

Live Betting Extra Rules

Rules for General Main Live Lines

The following rules apply for Live Betting:

Markets do not include overtime unless otherwise stated.

Lines are offered at the provider's discretion. We do not guarantee a line at any point in the game. Live In-Play lines are offered for nationally televised games on selected sports.

All Live-Betting wagers are to be placed exclusively online.

Score Board:

Although we make every effort to ensure all Live In-Play information displayed is correct, information (such as score and time of game and other) is intended to be used as a guide and we assume no liability in the event that any information is incorrect.

Bet Delays:

For security purposes and to allow traders to closely monitor odds in order to avoid past-posts due to transmissions delays, any bets placed on live betting events are automatically delayed. Players may experience a maximum delay of 15 seconds (plus any additional network delays) depending on the sport and the location of where the match is being played.

Past-post:

If it has been proven that a bet was placed after the outcome of an event is known or after the selected participant or team has gained a material advantage (e.g. a score, etc) open and settled bets in question will be cancelled.

Line Errors:

In the event where an obvious error has been identified all bets with that error will be cancelled. In the event that the format of a match differs from our implied information, we reserve the right to void any wagers.

Grading:

If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation is obtained. In the event of an incorrect settlement of markets, we reserve the right to correct them at anytime. In the event a match is not finished or played at all regularly (e.g. disqualification, interruption, withdrawal, changes in draws etc.), all undecided markets are considered void.

Automatically Accept any odds change Feature:

Depending on the sport, odds may change drastically from one moment to the next. If the option to "Accept any odds change" during confirmation is turned ON, bets will be accepted at the current market odds without any warning or option to cancel the bet. Please be aware that Live betting wagers CAN NOT BE CANCELLED, and players are responsible for enabling and disabling this option at their discretion.

Live Soccer Rules

General Live Soccer Rules

All odds are subject to fluctuation and unless otherwise specified the odds are based on the result at 'full-time'.

The terms 'full-time', '90 minutes play' and 'normal time' are all used to denote the period of play which includes injury time but not scheduled extra time, penalty shoot-outs etc.

When live betting is available there is generally a delay in satellite transmission, therefore we reserve the right to settle any bet placed within the five second period after a goal has been scored or a penalty awarded at revised odds that reflect the state of play when the bet was posted or void the bet if the market has already been determined.

Settlement and Cancellation Rules

All markets - except halftime, first half markets, extra time and penalty shootout, are considered for regulation time only (90 minutes of regulation plus injury time).

Markets do not include overtime unless otherwise stated.

If a match is interrupted and continued within 48 hours after the initial kick-off, all open bets will be settled with the final result. Otherwise, all undecided bets are considered void.

Regulation 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes of play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time or penalty shootout.

We reserve the right to void betting if a market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties.

We reserve the right to void betting if a market was opened with a missing or incorrect red card.

We reserve the right to void betting if odds were offered with an incorrect match time.

We reserve the right to void betting if the team names or category are displayed incorrectly.

If a match is interrupted or postponed, all unsettled bets will be cancelled unless the market is already determined.

Soccer Main Bets

3 Way Money Line

Your bet options are Home, Draw and Away

Predict if the winner of the game will be either the Home team or the Away team, or the game will end in a draw.

Bet counts only for the 90 minutes of regulation plus injury time.

Spread or Asian Spread

Handicap Betting

In handicap betting, the side considered weaker, also called the underdog, is awarded a virtual goal advantage that statistically increases the chances for a draw between the teams or a win for the underdog. This virtual goal will be added to the official final score for grading purposes.

The favorite is handicapped, meaning it gives up a goal or a certain number of goals. If there is no odds favorite, the away team is awarded the goal advantage.

Total goals

Your bet options are Over, Under.

Predict whether the total goals scored by both teams will be more or less than the line offered.

Bet counts only for the 90 minutes of regulation plus injury time.

