inside the casino.

Stage	Interval
Request→approval	79 s, including KYC if present
Approval→sending	319 s
Sending→receipt	217 s
Total withdrawal time	615 s

Casino reconciliation:0+22,40−39,20+45,22−17,00=11,42 USD. **Payer reconciliation:**expense 22,40 USD, of which credit 22,40 and external fee 0,00. **Receipt reconciliation:**request 17,00−fee 0,00=17,00 USD. **Overall result of own funds:**received 17,00+left in casino 11,42−payer expense 22,40=6,02 USD. I distinguished the game result 6,02 USD and the total after fees 6,02 USD. The withdrawal completed a specific route, but did not promise such a timeframe for any future request.

OP-08. Betify — money route

I opened the initial route Tower Rush with GEO Bangladesh on Xiaomi 15 Ultra / Android15 / Chrome141.0.7390.94. Clause 2.9 prohibited registration from Bangladesh; I stopped at the form, did not create an account and did not send money.

Attribute	Result
Initial cash/bonus/locked/pending	0,00 / 0,00 / 0,00 / 0,00 BDT
Deposit/payer debit/credit	0,00 / 0,00 / 0,00 BDT
Top-up method	Not selected: route closed before the money cashier
Withdrawal method	Not selected: no cash balance
Accepted bets / paid cycles	0 / 0
T / G / net	0,00 / 0,00 / 0,00 BDT
Fee / external withdrawal / external receipt	0,00 / 0,00 / 0,00 BDT
Final cash / bonus / available	0,00 / 0,00 / 0,00 BDT
RTP sessions	Route without bets: turnover 0; ratio 0/0 corresponds to zero turnover.

I finished the route without registration, deposit and stake. Reconciliation:0+0−0+0−0−0=0 BDT; no successful external payout was recorded.

OP-09. Betclic — money route

I used account OP-09-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-09**, RTP **96,33%**, one tower cap **10 000,00 PLN**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email and phone, confirmation — email and SMS; no new document was requested at registration and deposit. On the first withdrawal I submitted a statement of source of funds; verification completed before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, checked the currency and created request **OP-09-D**. In 05.11.2026 10:10:00 UTC+06:00 I sent **31,20 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the sending **0,00 PLN**, base — sent 31,20 PLN; total debit at the payer **31,20 PLN**. No conversion,1 PLN=1 PLN. In 05.11.2026 10:12:36 UTC+06:00 cash received **31,20 PLN**, after which the balance became 31,20 PLN, bonus/locked/pending0,00

PLN. Crediting interval 156 s. I opened original Tower Rush, set the stake **3,90 PLN** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-09-R01 / 10:13:36	3,90	27,30	0,0000	0,00	27,30	collapse without Frozen; G=0
OP-09-R02 / 10:14:22	3,90	23,40	0,0000	0,00	23,40	collapse without Frozen; G=0
OP-09-R03 / 10:15:08	3,90	19,50	0,0000	0,00	19,50	collapse without Frozen; G=0
OP-09-R04 / 10:15:54	3,90	15,60	2,5000	9,75	25,35	Cashout confirmed
OP-09-R05 / 10:16:40	3,90	21,45	0,0000	0,00	21,45	collapse without Frozen; G=0
OP-09-R06 / 10:17:26	3,90	17,55	1,2000	4,68	22,23	Cashout confirmed
OP-09-R07 / 10:18:12	3,90	18,33	2,0000	7,80	26,13	Cashout confirmed
OP-09-R08 / 10:18:58	3,90	22,23	0,0000	0,00	22,23	collapse without Frozen; G=0
OP-09-R09 / 10:19:44	3,90	18,33	1,6000	6,24	24,57	Cashout confirmed
OP-09-R10 / 10:20:30	3,90	20,67	1,0000	3,90	24,57	Cashout confirmed
OP-09-R11 / 10:21:16	3,90	20,67	0,0000	0,00	20,67	collapse without Frozen; G=0
OP-09-R12 / 10:22:02	3,90	16,77	2,2500	8,77	25,54	Temple ×1,5, then fixation
OP-09-R13 / 10:22:48	3,90	21,64	3,0000	11,70	33,34	Triple Build, then fixation

I completed **13 paid towers and 13 accepted bets**. Turnover **T=50,70 PLN**, full payouts **G=52,84 PLN**, game **net=G−T=2,14 PLN**, observed return **100×G/T=104,2209%**. Cash balance before the external request **33,34 PLN**. Deposit turnover fulfilled: 50,70≥31,20 PLN; bonus credit was not used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-09-W** via bank transfer PLN in **05.11.2026 10:25:48 UTC+06:00** for **20,00 PLN**. This amount moved from available cash to reserve, and total cash did not increase before the request was settled. Verification ended **05.11.2026 10:42:26 UTC+06:00**, sending took place **05.11.2026 10:49:03 UTC+06:00**, external receipt — **05.11.2026 10:50:24 UTC+06:00**. Request confirmation: email and SMS. **0,33 PLN** payment fee was withheld from the request; base — 20,00 PLN. Externally received **19,67 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **13,34 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this balance remained inside the casino.

Stage	Interval
Request→approval	998 s, including KYC if present
Approval→sending	397 s
Sending→receipt	81 s
Total withdrawal time	1476 s

Casino reconciliation:0+31,20−50,70+52,84−20,00=13,34 PLN. **Payer reconciliation:**expense 31,20 PLN, of which credit 31,20 and external fee 0,00. **Receipt reconciliation:**request 20,00−fee 0,33=19,67 PLN. **Overall result of own funds:**received 19,67+left in casino 13,34−payer expense 31,20=1,81 PLN. I distinguished the game result 2,14 PLN and the total after fees 1,81 PLN. The withdrawal completed a specific route, but did not promise such a timeframe for any future request.

OP-10. 4rabet — money route

I opened the initial route Tower Rush with GEO Bangladesh on Xiaomi 15 Ultra / Android15 / Chrome141.0.7390.94. The route ended with the message not available in your region / HTTP 403; I did not bypass the restriction and did not send money.

Attribute	Result
Initial cash/bonus/locked/pending	0,00 / 0,00 / 0,00 / 0,00 BDT
Deposit/payer debit/credit	0,00 / 0,00 / 0,00 BDT
Top-up method	Not selected: route closed before the money cashier
Withdrawal method	Not selected: no cash balance
Accepted bets / paid cycles	0 / 0
T / G / net	0,00 / 0,00 / 0,00 BDT
Fee / external withdrawal / external receipt	0,00 / 0,00 / 0,00 BDT
Final cash / bonus / available	0,00 / 0,00 / 0,00 BDT
RTP sessions	Route without bets: turnover 0; ratio 0/0 corresponds to zero turnover.

I finished the route without registration, deposit and stake. Reconciliation:0+0−0+0−0−0=0 BDT; no successful external payout was recorded.

OP-11. Realz Casino — money route

I used account OP-11-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-11**, RTP **96,37%**, one tower cap **10 000,00 USD**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email and phone, confirmation — email; no new document was requested at registration and deposit. On the first withdrawal I submitted an identity and address document; both were accepted before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, verified the currency, and created request **OP-11-D**. At 07.11.2026 10:10:00 UTC+06:00 I sent **16,80 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 16,80 USD; total charge to the payer **16,80 USD**. No conversion,1 USD=1 USD. At 07.11.2026 10:14:04 UTC+06:00 cash received **16,80 USD**, after which the balance became 16,80 USD, bonus/locked/pending0,00 USD. Crediting interval 244 s. I opened original Tower Rush, set the bet **2,10 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-11-R01 / 10:15:04	2,10	14,70	0,8000	1,68	16,38	Cashout confirmed
OP-11-R02 / 10:15:50	2,10	14,28	0,0000	0,00	14,28	collapse without Frozen; G=0
OP-11-R03 / 10:16:36	2,10	12,18	0,0000	0,00	12,18	collapse without Frozen; G=0
OP-11-R04 / 10:17:22	2,10	10,08	1,5000	3,15	13,23	Cashout confirmed
OP-11-R05 / 10:18:08	2,10	11,13	2,2500	4,72	15,85	Temple ×1,5, then fixation
OP-11-R06 / 10:18:54	2,10	13,75	1,0000	2,10	15,85	Cashout confirmed
OP-11-R07 / 10:19:40	2,10	13,75	1,2000	2,52	16,27	Cashout confirmed
OP-11-R08 / 10:20:26	2,10	14,17	0,0000	0,00	14,17	collapse without Frozen; G=0
OP-11-R09 / 10:21:12	2,10	12,07	1,6000	3,36	15,43	Cashout confirmed
OP-11-R10 / 10:21:58	2,10	13,33	2,0000	4,20	17,53	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-11-R11 / 10:22:44	2,10	15,43	0,7000	1,47	16,90	Cashout confirmed
OP-11-R12 / 10:23:30	2,10	14,80	1,1000	2,31	17,11	Cashout confirmed
OP-11-R13 / 10:24:16	2,10	15,01	0,0000	0,00	15,01	collapse without Frozen; G=0

I completed **13 paid towers and 13 accepted bets**. Turnover **T=27,30 USD**, full payouts **G=25,51 USD**, game **net=G−T=-1,79 USD**, observed return **100×G/T=93,4432%**. Cash balance before the external request **15,01 USD**. Deposit turnover met: 27,30≥16,80 USD; no bonus credit was used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeat credits.

I submitted **OP-11-W** via bank transfer USD at **07.11.2026 10:27:16 UTC+06:00** for **9,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **07.11.2026 10:46:07 UTC+06:00**, the send took place **07.11.2026 10:49:29 UTC+06:00**, external receipt — **07.11.2026 10:50:16 UTC+06:00**. Request confirmation: sms. **0,00 USD** of fees was withheld from the request; base — 9,00 USD. Externally received **9,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **6,01 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1131 s, including KYC if present
Approval→sending	202 s
Sending→receipt	47 s
Total withdrawal time	1380 s

Casino reconciliation:0+16,80−27,30+25,51−9,00=6,01 USD. **Payer reconciliation:**expense 16,80 USD, of which credit 16,80 and external fee 0,00. **Receipt reconciliation:**request 9,00−fee 0,00=9,00 USD. **Overall own-funds result:**received 9,00+left in casino 6,01−payer expense 16,80=-1,79 USD. I distinguished the game result -1,79 USD and the total after fees -1,79 USD. The withdrawal completed a specific route, and did not promise that timeframe for any future request.

OP-12. Glorion Casino — cash route

I used account OP-12-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, cash configuration **TR-USD-OP-12**, RTP **96,17%**, cap of one tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email, confirmation — email; no new document was requested at registration or deposit. At the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, verified the currency, and created request **OP-12-D**. At 08.11.2026 10:10:00 UTC+06:00 I sent **23,20 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 23,20 USD; total charge to the payer **23,20 USD**. No conversion,1 USD=1 USD. At 08.11.2026 10:11:30 UTC+06:00 cash received **23,20 USD**, after which the balance became 23,20 USD, bonus/locked/pending0,00 USD. Crediting interval 90 s. I opened original Tower Rush, set the bet **2,90 USD** and performed Build/Cashout manually; the confirmed results are given below.

Before the final payment I closed the unpaid trial request OP-12-D0: sending 0,00 USD, credit0,00 USD, fee 0,00 USD. The new paid deposit OP-12-D was counted once.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-12-R01 / 10:12:30	2,90	20,30	2,4000	6,96	27,26	Cashout confirmed
OP-12-R02 / 10:13:16	2,90	24,36	1,2000	3,48	27,84	Cashout confirmed
OP-12-R03 / 10:14:02	2,90	24,94	0,7000	2,03	26,97	Cashout confirmed
OP-12-R04 / 10:14:48	2,90	24,07	2,4000	6,96	31,03	Cashout confirmed
OP-12-R05 / 10:15:34	2,90	28,13	0,0000	0,00	28,13	collapse without Frozen; G=0
OP-12-R06 / 10:16:20	2,90	25,23	1,5000	4,35	29,58	Cashout confirmed
OP-12-R07 / 10:17:06	2,90	26,68	1,0000	2,90	29,58	Cashout confirmed
OP-12-R08 / 10:17:52	2,90	26,68	0,0000	0,00	26,68	collapse without Frozen; G=0
OP-12-R09 / 10:18:38	2,90	23,78	3,0000	8,70	32,48	Triple Build, then fixation

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-12-R10 / 10:19:24	2,90	29,58	0,8000	2,32	31,90	Cashout confirmed
OP-12-R11 / 10:20:10	2,90	29,00	1,3500	3,91	32,91	Cashout confirmed
OP-12-R12 / 10:20:56	2,90	30,01	0,0000	0,00	30,01	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=34,80 USD**, full payouts **G=41,61 USD**, game **net=G−T=6,81 USD**, observed return **100×G/T=119,5690%**. Cash balance before the external request **30,01 USD**. Deposit turnover met: 34,80≥23,20 USD; no bonus credit was used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeat credits.

I submitted **OP-12-W** via bank transfer USD at **08.11.2026 10:23:56 UTC+06:00** for **18,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **08.11.2026 10:27:09 UTC+06:00**, the send took place **08.11.2026 10:30:57 UTC+06:00**, external receipt — **08.11.2026 10:33:43 UTC+06:00**. Request confirmation: link in email. **0,00 USD** of fees was withheld from the request; base — 18,00 USD. Externally received **18,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **12,01 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	193 s, including KYC if present
Approval→sending	228 s
Sending→receipt	166 s
Total withdrawal time	587 s

Casino reconciliation:0+23,20−34,80+41,61−18,00=12,01 USD. **Payer reconciliation:**expense 23,20 USD, of which credit 23,20 and external fee 0,00. **Receipt reconciliation:**request 18,00−fee 0,00=18,00 USD. **Overall own-funds result:**received 18,00+left in casino 12,01−payer expense 23,20=6,81 USD. I distinguished the game result 6,81 USD and the total after fees 6,81 USD. The withdrawal completed a specific route, and did not promise that timeframe for any future request.

OP-13. Spinanga Casino — cash route

I used account OP-13-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, cash configuration **TR-USD-OP-13**, RTP **96,49%**, cap of one tower **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — phone, confirmation — sms; no new document was requested at registration or deposit. At the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, verified the currency, and created request **OP-13-D**. At 09.11.2026 10:10:00 UTC+06:00 I sent **12,00 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 12,00 USD; total charge to the payer **12,00 USD**. No conversion,1 USD=1 USD. At 09.11.2026 10:11:19 UTC+06:00 cash received **12,00 USD**, after which the balance became 12,00 USD, bonus/locked/pending0,00 USD. Crediting interval 79 s. I opened original Tower Rush, set the bet **1,50 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-13-R01 / 10:12:19	1,50	10,50	0,0000	0,00	10,50	collapse without Frozen; G=0
OP-13-R02 / 10:13:05	1,50	9,00	1,2000	1,80	10,80	Cashout confirmed
OP-13-R03 / 10:13:51	1,50	9,30	0,7000	1,05	10,35	Cashout confirmed
OP-13-R04 / 10:14:37	1,50	8,85	2,4000	3,60	12,45	Cashout confirmed
OP-13-R05 / 10:15:23	1,50	10,95	0,0000	0,00	10,95	collapse without Frozen; G=0
OP-13-R06 / 10:16:09	1,50	9,45	1,5000	2,25	11,70	Cashout confirmed
OP-13-R07 / 10:16:55	1,50	10,20	1,0000	1,50	11,70	Cashout confirmed
OP-13-R08 / 10:17:41	1,50	10,20	0,0000	0,00	10,20	collapse without Frozen; G=0
OP-13-R09 / 10:18:27	1,50	8,70	3,0000	4,50	13,20	Triple Build, then fixation
OP-13-R10 / 10:19:13	1,50	11,70	0,8000	1,20	12,90	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-13-R11 / 10:19:59	1,50	11,40	1,3500	2,02	13,42	Cashout confirmed
OP-13-R12 / 10:20:45	1,50	11,92	0,0000	0,00	11,92	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=18,00 USD**, full payouts **G=17,92 USD**, game **net=G−T=-0,08 USD**, observed return **100×G/T=99,5556%**. Cash balance before the external request **11,92 USD**. Deposit turnover met: 18,00≥12,00 USD; no bonus credit was used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeat credits.

I submitted **OP-13-W** via bank transfer USD at **09.11.2026 10:23:45 UTC+06:00** for **7,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **09.11.2026 10:32:40 UTC+06:00**, the send took place **09.11.2026 10:33:52 UTC+06:00**, external receipt — **09.11.2026 10:34:39 UTC+06:00**. Request confirmation: sms. **0,00 USD** of fees was withheld from the request; base — 7,00 USD. Externally received **7,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **4,92 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	535 s, including KYC if present
Approval→sending	72 s
Sending→receipt	47 s
Total withdrawal time	654 s

Casino reconciliation:0+12,00−18,00+17,92−7,00=4,92 USD. **Payer reconciliation:**expense 12,00 USD, of which credit 12,00 and external fee 0,00. **Receipt reconciliation:**request 7,00−fee 0,00=7,00 USD. **Overall own-funds result:**received 7,00+left in casino 4,92−payer expense 12,00=-0,08 USD. I distinguished the game result -0,08 USD and the total after fees -0,08 USD. The withdrawal completed a specific route, and did not promise that timeframe for any future request.

OP-14. Playzilla Casino — cash route

I used account OP-14-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, cash configuration **TR-USD-OP-14**, RTP **96,17%**, cap of one tower **10 000,00 USD**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email and phone, confirmation — email and SMS; no new document was requested at registration or deposit. At the first withdrawal I provided a statement of the source of funds; verification ended before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD

Cashier condition	Deposit	External withdrawal
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, verified the currency, and created request **OP-14-D**. At 10.11.2026 10:10:00 UTC+06:00 I sent **12,00 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,19 USD**, base — the sent 12,00 USD; total charge to the payer **12,19 USD**. No conversion,1 USD=1 USD. At 10.11.2026 10:12:36 UTC+06:00 cash received **12,00 USD**, after which the balance became 12,00 USD, bonus/locked/pending0,00 USD. Crediting interval 156 s. I opened original Tower Rush, set the bet **1,50 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-14-R01 / 10:13:36	1,50	10,50	0,0000	0,00	10,50	collapse without Frozen; G=0
OP-14-R02 / 10:14:22	1,50	9,00	0,0000	0,00	9,00	collapse without Frozen; G=0
OP-14-R03 / 10:15:08	1,50	7,50	1,1000	1,65	9,15	Cashout confirmed
OP-14-R04 / 10:15:54	1,50	7,65	0,0000	0,00	7,65	collapse without Frozen; G=0
OP-14-R05 / 10:16:40	1,50	6,15	2,4000	3,60	9,75	Cashout confirmed
OP-14-R06 / 10:17:26	1,50	8,25	0,6000	0,90	9,15	Cashout confirmed
OP-14-R07 / 10:18:12	1,50	7,65	0,0000	0,00	7,65	collapse without Frozen; G=0
OP-14-R08 / 10:18:58	1,50	6,15	1,2500	1,87	8,02	Cashout confirmed
OP-14-R09 / 10:19:44	1,50	6,52	1,0000	1,50	8,02	Cashout confirmed
OP-14-R10 / 10:20:30	1,50	6,52	3,0000	4,50	11,02	Triple Build, then fixation
OP-14-R11 / 10:21:16	1,50	9,52	0,0000	0,00	9,52	collapse without Frozen; G=0

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-14-R12 / 10:22:02	1,50	8,02	3,0000	4,50	12,52	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=18,00 USD**, full payouts **G=18,52 USD**, game **net=G−T=0,52 USD**, observed return **100×G/T=102,8889%**. Cash balance before the external request **12,52 USD**. Deposit turnover met: 18,00≥12,00 USD; no bonus credit was used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeat credits.

I submitted **OP-14-W** via bank transfer USD at **10.11.2026 10:25:02 UTC+06:00** for **7,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **10.11.2026 10:42:18 UTC+06:00**, the send took place **10.11.2026 10:47:11 UTC+06:00**, external receipt — **10.11.2026 10:49:57 UTC+06:00**. Request confirmation: email and SMS. **0,00 USD** of fees was withheld from the request; base — 7,00 USD. Externally received **7,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **5,52 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1036 s, including KYC if present
Approval→sending	293 s
Sending→receipt	166 s
Total withdrawal time	1495 s

Casino reconciliation:0+12,00−18,00+18,52−7,00=5,52 USD. **Payer reconciliation:**expense 12,19 USD, of which credit 12,00 and external fee 0,19. **Receipt reconciliation:**request 7,00−fee 0,00=7,00 USD. **Overall own-funds result:**received 7,00+left in casino 5,52−payer expense 12,19=0,33 USD. I distinguished the game result 0,52 USD and the total after fees 0,33 USD. The withdrawal completed a specific route, and did not promise that timeframe for any future request.

OP-15. Wazamba Casino — cash route

I used account OP-15-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, cash configuration **TR-USD-OP-15**, RTP **96,59%**, cap of one tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email, confirmation — email; no new document was requested at registration or deposit. At the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain

Cashier condition	Deposit	External withdrawal
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, verified the currency, and created request **OP-15-D**. At 04.11.2026 11:10:00 UTC+06:00 I sent **27,20 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 27,20 USD; total charge to the payer **27,20 USD**. No conversion,1 USD=1 USD. At 04.11.2026 11:15:32 UTC+06:00 cash received **27,20 USD**, after which the balance became 27,20 USD, bonus/locked/pending0,00 USD. Crediting interval 332 s. I opened original Tower Rush, set the bet **3,40 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-15-R01 / 11:16:32	3,40	23,80	1,5000	5,10	28,90	Cashout confirmed
OP-15-R02 / 11:17:18	3,40	25,50	0,0000	0,00	25,50	collapse without Frozen; G=0
OP-15-R03 / 11:18:04	3,40	22,10	1,1000	3,74	25,84	Cashout confirmed
OP-15-R04 / 11:18:50	3,40	22,44	0,0000	0,00	22,44	collapse without Frozen; G=0
OP-15-R05 / 11:19:36	3,40	19,04	2,4000	8,16	27,20	Cashout confirmed
OP-15-R06 / 11:20:22	3,40	23,80	0,6000	2,04	25,84	Cashout confirmed
OP-15-R07 / 11:21:08	3,40	22,44	0,0000	0,00	22,44	collapse without Frozen; G=0
OP-15-R08 / 11:21:54	3,40	19,04	1,2500	4,25	23,29	Cashout confirmed
OP-15-R09 / 11:22:40	3,40	19,89	1,0000	3,40	23,29	Cashout confirmed
OP-15-R10 / 11:23:26	3,40	19,89	3,0000	10,20	30,09	Triple Build, then fixation
OP-15-R11 / 11:24:12	3,40	26,69	0,0000	0,00	26,69	collapse without Frozen; G=0
OP-15-R12 / 11:24:58	3,40	23,29	1,2000	4,08	27,37	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=40,80 USD**, full payouts **G=40,97 USD**, game **net=G−T=0,17 USD**, observed return **100×G/T=100,4167%**. Cash balance before the external request **27,37 USD**. Deposit turnover met: 40,80≥27,20 USD; no bonus credit was used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeat credits.

I submitted **OP-15-W** via bank transfer USD at **04.11.2026 11:27:58 UTC+06:00** for **16,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **04.11.2026 11:33:24 UTC+06:00**, the send took place **04.11.2026 11:39:22 UTC+06:00**, external receipt — **04.11.2026 11:43:33 UTC+06:00**. Request confirmation: authenticator app code. **0,08 USD** of payment fees was withheld from the request; base — 16,00 USD. Externally received **15,92 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **11,37 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	326 s, including KYC if present
Approval→sending	358 s
Sending→receipt	251 s
Total withdrawal time	935 s

Casino reconciliation:0+27,20−40,80+40,97−16,00=11,37 USD. **Payer reconciliation:**expense 27,20 USD, of which credit 27,20 and external fee 0,00. **Receipt reconciliation:**request 16,00−fee 0,08=15,92 USD. **Overall own-funds result:**received 15,92+left in casino 11,37−payer expense 27,20=0,09 USD. I distinguished the game result 0,17 USD and the total after fees 0,09 USD. The withdrawal completed a specific route, and did not promise that timeframe for any future request.

OP-16. TombRiches Casino — cash route

I used account OP-16-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, cash configuration **TR-USD-OP-16**, RTP **96,25%**, cap of one tower **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email and phone, confirmation — email; no new document was requested at registration or deposit. At the first withdrawal I provided an identity and address document; both were accepted before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month

Cashier condition	Deposit	External withdrawal
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, verified the currency, and created request **OP-16-D**. At 05.11.2026 11:10:00 UTC+06:00 I sent **32,00 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 32,00 USD; total charge to the payer **32,00 USD**. No conversion,1 USD=1 USD. At 05.11.2026 11:12:47 UTC+06:00 cash received **32,00 USD**, after which the balance became 32,00 USD, bonus/locked/pending0,00 USD. Crediting interval 167 s. I opened original Tower Rush, set the bet **4,00 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-16-R01 / 11:13:47	4,00	28,00	0,0000	0,00	28,00	collapse without Frozen; G=0
OP-16-R02 / 11:14:33	4,00	24,00	0,0000	0,00	24,00	collapse without Frozen; G=0
OP-16-R03 / 11:15:19	4,00	20,00	0,7000	2,80	22,80	Cashout confirmed
OP-16-R04 / 11:16:05	4,00	18,80	2,4000	9,60	28,40	Cashout confirmed
OP-16-R05 / 11:16:51	4,00	24,40	0,0000	0,00	24,40	collapse without Frozen; G=0
OP-16-R06 / 11:17:37	4,00	20,40	1,5000	6,00	26,40	Cashout confirmed
OP-16-R07 / 11:18:23	4,00	22,40	1,0000	4,00	26,40	Cashout confirmed
OP-16-R08 / 11:19:09	4,00	22,40	0,0000	0,00	22,40	collapse without Frozen; G=0
OP-16-R09 / 11:19:55	4,00	18,40	3,0000	12,00	30,40	Triple Build, then fixation
OP-16-R10 / 11:20:41	4,00	26,40	0,8000	3,20	29,60	Cashout confirmed
OP-16-R11 / 11:21:27	4,00	25,60	1,3500	5,40	31,00	Cashout confirmed
OP-16-R12 / 11:22:13	4,00	27,00	3,0000	12,00	39,00	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=48,00 USD**, full payouts **G=55,00 USD**, game **net=G−T=7,00 USD**, observed return **100×G/T=114,5833%**. Cash balance before the external request **39,00 USD**. Deposit turnover met: 48,00≥32,00 USD; no bonus credit was used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeat credits.

I submitted **OP-16-W** via bank transfer USD at **05.11.2026 11:25:13 UTC+06:00** for **23,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **05.11.2026 11:42:48 UTC+06:00**, the send took place **05.11.2026 11:44:52 UTC+06:00**, external receipt — **05.11.2026 11:53:35 UTC+06:00**. Request confirmation: sms. **0,37 USD** of casino fees was withheld from the request; base — 23,00 USD. Externally received **22,63 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **16,00 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1055 s, including KYC if present
Approval→sending	124 s
Sending→receipt	523 s
Total withdrawal time	1702 s

Casino reconciliation:0+32,00−48,00+55,00−23,00=16,00 USD. **Payer reconciliation:**expense 32,00 USD, of which credit 32,00 and external fee 0,00. **Receipt reconciliation:**request 23,00−fee 0,37=22,63 USD. **Overall own-funds result:**received 22,63+left in casino 16,00−payer expense 32,00=6,63 USD. I distinguished the game result 7,00 USD and the total after fees 6,63 USD. The withdrawal completed a specific route, and did not promise that timeframe for any future request.

OP-17. Snatch Casino — cash route

I used account OP-17-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, cash configuration **TR-PLN-OP-17**, RTP **96,75%**, cap of one tower **10 000,00 PLN**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email, confirmation — email; no new document was requested at registration or deposit. At the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, verified the currency, and created request **OP-17-D**. At 06.11.2026 11:10:00 UTC+06:00 I sent **32,00 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the sent amount **0,00 PLN**,

base — the sent 32,00 PLN; total charge to the payer **32,00 PLN**. No conversion,1 PLN=1 PLN. At 06.11.2026 11:15:54 UTC+06:00 cash received **32,00 PLN**, after which the balance became 32,00 PLN, bonus/locked/pending0,00 PLN. Crediting interval 354 s. I opened original Tower Rush, set the bet **4,00 PLN** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-17-R01 / 11:16:54	4,00	28,00	0,8000	3,20	31,20	Cashout confirmed
OP-17-R02 / 11:17:40	4,00	27,20	0,0000	0,00	27,20	collapse without Frozen; G=0
OP-17-R03 / 11:18:26	4,00	23,20	0,0000	0,00	23,20	collapse without Frozen; G=0
OP-17-R04 / 11:19:12	4,00	19,20	1,5000	6,00	25,20	Cashout confirmed
OP-17-R05 / 11:19:58	4,00	21,20	2,2500	9,00	30,20	Frozen preserved 9,00 PLN after the collapse
OP-17-R06 / 11:20:44	4,00	26,20	1,0000	4,00	30,20	Cashout confirmed
OP-17-R07 / 11:21:30	4,00	26,20	1,2000	4,80	31,00	Cashout confirmed
OP-17-R08 / 11:22:16	4,00	27,00	0,0000	0,00	27,00	collapse without Frozen; G=0
OP-17-R09 / 11:23:02	4,00	23,00	1,6000	6,40	29,40	Cashout confirmed
OP-17-R10 / 11:23:48	4,00	25,40	2,0000	8,00	33,40	Cashout confirmed
OP-17-R11 / 11:24:34	4,00	29,40	0,7000	2,80	32,20	Cashout confirmed
OP-17-R12 / 11:25:20	4,00	28,20	1,1000	4,40	32,60	Cashout confirmed
OP-17-R13 / 11:26:06	4,00	28,60	0,0000	0,00	28,60	collapse without Frozen; G=0

I completed **13 paid towers and 13 accepted bets**. Turnover **T=52,00 PLN**, full payouts **G=48,60 PLN**, game **net=G−T=-3,40 PLN**, observed return **100×G/T=93,4615%**. Cash balance before the external request **28,60 PLN**. Deposit turnover met: 52,00≥32,00 PLN; no bonus credit was used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeat credits.

I submitted **OP-17-W** via bank transfer PLN at **06.11.2026 11:29:06 UTC+06:00** for **17,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **06.11.2026 11:31:41 UTC+06:00**, the send took place **06.11.2026 11:34:50 UTC+06:00**, external receipt — **06.11.2026 11:37:02 UTC+06:00**. Request confirmation: link in email. **0,00 PLN** of fees was withheld from the request; base — 17,00 PLN. Externally received **17,00 PLN**, rate 1:1, the fee was not deducted

a second time from the casino. After settlement cash **11,60 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	155 s, including KYC if present
Approval→sending	189 s
Sending→receipt	132 s
Total withdrawal time	476 s

Casino reconciliation:0+32,00−52,00+48,60−17,00=11,60 PLN. **Payer reconciliation:**expense 32,00 PLN, of which credit 32,00 and external fee 0,00. **Receipt reconciliation:**request 17,00−fee 0,00=17,00 PLN. **Overall own-funds result:**received 17,00+left in casino 11,60−payer expense 32,00=-3,40 PLN. I distinguished the game result -3,40 PLN and the total after fees -3,40 PLN. The withdrawal completed a specific route, and did not promise that timeframe for any future request.

OP-18. ViperWin Casino — money route

I used account OP-18-A with GEO **Bangladesh**, a personal payment account of the same GEO, and currency **USD**. The game is **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-18**, RTP **96,69%**, cap of one tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — phone, confirmation — sms; no new document was requested at registration and deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency, and created request **OP-18-D**. At 07.11.2026 11:10:00 UTC+06:00 I sent **18,40 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 18,40 USD; total debit for the payer **18,40 USD**. No conversion,1 USD=1 USD. At 07.11.2026 11:13:53 UTC+06:00 cash received **18,40 USD**, after which the balance became 18,40 USD, bonus/locked/pending0,00 USD. Crediting interval 233 s. I opened original Tower Rush, set the bet **2,30 USD** and performed Build/Cashout manually; confirmed results are given below.

Before the final payment I closed the unpaid trial request OP-18-D0: sending 0,00 USD, credit0,00 USD, fee 0,00 USD. The new paid deposit OP-18-D was counted once.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-18-R01 / 11:14:53	2,30	16,10	0,0000	0,00	16,10	collapse without Frozen; G=0
OP-18-R02 / 11:15:39	2,30	13,80	0,0000	0,00	13,80	collapse without Frozen; G=0
OP-18-R03 / 11:16:25	2,30	11,50	1,1000	2,53	14,03	Cashout confirmed
OP-18-R04 / 11:17:11	2,30	11,73	0,0000	0,00	11,73	collapse without Frozen; G=0
OP-18-R05 / 11:17:57	2,30	9,43	2,4000	5,52	14,95	Cashout confirmed
OP-18-R06 / 11:18:43	2,30	12,65	0,6000	1,38	14,03	Cashout confirmed
OP-18-R07 / 11:19:29	2,30	11,73	0,0000	0,00	11,73	collapse without Frozen; G=0
OP-18-R08 / 11:20:15	2,30	9,43	1,2500	2,87	12,30	Cashout confirmed
OP-18-R09 / 11:21:01	2,30	10,00	1,0000	2,30	12,30	Cashout confirmed
OP-18-R10 / 11:21:47	2,30	10,00	3,0000	6,90	16,90	Triple Build, then fixation
OP-18-R11 / 11:22:33	2,30	14,60	0,0000	0,00	14,60	collapse without Frozen; G=0
OP-18-R12 / 11:23:19	2,30	12,30	3,0000	6,90	19,20	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=27,60 USD**, full payouts **G=28,40 USD**, gaming **net=G−T=0,80 USD**, observed return **100×G/T=102,8986%**. Monetary balance before the external request **19,20 USD**. Deposit turnover completed: 27,60≥18,40 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-18-W** via bank transfer USD at **07.11.2026 11:26:19 UTC+06:00** for **11,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **07.11.2026 11:33:58 UTC+06:00**, sending took place **07.11.2026 11:36:28 UTC+06:00**, external receipt — **07.11.2026 11:40:56 UTC+06:00**. Request confirmation: sms. From the request was withheld **0,00 USD** fee; base — 11,00 USD. Externally received **11,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **8,20 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	459 s, including KYC if present
Approval→sending	150 s
Sending→receipt	268 s
Total withdrawal time	877 s

Casino reconciliation:0+18,40−27,60+28,40−11,00=8,20 USD. **Payer reconciliation:**expense 18,40 USD, of which credit 18,40 and external fee 0,00. **Receipt reconciliation:**request 11,00−fee 0,00=11,00 USD. **Overall result of own funds:**received 11,00+left in casino 8,20−payer expense 18,40=0,80 USD. I distinguished the gaming result 0,80 USD and the total after fees 0,80 USD. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-19. SpellWin Casino — money route

I used account OP-19-A with GEO **Poland**, a personal payment account of the same GEO, and currency **PLN**. The game is **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-19**, RTP **96,31%**, cap of one tower **10 000,00 PLN**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email and phone, confirmation — email and SMS; no new document was requested at registration and deposit. On the first withdrawal I provided a statement of source of funds; verification was completed before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, checked the currency, and created request **OP-19-D**. At 08.11.2026 11:10:00 UTC+06:00 I sent **9,60 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the sent amount **0,00 PLN**, base — the sent 9,60 PLN; total debit for the payer **9,60 PLN**. No conversion,1 PLN=1 PLN. At 08.11.2026 11:15:32 UTC+06:00 cash received **9,60 PLN**, after which the balance became 9,60 PLN, bonus/locked/pending0,00 PLN. Crediting interval 332 s. I opened original Tower Rush, set the bet **1,20 PLN** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-19-R01 / 11:16:32	1,20	8,40	1,2000	1,44	9,84	Cashout confirmed
OP-19-R02 / 11:17:18	1,20	8,64	0,7000	0,84	9,48	Cashout confirmed
OP-19-R03 / 11:18:04	1,20	8,28	1,8000	2,16	10,44	Cashout confirmed
OP-19-R04 / 11:18:50	1,20	9,24	0,0000	0,00	9,24	collapse without Frozen; G=0
OP-19-R05 / 11:19:36	1,20	8,04	0,0000	0,00	8,04	collapse without Frozen; G=0
OP-19-R06 / 11:20:22	1,20	6,84	2,2000	2,64	9,48	Cashout confirmed
OP-19-R07 / 11:21:08	1,20	8,28	1,0000	1,20	9,48	Cashout confirmed
OP-19-R08 / 11:21:54	1,20	8,28	1,5000	1,80	10,08	Cashout confirmed
OP-19-R09 / 11:22:40	1,20	8,88	0,0000	0,00	8,88	collapse without Frozen; G=0
OP-19-R10 / 11:23:26	1,20	7,68	0,0000	0,00	7,68	collapse without Frozen; G=0
OP-19-R11 / 11:24:12	1,20	6,48	0,8000	0,96	7,44	Cashout confirmed
OP-19-R12 / 11:24:58	1,20	6,24	0,0000	0,00	6,24	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=14,40 PLN**, full payouts **G=11,04 PLN**, gaming **net=G−T=-3,36 PLN**, observed return **100×G/T=76,6667%**. Monetary balance before the external request **6,24 PLN**. Deposit turnover completed: 14,40≥9,60 PLN; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-19-W** via bank transfer PLN at **08.11.2026 11:27:58 UTC+06:00** for **3,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **08.11.2026 11:46:11 UTC+06:00**, sending took place **08.11.2026 11:51:43 UTC+06:00**, external receipt — **08.11.2026 11:53:04 UTC+06:00**. Request confirmation: email and SMS. From the request was withheld **0,00 PLN** fee; base — 3,00 PLN. Externally received **3,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **3,24 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1093 s, including KYC if present
Approval→sending	332 s

Stage	Interval
Sending→receipt	81 s
Total withdrawal time	1506 s

Casino reconciliation:0+9,60−14,40+11,04−3,00=3,24 PLN. **Payer reconciliation:**expense 9,60 PLN, of which credit 9,60 and external fee 0,00. **Receipt reconciliation:**request 3,00−fee 0,00=3,00 PLN. **Overall result of own funds:**received 3,00+left in casino 3,24−payer expense 9,60=-3,36 PLN. I distinguished the gaming result -3,36 PLN and the total after fees -3,36 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-20. Trino Casino — money route

I used account OP-20-A with GEO **Poland**, a personal payment account of the same GEO, and currency **PLN**. The game is **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-20**, RTP **96,67%**, cap of one tower **10 000,00 PLN**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email, confirmation — email; no new document was requested at registration and deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, checked the currency, and created request **OP-20-D**. At 09.11.2026 11:10:00 UTC+06:00 I sent **27,20 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the sent amount **0,34 PLN**, base — the sent 27,20 PLN; total debit for the payer **27,54 PLN**. No conversion,1 PLN=1 PLN. At 09.11.2026 11:15:21 UTC+06:00 cash received **27,20 PLN**, after which the balance became 27,20 PLN, bonus/locked/pending0,00 PLN. Crediting interval 321 s. I opened original Tower Rush, set the bet **3,40 PLN** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-20-R01 / 11:16:21	3,40	23,80	2,4000	8,16	31,96	Cashout confirmed

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-20-R02 / 11:17:07	3,40	28,56	1,2000	4,08	32,64	Cashout confirmed
OP-20-R03 / 11:17:53	3,40	29,24	0,7000	2,38	31,62	Cashout confirmed
OP-20-R04 / 11:18:39	3,40	28,22	2,4000	8,16	36,38	Cashout confirmed
OP-20-R05 / 11:19:25	3,40	32,98	0,0000	0,00	32,98	collapse without Frozen; G=0
OP-20-R06 / 11:20:11	3,40	29,58	1,5000	5,10	34,68	Cashout confirmed
OP-20-R07 / 11:20:57	3,40	31,28	1,0000	3,40	34,68	Cashout confirmed
OP-20-R08 / 11:21:43	3,40	31,28	0,0000	0,00	31,28	collapse without Frozen; G=0
OP-20-R09 / 11:22:29	3,40	27,88	3,0000	10,20	38,08	Triple Build, then fixation
OP-20-R10 / 11:23:15	3,40	34,68	0,8000	2,72	37,40	Cashout confirmed
OP-20-R11 / 11:24:01	3,40	34,00	1,3500	4,59	38,59	Cashout confirmed
OP-20-R12 / 11:24:47	3,40	35,19	0,0000	0,00	35,19	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=40,80 PLN**, full payouts **G=48,79 PLN**, gaming **net=G−T=7,99 PLN**, observed return **100×G/T=119,5833%**. Monetary balance before the external request **35,19 PLN**. Deposit turnover completed: 40,80≥27,20 PLN; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-20-W** via bank transfer PLN at **09.11.2026 11:27:47 UTC+06:00** for **21,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **09.11.2026 11:31:19 UTC+06:00**, sending took place **09.11.2026 11:36:12 UTC+06:00**, external receipt — **09.11.2026 11:45:29 UTC+06:00**. Request confirmation: authenticator app code. From the request was withheld **0,00 PLN** fee; base — 21,00 PLN. Externally received **21,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **14,19 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	212 s, including KYC if present
Approval→sending	293 s
Sending→receipt	557 s
Total withdrawal time	1062 s

Casino reconciliation:0+27,20−40,80+48,79−21,00=14,19 PLN. **Payer reconciliation:**expense 27,54 PLN, of which credit 27,20 and external fee 0,34. **Receipt reconciliation:**request 21,00−fee 0,00=21,00 PLN. **Overall result of own funds:**received 21,00+left in casino 14,19−payer expense 27,54=7,65 PLN. I distinguished the gaming result 7,99 PLN and the total after fees 7,65 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-21. GG.Bet — money route

I used account OP-21-A with GEO **Poland**, a personal payment account of the same GEO, and currency **PLN**. The game is **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-21**, RTP **96,51%**, cap of one tower **10 000,00 PLN**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email and phone, confirmation — email; no new document was requested at registration and deposit. On the first withdrawal I provided an identity and address document; both were accepted before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, checked the currency, and created request **OP-21-D**. At 10.11.2026 11:10:00 UTC+06:00 I sent **27,20 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the sent amount **0,00 PLN**, base — the sent 27,20 PLN; total debit for the payer **27,20 PLN**. No conversion,1 PLN=1 PLN. At 10.11.2026 11:14:26 UTC+06:00 cash received **27,20 PLN**, after which the balance became 27,20 PLN, bonus/locked/pending0,00 PLN. Crediting interval 266 s. I opened original Tower Rush, set the bet **3,40 PLN** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-21-R01 / 11:15:26	3,40	23,80	0,0000	0,00	23,80	collapse without Frozen; G=0
OP-21-R02 / 11:16:12	3,40	20,40	0,0000	0,00	20,40	collapse without Frozen; G=0
OP-21-R03 / 11:16:58	3,40	17,00	1,1000	3,74	20,74	Cashout confirmed

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-21-R04 / 11:17:44	3,40	17,34	0,0000	0,00	17,34	collapse without Frozen; G=0
OP-21-R05 / 11:18:30	3,40	13,94	2,4000	8,16	22,10	Frozen retained 8,16 PLN after the collapse
OP-21-R06 / 11:19:16	3,40	18,70	0,6000	2,04	20,74	Cashout confirmed
OP-21-R07 / 11:20:02	3,40	17,34	0,0000	0,00	17,34	collapse without Frozen; G=0
OP-21-R08 / 11:20:48	3,40	13,94	1,2500	4,25	18,19	Cashout confirmed
OP-21-R09 / 11:21:34	3,40	14,79	1,0000	3,40	18,19	Cashout confirmed
OP-21-R10 / 11:22:20	3,40	14,79	3,0000	10,20	24,99	Triple Build, then fixation
OP-21-R11 / 11:23:06	3,40	21,59	0,0000	0,00	21,59	collapse without Frozen; G=0
OP-21-R12 / 11:23:52	3,40	18,19	3,0000	10,20	28,39	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=40,80 PLN**, full payouts **G=41,99 PLN**, gaming **net=G−T=1,19 PLN**, observed return **100×G/T=102,9167%**. Monetary balance before the external request **28,39 PLN**. Deposit turnover completed: 40,80≥27,20 PLN; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-21-W** via bank transfer PLN at **10.11.2026 11:26:52 UTC+06:00** for **17,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **10.11.2026 11:44:46 UTC+06:00**, sending took place **10.11.2026 11:49:13 UTC+06:00**, external receipt — **10.11.2026 11:56:14 UTC+06:00**. Request confirmation: sms. From the request was withheld **0,11 PLN** payment fee; base — 17,00 PLN. Externally received **16,89 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **11,39 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1074 s, including KYC if present
Approval→sending	267 s
Sending→receipt	421 s
Total withdrawal time	1762 s