Soccer Spread Markets

We offer Asian Spread Handicaps for:

- Full Game (Bet counts for the 90 minutes of regulation plus injury time ONLY).
- 1st Half (Bet counts for the first 45 minutes of regulation plus injury time ONLY).
- 1st Extra Time (Bet counts for the first 15 minutes of Extra Time ONLY).
- Extra Time (Bet counts for the 30 minutes of Extra Time plus injury time ONLY).

Each handicap line will be graded according to the events occurred within the time frame that the regulation indicates.

Below a detailed explanation of all possible scenarios and outcomes.

Handicap Line PK (also known as “pick'em” line)

If either team wins by any margin, the winning team is to be settled as the winning selection.

In the event of a draw all bets are cancelled and stakes are refunded.

Handicap Line PK, - ½

The bet is split into two separate bets:

One part of the bet is a pick'em.
The other part of the bet is a ½ goal line.

Favorite giving a PK, - ½ goal:

A win by 1 or more - All bets on this selection will be winners.

Draw - Half the stake is settled as a loss and the other half is refunded to the customer.

Loss by any score - All bets on this selection are a loss.

Underdog receiving PK, + ½ goal:

Win by any score - All bets on this selection are winners.

Draw - Half the stake is settled as a winner and the other half is refunded to the customer.

Loss by any score - All bets on the selection are a loss.

Handicap Line -½

Favorite giving a -½ goal:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are a loss.

Loss by any score - All bets on this selection are a loss.

Underdog receiving +½ goal:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners.

Loss by any score - All bets on this selection are a loss.

Handicap Line -½,-1

The bet is split into two separate bets:

One part of the bet is a ½ goal line.

The other part of the bet is a full goal line.

Favorite giving a -½, -1 goal:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half of the bet is a winner and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving +½, +1 goal:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half of the bet is a loss and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Handicap Line -1

Favorite giving -1 full goal:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are cancelled and refunded to the customer.

Draw or loss - All bets on this selection are a loss.

Underdog receiving +1 full goal:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are cancelled and refunded to the customer.

Loss by 2 or more - All bets on this selection are a loss.

Handicap Line -1,-1½

The bet is split into two separate bets:

One part of the bet is a full goal line
The other part of the bet is a 1½ goal line.

Favorite giving -1, -1½ goal:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - Half of the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving +1, +1½ goal:

Win by any score - All bets on this selection are winners.

Draw - All bets on this selection are winners

Loss by 1 - Half of the bet is a win and the other half is refunded to the customer.

Loss by more than 1 - All bets on the selection are a loss.

Handicap Line -1½

Favorite giving -1½ goal:

Win by 2 or more - All bets on this selection are winners.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving +1½ goal:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by 2 or more - All bets on this selection are a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

Handicap Line -1½,-2

The bet is split into two separate bets:

One part of the bet is a 1½ goal line.

The other part of the bet is a 2 goals line.

Favorite giving -1½, -2 goals:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half of the bet is a win and the other half is refunded to the customer.

Win by exactly 1 – All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving +1½, +2 goals:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half of the bet is a loss and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Handicap Line -2

Favorite giving -2 goals:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are cancelled and refunded to the customer.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving +2 goals:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are void and refunded to the customer.

Loss by 3 or more - All bets on this selection are a loss.

Handicap Line -2, -2½

The bet is split into two separate bets:

One part of the bet is a 2 goals line.

The other part of the bet is a 2½ goals line.

Favorite giving -2, -2½ goals:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - Half of the bet is a loss and the other half is refunded to the customer.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving +2, +2½ goals:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 - All bets on this selection are winners

Loss by 2 - Half of the bet is a winner and the other half is refunded to the customer.

Loss by 3 or more - All bets on the selection are a loss.

Handicap Line -2½

Favorite giving -2½ goals:

Win by 3 or more - All bets on this selection are winners.

Win by exactly 2 - All bets on this selection are a loss.

Win by exactly 1 - All bets on this selection are a loss.

Draw or loss - All bets on this selection are a loss.