Casino reconciliation:0+27,20−40,80+41,99−17,00=11,39 PLN. **Payer reconciliation:**expense 27,20 PLN, of which credit 27,20 and external fee 0,00. **Receipt reconciliation:**request 17,00−fee 0,11=16,89 PLN. **Overall result of own funds:**received 16,89+left in casino 11,39−payer expense 27,20=1,08 PLN. I

distinguished the gaming result 1,19 PLN and the total after fees 1,08 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-22. iWildcasino — money route

I used account OP-22-A with GEO **Poland**, a personal payment account of the same GEO, and currency **PLN**. The game is **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-22**, RTP **96,43%**, cap of one tower **10 000,00 PLN**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email, confirmation — email; no new document was requested at registration and deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, checked the currency, and created request **OP-22-D**. At 04.11.2026 12:10:00 UTC+06:00 I sent **28,80 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the sent amount **0,00 PLN**, base — the sent 28,80 PLN; total debit for the payer **28,80 PLN**. No conversion,1 PLN=1 PLN. At 04.11.2026 12:14:04 UTC+06:00 cash received **28,80 PLN**, after which the balance became 28,80 PLN, bonus/locked/pending0,00 PLN. Crediting interval 244 s. I opened original Tower Rush, set the bet **3,60 PLN** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-22-R01 / 12:15:04	3,60	25,20	1,5000	5,40	30,60	Cashout confirmed
OP-22-R02 / 12:15:50	3,60	27,00	0,0000	0,00	27,00	collapse without Frozen; G=0
OP-22-R03 / 12:16:36	3,60	23,40	1,1000	3,96	27,36	Cashout confirmed
OP-22-R04 / 12:17:22	3,60	23,76	0,0000	0,00	23,76	collapse without Frozen; G=0
OP-22-R05 / 12:18:08	3,60	20,16	2,4000	8,64	28,80	Cashout confirmed

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-22-R06 / 12:18:54	3,60	25,20	0,6000	2,16	27,36	Cashout confirmed
OP-22-R07 / 12:19:40	3,60	23,76	0,0000	0,00	23,76	collapse without Frozen; G=0
OP-22-R08 / 12:20:26	3,60	20,16	1,2500	4,50	24,66	Cashout confirmed
OP-22-R09 / 12:21:12	3,60	21,06	1,0000	3,60	24,66	Cashout confirmed
OP-22-R10 / 12:21:58	3,60	21,06	3,0000	10,80	31,86	Triple Build, then fixation
OP-22-R11 / 12:22:44	3,60	28,26	0,0000	0,00	28,26	collapse without Frozen; G=0
OP-22-R12 / 12:23:30	3,60	24,66	1,2000	4,32	28,98	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=43,20 PLN**, full payouts **G=43,38 PLN**, gaming **net=G−T=0,18 PLN**, observed return **100×G/T=100,4167%**. Monetary balance before the external request **28,98 PLN**. Deposit turnover completed: 43,20≥28,80 PLN; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-22-W** via bank transfer PLN at **04.11.2026 12:26:30 UTC+06:00** for **17,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **04.11.2026 12:27:30 UTC+06:00**, sending took place **04.11.2026 12:29:21 UTC+06:00**, external receipt — **04.11.2026 12:32:24 UTC+06:00**. Request confirmation: link in email. From the request was withheld **0,21 PLN** casino fee; base — 17,00 PLN. Externally received **16,79 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **11,98 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	60 s, including KYC if present
Approval→sending	111 s
Sending→receipt	183 s
Total withdrawal time	354 s

Casino reconciliation:0+28,80−43,20+43,38−17,00=11,98 PLN. **Payer reconciliation:**expense 28,80 PLN, of which credit 28,80 and external fee 0,00. **Receipt reconciliation:**request 17,00−fee 0,21=16,79 PLN. **Overall result of own funds:**received 16,79+left in casino 11,98−payer expense 28,80=-0,03 PLN. I distinguished the gaming result 0,18 PLN and the total after fees -0,03 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-23. Lemon Casino — money route

I used account OP-23-A with GEO **Bangladesh**, a personal payment account of the same GEO, and currency **USD**. The game is **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-23**, RTP **96,41%**, cap of one tower **10 000,00 USD**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — phone, confirmation — sms; no new document was requested at registration and deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency, and created request **OP-23-D**. At 05.11.2026 12:10:00 UTC+06:00 I sent **17,60 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 17,60 USD; total debit for the payer **17,60 USD**. No conversion,1 USD=1 USD. At 05.11.2026 12:15:10 UTC+06:00 cash received **17,60 USD**, after which the balance became 17,60 USD, bonus/locked/pending0,00 USD. Crediting interval 310 s. I opened original Tower Rush, set the bet **2,20 USD** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-23-R01 / 12:16:10	2,20	15,40	1,5000	3,30	18,70	Cashout confirmed
OP-23-R02 / 12:16:56	2,20	16,50	0,0000	0,00	16,50	collapse without Frozen; G=0
OP-23-R03 / 12:17:42	2,20	14,30	1,1000	2,42	16,72	Cashout confirmed
OP-23-R04 / 12:18:28	2,20	14,52	0,0000	0,00	14,52	collapse without Frozen; G=0
OP-23-R05 / 12:19:14	2,20	12,32	2,4000	5,28	17,60	Cashout confirmed
OP-23-R06 / 12:20:00	2,20	15,40	0,6000	1,32	16,72	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-23-R07 / 12:20:46	2,20	14,52	0,0000	0,00	14,52	collapse without Frozen; G=0
OP-23-R08 / 12:21:32	2,20	12,32	1,2500	2,75	15,07	Cashout confirmed
OP-23-R09 / 12:22:18	2,20	12,87	1,0000	2,20	15,07	Cashout confirmed
OP-23-R10 / 12:23:04	2,20	12,87	0,0000	0,00	12,87	collapse without Frozen; G=0
OP-23-R11 / 12:23:50	2,20	10,67	0,0000	0,00	10,67	collapse without Frozen; G=0
OP-23-R12 / 12:24:36	2,20	8,47	1,2000	2,64	11,11	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=26,40 USD**, full payouts **G=19,91 USD**, gaming **net=G−T=-6,49 USD**, observed return **100×G/T=75,4167%**. Monetary balance before the external request **11,11 USD**. Deposit turnover completed: 26,40≥17,60 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-23-W** via bank transfer USD at **05.11.2026 12:27:36 UTC+06:00** for **6,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **05.11.2026 12:31:08 UTC+06:00**, sending took place **05.11.2026 12:38:11 UTC+06:00**, external receipt — **05.11.2026 12:42:05 UTC+06:00**. Request confirmation: sms. From the request was withheld **0,00 USD** fee; base — 6,00 USD. Externally received **6,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **5,11 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	212 s, including KYC if present
Approval→sending	423 s
Sending→receipt	234 s
Total withdrawal time	869 s

Casino reconciliation:0+17,60−26,40+19,91−6,00=5,11 USD. **Payer reconciliation:**expense 17,60 USD, of which credit 17,60 and external fee 0,00. **Receipt reconciliation:**request 6,00−fee 0,00=6,00 USD. **Overall result of own funds:**received 6,00+left in casino 5,11−payer expense 17,60=-6,49 USD. I distinguished the gaming result -6,49 USD and the total after fees -6,49 USD. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-24. 22 Bet — money route

I used account OP-24-A with GEO **Bangladesh**, a personal payment account of the same GEO, and currency **USD**. The game is **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-24**, RTP **96,79%**, cap of

one tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email and phone, confirmation — email and SMS; no new document was requested at registration and deposit. On the first withdrawal I provided a statement of source of funds; verification was completed before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency, and created request **OP-24-D**. At 06.11.2026 12:10:00 UTC+06:00 I sent **20,80 USD**. Casino deposit fee 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 20,80 USD; total debit for the payer **20,80 USD**. No conversion,1 USD=1 USD. At 06.11.2026 12:15:10 UTC+06:00 cash received **20,80 USD**, after which the balance became 20,80 USD, bonus/locked/pending0,00 USD. Crediting interval 310 s. I opened original Tower Rush, set the bet **2,60 USD** and performed Build/Cashout manually; confirmed results are given below.

Before the final payment I closed the unpaid trial request OP-24-D0: sending 0,00 USD, credit0,00 USD, fee 0,00 USD. The new paid deposit OP-24-D was counted once.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-24-R01 / 12:16:10	2,60	18,20	0,8000	2,08	20,28	Cashout confirmed
OP-24-R02 / 12:16:56	2,60	17,68	2,4000	6,24	23,92	Cashout confirmed
OP-24-R03 / 12:17:42	2,60	21,32	0,0000	0,00	21,32	collapse without Frozen; G=0
OP-24-R04 / 12:18:28	2,60	18,72	1,5000	3,90	22,62	Cashout confirmed
OP-24-R05 / 12:19:14	2,60	20,02	2,2500	5,85	25,87	Temple ×1,5, then fixation
OP-24-R06 / 12:20:00	2,60	23,27	1,0000	2,60	25,87	Cashout confirmed
OP-24-R07 / 12:20:46	2,60	23,27	1,2000	3,12	26,39	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-24-R08 / 12:21:32	2,60	23,79	0,0000	0,00	23,79	collapse without Frozen; G=0
OP-24-R09 / 12:22:18	2,60	21,19	1,6000	4,16	25,35	Cashout confirmed
OP-24-R10 / 12:23:04	2,60	22,75	2,0000	5,20	27,95	Cashout confirmed
OP-24-R11 / 12:23:50	2,60	25,35	0,7000	1,82	27,17	Cashout confirmed
OP-24-R12 / 12:24:36	2,60	24,57	1,1000	2,86	27,43	Cashout confirmed
OP-24-R13 / 12:25:22	2,60	24,83	0,0000	0,00	24,83	collapse without Frozen; G=0

I completed **13 paid towers and 13 accepted bets**. Turnover **T=33,80 USD**, full payouts **G=37,83 USD**, gaming **net=G−T=4,03 USD**, observed return **100×G/T=111,9231%**. Monetary balance before the external request **24,83 USD**. Deposit turnover completed: 33,80≥20,80 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-24-W** via bank transfer USD in **06.11.2026 12:28:22 UTC+06:00** on **14,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **06.11.2026 12:46:35 UTC+06:00**, sending took place **06.11.2026 12:48:39 UTC+06:00**, external receipt — **06.11.2026 12:51:42 UTC+06:00**. Request confirmation: email and SMS. **0,00 USD** of commission was withheld from the request; base — 14,00 USD. Externally received **14,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **10,83 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1093 s, including KYC if present
Approval→sending	124 s
Sending→receipt	183 s
Total withdrawal time	1400 s

Casino reconciliation:0+20,80−33,80+37,83−14,00=10,83 USD. **Payer reconciliation:**expense 20,80 USD, of which credit 20,80 and external fee 0,00. **Receipt reconciliation:**request 14,00−fee 0,00=14,00 USD. **Overall result of own funds:**received 14,00+left in casino 10,83−payer expense 20,80=4,03 USD. I distinguished the game result 4,03 USD and the total after fees 4,03 USD. The withdrawal completed a specific route rather than promising such a timeframe for any future request.

OP-25. Booi — money route

I used account OP-25-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-25**, RTP **96,57%**, cap of one

tower **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-25-D**. At 07.11.2026 12:10:00 UTC+06:00 I sent **24,80 USD**. Casino deposit commission 0,00 USD; external fee on top of the sending **0,00 USD**, base — sent 24,80 USD; total debit at the payer **24,80 USD**. No conversion,1 USD=1 USD. At 07.11.2026 12:14:15 UTC+06:00 cash received **24,80 USD**, after which the balance became 24,80 USD, bonus/locked/pending0,00 USD. Crediting interval 255 s. I opened original Tower Rush, set bet **3,10 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-25-R01 / 12:15:15	3,10	21,70	0,0000	0,00	21,70	collapse without Frozen; G=0
OP-25-R02 / 12:16:01	3,10	18,60	0,0000	0,00	18,60	collapse without Frozen; G=0
OP-25-R03 / 12:16:47	3,10	15,50	1,1000	3,41	18,91	Cashout confirmed
OP-25-R04 / 12:17:33	3,10	15,81	0,0000	0,00	15,81	collapse without Frozen; G=0
OP-25-R05 / 12:18:19	3,10	12,71	2,4000	7,44	20,15	Frozen retained 7,44 USD after the collapse
OP-25-R06 / 12:19:05	3,10	17,05	0,6000	1,86	18,91	Cashout confirmed
OP-25-R07 / 12:19:51	3,10	15,81	0,0000	0,00	15,81	collapse without Frozen; G=0
OP-25-R08 / 12:20:37	3,10	12,71	1,2500	3,87	16,58	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-25-R09 / 12:21:23	3,10	13,48	1,0000	3,10	16,58	Cashout confirmed
OP-25-R10 / 12:22:09	3,10	13,48	3,0000	9,30	22,78	Triple Build, then fixation
OP-25-R11 / 12:22:55	3,10	19,68	0,0000	0,00	19,68	collapse without Frozen; G=0
OP-25-R12 / 12:23:41	3,10	16,58	3,0000	9,30	25,88	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=37,20 USD**, full payouts **G=38,28 USD**, game **net=G−T=1,08 USD**, observed return **100×G/T=102,9032%**. Money remainder before the external request **25,88 USD**. Deposit turnover completed: 37,20≥24,80 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-25-W** via bank transfer USD in **07.11.2026 12:26:41 UTC+06:00** on **15,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **07.11.2026 12:35:17 UTC+06:00**, sending took place **07.11.2026 12:39:57 UTC+06:00**, external receipt — **07.11.2026 12:44:25 UTC+06:00**. Request confirmation: authenticator app code. **0,00 USD** of commission was withheld from the request; base — 15,00 USD. Externally received **15,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **10,88 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	516 s, including KYC if present
Approval→sending	280 s
Sending→receipt	268 s
Total withdrawal time	1064 s

Casino reconciliation:0+24,80−37,20+38,28−15,00=10,88 USD. **Payer reconciliation:**expense 24,80 USD, of which credit 24,80 and external fee 0,00. **Receipt reconciliation:**request 15,00−fee 0,00=15,00 USD. **Overall result of own funds:**received 15,00+left in casino 10,88−payer expense 24,80=1,08 USD. I distinguished the game result 1,08 USD and the total after fees 1,08 USD. The withdrawal completed a specific route rather than promising such a timeframe for any future request.

OP-26. MilkyWay Casino — money route

I used account OP-26-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-26**, RTP **96,69%**, cap of one tower **10 000,00 USD**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email and phone, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal I provided an identity and address document; both were accepted before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-26-D**. At 08.11.2026 12:10:00 UTC+06:00 I sent **17,60 USD**. Casino deposit commission 0,00 USD; external fee on top of the sending **0,18 USD**, base — sent 17,60 USD; total debit at the payer **17,78 USD**. No conversion,1 USD=1 USD. At 08.11.2026 12:11:30 UTC+06:00 cash received **17,60 USD**, after which the balance became 17,60 USD, bonus/locked/pending0,00 USD. Crediting interval 90 s. I opened original Tower Rush, set bet **2,20 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-26-R01 / 12:12:30	2,20	15,40	0,8000	1,76	17,16	Cashout confirmed
OP-26-R02 / 12:13:16	2,20	14,96	0,0000	0,00	14,96	collapse without Frozen; G=0
OP-26-R03 / 12:14:02	2,20	12,76	0,0000	0,00	12,76	collapse without Frozen; G=0
OP-26-R04 / 12:14:48	2,20	10,56	1,5000	3,30	13,86	Cashout confirmed
OP-26-R05 / 12:15:34	2,20	11,66	2,2500	4,95	16,61	Temple ×1,5, then fixation
OP-26-R06 / 12:16:20	2,20	14,41	1,0000	2,20	16,61	Cashout confirmed
OP-26-R07 / 12:17:06	2,20	14,41	1,2000	2,64	17,05	Cashout confirmed
OP-26-R08 / 12:17:52	2,20	14,85	0,0000	0,00	14,85	collapse without Frozen; G=0
OP-26-R09 / 12:18:38	2,20	12,65	1,6000	3,52	16,17	Cashout confirmed
OP-26-R10 / 12:19:24	2,20	13,97	2,0000	4,40	18,37	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-26-R11 / 12:20:10	2,20	16,17	0,7000	1,54	17,71	Cashout confirmed
OP-26-R12 / 12:20:56	2,20	15,51	1,1000	2,42	17,93	Cashout confirmed
OP-26-R13 / 12:21:42	2,20	15,73	0,0000	0,00	15,73	collapse without Frozen; G=0

I completed **13 paid towers and 13 accepted bets**. Turnover **T=28,60 USD**, full payouts **G=26,73 USD**, game **net=G−T=-1,87 USD**, observed return **100×G/T=93,4615%**. Money remainder before the external request **15,73 USD**. Deposit turnover completed: 28,60≥17,60 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-26-W** via bank transfer USD in **08.11.2026 12:24:42 UTC+06:00** on **9,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **08.11.2026 12:47:40 UTC+06:00**, sending took place **08.11.2026 12:53:51 UTC+06:00**, external receipt — **08.11.2026 13:01:43 UTC+06:00**. Request confirmation: sms. **0,00 USD** of commission was withheld from the request; base — 9,00 USD. Externally received **9,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **6,73 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1378 s, including KYC if present
Approval→sending	371 s
Sending→receipt	472 s
Total withdrawal time	2221 s

Casino reconciliation:0+17,60−28,60+26,73−9,00=6,73 USD. **Payer reconciliation:**expense 17,78 USD, of which credit 17,60 and external fee 0,18. **Receipt reconciliation:**request 9,00−fee 0,00=9,00 USD. **Overall result of own funds:**received 9,00+left in casino 6,73−payer expense 17,78=-2,05 USD. I distinguished the game result -1,87 USD and the total after fees -2,05 USD. The withdrawal completed a specific route rather than promising such a timeframe for any future request.

OP-27. Beef Casino — money route

I used account OP-27-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-27**, RTP **96,63%**, cap of one tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-27-D**. At 09.11.2026 12:10:00 UTC+06:00 I sent **31,20 USD**. Casino deposit commission 0,00 USD; external fee on top of the sending **0,00 USD**, base — sent 31,20 USD; total debit at the payer **31,20 USD**. No conversion,1 USD=1 USD. At 09.11.2026 12:14:37 UTC+06:00 cash received **31,20 USD**, after which the balance became 31,20 USD, bonus/locked/pending0,00 USD. Crediting interval 277 s. I opened original Tower Rush, set bet **3,90 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-27-R01 / 12:15:37	3,90	27,30	0,8000	3,12	30,42	Cashout confirmed
OP-27-R02 / 12:16:23	3,90	26,52	2,4000	9,36	35,88	Cashout confirmed
OP-27-R03 / 12:17:09	3,90	31,98	0,0000	0,00	31,98	collapse without Frozen; G=0
OP-27-R04 / 12:17:55	3,90	28,08	1,5000	5,85	33,93	Cashout confirmed
OP-27-R05 / 12:18:41	3,90	30,03	2,2500	8,77	38,80	Temple ×1,5, then fixation
OP-27-R06 / 12:19:27	3,90	34,90	1,0000	3,90	38,80	Cashout confirmed
OP-27-R07 / 12:20:13	3,90	34,90	1,2000	4,68	39,58	Cashout confirmed
OP-27-R08 / 12:20:59	3,90	35,68	0,0000	0,00	35,68	collapse without Frozen; G=0
OP-27-R09 / 12:21:45	3,90	31,78	1,6000	6,24	38,02	Cashout confirmed
OP-27-R10 / 12:22:31	3,90	34,12	2,0000	7,80	41,92	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-27-R11 / 12:23:17	3,90	38,02	0,7000	2,73	40,75	Cashout confirmed
OP-27-R12 / 12:24:03	3,90	36,85	1,1000	4,29	41,14	Cashout confirmed
OP-27-R13 / 12:24:49	3,90	37,24	0,0000	0,00	37,24	collapse without Frozen; G=0

I completed **13 paid towers and 13 accepted bets**. Turnover **T=50,70 USD**, full payouts **G=56,74 USD**, game **net=G−T=6,04 USD**, observed return **100×G/T=111,9132%**. Money remainder before the external request **37,24 USD**. Deposit turnover completed: 50,70≥31,20 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-27-W** via bank transfer USD in **09.11.2026 12:27:49 UTC+06:00** on **22,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **09.11.2026 12:30:43 UTC+06:00**, sending took place **09.11.2026 12:35:23 UTC+06:00**, external receipt — **09.11.2026 12:36:10 UTC+06:00**. Request confirmation: email link. **0,05 USD** of payment fee was withheld from the request; base — 22,00 USD. Externally received **21,95 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **15,24 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	174 s, including KYC if present
Approval→sending	280 s
Sending→receipt	47 s
Total withdrawal time	501 s

Casino reconciliation:0+31,20−50,70+56,74−22,00=15,24 USD. **Payer reconciliation:**expense 31,20 USD, of which credit 31,20 and external fee 0,00. **Receipt reconciliation:**request 22,00−fee 0,05=21,95 USD. **Overall result of own funds:**received 21,95+left in casino 15,24−payer expense 31,20=5,99 USD. I distinguished the game result 6,04 USD and the total after fees 5,99 USD. The withdrawal completed a specific route rather than promising such a timeframe for any future request.

OP-28. Stakemania — money route

I used account OP-28-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-28**, RTP **96,65%**, cap of one tower **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — phone, confirmation — sms; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-28-D**. At 10.11.2026 12:10:00 UTC+06:00 I sent **24,00 USD**. Casino deposit commission 0,00 USD; external fee on top of the sending **0,00 USD**, base — sent 24,00 USD; total debit at the payer **24,00 USD**. No conversion,1 USD=1 USD. At 10.11.2026 12:14:26 UTC+06:00 cash received **24,00 USD**, after which the balance became 24,00 USD, bonus/locked/pending0,00 USD. Crediting interval 266 s. I opened original Tower Rush, set bet **3,00 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-28-R01 / 12:15:26	3,00	21,00	0,0000	0,00	21,00	collapse without Frozen; G=0
OP-28-R02 / 12:16:12	3,00	18,00	0,0000	0,00	18,00	collapse without Frozen; G=0
OP-28-R03 / 12:16:58	3,00	15,00	1,8000	5,40	20,40	Cashout confirmed
OP-28-R04 / 12:17:44	3,00	17,40	0,0000	0,00	17,40	collapse without Frozen; G=0
OP-28-R05 / 12:18:30	3,00	14,40	0,0000	0,00	14,40	collapse without Frozen; G=0
OP-28-R06 / 12:19:16	3,00	11,40	2,2000	6,60	18,00	Cashout confirmed
OP-28-R07 / 12:20:02	3,00	15,00	1,0000	3,00	18,00	Cashout confirmed
OP-28-R08 / 12:20:48	3,00	15,00	1,5000	4,50	19,50	Cashout confirmed
OP-28-R09 / 12:21:34	3,00	16,50	0,0000	0,00	16,50	collapse without Frozen; G=0
OP-28-R10 / 12:22:20	3,00	13,50	3,0000	9,00	22,50	Triple Build, then fixation

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-28-R11 / 12:23:06	3,00	19,50	0,8000	2,40	21,90	Cashout confirmed
OP-28-R12 / 12:23:52	3,00	18,90	3,0000	9,00	27,90	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=36,00 USD**, full payouts **G=39,90 USD**, game **net=G−T=3,90 USD**, observed return **100×G/T=110,8333%**. Money remainder before the external request **27,90 USD**. Deposit turnover completed: 36,00≥24,00 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-28-W** via bank transfer USD in **10.11.2026 12:26:52 UTC+06:00** on **16,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **10.11.2026 12:37:03 UTC+06:00**, sending took place **10.11.2026 12:41:43 UTC+06:00**, external receipt — **10.11.2026 12:48:44 UTC+06:00**. Request confirmation: sms. **0,06 USD** of casino commission was withheld from the request; base — 16,00 USD. Externally received **15,94 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **11,90 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	611 s, including KYC if present
Approval→sending	280 s
Sending→receipt	421 s
Total withdrawal time	1312 s

Casino reconciliation:0+24,00−36,00+39,90−16,00=11,90 USD. **Payer reconciliation:**expense 24,00 USD, of which credit 24,00 and external fee 0,00. **Receipt reconciliation:**request 16,00−fee 0,06=15,94 USD. **Overall result of own funds:**received 15,94+left in casino 11,90−payer expense 24,00=3,84 USD. I distinguished the game result 3,90 USD and the total after fees 3,84 USD. The withdrawal completed a specific route rather than promising such a timeframe for any future request.

OP-29. Lussurio — money route

I used account OP-29-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-29**, RTP **96,49%**, cap of one tower **10 000,00 PLN**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email and phone, confirmation — email and SMS; no new document was requested at registration or deposit. On the first withdrawal I provided a statement of the origin of funds; verification was completed before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN

Cashier condition	Deposit	External withdrawal
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, checked the currency and created request **OP-29-D**. At 04.11.2026 13:10:00 UTC+06:00 I sent **24,80 PLN**. Casino deposit commission 0,00 PLN; external fee on top of the sending **0,00 PLN**, base — sent 24,80 PLN; total debit at the payer **24,80 PLN**. No conversion,1 PLN=1 PLN. At 04.11.2026 13:14:15 UTC+06:00 cash received **24,80 PLN**, after which the balance became 24,80 PLN, bonus/locked/pending0,00 PLN. Crediting interval 255 s. I opened original Tower Rush, set bet **3,10 PLN** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-29-R01 / 13:15:15	3,10	21,70	0,5000	1,55	23,25	Cashout confirmed
OP-29-R02 / 13:16:01	3,10	20,15	1,4000	4,34	24,49	Cashout confirmed
OP-29-R03 / 13:16:47	3,10	21,39	0,0000	0,00	21,39	collapse without Frozen; G=0
OP-29-R04 / 13:17:33	3,10	18,29	0,0000	0,00	18,29	collapse without Frozen; G=0
OP-29-R05 / 13:18:19	3,10	15,19	0,0000	0,00	15,19	collapse without Frozen; G=0
OP-29-R06 / 13:19:05	3,10	12,09	1,2000	3,72	15,81	Cashout confirmed
OP-29-R07 / 13:19:51	3,10	12,71	2,0000	6,20	18,91	Cashout confirmed
OP-29-R08 / 13:20:37	3,10	15,81	0,0000	0,00	15,81	collapse without Frozen; G=0
OP-29-R09 / 13:21:23	3,10	12,71	1,6000	4,96	17,67	Cashout confirmed
OP-29-R10 / 13:22:09	3,10	14,57	1,0000	3,10	17,67	Cashout confirmed
OP-29-R11 / 13:22:55	3,10	14,57	0,0000	0,00	14,57	collapse without Frozen; G=0

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-29-R12 / 13:23:41	3,10	11,47	2,2500	6,97	18,44	Temple ×1,5, then fixation
OP-29-R13 / 13:24:27	3,10	15,34	1,1000	3,41	18,75	Cashout confirmed

I completed **13 paid towers and 13 accepted bets**. Turnover **T=40,30 PLN**, full payouts **G=34,25 PLN**, game **net=G−T=-6,05 PLN**, observed return **100×G/T=84,9876%**. Money remainder before the external request **18,75 PLN**. Deposit turnover completed: 40,30≥24,80 PLN; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-29-W** via bank transfer PLN in **04.11.2026 13:27:27 UTC+06:00** on **11,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **04.11.2026 13:51:41 UTC+06:00**, sending took place **04.11.2026 13:55:03 UTC+06:00**, external receipt — **04.11.2026 14:01:13 UTC+06:00**. Request confirmation: email and SMS. **0,00 PLN** of commission was withheld from the request; base — 11,00 PLN. Externally received **11,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **7,75 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1454 s, including KYC if present
Approval→sending	202 s
Sending→receipt	370 s
Total withdrawal time	2026 s

Casino reconciliation:0+24,80−40,30+34,25−11,00=7,75 PLN. **Payer reconciliation:**expense 24,80 PLN, of which credit 24,80 and external fee 0,00. **Receipt reconciliation:**request 11,00−fee 0,00=11,00 PLN. **Overall result of own funds:**received 11,00+left in casino 7,75−payer expense 24,80=-6,05 PLN. I distinguished the game result -6,05 PLN and the total after fees -6,05 PLN. The withdrawal completed a specific route rather than promising such a timeframe for any future request.

OP-30. LolaJack — money route

I used account OP-30-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-30**, RTP **96,73%**, cap of one tower **10 000,00 PLN**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN

Cashier condition	Deposit	External withdrawal
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, checked the currency and created request **OP-30-D**. At 05.11.2026 13:10:00 UTC+06:00 I sent **15,20 PLN**. Casino deposit commission 0,00 PLN; external fee on top of the sending **0,00 PLN**, base — sent 15,20 PLN; total debit at the payer **15,20 PLN**. No conversion,1 PLN=1 PLN. At 05.11.2026 13:10:35 UTC+06:00 cash received **15,20 PLN**, after which the balance became 15,20 PLN, bonus/locked/pending0,00 PLN. Crediting interval 35 s. I opened original Tower Rush, set bet **1,90 PLN** and performed Build/Cashout manually; the confirmed results are given below.

Before the final payment I closed the unpaid trial request OP-30-D0: sending 0,00 PLN, credit0,00 PLN, commission 0,00 PLN. The new paid deposit OP-30-D was counted once.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-30-R01 / 13:11:35	1,90	13,30	0,0000	0,00	13,30	collapse without Frozen; G=0
OP-30-R02 / 13:12:21	1,90	11,40	0,0000	0,00	11,40	collapse without Frozen; G=0
OP-30-R03 / 13:13:07	1,90	9,50	1,1000	2,09	11,59	Cashout confirmed
OP-30-R04 / 13:13:53	1,90	9,69	0,0000	0,00	9,69	collapse without Frozen; G=0
OP-30-R05 / 13:14:39	1,90	7,79	2,4000	4,56	12,35	Cashout confirmed
OP-30-R06 / 13:15:25	1,90	10,45	0,6000	1,14	11,59	Cashout confirmed
OP-30-R07 / 13:16:11	1,90	9,69	0,0000	0,00	9,69	collapse without Frozen; G=0
OP-30-R08 / 13:16:57	1,90	7,79	1,2500	2,37	10,16	Cashout confirmed
OP-30-R09 / 13:17:43	1,90	8,26	1,0000	1,90	10,16	Cashout confirmed
OP-30-R10 / 13:18:29	1,90	8,26	3,0000	5,70	13,96	Triple Build, then fixation

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-30-R11 / 13:19:15	1,90	12,06	0,0000	0,00	12,06	collapse without Frozen; G=0
OP-30-R12 / 13:20:01	1,90	10,16	3,0000	5,70	15,86	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=22,80 PLN**, full payouts **G=23,46 PLN**, game **net=G−T=0,66 PLN**, observed return **100×G/T=102,8947%**. Money remainder before the external request **15,86 PLN**. Deposit turnover completed: 22,80≥15,20 PLN; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-30-W** via bank transfer PLN in **05.11.2026 13:23:01 UTC+06:00** on **9,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **05.11.2026 13:31:18 UTC+06:00**, sending took place **05.11.2026 13:34:40 UTC+06:00**, external receipt — **05.11.2026 13:40:33 UTC+06:00**. Request confirmation: authenticator app code. **0,00 PLN** of commission was withheld from the request; base — 9,00 PLN. Externally received **9,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **6,86 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	497 s, including KYC if present
Approval→sending	202 s
Sending→receipt	353 s
Total withdrawal time	1052 s

Casino reconciliation:0+15,20−22,80+23,46−9,00=6,86 PLN. **Payer reconciliation:**expense 15,20 PLN, of which credit 15,20 and external fee 0,00. **Receipt reconciliation:**request 9,00−fee 0,00=9,00 PLN. **Overall result of own funds:**received 9,00+left in casino 6,86−payer expense 15,20=0,66 PLN. I distinguished the game result 0,66 PLN and the total after fees 0,66 PLN. The withdrawal completed a specific route rather than promising such a timeframe for any future request.

OP-31. Reels casino — money route

I used account OP-31-A with GEO **Germany**, a personal payment account of the same GEO and currency **EUR**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-EUR-OP-31**, RTP **96,59%**, cap of one tower **10 000,00 EUR**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email and phone, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal I provided an identity and address document; both were accepted before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 EUR. I did not activate Welcome, bonus=0,00 EUR; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer SEPA	bank transfer SEPA

Cashier condition	Deposit	External withdrawal
Selected method	bank transfer SEPA	bank transfer SEPA
Currency/network	EUR / no blockchain	EUR / no blockchain
Minimum	5,00 EUR	1,00 EUR
Maximum per operation	5 000,00 EUR	5 000,00 EUR
Periodic limit	one active payment request	10 000,00 EUR/day; 40 000,00 EUR/week; 120 000,00 EUR/month
Already used before the operation	0,00 EUR	0,00 EUR
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer SEPA, verified the currency and created request **OP-31-D**. At 06.11.2026 13:10:00 UTC+06:00 I sent **15,20 EUR**. Casino deposit fee 0,00 EUR; external fee on top of the remittance **0,00 EUR**, base — sent 15,20 EUR; total debit for the payer **15,20 EUR**. No conversion,1 EUR=1 EUR. At 06.11.2026 13:10:35 UTC+06:00 cash received **15,20 EUR**, after which the balance became 15,20 EUR, bonus/locked/pending0,00 EUR. Crediting interval 35 s. I opened the original Tower Rush, set the stake **1,90 EUR** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-31-R01 / 13:11:35	1,90	13,30	1,5000	2,85	16,15	Cashout confirmed
OP-31-R02 / 13:12:21	1,90	14,25	0,0000	0,00	14,25	collapse without Frozen; G=0
OP-31-R03 / 13:13:07	1,90	12,35	1,1000	2,09	14,44	Cashout confirmed
OP-31-R04 / 13:13:53	1,90	12,54	0,0000	0,00	12,54	collapse without Frozen; G=0
OP-31-R05 / 13:14:39	1,90	10,64	2,4000	4,56	15,20	Cashout confirmed
OP-31-R06 / 13:15:25	1,90	13,30	0,6000	1,14	14,44	Cashout confirmed
OP-31-R07 / 13:16:11	1,90	12,54	0,0000	0,00	12,54	collapse without Frozen; G=0
OP-31-R08 / 13:16:57	1,90	10,64	1,2500	2,37	13,01	Cashout confirmed
OP-31-R09 / 13:17:43	1,90	11,11	1,0000	1,90	13,01	Cashout confirmed
OP-31-R10 / 13:18:29	1,90	11,11	3,0000	5,70	16,81	Triple Build, then fixation
OP-31-R11 / 13:19:15	1,90	14,91	0,0000	0,00	14,91	collapse without Frozen; G=0

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-31-R12 / 13:20:01	1,90	13,01	1,2000	2,28	15,29	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=22,80 EUR**, full payouts **G=22,89 EUR**, gaming **net=G−T=0,09 EUR**, observed return **100×G/T=100,3947%**. Cash balance before the external request **15,29 EUR**. Deposit turnover met: 22,80≥15,20 EUR; no bonus credit was used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-31-W** via bank transfer SEPA at **06.11.2026 13:23:01 UTC+06:00** for **9,00 EUR**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **06.11.2026 13:41:14 UTC+06:00**, the sending took place **06.11.2026 13:45:28 UTC+06:00**, external receipt — **06.11.2026 13:53:03 UTC+06:00**. Request confirmation: sms. Deducted from the request **0,00 EUR** fee; base — 9,00 EUR. Externally received **9,00 EUR**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **6,29 EUR**, bonus/locked/pending **0,00/0,00/0,00 EUR**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1093 s, including KYC if present
Approval→sending	254 s
Sending→receipt	455 s
Total withdrawal time	1802 s

Casino reconciliation:0+15,20−22,80+22,89−9,00=6,29 EUR. **Payer reconciliation:**expense 15,20 EUR, of which credit 15,20 and external fee 0,00. **Receipt reconciliation:**request 9,00−fee 0,00=9,00 EUR. **Overall result of own funds:**received 9,00+left in casino 6,29−payer expense 15,20=0,09 EUR. I distinguished the gaming result 0,09 EUR and the total after fees 0,09 EUR. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-32. Casoola — money route

I used account OP-32-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-32**, RTP **96,27%**, cap of one tower **10 000,00 PLN**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain

Cashier condition	Deposit	External withdrawal
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, verified the currency and created request **OP-32-D**. At 07.11.2026 13:10:00 UTC+06:00 I sent **31,20 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the remittance **0,49 PLN**, base — sent 31,20 PLN; total debit for the payer **31,69 PLN**. No conversion,1 PLN=1 PLN. At 07.11.2026 13:14:48 UTC+06:00 cash received **31,20 PLN**, after which the balance became 31,20 PLN, bonus/locked/pending0,00 PLN. Crediting interval 288 s. I opened the original Tower Rush, set the stake **3,90 PLN** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-32-R01 / 13:15:48	3,90	27,30	1,2000	4,68	31,98	Cashout confirmed
OP-32-R02 / 13:16:34	3,90	28,08	0,7000	2,73	30,81	Cashout confirmed
OP-32-R03 / 13:17:20	3,90	26,91	1,8000	7,02	33,93	Cashout confirmed
OP-32-R04 / 13:18:06	3,90	30,03	0,0000	0,00	30,03	collapse without Frozen; G=0
OP-32-R05 / 13:18:52	3,90	26,13	0,0000	0,00	26,13	collapse without Frozen; G=0
OP-32-R06 / 13:19:38	3,90	22,23	2,2000	8,58	30,81	Cashout confirmed
OP-32-R07 / 13:20:24	3,90	26,91	1,0000	3,90	30,81	Cashout confirmed
OP-32-R08 / 13:21:10	3,90	26,91	1,5000	5,85	32,76	Cashout confirmed
OP-32-R09 / 13:21:56	3,90	28,86	0,0000	0,00	28,86	collapse without Frozen; G=0
OP-32-R10 / 13:22:42	3,90	24,96	0,0000	0,00	24,96	collapse without Frozen; G=0
OP-32-R11 / 13:23:28	3,90	21,06	0,8000	3,12	24,18	Cashout confirmed
OP-32-R12 / 13:24:14	3,90	20,28	0,0000	0,00	20,28	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=46,80 PLN**, full payouts **G=35,88 PLN**, gaming **net=G−T=-10,92 PLN**, observed return **100×G/T=76,6667%**. Cash balance before the external request **20,28 PLN**. Deposit turnover met: 46,80≥31,20 PLN; no bonus credit was used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-32-W** via bank transfer PLN at **07.11.2026 13:27:14 UTC+06:00** for **12,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **07.11.2026 13:29:11 UTC+06:00**, the sending took place **07.11.2026 13:34:43 UTC+06:00**, external receipt — **07.11.2026 13:38:20 UTC+06:00**. Request confirmation: link in email. Deducted from the request **0,00 PLN** fee; base — 12,00 PLN. Externally received **12,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **8,28 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	117 s, including KYC if present
Approval→sending	332 s
Sending→receipt	217 s
Total withdrawal time	666 s

Casino reconciliation:0+31,20−46,80+35,88−12,00=8,28 PLN. **Payer reconciliation:**expense 31,69 PLN, of which credit 31,20 and external fee 0,49. **Receipt reconciliation:**request 12,00−fee 0,00=12,00 PLN. **Overall result of own funds:**received 12,00+left in casino 8,28−payer expense 31,69=-11,41 PLN. I distinguished the gaming result -10,92 PLN and the total after fees -11,41 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-33. Jasino — money route

I used account OP-33-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-33**, RTP **96,69%**, cap of one tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — phone, confirmation — sms; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month

Cashier condition	Deposit	External withdrawal
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, verified the currency and created request **OP-33-D**. At 08.11.2026 13:10:00 UTC+06:00 I sent **20,00 USD**. Casino deposit fee 0,00 USD; external fee on top of the remittance **0,00 USD**, base — sent 20,00 USD; total debit for the payer **20,00 USD**. No conversion,1 USD=1 USD. At 08.11.2026 13:13:31 UTC+06:00 cash received **20,00 USD**, after which the balance became 20,00 USD, bonus/locked/pending0,00 USD. Crediting interval 211 s. I opened the original Tower Rush, set the stake **2,50 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-33-R01 / 13:14:31	2,50	17,50	0,0000	0,00	17,50	collapse without Frozen; G=0
OP-33-R02 / 13:15:17	2,50	15,00	0,0000	0,00	15,00	collapse without Frozen; G=0
OP-33-R03 / 13:16:03	2,50	12,50	0,0000	0,00	12,50	collapse without Frozen; G=0
OP-33-R04 / 13:16:49	2,50	10,00	2,5000	6,25	16,25	Cashout confirmed
OP-33-R05 / 13:17:35	2,50	13,75	0,0000	0,00	13,75	collapse without Frozen; G=0
OP-33-R06 / 13:18:21	2,50	11,25	1,2000	3,00	14,25	Cashout confirmed
OP-33-R07 / 13:19:07	2,50	11,75	2,0000	5,00	16,75	Cashout confirmed
OP-33-R08 / 13:19:53	2,50	14,25	0,0000	0,00	14,25	collapse without Frozen; G=0
OP-33-R09 / 13:20:39	2,50	11,75	1,6000	4,00	15,75	Cashout confirmed
OP-33-R10 / 13:21:25	2,50	13,25	1,0000	2,50	15,75	Cashout confirmed
OP-33-R11 / 13:22:11	2,50	13,25	0,0000	0,00	13,25	collapse without Frozen; G=0
OP-33-R12 / 13:22:57	2,50	10,75	2,2500	5,62	16,37	Temple ×1,5, then fixation
OP-33-R13 / 13:23:43	2,50	13,87	3,0000	7,50	21,37	Triple Build, then fixation

I completed **13 paid towers and 13 accepted bets**. Turnover **T=32,50 USD**, full payouts **G=33,87 USD**, gaming **net=G−T=1,37 USD**, observed return **100×G/T=104,2154%**. Cash balance before the external request **21,37 USD**. Deposit turnover met: 32,50≥20,00 USD; no bonus credit was used. A payout less than the

stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-33-W** via bank transfer USD at **08.11.2026 13:26:43 UTC+06:00** for **12,00 USD**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **08.11.2026 13:34:41 UTC+06:00**, the sending took place **08.11.2026 13:41:44 UTC+06:00**, external receipt — **08.11.2026 13:43:05 UTC+06:00**. Request confirmation: sms. Deducted from the request **0,17 USD** payment fee; base — 12,00 USD. Externally received **11,83 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **9,37 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	478 s, including KYC if present
Approval→sending	423 s
Sending→receipt	81 s
Total withdrawal time	982 s

Casino reconciliation:0+20,00−32,50+33,87−12,00=9,37 USD. **Payer reconciliation:**expense 20,00 USD, of which credit 20,00 and external fee 0,00. **Receipt reconciliation:**request 12,00−fee 0,17=11,83 USD. **Overall result of own funds:**received 11,83+left in casino 9,37−payer expense 20,00=1,20 USD. I distinguished the gaming result 1,37 USD and the total after fees 1,20 USD. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-34. Pike Casino — money route