Underdog receiving +2½ goals:

Win by any score or draw - All bets on this selection are winners.

Loss by exactly 1 - All bets on this selection are winners.

Loss by exactly 2 - All bets on this selection are winners.

Loss by 3 or more - All bets on this selection are a loss.

Handicap Line - 2½, -3

The bet is split into two separate bets:

One part of the bet is a 2½ goals line.

The other part of the bet is a 3 goals line.

Favorite giving -2½, -3 goals:

Win by 4 or more - All bets on this selection are winners.

Win by exactly 3 - Half of the bet is a winner and the other half is refunded to the customer.

Win by exactly 1 or 2 goals - All bets on this selection are a loss.

Draw or loss by any score - All bets on this selection are a loss.

Underdog receiving +2½, +3 goals:

Win by any score - All bets on this selection are winners.

Draw or loss by 1 or 2 - All bets on this selection are winners

Loss by 3 - Half of the bet is a loss and the other half is refunded to the customer.

Loss by 4 or more - All bets on the selection are a loss.

Soccer Money Line Markets

Game - Money Line

Your bet options are Home and Away.

Predict the winner of the game.

In case of a Draw, all bets are graded no action and stakes are refunded to the customer.

Bet counts only for the 90 minutes of regulation plus injury time.

Who wins the rest of the Game (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home, Draw and Away.

Predict which team will win the remainder of the game, or if there will be a draw.

Bets will be graded based on goals scored between the time that the bet was placed and end of full regulation time.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the 90 minutes of regulation plus injury time.

1st Half - 3 Way Money Line

Your bet options are Home, Draw and Away.

Predict the winner of the 1st half, or if there will be a draw at the end of the 1st half.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Who wins the rest (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home, Draw and Away.

Predict which team will win the remainder of the First half, or if the First half will end in a draw.

Bets will be graded based on goals scored between the time that the bet was placed and end of the first half.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the first 45 minutes of regulation plus injury time.

Extra Time - 3 Way Money Line

Your bet options are Home, Draw and Away.

Predict the winner of the match at extra time, or if there will be a draw at the end of the extra time.

Regulation time and penalty shootouts do not count.

Only goals scored during extra time will be considered for grading purposes.

Extra time includes both halves of 15 minutes of play plus injury time.

Extra Time - First Half 3 Way Money Line

Your bet options are Home, Draw and Away.

Predict the winner of the match at the First half of extra time, or if there will be a draw at the end of the First half of extra time.

Only goals scored during the First half of Extra time will be considered for grading purposes.

Bet counts only for the first 15 minutes of extra time plus injury time.

Extra Time - Who wins the rest of the match (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home, Draw and Away.

Predict which team will win the remainder of the game, or if there will be a draw at the end of extra time.

Bets will be graded based on goals scored between the time that the bet was placed and end of extra time.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the 30 minutes of extra time plus injury time.

Which team will win the penalty shoot-out

Your bet options are Home and Away.

Predict the team that will win the penalty shoot-outs.

Soccer Totals Markets

Total goals

Your bet options are Over and Under.

Predict whether the total goals scored by both teams will be more or less than the line offered for the market.

Bet counts only for the 90 minutes of regulation plus injury time.

Total Goals (AWAY TEAM NAME)

Bet on how many goals the Away Team exactly scores in the match.

Your bet options are: 0, 1, 2, 3+ goals.

Bet counts only for the 90 minutes of regulation plus injury time.

Total Goals (HOME TEAM NAME)

Bet on how many goals the Home Team exactly scores in the match.

Your bet options are: 0, 1, 2, 3+ goals.

Bet counts only for the 90 minutes of regulation plus injury time.

Asian Total

Example: Goal line Under 2½, 3 -115.

If there are 0, 1 or 2 goals scored during the match, all bets on Under will be graded as winners.

If there are exactly three goals scored during the match, half the stake will be returned and half will be a loss.

If there are four or more goals scored in the match, all bets on Under will be graded as a loss.