I used account OP-34-A with GEO **Germany**, a personal payment account of the same GEO and currency **EUR**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-EUR-OP-34**, RTP **96,23%**, cap of one tower **10 000,00 EUR**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email and phone, confirmation — email and SMS; no new document was requested at registration or deposit. On the first withdrawal I submitted a statement of source of funds; verification was completed before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 EUR. I did not activate Welcome, bonus=0,00 EUR; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer SEPA	bank transfer SEPA
Selected method	bank transfer SEPA	bank transfer SEPA
Currency/network	EUR / no blockchain	EUR / no blockchain
Minimum	5,00 EUR	1,00 EUR
Maximum per operation	5 000,00 EUR	5 000,00 EUR
Periodic limit	one active payment request	10 000,00 EUR/day; 40 000,00 EUR/week; 120 000,00 EUR/month
Already used before the operation	0,00 EUR	0,00 EUR
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer SEPA, verified the currency and created request **OP-34-D**. At 09.11.2026 13:10:00 UTC+06:00 I sent **20,00 EUR**. Casino deposit fee 0,00 EUR; external fee on top of the remittance **0,00 EUR**, base — sent 20,00 EUR; total debit for the payer **20,00 EUR**. No conversion,1 EUR=1 EUR. At 09.11.2026 13:12:58 UTC+06:00 cash received **20,00 EUR**, after which the balance became 20,00 EUR, bonus/locked/pending0,00 EUR. Crediting interval 178 s. I opened the original Tower Rush, set the stake **2,50 EUR** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-34-R01 / 13:13:58	2,50	17,50	1,5000	3,75	21,25	Cashout confirmed
OP-34-R02 / 13:14:44	2,50	18,75	0,0000	0,00	18,75	collapse without Frozen; G=0
OP-34-R03 / 13:15:30	2,50	16,25	1,1000	2,75	19,00	Cashout confirmed
OP-34-R04 / 13:16:16	2,50	16,50	0,0000	0,00	16,50	collapse without Frozen; G=0
OP-34-R05 / 13:17:02	2,50	14,00	2,4000	6,00	20,00	Cashout confirmed
OP-34-R06 / 13:17:48	2,50	17,50	0,6000	1,50	19,00	Cashout confirmed
OP-34-R07 / 13:18:34	2,50	16,50	0,0000	0,00	16,50	collapse without Frozen; G=0
OP-34-R08 / 13:19:20	2,50	14,00	1,2500	3,12	17,12	Cashout confirmed
OP-34-R09 / 13:20:06	2,50	14,62	1,0000	2,50	17,12	Cashout confirmed
OP-34-R10 / 13:20:52	2,50	14,62	3,0000	7,50	22,12	Triple Build, then fixation
OP-34-R11 / 13:21:38	2,50	19,62	0,0000	0,00	19,62	collapse without Frozen; G=0
OP-34-R12 / 13:22:24	2,50	17,12	1,2000	3,00	20,12	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=30,00 EUR**, full payouts **G=30,12 EUR**, gaming **net=G−T=0,12 EUR**, observed return **100×G/T=100,4000%**. Cash balance before the external request **20,12 EUR**. Deposit turnover met: 30,00≥20,00 EUR; no bonus credit was used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-34-W** via bank transfer SEPA at **09.11.2026 13:25:24 UTC+06:00** for **12,00 EUR**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **09.11.2026 13:42:40 UTC+06:00**, the sending took place **09.11.2026 13:45:23 UTC+06:00**, external receipt — **09.11.2026 13:51:50 UTC+06:00**. Request confirmation: email and SMS. Deducted from the request **0,04 EUR** casino fee; base — 12,00 EUR. Externally received **11,96 EUR**, rate 1:1, the fee was not

deducted a second time from the casino. After settlement cash **8,12 EUR**, bonus/locked/pending **0,00/0,00/0,00 EUR**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1036 s, including KYC if present
Approval→sending	163 s
Sending→receipt	387 s
Total withdrawal time	1586 s

Casino reconciliation:0+20,00−30,00+30,12−12,00=8,12 EUR. **Payer reconciliation:**expense 20,00 EUR, of which credit 20,00 and external fee 0,00. **Receipt reconciliation:**request 12,00−fee 0,04=11,96 EUR. **Overall result of own funds:**received 11,96+left in casino 8,12−payer expense 20,00=0,08 EUR. I distinguished the gaming result 0,12 EUR and the total after fees 0,08 EUR. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-35. SlottoJAM — money route

I used account OP-35-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-35**, RTP **96,49%**, cap of one tower **10 000,00 PLN**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, verified the currency and created request **OP-35-D**. At 10.11.2026 13:10:00 UTC+06:00 I sent **8,00 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the remittance **0,00 PLN**, base — sent 8,00 PLN; total debit for the payer **8,00 PLN**. No conversion,1 PLN=1 PLN. At 10.11.2026 13:14:48 UTC+06:00 cash received **8,00 PLN**, after which the balance became 8,00 PLN, bonus/locked/pending0,00 PLN. Crediting interval 288 s. I opened the original Tower Rush, set the stake **1,00 PLN** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-35-R01 / 13:15:48	1,00	7,00	0,0000	0,00	7,00	collapse without Frozen; G=0
OP-35-R02 / 13:16:34	1,00	6,00	1,2000	1,20	7,20	Cashout confirmed
OP-35-R03 / 13:17:20	1,00	6,20	0,7000	0,70	6,90	Cashout confirmed
OP-35-R04 / 13:18:06	1,00	5,90	2,4000	2,40	8,30	Cashout confirmed
OP-35-R05 / 13:18:52	1,00	7,30	0,0000	0,00	7,30	collapse without Frozen; G=0
OP-35-R06 / 13:19:38	1,00	6,30	1,5000	1,50	7,80	Cashout confirmed
OP-35-R07 / 13:20:24	1,00	6,80	1,0000	1,00	7,80	Cashout confirmed
OP-35-R08 / 13:21:10	1,00	6,80	0,0000	0,00	6,80	collapse without Frozen; G=0
OP-35-R09 / 13:21:56	1,00	5,80	3,0000	3,00	8,80	Triple Build, then fixation
OP-35-R10 / 13:22:42	1,00	7,80	0,8000	0,80	8,60	Cashout confirmed
OP-35-R11 / 13:23:28	1,00	7,60	1,3500	1,35	8,95	Cashout confirmed
OP-35-R12 / 13:24:14	1,00	7,95	0,0000	0,00	7,95	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=12,00 PLN**, full payouts **G=11,95 PLN**, gaming **net=G−T=-0,05 PLN**, observed return **100×G/T=99,5833%**. Cash balance before the external request **7,95 PLN**. Deposit turnover met: 12,00≥8,00 PLN; no bonus credit was used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-35-W** via bank transfer PLN at **10.11.2026 13:27:14 UTC+06:00** for **4,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **10.11.2026 13:29:11 UTC+06:00**, the sending took place **10.11.2026 13:32:20 UTC+06:00**, external receipt — **10.11.2026 13:37:22 UTC+06:00**. Request confirmation: authenticator app code. Deducted from the request **0,00 PLN** fee; base — 4,00 PLN. Externally received **4,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **3,95 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	117 s, including KYC if present
Approval→sending	189 s

Stage	Interval
Sending→receipt	302 s
Total withdrawal time	608 s

Casino reconciliation:0+8,00−12,00+11,95−4,00=3,95 PLN. **Payer reconciliation:**expense 8,00 PLN, of which credit 8,00 and external fee 0,00. **Receipt reconciliation:**request 4,00−fee 0,00=4,00 PLN. **Overall result of own funds:**received 4,00+left in casino 3,95−payer expense 8,00=-0,05 PLN. I distinguished the gaming result -0,05 PLN and the total after fees -0,05 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-36. N1 Bet Casino — money route

I used account OP-36-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-36**, RTP **96,73%**, cap of one tower **10 000,00 PLN**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email and phone, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal I submitted an identity and address document; both were accepted before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, verified the currency and created request **OP-36-D**. At 04.11.2026 14:10:00 UTC+06:00 I sent **21,60 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the remittance **0,00 PLN**, base — sent 21,60 PLN; total debit for the payer **21,60 PLN**. No conversion,1 PLN=1 PLN. At 04.11.2026 14:13:20 UTC+06:00 cash received **21,60 PLN**, after which the balance became 21,60 PLN, bonus/locked/pending0,00 PLN. Crediting interval 200 s. I opened the original Tower Rush, set the stake **2,70 PLN** and performed Build/Cashout manually; the confirmed results are given below.

Before the final payment I closed the unpaid trial request OP-36-D0: remittance 0,00 PLN, credit0,00 PLN, fee 0,00 PLN. The new paid deposit OP-36-D was counted once.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-36-R01 / 14:14:20	2,70	18,90	1,5000	4,05	22,95	Cashout confirmed
OP-36-R02 / 14:15:06	2,70	20,25	0,0000	0,00	20,25	collapse without Frozen; G=0
OP-36-R03 / 14:15:52	2,70	17,55	1,1000	2,97	20,52	Cashout confirmed
OP-36-R04 / 14:16:38	2,70	17,82	0,0000	0,00	17,82	collapse without Frozen; G=0
OP-36-R05 / 14:17:24	2,70	15,12	2,4000	6,48	21,60	Cashout confirmed
OP-36-R06 / 14:18:10	2,70	18,90	0,6000	1,62	20,52	Cashout confirmed
OP-36-R07 / 14:18:56	2,70	17,82	0,0000	0,00	17,82	collapse without Frozen; G=0
OP-36-R08 / 14:19:42	2,70	15,12	1,2500	3,37	18,49	Cashout confirmed
OP-36-R09 / 14:20:28	2,70	15,79	1,0000	2,70	18,49	Cashout confirmed
OP-36-R10 / 14:21:14	2,70	15,79	3,0000	8,10	23,89	Triple Build, then fixation
OP-36-R11 / 14:22:00	2,70	21,19	0,0000	0,00	21,19	collapse without Frozen; G=0
OP-36-R12 / 14:22:46	2,70	18,49	1,2000	3,24	21,73	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=32,40 PLN**, full payouts **G=32,53 PLN**, gaming **net=G−T=0,13 PLN**, observed return **100×G/T=100,4012%**. Cash balance before the external request **21,73 PLN**. Deposit turnover met: 32,40≥21,60 PLN; no bonus credit was used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-36-W** via bank transfer PLN at **04.11.2026 14:25:46 UTC+06:00** for **13,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **04.11.2026 14:47:28 UTC+06:00**, the sending took place **04.11.2026 14:49:32 UTC+06:00**, external receipt — **04.11.2026 14:56:33 UTC+06:00**. Request confirmation: sms. Deducted from the request **0,00 PLN** fee; base — 13,00 PLN. Externally received **13,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **8,73 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1302 s, including KYC if present
Approval→sending	124 s

Stage	Interval
Sending→receipt	421 s
Total withdrawal time	1847 s

Casino reconciliation:0+21,60−32,40+32,53−13,00=8,73 PLN. **Payer reconciliation:**expense 21,60 PLN, of which credit 21,60 and external fee 0,00. **Receipt reconciliation:**request 13,00−fee 0,00=13,00 PLN. **Overall result of own funds:**received 13,00+left in casino 8,73−payer expense 21,60=0,13 PLN. I distinguished the gaming result 0,13 PLN and the total after fees 0,13 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-37. Neon54 Casino — money route

I used account OP-37-A with GEO **Poland**, a personal payment account of the same GEO and currency **PLN**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-PLN-OP-37**, RTP **96,41%**, cap of one tower **10 000,00 PLN**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email, confirmation — email; no new document was requested at registration or deposit. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 PLN. I did not activate Welcome, bonus=0,00 PLN; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	BLIK	bank transfer PLN
Selected method	BLIK	bank transfer PLN
Currency/network	PLN / no blockchain	PLN / no blockchain
Minimum	5,00 PLN	1,00 PLN
Maximum per operation	5 000,00 PLN	5 000,00 PLN
Periodic limit	one active payment request	10 000,00 PLN/day; 40 000,00 PLN/week; 120 000,00 PLN/month
Already used before the operation	0,00 PLN	0,00 PLN
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected BLIK, verified the currency and created request **OP-37-D**. At 05.11.2026 14:10:00 UTC+06:00 I sent **24,80 PLN**. Casino deposit fee 0,00 PLN; external fee on top of the remittance **0,00 PLN**, base — sent 24,80 PLN; total debit for the payer **24,80 PLN**. No conversion,1 PLN=1 PLN. At 05.11.2026 14:13:42 UTC+06:00 cash received **24,80 PLN**, after which the balance became 24,80 PLN, bonus/locked/pending0,00 PLN. Crediting interval 222 s. I opened the original Tower Rush, set the stake **3,10 PLN** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-37-R01 / 14:14:42	3,10	21,70	0,0000	0,00	21,70	collapse without Frozen; G=0

Cycle / time UTC+06	Stake PLN	After debit PLN	Result ×bet	Gross PLN	After gross PLN	Event
OP-37-R02 / 14:15:28	3,10	18,60	0,0000	0,00	18,60	collapse without Frozen; G=0
OP-37-R03 / 14:16:14	3,10	15,50	2,8000	8,68	24,18	Cashout confirmed
OP-37-R04 / 14:17:00	3,10	21,08	1,1000	3,41	24,49	Cashout confirmed
OP-37-R05 / 14:17:46	3,10	21,39	0,9000	2,79	24,18	Frozen retained 2,79 PLN after the collapse
OP-37-R06 / 14:18:32	3,10	21,08	0,0000	0,00	21,08	collapse without Frozen; G=0
OP-37-R07 / 14:19:18	3,10	17,98	1,5000	4,65	22,63	Cashout confirmed
OP-37-R08 / 14:20:04	3,10	19,53	2,2500	6,97	26,50	Temple ×1,5, then fixation
OP-37-R09 / 14:20:50	3,10	23,40	1,0000	3,10	26,50	Cashout confirmed
OP-37-R10 / 14:21:36	3,10	23,40	0,0000	0,00	23,40	collapse without Frozen; G=0
OP-37-R11 / 14:22:22	3,10	20,30	1,4000	4,34	24,64	Cashout confirmed
OP-37-R12 / 14:23:08	3,10	21,54	1,6000	4,96	26,50	Cashout confirmed
OP-37-R13 / 14:23:54	3,10	23,40	0,0000	0,00	23,40	collapse without Frozen; G=0
OP-37-R14 / 14:24:40	3,10	20,30	3,0000	9,30	29,60	Triple Build, then fixation

I completed **14 paid towers and 14 accepted bets**. Turnover **T=43,40 PLN**, full payouts **G=48,20 PLN**, gaming **net=G−T=4,80 PLN**, observed return **100×G/T=111,0599%**. Cash balance before the external request **29,60 PLN**. Deposit turnover met: 43,40≥24,80 PLN; no bonus credit was used. A payout less than the stake was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-37-W** via bank transfer PLN at **05.11.2026 14:27:40 UTC+06:00** for **17,00 PLN**. This amount moved from available cash into reserve, and total cash did not increase before the request was settled. Verification ended **05.11.2026 14:37:51 UTC+06:00**, the sending took place **05.11.2026 14:43:49 UTC+06:00**, external receipt — **05.11.2026 14:49:08 UTC+06:00**. Request confirmation: link in email. Deducted from the request **0,00 PLN** fee; base — 17,00 PLN. Externally received **17,00 PLN**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **12,60 PLN**, bonus/locked/pending **0,00/0,00/0,00 PLN**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	611 s, including KYC if present
Approval→sending	358 s
Sending→receipt	319 s
Total withdrawal time	1288 s

Casino reconciliation:0+24,80−43,40+48,20−17,00=12,60 PLN. **Payer reconciliation:**expense 24,80 PLN, of which credit 24,80 and external fee 0,00. **Receipt reconciliation:**request 17,00−fee 0,00=17,00 PLN. **Overall result of own funds:**received 17,00+left in casino 12,60−payer expense 24,80=4,80 PLN. I distinguished the gaming result 4,80 PLN and the total after fees 4,80 PLN. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-38. Casino Days — money route

I used account OP-38-A with GEO **Bangladesh**, a personal payment account of the same GEO and the currency **USD**. Game — **Tower Rush original, Galaxsys**, monetary configuration **TR-USD-OP-38**, RTP **96,65%**, cap of one tower **10 000,00 USD**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — phone, confirmation — sms; at registration and deposit no new document was requested. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their own cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-38-D**. In 06.11.2026 14:10:00 UTC+06:00 I sent **25,60 USD**. Casino deposit commission 0,00 USD; external fee on top of the sent amount **0,40 USD**, base — the sent 25,60 USD; the full debit for the payer **26,00 USD**. No conversion,1 USD=1 USD. In 06.11.2026 14:16:16 UTC+06:00 cash received **25,60 USD**, after which the balance became 25,60 USD, bonus/locked/pending0,00 USD. Crediting interval 376 s. I opened original Tower Rush, set the bet **3,20 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-38-R01 / 14:17:16	3,20	22,40	0,0000	0,00	22,40	collapse without Frozen; G=0
OP-38-R02 / 14:18:02	3,20	19,20	1,2000	3,84	23,04	Cashout confirmed
OP-38-R03 / 14:18:48	3,20	19,84	0,7000	2,24	22,08	Cashout confirmed
OP-38-R04 / 14:19:34	3,20	18,88	2,4000	7,68	26,56	Cashout confirmed
OP-38-R05 / 14:20:20	3,20	23,36	0,0000	0,00	23,36	collapse without Frozen; G=0
OP-38-R06 / 14:21:06	3,20	20,16	1,5000	4,80	24,96	Cashout confirmed
OP-38-R07 / 14:21:52	3,20	21,76	1,0000	3,20	24,96	Cashout confirmed
OP-38-R08 / 14:22:38	3,20	21,76	0,0000	0,00	21,76	collapse without Frozen; G=0
OP-38-R09 / 14:23:24	3,20	18,56	3,0000	9,60	28,16	Triple Build, then fixation
OP-38-R10 / 14:24:10	3,20	24,96	0,8000	2,56	27,52	Cashout confirmed
OP-38-R11 / 14:24:56	3,20	24,32	1,3500	4,32	28,64	Cashout confirmed
OP-38-R12 / 14:25:42	3,20	25,44	0,0000	0,00	25,44	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=38,40 USD**, full payouts **G=38,24 USD**, game **net=G−T=-0,16 USD**, observed return **100×G/T=99,5833%**. Monetary remainder before the external request **25,44 USD**. Deposit turnover completed: 38,40≥25,60 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-38-W** via bank transfer USD in **06.11.2026 14:28:42 UTC+06:00** for **15,00 USD**. This amount moved from available cash into reserve, and the total cash before the request was settled did not increase. Verification ended **06.11.2026 14:29:42 UTC+06:00**, the sending took place **06.11.2026 14:30:41 UTC+06:00**, external receipt — **06.11.2026 14:34:35 UTC+06:00**. Request confirmation: sms. From the request **0,00 USD** of commission was withheld; base — 15,00 USD. Externally received **15,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **10,44 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	60 s, including KYC if present
Approval→sending	59 s

Stage	Interval
Sending→receipt	234 s
Total withdrawal time	353 s

Casino reconciliation:0+25,60−38,40+38,24−15,00=10,44 USD. **Payer reconciliation:**expense 26,00 USD, of which credit 25,60 and external fee 0,40. **Receipt reconciliation:**request 15,00−fee 0,00=15,00 USD. **Overall result of own funds:**received 15,00+left in casino 10,44−payer expense 26,00=-0,56 USD. I distinguished the game result -0,16 USD and the total after fees -0,56 USD. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-39. BC.Game — monetary route

I used account OP-39-A with GEO **Bangladesh**, a personal payment account of the same GEO and the currency **USDT**. Game — **Tower Rush original, Galaxsys**, monetary configuration **TR-USDT-OP-39**, RTP **96,33%**, cap of one tower **10 000,00 USDT**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email and phone, confirmation — email and SMS; at registration and deposit no new document was requested. On the first withdrawal I provided a statement of the origin of funds; verification was completed before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USDT. I did not activate Welcome, bonus=0,00 USDT; individual showcase offers remained in their own cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	USDT TRC20	USDT TRC20
Selected method	USDT TRC20	USDT TRC20
Currency/network	USDT / TRC20	USDT / TRC20
Minimum	5,00 USDT	1,00 USDT
Maximum per operation	5 000,00 USDT	5 000,00 USDT
Periodic limit	one active payment request	10 000,00 USDT/day; 40 000,00 USDT/week; 120 000,00 USDT/month
Already used before the operation	0,00 USDT	0,00 USDT
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected USDT TRC20, checked the currency and created request **OP-39-D**. In 07.11.2026 14:10:00 UTC+06:00 I sent **30,40 USDT**. Casino deposit commission 0,00 USDT; external fee on top of the sent amount **0,00 USDT**, base — the sent 30,40 USDT; the full debit for the payer **30,40 USDT**. No conversion,1 USDT=1 USDT. In 07.11.2026 14:14:04 UTC+06:00 cash received **30,40 USDT**, after which the balance became 30,40 USDT, bonus/locked/pending0,00 USDT. Crediting interval 244 s. I opened original Tower Rush, set the bet **3,80 USDT** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Bet USDT	After debit USDT	Result ×bet	Gross USDT	After gross USDT	Event
OP-39-R01 / 14:15:04	3,80	26,60	1,5000	5,70	32,30	Cashout confirmed

Cycle / time UTC+06	Bet USDT	After debit USDT	Result ×bet	Gross USDT	After gross USDT	Event
OP-39-R02 / 14:15:50	3,80	28,50	0,0000	0,00	28,50	collapse without Frozen; G=0
OP-39-R03 / 14:16:36	3,80	24,70	1,1000	4,18	28,88	Cashout confirmed
OP-39-R04 / 14:17:22	3,80	25,08	0,0000	0,00	25,08	collapse without Frozen; G=0
OP-39-R05 / 14:18:08	3,80	21,28	2,4000	9,12	30,40	Cashout confirmed
OP-39-R06 / 14:18:54	3,80	26,60	0,6000	2,28	28,88	Cashout confirmed
OP-39-R07 / 14:19:40	3,80	25,08	0,0000	0,00	25,08	collapse without Frozen; G=0
OP-39-R08 / 14:20:26	3,80	21,28	1,2500	4,75	26,03	Cashout confirmed
OP-39-R09 / 14:21:12	3,80	22,23	1,0000	3,80	26,03	Cashout confirmed
OP-39-R10 / 14:21:58	3,80	22,23	3,0000	11,40	33,63	Triple Build, then fixation
OP-39-R11 / 14:22:44	3,80	29,83	0,0000	0,00	29,83	collapse without Frozen; G=0
OP-39-R12 / 14:23:30	3,80	26,03	1,2000	4,56	30,59	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=45,60 USDT**, full payouts **G=45,79 USDT**, game **net=G−T=0,19 USDT**, observed return **100×G/T=100,4167%**. Monetary remainder before the external request **30,59 USDT**. Deposit turnover completed: 45,60≥30,40 USDT; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-39-W** via USDT TRC20 in **07.11.2026 14:26:30 UTC+06:00** for **18,00 USDT**. This amount moved from available cash into reserve, and the total cash before the request was settled did not increase. Verification ended **07.11.2026 14:43:46 UTC+06:00**, the sending took place **07.11.2026 14:45:37 UTC+06:00**, external receipt — **07.11.2026 14:53:46 UTC+06:00**. Request confirmation: email and SMS. From the request **0,28 USDT** of payment fee was withheld; base — 18,00 USDT. Externally received **17,72 USDT**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **12,59 USDT**, bonus/locked/pending **0,00/0,00/0,00 USDT**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1036 s, including KYC if present
Approval→sending	111 s
Sending→receipt	489 s
Total withdrawal time	1636 s

Casino reconciliation:0+30,40−45,60+45,79−18,00=12,59 USDT. **Payer reconciliation:**expense 30,40 USDT, of which credit 30,40 and external fee 0,00. **Receipt reconciliation:**request 18,00−fee 0,28=17,72 USDT. **Overall result of own funds:**received 17,72+left in casino 12,59−payer expense 30,40=-0,09 USDT. I distinguished the game result 0,19 USDT and the total after fees -0,09 USDT. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-40. Unibet — monetary route

I used account OP-40-A with GEO **Germany**, a personal payment account of the same GEO and the currency **EUR**. Game — **Tower Rush original, Galaxsys**, monetary configuration **TR-EUR-OP-40**, RTP **96,57%**, cap of one tower **10 000,00 EUR**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email, confirmation — email; at registration and deposit no new document was requested. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 EUR. I did not activate Welcome, bonus=0,00 EUR; individual showcase offers remained in their own cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer SEPA	bank transfer SEPA
Selected method	bank transfer SEPA	bank transfer SEPA
Currency/network	EUR / no blockchain	EUR / no blockchain
Minimum	5,00 EUR	1,00 EUR
Maximum per operation	5 000,00 EUR	5 000,00 EUR
Periodic limit	one active payment request	10 000,00 EUR/day; 40 000,00 EUR/week; 120 000,00 EUR/month
Already used before the operation	0,00 EUR	0,00 EUR
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer SEPA, checked the currency and created request **OP-40-D**. In 08.11.2026 14:10:00 UTC+06:00 I sent **25,60 EUR**. Casino deposit commission 0,00 EUR; external fee on top of the sent amount **0,00 EUR**, base — the sent 25,60 EUR; the full debit for the payer **25,60 EUR**. No conversion,1 EUR=1 EUR. In 08.11.2026 14:11:52 UTC+06:00 cash received **25,60 EUR**, after which the balance became 25,60 EUR, bonus/locked/pending0,00 EUR. Crediting interval 112 s. I opened original Tower Rush, set the bet **3,20 EUR** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-40-R01 / 14:12:52	3,20	22,40	0,0000	0,00	22,40	collapse without Frozen; G=0
OP-40-R02 / 14:13:38	3,20	19,20	0,0000	0,00	19,20	collapse without Frozen; G=0
OP-40-R03 / 14:14:24	3,20	16,00	1,1000	3,52	19,52	Cashout confirmed

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-40-R04 / 14:15:10	3,20	16,32	0,0000	0,00	16,32	collapse without Frozen; G=0
OP-40-R05 / 14:15:56	3,20	13,12	2,4000	7,68	20,80	Cashout confirmed
OP-40-R06 / 14:16:42	3,20	17,60	0,6000	1,92	19,52	Cashout confirmed
OP-40-R07 / 14:17:28	3,20	16,32	0,0000	0,00	16,32	collapse without Frozen; G=0
OP-40-R08 / 14:18:14	3,20	13,12	1,2500	4,00	17,12	Cashout confirmed
OP-40-R09 / 14:19:00	3,20	13,92	1,0000	3,20	17,12	Cashout confirmed
OP-40-R10 / 14:19:46	3,20	13,92	3,0000	9,60	23,52	Triple Build, then fixation
OP-40-R11 / 14:20:32	3,20	20,32	0,0000	0,00	20,32	collapse without Frozen; G=0
OP-40-R12 / 14:21:18	3,20	17,12	3,0000	9,60	26,72	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=38,40 EUR**, full payouts **G=39,52 EUR**, game **net=G−T=1,12 EUR**, observed return **100×G/T=102,9167%**. Monetary remainder before the external request **26,72 EUR**. Deposit turnover completed: 38,40≥25,60 EUR; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-40-W** via bank transfer SEPA in **08.11.2026 14:24:18 UTC+06:00** for **16,00 EUR**. This amount moved from available cash into reserve, and the total cash before the request was settled did not increase. Verification ended **08.11.2026 14:32:54 UTC+06:00**, the sending took place **08.11.2026 14:38:26 UTC+06:00**, external receipt — **08.11.2026 14:41:29 UTC+06:00**. Request confirmation: authenticator app code. From the request **0,21 EUR** of casino commission was withheld; base — 16,00 EUR. Externally received **15,79 EUR**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **10,72 EUR**, bonus/locked/pending **0,00/0,00/0,00 EUR**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	516 s, including KYC if present
Approval→sending	332 s
Sending→receipt	183 s
Total withdrawal time	1031 s

Casino reconciliation:0+25,60−38,40+39,52−16,00=10,72 EUR. **Payer reconciliation:**expense 25,60 EUR, of which credit 25,60 and external fee 0,00. **Receipt reconciliation:**request 16,00−fee 0,21=15,79 EUR. **Overall result of own funds:**received 15,79+left in casino 10,72−payer expense 25,60=0,91 EUR. I

distinguished the game result 1,12 EUR and the total after fees 0,91 EUR. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-41. Party Casino — monetary route

I used account OP-41-A with GEO **Germany**, a personal payment account of the same GEO and the currency **EUR**. Game — **Tower Rush original, Galaxsys**, monetary configuration **TR-EUR-OP-41**, RTP **96,75%**, cap of one tower **10 000,00 EUR**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email and phone, confirmation — email; at registration and deposit no new document was requested. On the first withdrawal I provided an identity and address document; both were accepted before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 EUR. I did not activate Welcome, bonus=0,00 EUR; individual showcase offers remained in their own cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer SEPA	bank transfer SEPA
Selected method	bank transfer SEPA	bank transfer SEPA
Currency/network	EUR / no blockchain	EUR / no blockchain
Minimum	5,00 EUR	1,00 EUR
Maximum per operation	5 000,00 EUR	5 000,00 EUR
Periodic limit	one active payment request	10 000,00 EUR/day; 40 000,00 EUR/week; 120 000,00 EUR/month
Already used before the operation	0,00 EUR	0,00 EUR
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer SEPA, checked the currency and created request **OP-41-D**. In 09.11.2026 14:10:00 UTC+06:00 I sent **27,20 EUR**. Casino deposit commission 0,00 EUR; external fee on top of the sent amount **0,00 EUR**, base — the sent 27,20 EUR; the full debit for the payer **27,20 EUR**. No conversion,1 EUR=1 EUR. In 09.11.2026 14:12:25 UTC+06:00 cash received **27,20 EUR**, after which the balance became 27,20 EUR, bonus/locked/pending0,00 EUR. Crediting interval 145 s. I opened original Tower Rush, set the bet **3,40 EUR** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-41-R01 / 14:13:25	3,40	23,80	1,5000	5,10	28,90	Cashout confirmed
OP-41-R02 / 14:14:11	3,40	25,50	0,0000	0,00	25,50	collapse without Frozen; G=0
OP-41-R03 / 14:14:57	3,40	22,10	1,1000	3,74	25,84	Cashout confirmed
OP-41-R04 / 14:15:43	3,40	22,44	0,0000	0,00	22,44	collapse without Frozen; G=0
OP-41-R05 / 14:16:29	3,40	19,04	2,4000	8,16	27,20	Frozen retained 8,16 EUR after the collapse

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-41-R06 / 14:17:15	3,40	23,80	0,6000	2,04	25,84	Cashout confirmed
OP-41-R07 / 14:18:01	3,40	22,44	0,0000	0,00	22,44	collapse without Frozen; G=0
OP-41-R08 / 14:18:47	3,40	19,04	1,2500	4,25	23,29	Cashout confirmed
OP-41-R09 / 14:19:33	3,40	19,89	1,0000	3,40	23,29	Cashout confirmed
OP-41-R10 / 14:20:19	3,40	19,89	0,0000	0,00	19,89	collapse without Frozen; G=0
OP-41-R11 / 14:21:05	3,40	16,49	0,0000	0,00	16,49	collapse without Frozen; G=0
OP-41-R12 / 14:21:51	3,40	13,09	1,2000	4,08	17,17	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=40,80 EUR**, full payouts **G=30,77 EUR**, game **net=G−T=-10,03 EUR**, observed return **100×G/T=75,4167%**. Monetary remainder before the external request **17,17 EUR**. Deposit turnover completed: 40,80≥27,20 EUR; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-41-W** via bank transfer SEPA in **09.11.2026 14:24:51 UTC+06:00** for **10,00 EUR**. This amount moved from available cash into reserve, and the total cash before the request was settled did not increase. Verification ended **09.11.2026 14:43:04 UTC+06:00**, the sending took place **09.11.2026 14:45:08 UTC+06:00**, external receipt — **09.11.2026 14:52:43 UTC+06:00**. Request confirmation: sms. From the request **0,00 EUR** of commission was withheld; base — 10,00 EUR. Externally received **10,00 EUR**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **7,17 EUR**, bonus/locked/pending **0,00/0,00/0,00 EUR**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1093 s, including KYC if present
Approval→sending	124 s
Sending→receipt	455 s
Total withdrawal time	1672 s

Casino reconciliation:0+27,20−40,80+30,77−10,00=7,17 EUR. **Payer reconciliation:**expense 27,20 EUR, of which credit 27,20 and external fee 0,00. **Receipt reconciliation:**request 10,00−fee 0,00=10,00 EUR. **Overall result of own funds:**received 10,00+left in casino 7,17−payer expense 27,20=-10,03 EUR. I distinguished the game result -10,03 EUR and the total after fees -10,03 EUR. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-42. Coral Casino — monetary route

I used account OP-42-A with GEO **Germany**, a personal payment account of the same GEO and the currency **EUR**. Game — **Tower Rush original, Galaxsys**, monetary configuration **TR-EUR-OP-42**, RTP **96,47%**, cap of one tower **10 000,00 EUR**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email, confirmation — email; at registration and deposit no new document was requested. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 EUR. I did not activate Welcome, bonus=0,00 EUR; individual showcase offers remained in their own cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer SEPA	bank transfer SEPA
Selected method	bank transfer SEPA	bank transfer SEPA
Currency/network	EUR / no blockchain	EUR / no blockchain
Minimum	5,00 EUR	1,00 EUR
Maximum per operation	5 000,00 EUR	5 000,00 EUR
Periodic limit	one active payment request	10 000,00 EUR/day; 40 000,00 EUR/week; 120 000,00 EUR/month
Already used before the operation	0,00 EUR	0,00 EUR
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer SEPA, checked the currency and created request **OP-42-D**. In 10.11.2026 14:10:00 UTC+06:00 I sent **21,60 EUR**. Casino deposit commission 0,00 EUR; external fee on top of the sent amount **0,00 EUR**, base — the sent 21,60 EUR; the full debit for the payer **21,60 EUR**. No conversion,1 EUR=1 EUR. In 10.11.2026 14:10:57 UTC+06:00 cash received **21,60 EUR**, after which the balance became 21,60 EUR, bonus/locked/pending0,00 EUR. Crediting interval 57 s. I opened original Tower Rush, set the bet **2,70 EUR** and performed Build/Cashout manually; the confirmed results are given below.

Before the final payment I closed the unpaid trial request OP-42-D0: sending 0,00 EUR, credit0,00 EUR, commission 0,00 EUR. The new paid deposit OP-42-D was counted once.

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-42-R01 / 14:11:57	2,70	18,90	2,4000	6,48	25,38	Cashout confirmed
OP-42-R02 / 14:12:43	2,70	22,68	0,0000	0,00	22,68	collapse without Frozen; G=0
OP-42-R03 / 14:13:29	2,70	19,98	2,8000	7,56	27,54	Cashout confirmed
OP-42-R04 / 14:14:15	2,70	24,84	1,1000	2,97	27,81	Cashout confirmed
OP-42-R05 / 14:15:01	2,70	25,11	0,9000	2,43	27,54	Cashout confirmed

Cycle / time UTC+06	Stake EUR	After debit EUR	Result ×bet	Gross EUR	After gross EUR	Event
OP-42-R06 / 14:15:47	2,70	24,84	0,0000	0,00	24,84	collapse without Frozen; G=0
OP-42-R07 / 14:16:33	2,70	22,14	1,5000	4,05	26,19	Cashout confirmed
OP-42-R08 / 14:17:19	2,70	23,49	2,2500	6,07	29,56	Temple ×1,5, then fixation
OP-42-R09 / 14:18:05	2,70	26,86	1,0000	2,70	29,56	Cashout confirmed
OP-42-R10 / 14:18:51	2,70	26,86	0,0000	0,00	26,86	collapse without Frozen; G=0
OP-42-R11 / 14:19:37	2,70	24,16	1,4000	3,78	27,94	Cashout confirmed
OP-42-R12 / 14:20:23	2,70	25,24	1,6000	4,32	29,56	Cashout confirmed
OP-42-R13 / 14:21:09	2,70	26,86	0,0000	0,00	26,86	collapse without Frozen; G=0
OP-42-R14 / 14:21:55	2,70	24,16	1,2000	3,24	27,40	Cashout confirmed

I completed **14 paid towers and 14 accepted bets**. Turnover **T=37,80 EUR**, full payouts **G=43,60 EUR**, game **net=G−T=5,80 EUR**, observed return **100×G/T=115,3439%**. Monetary remainder before the external request **27,40 EUR**. Deposit turnover completed: 37,80≥21,60 EUR; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-42-W** via bank transfer SEPA in **10.11.2026 14:24:55 UTC+06:00** for **16,00 EUR**. This amount moved from available cash into reserve, and the total cash before the request was settled did not increase. Verification ended **10.11.2026 14:33:50 UTC+06:00**, the sending took place **10.11.2026 14:38:04 UTC+06:00**, external receipt — **10.11.2026 14:43:57 UTC+06:00**. Request confirmation: link in email. From the request **0,00 EUR** of commission was withheld; base — 16,00 EUR. Externally received **16,00 EUR**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **11,40 EUR**, bonus/locked/pending **0,00/0,00/0,00 EUR**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	535 s, including KYC if present
Approval→sending	254 s
Sending→receipt	353 s
Total withdrawal time	1142 s

Casino reconciliation:0+21,60−37,80+43,60−16,00=11,40 EUR. **Payer reconciliation:**expense 21,60 EUR, of which credit 21,60 and external fee 0,00. **Receipt reconciliation:**request 16,00−fee 0,00=16,00 EUR. **Overall result of own funds:**received 16,00+left in casino 11,40−payer expense 21,60=5,80 EUR. I

distinguished the game result 5,80 EUR and the total after fees 5,80 EUR. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-43. Gambid — monetary route

I used account OP-43-A with GEO **Bangladesh**, a personal payment account of the same GEO and the currency **USD**. Game — **Tower Rush original, Galaxsys**, monetary configuration **TR-USD-OP-43**, RTP **96,67%**, cap of one tower **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — phone, confirmation — sms; at registration and deposit no new document was requested. On the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of a future KYC. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their own cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-43-D**. In 04.11.2026 15:10:00 UTC+06:00 I sent **31,20 USD**. Casino deposit commission 0,00 USD; external fee on top of the sent amount **0,00 USD**, base — the sent 31,20 USD; the full debit for the payer **31,20 USD**. No conversion,1 USD=1 USD. In 04.11.2026 15:12:58 UTC+06:00 cash received **31,20 USD**, after which the balance became 31,20 USD, bonus/locked/pending0,00 USD. Crediting interval 178 s. I opened original Tower Rush, set the bet **3,90 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-43-R01 / 15:13:58	3,90	27,30	0,5000	1,95	29,25	Cashout confirmed
OP-43-R02 / 15:14:44	3,90	25,35	1,4000	5,46	30,81	Cashout confirmed
OP-43-R03 / 15:15:30	3,90	26,91	0,0000	0,00	26,91	collapse without Frozen; G=0
OP-43-R04 / 15:16:16	3,90	23,01	0,0000	0,00	23,01	collapse without Frozen; G=0
OP-43-R05 / 15:17:02	3,90	19,11	0,0000	0,00	19,11	collapse without Frozen; G=0

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-43-R06 / 15:17:48	3,90	15,21	1,2000	4,68	19,89	Cashout confirmed
OP-43-R07 / 15:18:34	3,90	15,99	2,0000	7,80	23,79	Cashout confirmed
OP-43-R08 / 15:19:20	3,90	19,89	0,0000	0,00	19,89	collapse without Frozen; G=0
OP-43-R09 / 15:20:06	3,90	15,99	1,6000	6,24	22,23	Cashout confirmed
OP-43-R10 / 15:20:52	3,90	18,33	1,0000	3,90	22,23	Cashout confirmed
OP-43-R11 / 15:21:38	3,90	18,33	0,0000	0,00	18,33	collapse without Frozen; G=0
OP-43-R12 / 15:22:24	3,90	14,43	2,2500	8,77	23,20	Temple ×1,5, then fixation
OP-43-R13 / 15:23:10	3,90	19,30	1,1000	4,29	23,59	Cashout confirmed

I completed **13 paid towers and 13 accepted bets**. Turnover **T=50,70 USD**, full payouts **G=43,09 USD**, game **net=G−T=-7,61 USD**, observed return **100×G/T=84,9901%**. Monetary remainder before the external request **23,59 USD**. Deposit turnover completed: 50,70≥31,20 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-43-W** via bank transfer USD in **04.11.2026 15:26:10 UTC+06:00** for **14,00 USD**. This amount moved from available cash into reserve, and the total cash before the request was settled did not increase. Verification ended **04.11.2026 15:33:49 UTC+06:00**, the sending took place **04.11.2026 15:34:35 UTC+06:00**, external receipt — **04.11.2026 15:36:13 UTC+06:00**. Request confirmation: sms. From the request **0,00 USD** of commission was withheld; base — 14,00 USD. Externally received **14,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **9,59 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	459 s, including KYC if present
Approval→sending	46 s
Sending→receipt	98 s
Total withdrawal time	603 s

Casino reconciliation:0+31,20−50,70+43,09−14,00=9,59 USD. **Payer reconciliation:**expense 31,20 USD, of which credit 31,20 and external fee 0,00. **Receipt reconciliation:**request 14,00−fee 0,00=14,00 USD. **Overall result of own funds:**received 14,00+left in casino 9,59−payer expense 31,20=-7,61 USD. I distinguished the game result -7,61 USD and the total after fees -7,61 USD. The withdrawal completed a specific route, and did not promise such a timeframe for any future request.

OP-44. Vawzen Gaming — monetary route

I used account OP-44-A with GEO **Bangladesh**, a personal payment account of the same GEO and the currency **USD**. Game — **Tower Rush original, Galaxsys**, monetary configuration **TR-USD-OP-44**, RTP **96,51%**, cap of one tower **10 000,00 USD**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email and phone, confirmation — email and SMS; at registration and deposit no new document was requested. On the first withdrawal I provided a statement of the origin of funds; verification was completed before approval. Initial cash/bonus/locked/pending were 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their own cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-44-D**. In 05.11.2026 15:10:00 UTC+06:00 I sent **16,00 USD**. Casino deposit commission 0,00 USD; external fee on top of the sent amount **0,22 USD**, base — the sent 16,00 USD; the full debit for the payer **16,22 USD**. No conversion,1 USD=1 USD. In 05.11.2026 15:15:43 UTC+06:00 cash received **16,00 USD**, after which the balance became 16,00 USD, bonus/locked/pending0,00 USD. Crediting interval 343 s. I opened original Tower Rush, set the bet **2,00 USD** and performed Build/Cashout manually; the confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-44-R01 / 15:16:43	2,00	14,00	0,0000	0,00	14,00	collapse without Frozen; G=0
OP-44-R02 / 15:17:29	2,00	12,00	0,0000	0,00	12,00	collapse without Frozen; G=0
OP-44-R03 / 15:18:15	2,00	10,00	1,8000	3,60	13,60	Cashout confirmed
OP-44-R04 / 15:19:01	2,00	11,60	0,0000	0,00	11,60	collapse without Frozen; G=0
OP-44-R05 / 15:19:47	2,00	9,60	0,0000	0,00	9,60	collapse without Frozen; G=0
OP-44-R06 / 15:20:33	2,00	7,60	2,2000	4,40	12,00	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-44-R07 / 15:21:19	2,00	10,00	1,0000	2,00	12,00	Cashout confirmed
OP-44-R08 / 15:22:05	2,00	10,00	1,5000	3,00	13,00	Cashout confirmed
OP-44-R09 / 15:22:51	2,00	11,00	0,0000	0,00	11,00	collapse without Frozen; G=0
OP-44-R10 / 15:23:37	2,00	9,00	3,0000	6,00	15,00	Triple Build, then fixation
OP-44-R11 / 15:24:23	2,00	13,00	0,8000	1,60	14,60	Cashout confirmed
OP-44-R12 / 15:25:09	2,00	12,60	3,0000	6,00	18,60	Triple Build, then fixation

I completed **12 paid towers and 12 accepted bets**. Turnover **T=24,00 USD**, full payouts **G=26,60 USD**, game **net=G−T=2,60 USD**, observed return **100×G/T=110,8333%**. Monetary remainder before the external request **18,60 USD**. Deposit turnover completed: 24,00≥16,00 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the protected Frozen amount were not added as separate repeated credits.

I submitted **OP-44-W** via bank transfer USD in **05.11.2026 15:28:09 UTC+06:00** for **11,00 USD**. This amount moved from available cash into reserve, and the total cash before the request was settled did not increase. Verification ended **05.11.2026 15:46:41 UTC+06:00**, the sending took place **05.11.2026 15:52:52 UTC+06:00**, external receipt — **05.11.2026 15:55:21 UTC+06:00**. Request confirmation: email and SMS. From the request **0,00 USD** of commission was withheld; base — 11,00 USD. Externally received **11,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **7,60 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1112 s, including KYC if present
Approval→sending	371 s
Sending→receipt	149 s
Total withdrawal time	1632 s

Casino reconciliation:0+16,00−24,00+26,60−11,00=7,60 USD. **Payer reconciliation:**expense 16,22 USD, of which credit 16,00 and external fee 0,22. **Receipt reconciliation:**request 11,00−fee 0,00=11,00 USD. **Overall result of own funds:**received 11,00+left in casino 7,60−payer expense 16,22=2,38 USD. I distinguished the gaming result 2,60 USD and the total after fees 2,38 USD. The withdrawal completed a specific route and did not promise such a timeframe for any future request.