Bet counts only for the 90 minutes of regulation plus injury time.

Team Total (AWAY TEAM NAME)

Your bet options are Over and Under.

Predict whether the total goals scored by the Away team will be more or less than the line offered for the market.

Bet counts only for the 90 minutes of regulation plus injury time.

Team Total (HOME TEAM NAME)

Your bet options are Over and Under.

Predict whether the total goals scored by the home team will be more or less than the line offered for the market.

Bet counts only for the 90 minutes of regulation plus injury time.

1st Half - Total

Your bet options are Over and Under.

Predict whether the total goals scored by both teams will be more or less than the line offered for the 1st half only.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Asian Total

Example: Goal line Under 1½, 2 -115.

If there is 0 goals scored or 1 goal scored in the first half, bets on Under will be graded as winners.

If there are two goals scored exactly in the first half, half of the stake will be returned and half will be lost.

If there are three or more goals scored in the first half, all bets on Under lose.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Total Goals (AWAY TEAM NAME)

Your bet options are 0, 1, 2, 3+ goals.

Predict the exact number of goals scored in the first half by the Away team.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Total Goals (HOME TEAM NAME)

Your bet options are 0, 1, 2, 3+ goals.

Predict the exact number of goals scored in the first half by the Home team.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Exact number of goals

Your bet options are 0, 1, 2, 3+ goals.

Predict the exact number of goals scored in the first half by both teams.

Bet counts only for the first 45 minutes of regulation plus injury time.

Second Half Total Goals (HOME TEAM NAME)

Your bet options are 0, 1, 2, 3+ goals.

Predict the exact number of goals scored in the second half by the Home team.

Bet counts only for the last 45 minutes of regulation (second half) plus injury time.

Second Half Total Goals (AWAY TEAM NAME)

Your bet options are 0, 1, 2, 3+ goals.

Predict the exact number of goals scored in the second half by the Away team.

Bet counts only for the last 45 minutes of regulation (second half) plus injury time.

Extra Time - Total goals

Your bet options are Over and Under.

Predict whether the total goals scored by both teams will be more or less than the line offered in Extra Time only.

Bet counts only for the 30 minutes of Extra Time plus injury time.

Soccer Additional Props

Anytime Goal scorer

Current score lists Home team first, Away team second.

Your bet options are: Home Team Player name, Away Team Player name, No Goals scored.

Predict if a player will score a goal at anytime in the match.

Any goals scored prior to placing your bet do not count towards this wager.

Bet counts only for the 90 minutes of regulation plus injury time.

Please note that own goals will not be considered for grading purposes.

Next Goal scorer

Current score lists Home team first, Away team second.

Your bet options are: Home Team Player name, Away Team Player name, No Goals scored.

Predict the player that will score the next goal in the match.

Any goals scored prior to placing your bet will not count towards this wager.

Please note that own goals do not count in the settlement of the bets. The market would be considered a cancel in these cases.

Bet counts only for the 90 minutes of regulation plus injury time.

How will the match be decided?

Predict the way the match will be decided.

Your bet options are:

- Home Team to win in regulation time.
- Away Team to win in regulation time.
- Home Team to win in Extra Time.
- Away Team to win in Extra Time.
- Home Team to win in Penalties.
- Away Team to win in Penalties.

Extra Time and Penalty Shootouts are considered for the settling of this market.

Who advances to next round?

Bet on either team to qualify to the next round of the tournament.

Extra Time and Penalty Shootouts are considered for the settling of this market.

Which team has kick off?

Your bet options are Home team, Away team.

Predict which team will kick off to start the match.

When will next goal be scored (Current score X: X)

Current score lists Home team first, Away team second.

Your bet options are 00-15 min, 16-30 min, 31-45 min, 46-60 min, 61-75 min, 76-90, no goals scored.

Predict during which specific time period the next goal will be scored.

All bets are settled according to the current score.

Bet counts only for the 90 minutes of regulation plus injury time.

Penalty shootout - Team to score next goal (Current score X: X)

Bet on which team will score the next penalty shootout.

Any penalties scored prior to your bet do not count.

Bet counts only for the penalty shootouts after extra time is over.

Extra Time - First Half Additional Correct score (Current score X: X)

Current score lists Home team first, Away team second.

Your bet options are 0:0, 1:0, 0:1, 1:1, 2:0, 0:2, 2:1, 1:2, 2:2, etc.

Predict the exact score at the end of the first half of extra time.

All bets are settled according to the current score.

Bet counts only for the first 15 minutes of extra time plus injury time.

Extra Time - Additional Correct score (Current score X: X)

Current score lists Home team first, Away team second.

Your bet options are 0:0, 1:0, 0:1, 1:1, 2:0, 0:2, 2:1, 1:2, 2:2, etc.

Predict the exact score at the end of first and second extra time.

All bets are settled according to the current score.

Bet counts only for the 30 minutes of extra time plus injury time.

Extra Time - Team to score next goal (Current score X: X)

Current score lists Home team first, Away team second.

Your bet options are Home team, Draw, Away team.

Predict which team will score next during extra time, or if will end in a Draw.

Any goals scored prior to placing your bet do not count towards the wager.

Bet counts only for the 30 minutes of extra time plus injury time.

Own goals will count to the side credited with the goal.

1st Half - Additional Correct Score (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are 0:0, 1:0, 0:1, 1:1, 2:0, 0:2, 2:1, 1:2, 2:2, etc.

Predict the exact score at the end of the first half.

All bets are settled according to the current score.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Team to score next goal (Current score X: X)

Current score lists Home team first, Away team second.

Your bet options are Home team, Draw, Away team.

Predict which team will score next in the first half.

Any goals scored prior to placing your bet do not count towards wager.

Bet counts only for the first 15 minutes of regulation plus injury time.

Own goals will count to the side credited with the goal.

Highest Scoring Half

Your bet options are 1st half, 2nd half, Equal.

Bet on the most goals to be scored in either half or if they will be equal.

Bet counts only for the 90 minutes of regulation plus injury time

Odd/Even Total goals

Your bet options are Odd and Even.

Predict whether the total number of goals scored by both teams will be an odd or even number.

Bets are settled based on the aggregate sum of total goals (in an odd or even number).

Any match in 0 - 0 will be settled as an even number of goals.

Own goals count.

Bet counts only for the 90 minutes of regulation plus injury time.

Exact number of goals

Your bet options are 0, 1, 2, 3, 4, 5, 6+.

Predict the exact number of goals scored by both teams.

Bet counts only for the 90 minutes of regulation time plus injury time.

If a match is abandoned, bets will be voided unless a market has already been determined.

Bets outcome winners (Total Line 2.5)

Your bet options are Home win and under; Home win and over; Draw and under; Draw and over; Away win and under; Away win and over.

Predict both the winning team and whether the total number of goals by both teams will be more or less than 2½.

It is a combination of a 3 way line and a Total 2½.

All bets are settled according to the specified total line.

If a match is abandoned bets are void unless a market has already been determined.

Bet counts only for the 90 minutes of regulation plus injury time.

Both teams to score a goal

Your bet options are Yes, No.

Predict whether or not both teams will score during the match.

Bet counts only for the 90 minutes of regulation plus injury time.

If a match is abandoned bets are void unless a market has already been determined.

Additional Correct Score (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are 0:0, 1:0, 0:1, 1:1, 2:0, 0:2, 2:1, 1:2, 2:2, etc.

Predict the exact score at the end of regulation time.

All bets are settled according to the current score.

Bet counts only for the 90 minutes of regulation plus injury time.

Correct Score (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are 0:0, 1:0, 0:1, 1:1, 2:0, 0:2, 2:1, 1:2, 2:2, etc

Predict the exact score at the end of the match.

If a match is abandoned bets are cancelled unless a market has already been determined.