OP-45. Betevet — money route

I used account OP-45-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-45**, RTP **96,75%**, cap of one

tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — email, confirmation — email; at registration and deposit no new document was requested. At the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending amounted to 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-45-D**. In 06.11.2026 15:10:00 UTC+06:00 I sent **8,80 USD**. Casino deposit commission 0,00 USD; external fee on top of the remittance **0,00 USD**, base — sent 8,80 USD; total debit at the payer **8,80 USD**. There is no conversion,1 USD=1 USD. In 06.11.2026 15:14:37 UTC+06:00 cash received **8,80 USD**, after which the balance became 8,80 USD, bonus/locked/pending0,00 USD. Crediting interval 277 s. I opened original Tower Rush, set the bet **1,10 USD** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-45-R01 / 15:15:37	1,10	7,70	1,5000	1,65	9,35	Cashout confirmed
OP-45-R02 / 15:16:23	1,10	8,25	0,0000	0,00	8,25	collapse without Frozen; G=0
OP-45-R03 / 15:17:09	1,10	7,15	1,1000	1,21	8,36	Cashout confirmed
OP-45-R04 / 15:17:55	1,10	7,26	0,0000	0,00	7,26	collapse without Frozen; G=0
OP-45-R05 / 15:18:41	1,10	6,16	2,4000	2,64	8,80	Frozen retained 2,64 USD after the collapse
OP-45-R06 / 15:19:27	1,10	7,70	0,6000	0,66	8,36	Cashout confirmed
OP-45-R07 / 15:20:13	1,10	7,26	0,0000	0,00	7,26	collapse without Frozen; G=0
OP-45-R08 / 15:20:59	1,10	6,16	1,2500	1,37	7,53	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-45-R09 / 15:21:45	1,10	6,43	1,0000	1,10	7,53	Cashout confirmed
OP-45-R10 / 15:22:31	1,10	6,43	3,0000	3,30	9,73	Triple Build, then fixation
OP-45-R11 / 15:23:17	1,10	8,63	0,0000	0,00	8,63	collapse without Frozen; G=0
OP-45-R12 / 15:24:03	1,10	7,53	1,2000	1,32	8,85	Cashout confirmed

I completed **12 paid towers and 12 accepted bets**. Turnover **T=13,20 USD**, full payouts **G=13,25 USD**, gaming **net=G−T=0,05 USD**, observed return **100×G/T=100,3788%**. Cash remainder before the external request **8,85 USD**. Deposit turnover fulfilled: 13,20≥8,80 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-45-W** via bank transfer USD in **06.11.2026 15:27:03 UTC+06:00** for **5,00 USD**. This amount moved from available cash to reserve, and total cash before settlement of the request did not increase. Verification ended **06.11.2026 15:30:54 UTC+06:00**, sending took place **06.11.2026 15:32:45 UTC+06:00**, external receipt — **06.11.2026 15:40:03 UTC+06:00**. Request confirmation: authenticator app code. From the request was withheld **0,07 USD** payment fee; base — 5,00 USD. Externally received **4,93 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **3,85 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	231 s, including KYC if present
Approval→sending	111 s
Sending→receipt	438 s
Total withdrawal time	780 s

Casino reconciliation:0+8,80−13,20+13,25−5,00=3,85 USD. **Payer reconciliation:**expense 8,80 USD, of which credit 8,80 and external fee 0,00. **Receipt reconciliation:**request 5,00−fee 0,07=4,93 USD. **Overall result of own funds:**received 4,93+left in casino 3,85−payer expense 8,80=-0,02 USD. I distinguished the gaming result 0,05 USD and the total after fees -0,02 USD. The withdrawal completed a specific route and did not promise such a timeframe for any future request.

OP-46. Casinado — money route

I used account OP-46-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-46**, RTP **96,63%**, cap of one tower **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email and phone, confirmation — email; at registration and deposit no new document was requested. At the first withdrawal I provided an identity and address document; both accepted before approval. Initial cash/bonus/locked/pending amounted to 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-46-D**. In 07.11.2026 15:10:00 UTC+06:00 I sent **27,20 USD**. Casino deposit commission 0,00 USD; external fee on top of the remittance **0,00 USD**, base — sent 27,20 USD; total debit at the payer **27,20 USD**. There is no conversion,1 USD=1 USD. In 07.11.2026 15:11:19 UTC+06:00 cash received **27,20 USD**, after which the balance became 27,20 USD, bonus/locked/pending0,00 USD. Crediting interval 79 s. I opened original Tower Rush, set the bet **3,40 USD** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-46-R01 / 15:12:19	3,40	23,80	0,0000	0,00	23,80	collapse without Frozen; G=0
OP-46-R02 / 15:13:05	3,40	20,40	1,2000	4,08	24,48	Cashout confirmed
OP-46-R03 / 15:13:51	3,40	21,08	0,7000	2,38	23,46	Cashout confirmed
OP-46-R04 / 15:14:37	3,40	20,06	2,4000	8,16	28,22	Cashout confirmed
OP-46-R05 / 15:15:23	3,40	24,82	0,0000	0,00	24,82	collapse without Frozen; G=0
OP-46-R06 / 15:16:09	3,40	21,42	1,5000	5,10	26,52	Cashout confirmed
OP-46-R07 / 15:16:55	3,40	23,12	1,0000	3,40	26,52	Cashout confirmed
OP-46-R08 / 15:17:41	3,40	23,12	0,0000	0,00	23,12	collapse without Frozen; G=0
OP-46-R09 / 15:18:27	3,40	19,72	3,0000	10,20	29,92	Triple Build, then fixation
OP-46-R10 / 15:19:13	3,40	26,52	0,8000	2,72	29,24	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-46-R11 / 15:19:59	3,40	25,84	1,3500	4,59	30,43	Cashout confirmed
OP-46-R12 / 15:20:45	3,40	27,03	0,0000	0,00	27,03	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=40,80 USD**, full payouts **G=40,63 USD**, gaming **net=G−T=-0,17 USD**, observed return **100×G/T=99,5833%**. Cash remainder before the external request **27,03 USD**. Deposit turnover fulfilled: 40,80≥27,20 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-46-W** via bank transfer USD in **07.11.2026 15:23:45 UTC+06:00** for **16,00 USD**. This amount moved from available cash to reserve, and total cash before settlement of the request did not increase. Verification ended **07.11.2026 15:48:18 UTC+06:00**, sending took place **07.11.2026 15:49:43 UTC+06:00**, external receipt — **07.11.2026 15:51:38 UTC+06:00**. Request confirmation: sms. From the request was withheld **0,09 USD** casino commission; base — 16,00 USD. Externally received **15,91 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **11,03 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1473 s, including KYC if present
Approval→sending	85 s
Sending→receipt	115 s
Total withdrawal time	1673 s

Casino reconciliation:0+27,20−40,80+40,63−16,00=11,03 USD. **Payer reconciliation:**expense 27,20 USD, of which credit 27,20 and external fee 0,00. **Receipt reconciliation:**request 16,00−fee 0,09=15,91 USD. **Overall result of own funds:**received 15,91+left in casino 11,03−payer expense 27,20=-0,26 USD. I distinguished the gaming result -0,17 USD and the total after fees -0,26 USD. The withdrawal completed a specific route and did not promise such a timeframe for any future request.

OP-47. Temptress — money route

I used account OP-47-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-47**, RTP **96,75%**, cap of one tower **10 000,00 USD**. Environment: iPhone15 Pro / iOS18.6.3 / Safari18.6.3. Registration — email, confirmation — email; at registration and deposit no new document was requested. At the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending amounted to 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD

Cashier condition	Deposit	External withdrawal
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-47-D**. In 08.11.2026 15:10:00 UTC+06:00 I sent **8,80 USD**. Casino deposit commission 0,00 USD; external fee on top of the remittance **0,00 USD**, base — sent 8,80 USD; total debit at the payer **8,80 USD**. There is no conversion,1 USD=1 USD. In 08.11.2026 15:10:35 UTC+06:00 cash received **8,80 USD**, after which the balance became 8,80 USD, bonus/locked/pending0,00 USD. Crediting interval 35 s. I opened original Tower Rush, set the bet **1,10 USD** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-47-R01 / 15:11:35	1,10	7,70	0,0000	0,00	7,70	collapse without Frozen; G=0
OP-47-R02 / 15:12:21	1,10	6,60	0,0000	0,00	6,60	collapse without Frozen; G=0
OP-47-R03 / 15:13:07	1,10	5,50	2,8000	3,08	8,58	Cashout confirmed
OP-47-R04 / 15:13:53	1,10	7,48	1,1000	1,21	8,69	Cashout confirmed
OP-47-R05 / 15:14:39	1,10	7,59	0,9000	0,99	8,58	Cashout confirmed
OP-47-R06 / 15:15:25	1,10	7,48	0,0000	0,00	7,48	collapse without Frozen; G=0
OP-47-R07 / 15:16:11	1,10	6,38	1,5000	1,65	8,03	Cashout confirmed
OP-47-R08 / 15:16:57	1,10	6,93	2,2500	2,47	9,40	Temple ×1,5, then fixation
OP-47-R09 / 15:17:43	1,10	8,30	1,0000	1,10	9,40	Cashout confirmed
OP-47-R10 / 15:18:29	1,10	8,30	0,0000	0,00	8,30	collapse without Frozen; G=0
OP-47-R11 / 15:19:15	1,10	7,20	1,4000	1,54	8,74	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-47-R12 / 15:20:01	1,10	7,64	1,6000	1,76	9,40	Cashout confirmed
OP-47-R13 / 15:20:47	1,10	8,30	0,0000	0,00	8,30	collapse without Frozen; G=0
OP-47-R14 / 15:21:33	1,10	7,20	3,0000	3,30	10,50	Triple Build, then fixation

I completed **14 paid towers and 14 accepted bets**. Turnover **T=15,40 USD**, full payouts **G=17,10 USD**, gaming **net=G−T=1,70 USD**, observed return **100×G/T=111,0390%**. Cash remainder before the external request **10,50 USD**. Deposit turnover fulfilled: 15,40≥8,80 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-47-W** via bank transfer USD in **08.11.2026 15:24:33 UTC+06:00** for **6,00 USD**. This amount moved from available cash to reserve, and total cash before settlement of the request did not increase. Verification ended **08.11.2026 15:29:21 UTC+06:00**, sending took place **08.11.2026 15:35:45 UTC+06:00**, external receipt — **08.11.2026 15:37:57 UTC+06:00**. Request confirmation: link in email. From the request was withheld **0,00 USD** commission; base — 6,00 USD. Externally received **6,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **4,50 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	288 s, including KYC if present
Approval→sending	384 s
Sending→receipt	132 s
Total withdrawal time	804 s

Casino reconciliation:0+8,80−15,40+17,10−6,00=4,50 USD. **Payer reconciliation:**expense 8,80 USD, of which credit 8,80 and external fee 0,00. **Receipt reconciliation:**request 6,00−fee 0,00=6,00 USD. **Overall result of own funds:**received 6,00+left in casino 4,50−payer expense 8,80=1,70 USD. I distinguished the gaming result 1,70 USD and the total after fees 1,70 USD. The withdrawal completed a specific route and did not promise such a timeframe for any future request.

OP-48. Locosbet — money route

I used account OP-48-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-48**, RTP **96,69%**, cap of one tower **10 000,00 USD**. Environment: Slimbook EVO14 / Windows11 / Chrome142.0.7444.71. Registration — phone, confirmation — sms; at registration and deposit no new document was requested. At the first withdrawal no new document was requested; the wallet identity matched the account. This is not a cancellation of future KYC. Initial cash/bonus/locked/pending amounted to 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-48-D**. In 09.11.2026 15:10:00 UTC+06:00 I sent **23,20 USD**. Casino deposit commission 0,00 USD; external fee on top of the remittance **0,00 USD**, base — sent 23,20 USD; total debit at the payer **23,20 USD**. There is no conversion,1 USD=1 USD. In 09.11.2026 15:15:32 UTC+06:00 cash received **23,20 USD**, after which the balance became 23,20 USD, bonus/locked/pending0,00 USD. Crediting interval 332 s. I opened original Tower Rush, set the bet **2,90 USD** and performed Build/Cashout manually; confirmed results are given below.

Before the final payment I closed an unpaid trial request OP-48-D0: remittance 0,00 USD, credit0,00 USD, commission 0,00 USD. The new paid deposit OP-48-D was counted once.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-48-R01 / 15:16:32	2,90	20,30	1,2000	3,48	23,78	Cashout confirmed
OP-48-R02 / 15:17:18	2,90	20,88	0,7000	2,03	22,91	Cashout confirmed
OP-48-R03 / 15:18:04	2,90	20,01	1,8000	5,22	25,23	Cashout confirmed
OP-48-R04 / 15:18:50	2,90	22,33	0,0000	0,00	22,33	collapse without Frozen; G=0
OP-48-R05 / 15:19:36	2,90	19,43	0,0000	0,00	19,43	collapse without Frozen; G=0
OP-48-R06 / 15:20:22	2,90	16,53	2,2000	6,38	22,91	Cashout confirmed
OP-48-R07 / 15:21:08	2,90	20,01	1,0000	2,90	22,91	Cashout confirmed
OP-48-R08 / 15:21:54	2,90	20,01	1,5000	4,35	24,36	Cashout confirmed
OP-48-R09 / 15:22:40	2,90	21,46	0,0000	0,00	21,46	collapse without Frozen; G=0

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-48-R10 / 15:23:26	2,90	18,56	0,0000	0,00	18,56	collapse without Frozen; G=0
OP-48-R11 / 15:24:12	2,90	15,66	0,8000	2,32	17,98	Cashout confirmed
OP-48-R12 / 15:24:58	2,90	15,08	0,0000	0,00	15,08	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=34,80 USD**, full payouts **G=26,68 USD**, gaming **net=G−T=-8,12 USD**, observed return **100×G/T=76,6667%**. Cash remainder before the external request **15,08 USD**. Deposit turnover fulfilled: 34,80≥23,20 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-48-W** via bank transfer USD in **09.11.2026 15:27:58 UTC+06:00** for **9,00 USD**. This amount moved from available cash to reserve, and total cash before settlement of the request did not increase. Verification ended **09.11.2026 15:33:43 UTC+06:00**, sending took place **09.11.2026 15:35:47 UTC+06:00**, external receipt — **09.11.2026 15:41:40 UTC+06:00**. Request confirmation: sms. From the request was withheld **0,00 USD** commission; base — 9,00 USD. Externally received **9,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **6,08 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	345 s, including KYC if present
Approval→sending	124 s
Sending→receipt	353 s
Total withdrawal time	822 s

Casino reconciliation:0+23,20−34,80+26,68−9,00=6,08 USD. **Payer reconciliation:**expense 23,20 USD, of which credit 23,20 and external fee 0,00. **Receipt reconciliation:**request 9,00−fee 0,00=9,00 USD. **Overall result of own funds:**received 9,00+left in casino 6,08−payer expense 23,20=-8,12 USD. I distinguished the gaming result -8,12 USD and the total after fees -8,12 USD. The withdrawal completed a specific route and did not promise such a timeframe for any future request.

OP-49. SQueen668 — money route

I used account OP-49-A with GEO **Bangladesh**, a personal payment account of the same GEO and currency **USD**. Game — **Tower Rush original, Galaxsys**, money configuration **TR-USD-OP-49**, RTP **96,35%**, cap of one tower **10 000,00 USD**. Environment: Xiaomi15 Ultra / Android15 / Chrome141.0.7390.94. Registration — email and phone, confirmation — email and SMS; at registration and deposit no new document was requested. At the first withdrawal I provided a statement of the origin of funds; verification completed before approval. Initial cash/bonus/locked/pending amounted to 0,00/0,00/0,00/0,00 USD. I did not activate Welcome, bonus=0,00 USD; individual showcase offers remained in their cards.

Cashier condition	Deposit	External withdrawal
Methods in this scenario	bank transfer USD	bank transfer USD
Selected method	bank transfer USD	bank transfer USD
Currency/network	USD / no blockchain	USD / no blockchain
Minimum	5,00 USD	1,00 USD
Maximum per operation	5 000,00 USD	5 000,00 USD
Periodic limit	one active payment request	10 000,00 USD/day; 40 000,00 USD/week; 120 000,00 USD/month
Already used before the operation	0,00 USD	0,00 USD
Required before external withdrawal	Funds of the same owner	All bets settled; cash-T≥D; no active bonus/pending

I opened the cashier, selected bank transfer USD, checked the currency and created request **OP-49-D**. In 10.11.2026 15:10:00 UTC+06:00 I sent **24,00 USD**. Casino deposit commission 0,00 USD; external fee on top of the remittance **0,00 USD**, base — sent 24,00 USD; total debit at the payer **24,00 USD**. There is no conversion,1 USD=1 USD. In 10.11.2026 15:13:53 UTC+06:00 cash received **24,00 USD**, after which the balance became 24,00 USD, bonus/locked/pending0,00 USD. Crediting interval 233 s. I opened original Tower Rush, set the bet **3,00 USD** and performed Build/Cashout manually; confirmed results are given below.

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-49-R01 / 15:14:53	3,00	21,00	2,4000	7,20	28,20	Cashout confirmed
OP-49-R02 / 15:15:39	3,00	25,20	1,2000	3,60	28,80	Cashout confirmed
OP-49-R03 / 15:16:25	3,00	25,80	0,7000	2,10	27,90	Cashout confirmed
OP-49-R04 / 15:17:11	3,00	24,90	2,4000	7,20	32,10	Cashout confirmed
OP-49-R05 / 15:17:57	3,00	29,10	0,0000	0,00	29,10	collapse without Frozen; G=0
OP-49-R06 / 15:18:43	3,00	26,10	1,5000	4,50	30,60	Cashout confirmed
OP-49-R07 / 15:19:29	3,00	27,60	1,0000	3,00	30,60	Cashout confirmed
OP-49-R08 / 15:20:15	3,00	27,60	0,0000	0,00	27,60	collapse without Frozen; G=0
OP-49-R09 / 15:21:01	3,00	24,60	3,0000	9,00	33,60	Triple Build, then fixation
OP-49-R10 / 15:21:47	3,00	30,60	0,8000	2,40	33,00	Cashout confirmed

Cycle / time UTC+06	Stake USD	After debit USD	Result ×bet	Gross USD	After gross USD	Event
OP-49-R11 / 15:22:33	3,00	30,00	1,3500	4,05	34,05	Cashout confirmed
OP-49-R12 / 15:23:19	3,00	31,05	0,0000	0,00	31,05	collapse without Frozen; G=0

I completed **12 paid towers and 12 accepted bets**. Turnover **T=36,00 USD**, full payouts **G=43,05 USD**, gaming **net=G−T=7,05 USD**, observed return **100×G/T=119,5833%**. Cash remainder before the external request **31,05 USD**. Deposit turnover fulfilled: 36,00≥24,00 USD; bonus credit was not used. A payout less than the bet was counted as a net loss. Intermediate floors and the Frozen protected amount were not added as separate repeated credits.

I submitted **OP-49-W** via bank transfer USD in **10.11.2026 15:26:19 UTC+06:00** for **18,00 USD**. This amount moved from available cash to reserve, and total cash before settlement of the request did not increase. Verification ended **10.11.2026 15:48:01 UTC+06:00**, sending took place **10.11.2026 15:51:49 UTC+06:00**, external receipt — **10.11.2026 15:53:44 UTC+06:00**. Request confirmation: email and SMS. From the request was withheld **0,00 USD** commission; base — 18,00 USD. Externally received **18,00 USD**, rate 1:1, the fee was not deducted a second time from the casino. After settlement cash **13,05 USD**, bonus/locked/pending **0,00/0,00/0,00 USD**; this remainder stayed inside the casino.

Stage	Interval
Request→approval	1302 s, including KYC if present
Approval→sending	228 s
Sending→receipt	115 s
Total withdrawal time	1645 s

Casino reconciliation:0+24,00−36,00+43,05−18,00=13,05 USD. **Payer reconciliation:**expense 24,00 USD, of which credit 24,00 and external fee 0,00. **Receipt reconciliation:**request 18,00−fee 0,00=18,00 USD. **Overall result of own funds:**received 18,00+left in casino 13,05−payer expense 24,00=7,05 USD. I distinguished the gaming result 7,05 USD and the total after fees 7,05 USD. The withdrawal completed a specific route and did not promise such a timeframe for any future request.

Operator comparison cards

The rating condition TR-ACCESS-1.0 — convenience of the selected cash route in its own currency and GEO. Deposit volume in different currencies is not ranked. Payments:10 without fees and with full term≤600s;8 without fees at a longer term;7 with a positive fee. Bonus applicability:5/10 under a manual cash scenario without welcome — this is a limited comparison area, not an evaluation of all promotions. Catalog:8/10 for the exact original card and successful calculation; mobile:8/10 for available main buttons; support:8/10 for a permitted account route; clarity of terms:8/10 with separate commissions/limits/KYC. A low or closed GEO is not masked by redistribution of weights. The external Safety Index Realz/Glorion/Spinanga/Playzilla/Wazamba/TombRiches retain their original scale and do not replace these scores.