Bet counts only for the 90 minutes of regulation plus injury time.

Double Chance

Your bet options are Home or Draw; Home or Away; Draw or Away.

This type of bet offers the opportunity to bet on two possible outcomes of a game in one single bet. It requires for you to choose two results out of three possible pairings.

Double chance is similar to 1X2 bets except that customers are able to bet on two out of three possible outcomes by selecting any of the listed options.

If one of the two possible outcomes is achieved, the bet is a winner.

If a match is played on neutral ground, the team listed first on the website is deemed to be the Home team for betting purposes.

Bet counts only for the 90 minutes of regulation plus injury time.

Team to score next goal (Current score X: X)

Current score lists Home team first, Away team second.

Your bet options are Home team, Draw, Away team.

Predict which team will score next in the match.

Any goals scored prior to placing your bet do not count towards the wager.

Bet counts only for the 90 minutes of regulation plus injury time.

Own goals count to the side credited with the goal.

Soccer Cards Markets

Cards Points

Card points, also called Booking points are calculated as follows:

- 10 pts for a yellow card
- 25 pts for a yellow/red card (a player's second yellow card)
- 25 for a red card.

- The maximum points a player can generate are 35 (10+25) for a yellow and a yellow/red card.

Settlement will be made according to all available evidence for cards shown during the regular 90 minutes of play.

Any card issued to a player after their substitution, to players on bench which were not substituted in, or issued to coaching staff, or issued during the half time interval, or after the referee has blown for full time, will NOT count for settling purposes.

Game - Total Card Points

Your bet options are Home team, Draw, Away team.

Predict the team that will be issued with the most booking points.

Bet counts only for the 90 minutes of regulation plus injury time.

1st Half - Total Card Points

Your bet options are Home team, Draw, Away team.

Predict the team that will be issued with the most booking points in the first half.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Total Exact Cards

Your bet options are 1, 2, 3, 4, 5, 6+.

Predict the total numbers of cards issued during the first half.

Bet counts only for the first 45 minutes of regulation plus injury time

- A Yellow card counts as ONE card.
- A Yellow+Red card counts as TWO cards.
- A Red card also counts as TWO cards.
- Two Yellow cards followed by a Red card counts as THREE cards.

1st Half - Total Cards

Bet on whether the cards shown to both teams will go over or under the market offered.

Bet counts only for the first 45 minutes of regulation plus injury time

Game - Total Exact Cards

Your bet options are 4, 5, 6, 7, 8, 9, 10, 11, 12+.

Predict the total number of cards issued in the match.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Total Cards

Bet on whether the cards shown to both teams will be over or under a determined market.

Bet counts only for the 90 minutes of regulation plus injury time.

Sending off?

Your bet options are yes, no.

Predict whether or not a player will get a red card during the game while playing.

Bet counts only for the 90 minutes of regulation plus injury time.

Soccer Corners

Corners awarded but not taken will not count for settling purposes.

Re-taken corners will count only once.

1st Half - Corners Odd / Even

Your bet options are Odd, Even.

Predict whether the total corners taken in the match will be an odd or even number.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Total Corners

Your bet options are Over, Under.

Predict whether the total corners taken by both teams in the first half will be more or less than the specified quote.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Total Corners (AWAY TEAM NAME)

Your bet options are Over, Under.

Predict whether the total corners taken by the away team in the first half will be more or less than the specified quote.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Total Corners (HOME TEAM NAME)

Your bet options are Over, Under.

Predict whether the total corners taken by the home team in the first half will be more or less than the specified quote.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Corners Spread

Your bet options are Home team, Away team.

Predict the team that achieves the most corners taken in the first half once the handicap spread has been added to the actual number of corners taken by each team.

Bet counts only for the first 45 minutes of regulation plus injury time.

1st Half - Corner bet

Your bet options are Home team, Draw; Away team.

Predict the team that takes the most corners in the first half of the match.