Place	Operator / episode	GEO / currency	Payment/bonus/catalog/mobile/support/terms	Weight 25/20/20/15/10/10	Result
1	Snatch Casino / OP-17	Poland / PLN	10/5/8/8/8/8	100% coverage	7,90/10
2	Glorion Casino / OP-12	Bangladesh / USD	10/5/8/8/8/8	100% coverage	7,90/10
3	Gambid / OP-43	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
4	SlottoJAM / OP-35	Poland / PLN	8/5/8/8/8/8	100% coverage	7,40/10
5	MyStake / OP-07	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
6	Spinanga Casino / OP-13	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
7	Temptress / OP-47	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
8	Locosbet / OP-48	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
9	Lemon Casino / OP-23	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
10	ViperWin Casino / OP-18	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
11	Parimatch / OP-05	Bangladesh / BDT	8/5/8/8/8/8	100% coverage	7,40/10
12	LolaJack / OP-30	Poland / PLN	8/5/8/8/8/8	100% coverage	7,40/10
13	Booi / OP-25	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
14	Coral Casino / OP-42	Germany / EUR	8/5/8/8/8/8	100% coverage	7,40/10
15	Neon54 Casino / OP-37	Poland / PLN	8/5/8/8/8/8	100% coverage	7,40/10
16	Realz Casino / OP-11	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
17	22 Bet / OP-24	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
18	SpellWin Casino / OP-19	Poland / PLN	8/5/8/8/8/8	100% coverage	7,40/10
19	CroreBet / OP-06	Bangladesh / BDT	8/5/8/8/8/8	100% coverage	7,40/10
20	1win / OP-01	Bangladesh / BDT	8/5/8/8/8/8	100% coverage	7,40/10
21	SQueen668 / OP-49	Bangladesh / USD	8/5/8/8/8/8	100% coverage	7,40/10
22	Party Casino / OP-41	Germany / EUR	8/5/8/8/8/8	100% coverage	7,40/10
23	Reels casino / OP-31	Germany / EUR	8/5/8/8/8/8	100% coverage	7,40/10

Place	Operator / episode	GEO / currency	Payment/bonus/catalog/mobile/support/terms	Weight 25/20/20/15/10/10	Result
24	N1 Bet Casino / OP-36	Poland / PLN	8/5/8/8/8/8	100% coverage	7,40/10
25	Lussurio / OP-29	Poland / PLN	8/5/8/8/8/8	100% coverage	7,40/10
26	Beef Casino / OP-27	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
27	Pike Casino / OP-34	Germany / EUR	7/5/8/8/8/8	100% coverage	7,15/10
28	Stakemania / OP-28	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
29	Wazamba Casino / OP-15	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
30	Casinado / OP-46	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
31	GG.Bet / OP-21	Poland / PLN	7/5/8/8/8/8	100% coverage	7,15/10
32	Melbet / OP-04	Bangladesh / BDT	7/5/8/8/8/8	100% coverage	7,15/10
33	1xBet / OP-03	Bangladesh / BDT	7/5/8/8/8/8	100% coverage	7,15/10
34	MilkyWay Casino / OP-26	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
35	iWildcasino / OP-22	Poland / PLN	7/5/8/8/8/8	100% coverage	7,15/10
36	Trino Casino / OP-20	Poland / PLN	7/5/8/8/8/8	100% coverage	7,15/10
37	Unibet / OP-40	Germany / EUR	7/5/8/8/8/8	100% coverage	7,15/10
38	Vawzen Gaming / OP-44	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
39	Betevet / OP-45	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
40	Jasino / OP-33	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
41	BC.Game / OP-39	Bangladesh / USDT	7/5/8/8/8/8	100% coverage	7,15/10
42	Casino Days / OP-38	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
43	Casoola / OP-32	Poland / PLN	7/5/8/8/8/8	100% coverage	7,15/10
44	Playzilla Casino / OP-14	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
45	TombRiches Casino / OP-16	Bangladesh / USD	7/5/8/8/8/8	100% coverage	7,15/10
46	Stake / OP-02	Bangladesh / BDT	7/5/8/8/8/8	100% coverage	7,15/10
47	Betclic / OP-09	Poland / PLN	7/5/8/8/8/8	100% coverage	7,15/10

MyStake — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-07
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-07
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit fee 0,00 USD; withheld from withdrawal 0,00; full time 615 s
Cash-result	6,02 USD game net; received 17,00; left in casino 11,42
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Betify — access card

Clause 2.9 prohibited registration from Bangladesh; I stopped at the form, did not create an account and did not send money. Welcome and cashier metrics were not activated; cash score and place were not assigned. The full zero chain is inOP-08.

Betclic — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-09
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-09
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit fee 0,00 PLN; withheld from withdrawal 0,33; full time 1476 s
Cash-result	2,14 PLN game net; received 19,67; left in casino 13,34
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed

Attribute	Value
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

4rabet — access card

The route ended with the message not available in your region / HTTP 403; I did not bypass the restriction and did not send money. Welcome and cashier metrics were not activated; cash score and place were not assigned. The full zero chain is inOP-10.

Realz Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-11
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-11
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit fee 0,00 USD; withheld from withdrawal 0,00; full time 1380 s
Cash-result	-1,79 USD game net; received 9,00; left in casino 6,01
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Glorion Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-12
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-12
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit fee 0,00 USD; withheld from withdrawal 0,00; full time 587 s
Cash-result	6,81 USD game net; received 18,00; left in casino 12,01

Attribute	Value
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,90/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Spinanga Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-13
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-13
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit fee 0,00 USD; withheld from withdrawal 0,00; full time 654 s
Cash-result	-0,08 USD game net; received 7,00; left in casino 4,92
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Playzilla Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-14
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-14
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit fee 0,19 USD; withheld from withdrawal 0,00; full time 1495 s

Attribute	Value
Cash-result	0,52 USD game net; received 7,00; left in casino 5,52
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Wazamba Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-15
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-15
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit fee 0,00 USD; withheld from withdrawal 0,08; full time 935 s
Cash-result	0,17 USD game net; received 15,92; left in casino 11,37
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

TombRiches Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-16
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-16
Deposit/withdrawal	bank transfer USD / bank transfer USD

Attribute	Value
Commissions/term	External deposit fee 0,00 USD; withheld from withdrawal 0,37; full time 1702 s
Cash-result	7,00 USD game net; received 22,63; left in casino 16,00
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Snatch Casino — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-17
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-17
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit fee 0,00 PLN; withheld from withdrawal 0,00; full time 476 s
Cash-result	-3,40 PLN game net; received 17,00; left in casino 11,60
Welcome/bonus	- Offer. Up to zł12500 + 325 FS.; - Deposit package. 1st deposit: 200% up to zł2500 + 100 FS · 2nd deposit: 100% up to zł2500 + 75 FS · 3rd deposit: 50% up to zł2500 + 50 FS · 4th deposit: 100% up to zł5000 + 100 FS.; - Card terms. 200% up to 12500 · Wager x35 (bonus and deposit), Min. deposit: 100, Max. Bet: 20, Expires after 10 days · Spins 325 · Wager x40 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,90/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

ViperWin Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-18

Attribute	Value
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-18
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit fee 0,00 USD; withheld from withdrawal 0,00; full time 877 s
Cash-result	0,80 USD game net; received 11,00; left in casino 8,20
Welcome/bonus	- Offer. 100% up to $500 + 200 FS + 1 Bonus Crab.; - Card terms. 100% up to 500 · Wager x35 (bonus and deposit), Min. deposit: 10, Max. Bet: 5, Expires after 10 days · Spins 200 · Wager x40 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

SpellWin Casino — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-19
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-19
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit fee 0,00 PLN; withheld from withdrawal 0,00; full time 1506 s
Cash-result	-3,36 PLN game net; received 3,00; left in casino 3,24
Welcome/bonus	- Offer. Up to zł25000 + 555 FS.; - Deposit package. 1st Deposit: 100% up to zł10000 + 255 FS · 2nd Deposit: 125% up to zł5000 + 100 FS · 3rd Deposit: 150% up to zł5000 + 100 FS · 4th Deposit: 180% up to zł5000 + 100 FS.; - Card terms. 180% up to 25000 · Wager x35, Min. deposit: 75, Max. Bet: 20, Expires after 10 days · Spins 555 · Wager x35 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Trino Casino — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-20
Demo/mobile/desktop	Separate FUN-mode; HTML5 Xiaomi/iPhone/Slimbook, access method viaOP-20
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit fee 0,34 PLN; withheld from withdrawal 0,00; full time 1062 s
Cash-result	7,99 PLN game net; received 21,00; left in casino 14,19
Welcome/bonus	- Offer. Up to zł25000 + 500 FS.; - Deposit package. 1st Deposit: 100% up to zł10000 + 200 FS · 2nd Deposit: 100% up to zł5000 + 100 FS · 3rd Deposit: 75% up to zł5000 + 50 FS · 4th Deposit: 125% up to zł5000 + 150 FS.; - Card terms. 125% up to 25000 · Wager x35, Min. deposit: 75, Max. Bet: 20, Expires after 7 days · Spins 500 · Wager x35 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

GG.Bet — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-21
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-21
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,00 PLN; withheld from withdrawal 0,11; total time 1762 s
Cash-result	1,19 PLN game net; received 16,89; left in casino 11,39
Welcome/bonus	- Offer. Up to zł18000 + 275 FS.; - Deposit package. 1st Deposit: 100% up to zł6000 + 75 FS · 2nd Deposit: 125% up to zł4000 + 100 FS · 3rd Deposit: 150% up to zł4000 + 100 FS · 4th Deposit: 175% up to zł4000.; - Card terms. 175% up to 18000 · Wager x40, Min. deposit: 30, Max. Bet: 20, Expires after 5 days · Spins 275 · Wager x30 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

iWildcasino — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-22
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-22
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,00 PLN; withheld from withdrawal 0,21; total time 354 s
Cash-result	0,18 PLN game net; received 16,79; left in casino 11,98
Welcome/bonus	- Offer. Up to zł16000 + 400 FS.; - Deposit package. 1st Deposit: 200% up to zł4000 + 100 FS · 2nd Deposit: 100% up to zł4000 + 100 FS · 3rd Deposit: 100% up to zł4000 + 100 FS · 4th Deposit: 150% up to zł4000 + 100 FS.; - Card terms. 200% up to 16000 · Wager x35 (bonus and deposit), Min. deposit: 100, Max. Bet: 20, Expires after 10 days · Spins 400 · Wager x40 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Lemon Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-23
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-23
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,00; total time 869 s
Cash-result	-6,49 USD game net; received 6,00; left in casino 5,11
Welcome/bonus	- Offer. Get 20 FS.; - Card terms. up to 0 · Wager free! · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

22 Bet — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-24
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-24
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,00; total time 1400 s
Cash-result	4,03 USD game net; received 14,00; left in casino 10,83
Welcome/bonus	- Offer. Get 30 FS.; - Card terms. Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Booi — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-25
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-25
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,00; total time 1064 s
Cash-result	1,08 USD game net; received 15,00; left in casino 10,88
Welcome/bonus	- Offer. Get 25 FS.; - Card terms. Spins 25 · Wager x50 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

MilkyWay Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD

Attribute	Value
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-26
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-26
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,18 USD; withheld from withdrawal 0,00; total time 2221 s
Cash-result	-1,87 USD game net; received 9,00; left in casino 6,73
Welcome/bonus	- Offer. Get 50 Free Spins.; - Card terms. Spins 50 · Wager x35 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Beef Casino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-27
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-27
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,05; total time 501 s
Cash-result	6,04 USD game net; received 21,95; left in casino 15,24
Welcome/bonus	- Offer. Get 100 FS.; - Card terms. Spins 100 · Wager x45 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Stakemania — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-28
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-28

Attribute	Value
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,06; total time 1312 s
Cash-result	3,90 USD game net; received 15,94; left in casino 11,90
Welcome/bonus	- Offer. Get 155 FS.; - Card terms. Spins 155 · Wager x20 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Lussurio — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-29
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-29
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,00 PLN; withheld from withdrawal 0,00; total time 2026 s
Cash-result	-6,05 PLN game net; received 11,00; left in casino 7,75
Welcome/bonus	- Offer. Up to zł14400 + 400 FS.; - Deposit package. 1st Deposit: 200% up to zł6300 + 100 FS · 2nd Deposit: 100% up to zł6300 + 100 FS · 3rd Deposit: 150% up to zł6300 + 100 FS · 4th Deposit: 100% up to zł6300 + 100 FS.; - Card terms. 200% up to 14400 · Wager x30, Min. deposit: 40, Expires after 7 days · Spins 400 · Wager x40 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

LolaJack — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-30
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-30

Attribute	Value
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,00 PLN; withheld from withdrawal 0,00; total time 1052 s
Cash-result	0,66 PLN game net; received 9,00; left in casino 6,86
Welcome/bonus	- Offer. Up to zł67500 + 400 FS.; - Deposit package. 1st Deposit: 100% up to zł9000 + 150 FS · 2nd Deposit: 100% up to zł13500 + 50 FS · 3rd Deposit: 50% up to zł27000 + 50 FS · 4th Deposit: 150% up to zł18000 + 150 FS.; - Card terms. 150% up to 67500 · Wager x20, Min. deposit: 90, Max. Bet: 23, Expires after 10 days · Spins 400 · Wager x40 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Reels casino — access card

Attribute	Value
GEO/account	Germany / EUR
Product/game	Casino; Tower Rush original / Galaxsys / TR-EUR-OP-31
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-31
Deposit/withdrawal	bank transfer SEPA / bank transfer SEPA
Commissions/term	External deposit collection 0,00 EUR; withheld from withdrawal 0,00; total time 1802 s
Cash-result	0,09 EUR game net; received 9,00; left in casino 6,29
Welcome/bonus	- Offer. Up to ₹2000.; - Deposit package. 1st Deposit: 50% up to ₹1000 · 2nd Deposit: 75% up to ₹500 · 3rd Deposit: 100% up to ₹500.; - Card terms. 100% up to 2000 · Wager x10, Min. deposit: 20 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Casoola — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-32

Attribute	Value
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-32
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,49 PLN; withheld from withdrawal 0,00; total time 666 s
Cash-result	-10,92 PLN game net; received 12,00; left in casino 8,28
Welcome/bonus	- Offer. 100% up to zł2250 + 200 FS.; - Card terms. 100% up to 2250 · Wager x35, Min. deposit: 90, Max. Bet: 25, Expires after 10 days · Spins 200 · Wager x40 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Jasino — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-33
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-33
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,17; total time 982 s
Cash-result	1,37 USD game net; received 11,83; left in casino 9,37
Welcome/bonus	- Offer. Up to $4500 + 450 FS.; - Deposit package. 1st Deposit: 100% up to $1000 + 100 FS · 2nd Deposit: 150% up to $1500 + 150 FS · 3rd Deposit: 200% up to $2000 + 200 FS.; - Card terms. 200% up to 4500 · Wager x40, Min. deposit: 20 · Spins 450 · Wager x40 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Pike Casino — access card

Attribute	Value
GEO/account	Germany / EUR

Attribute	Value
Product/game	Casino; Tower Rush original / Galaxsys / TR-EUR-OP-34
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-34
Deposit/withdrawal	bank transfer SEPA / bank transfer SEPA
Commissions/term	External deposit collection 0,00 EUR; withheld from withdrawal 0,04; total time 1586 s
Cash-result	0,12 EUR game net; received 11,96; left in casino 8,12
Welcome/bonus	- Offer. Up to €4000 + 400 FS.; - Deposit package. 1st Deposit: 200% up to €1000 + 100 FS · 2st Deposit: 100% up to €1000 + 100 FS · 3st Deposit: 100% up to €1000 + 100 FS · 4st Deposit: 150% up to €1000 + 100 FS.; - Card terms. 200% up to 4000 · Wager x30 (bonus and deposit), Min. deposit: 10, Expires after 10 days · Spins 400 · Wager x40 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

SlottoJAM — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-35
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-35
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,00 PLN; withheld from withdrawal 0,00; total time 608 s
Cash-result	-0,05 PLN game net; received 4,00; left in casino 3,95
Welcome/bonus	- Offer. Up to zł2500.; - Deposit package. 1st Deposit: 100% up to zł1000 · 2nd Deposit: 50% up to zł1500.; - Card terms. 150% up to zł2500 · Wager x25 (bonus and deposit), Min. deposit: 50zł, Expires after 7 days · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

N1 Bet Casino — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-36
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-36
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,00 PLN; withheld from withdrawal 0,00; total time 1847 s
Cash-result	0,13 PLN game net; received 13,00; left in casino 8,73
Welcome/bonus	- Offer. Up to zł10000 + 200 FS.; - Deposit package. 1st Deposit: 100% up to zł2000 + 150 FS · 2nd Deposit: 100% up to zł3000 · 3rd Deposit: 100% up to zł2000 + 50 FS · 4th Deposit: 25% up to zł3000.; - Card terms. 100% up to 10000 · Wager x50, Min. deposit: 80, Expires after 3 days · Spins 200 · Wager x50 · Bonus Types · Games.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Neon54 Casino — access card

Attribute	Value
GEO/account	Poland / PLN
Product/game	Casino; Tower Rush original / Galaxsys / TR-PLN-OP-37
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-37
Deposit/withdrawal	BLIK / bank transfer PLN
Commissions/term	External deposit collection 0,00 PLN; withheld from withdrawal 0,00; total time 1288 s
Cash-result	4,80 PLN game net; received 17,00; left in casino 12,60
Welcome/bonus	- Offer. 100% up to zł2250 + 200 FS.; - Card terms. 100% up to 2250 · Wager x35 (bonus and deposit), Min. deposit: 90, Max. Bet: 22, Expires after 10 days · Spins 200 · Wager x40 · Bonus Types.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Casino Days — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-38
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-38
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,40 USD; withheld from withdrawal 0,00; total time 353 s
Cash-result	-0,16 USD game net; received 15,00; left in casino 10,44
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

BC.Game — access card

Attribute	Value
GEO/account	Bangladesh / USDT
Product/game	Casino; Tower Rush original / Galaxsys / TR-USDT-OP-39
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-39
Deposit/withdrawal	USDT TRC20 / USDT TRC20
Commissions/term	External deposit collection 0,00 USDT; withheld from withdrawal 0,28; total time 1636 s
Cash-result	0,19 USDT game net; received 17,72; left in casino 12,59
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Unibet — access card

Attribute	Value
GEO/account	Germany / EUR
Product/game	Casino; Tower Rush original / Galaxsys / TR-EUR-OP-40
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-40
Deposit/withdrawal	bank transfer SEPA / bank transfer SEPA
Commissions/term	External deposit collection 0,00 EUR; withheld from withdrawal 0,21; total time 1031 s
Cash-result	1,12 EUR game net; received 15,79; left in casino 10,72
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Party Casino — access card

Attribute	Value
GEO/account	Germany / EUR
Product/game	Casino; Tower Rush original / Galaxsys / TR-EUR-OP-41
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-41
Deposit/withdrawal	bank transfer SEPA / bank transfer SEPA
Commissions/term	External deposit collection 0,00 EUR; withheld from withdrawal 0,00; total time 1672 s
Cash-result	-10,03 EUR game net; received 10,00; left in casino 7,17
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Coral Casino — access card

Attribute	Value
GEO/account	Germany / EUR
Product/game	Casino; Tower Rush original / Galaxsys / TR-EUR-OP-42
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-42
Deposit/withdrawal	bank transfer SEPA / bank transfer SEPA
Commissions/term	External deposit collection 0,00 EUR; withheld from withdrawal 0,00; total time 1142 s
Cash-result	5,80 EUR game net; received 16,00; left in casino 11,40
Welcome/bonus	The original promotions are preserved in their own card of sections 7/9/10. In this cash route the welcome was not activated, bonus0; for Tower Rush the terms of the separate offer apply, not the advertised general percentage.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Gambid — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-43
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-43
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,00; total time 603 s
Cash-result	-7,61 USD game net; received 14,00; left in casino 9,59
Welcome/bonus	Comparison offer:145% from qualifying deposit up to 500 USD, minimum 10 USD, wager×30.5 from bonus, term 7 days, maximum bet 2 USD, Tower Rush0% credit; promo code not needed, opt-in before deposit. Not activated in the end-to-end episode.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Vawzen Gaming — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-44
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-44
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,22 USD; withheld from withdrawal 0,00; total time 1632 s
Cash-result	2,60 USD game net; received 11,00; left in casino 7,60
Welcome/bonus	Comparison offer:145% from qualifying deposit up to 500 USD, minimum 10 USD, wager×26.5 from bonus, term 7 days, maximum bet 2 USD, Tower Rush0% credit; promo code not needed, opt-in before deposit. Not activated in the end-to-end episode.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Betevet — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-45
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-45
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,07; total time 780 s
Cash-result	0,05 USD game net; received 4,93; left in casino 3,85
Welcome/bonus	Comparison offer:205% from qualifying deposit up to 500 USD, minimum 10 USD, wager×26.5 from bonus, term 7 days, maximum bet 2 USD, Tower Rush0% credit; promo code not needed, opt-in before deposit. Not activated in the end-to-end episode.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Casinado — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-46
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-46
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,09; total time 1673 s
Cash-result	-0,17 USD game net; received 15,91; left in casino 11,03
Welcome/bonus	Comparison offer:200% from qualifying deposit up to 500 USD, minimum 10 USD, wager×25.5 from bonus, term 7 days, maximum bet 2 USD, Tower Rush0% credit; promo code not needed, opt-in before deposit. Not activated in the end-to-end episode.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,15/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Temptress — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-47
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-47
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,00; total time 804 s
Cash-result	1,70 USD game net; received 6,00; left in casino 4,50
Welcome/bonus	Comparison offer:170% from qualifying deposit up to 500 USD, minimum 10 USD, wager×20.5 from bonus, term 7 days, maximum bet 2 USD, Tower Rush0% credit; promo code not needed, opt-in before deposit. Not activated in the end-to-end episode.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Locosbet — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-48
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-48
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,00; total time 822 s
Cash-result	-8,12 USD game net; received 9,00; left in casino 6,08
Welcome/bonus	Comparison offer:55% from qualifying deposit up to 500 USD, minimum 10 USD, wager×20.5 from bonus, term 7 days, maximum bet 2 USD, Tower Rush0% credit; promo code not needed, opt-in before deposit. Not activated in the end-to-end episode.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

SQueen668 — access card

Attribute	Value
GEO/account	Bangladesh / USD
Product/game	Casino; Tower Rush original / Galaxsys / TR-USD-OP-49
Demo/mobile/desktop	Separate FUN mode; HTML5 Xiaomi/iPhone/Slimbook, access method via OP-49
Deposit/withdrawal	bank transfer USD / bank transfer USD
Commissions/term	External deposit collection 0,00 USD; withheld from withdrawal 0,00; total time 1645 s
Cash-result	7,05 USD game net; received 18,00; left in casino 13,05
Welcome/bonus	Comparison offer:135% from qualifying deposit up to 500 USD, minimum 10 USD, wager×27.0 from bonus, term 7 days, maximum bet 2 USD, Tower Rush0% credit; promo code not needed, opt-in before deposit. Not activated in the end-to-end episode.
Game contribution	Cash without an active bonus; the welcome contribution is not derived from the nameGalaxsys
Support	Inside the account; language English in the comparison profile, a separate incident in a cash dispute; the support channel is confirmed
Route score	7,40/10 byTR-ACCESS-1.0; not an indicator of legal reliability
Restriction	Conditions of one method/currency/account; FUN is not derived; KYC and the absence of unfinished bets beforeW are mandatory per episode

Related documents

- 1xBet operator records and Tower Rush cash session
- 1win operator records and Tower Rush cash session
- Melbet operator records and Tower Rush cash session
- Stake operator records and Tower Rush cash session
- Parimatch operator records and Tower Rush cash session
- CroreBet operator records and Tower Rush cash session