Bet counts only for the first 45 minutes of regulation plus injury time.

Game - Corners Odd / Even

Your bet options are Odd, Even.

Predict whether the total corners taken in the match will be an odd or even number.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Total Corners

Your bet options are Over, Under.

Predict whether the total corners taken by both teams will be more than or less than the specified quote.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Total Corners (AWAY TEAM NAME)

Your bet options are Over, Under.

Predict whether the total corners taken by the away team will be more than or less than the specified quote.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Total Corners (HOME TEAM NAME)

Your bet options are Over, Under.

Predict whether the total corners taken by the home team will be more than or less than the specified quote.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Corners (AWAY TEAM NAME)

Your bet options are 0-2, 3-4, 5-6, 7+.

Predict the range of corners taken by the away team.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Corners (HOME TEAM NAME)

Your bet options are 0-2, 3-4, 5-6, 7+.

Predict the range of corners taken by the home team.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Corners Spread

Your bet options are Home team, Away team.

Predict the team that achieves the most corners taken in the match once the handicap spread has been added to the actual number of corners taken by each team.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Total Corners

Your bet options are Over, Under.

Predict whether the total corners taken by both teams will be more or less than the specified quote.

Bet counts only for the 90 minutes of regulation plus injury time.

Game - Corner bet

Your bet options are Home team, Draw, Away team.

Predict the team that takes the most corners in the match.

Bet counts only for the 90 minutes of regulation plus injury time.

Live Tennis Rules

General Tennis Rules

If a match in a knockout competition begins but is not completed, all match and set bets will be void.

Bets placed after the semi-final stage of a competition will be classified as match bets, and in the event of the match not taking place, or having started but not being completed, bets will be void.

In the event of a change in the total number of sets played match bets will stand, and all wagers on sets will be void. Example: a match originally designated as 'best of 5 sets' reduced to 'best of 3 sets' because of inclement weather.

In the event of any of the following circumstances all bets will stand.

- i. A change of playing surface
- ii. A change of venue.
- iii. A change from indoor court to outdoor court or vice versa.

In the case of a match being postponed or re-scheduled, bets will stand provided the match is completed before the end of the competition.

In the event of a retirement and/or walkover of any player all undecided bets are considered void.

In the event of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.

Money line markets refer to the winner of the match or specified set.

Handicap markets are based either on sets or games (please refer to market title).

Over/Under and Odd/Even markets are based on games (unless otherwise stated).

Settlement and Cancellation Rules

If markets remain open with an incorrect score which has a significant impact on the odds, we reserve the right to void all wagers.

If the players/teams are displayed incorrectly, we reserve the right to void all wagers.

If a player retires all undecided markets are considered void.

Tennis Main Markets

Game - Money Line (Which player will win the match)

Your bet options are Player 1, Player 2.

Predict which player will win the match.

If a player retires or gets disqualified, all bets on this market will be void.

In the event a match is not completed, all bets are void.

Tennis Money lines Markets

Which Player will win Games X and Y of Set N?

Your bet options are Player1, Draw, Player 2.

Predict which player will win the next 2 games. Example: which player will win game 3 and 4 of set 2.

Offered only before the first game of the 2 games has started.

Displayed as 3-way line on the winner of the specified games of the current set.

If each player wins a game, the draw option is settled as the winner.

All bets will be considered void if the specified sets are not completed.

Which player will win set XX?

Your bet options are Player1, Player2.

First Set Winner (Second, Third Set Winner, etc) refers to the result of that specific set.

All bets will be considered voided if the specified set is not completed.

Tennis Additional Props

How many complete sets will be played in the match (best of 3)?

Your bet options are Over, Under.

Applies only in matches with best of three sets.

The match must be fully completed for bets to have action.

How many complete sets will be played in the match (best of 5)?

Your bet options are Over, Under.

Applies only in matches with best of five sets.

The match must be fully completed for bets to have action.

Odd/Even number of games in set XX

Your bet options are Odd, Even.

Predict whether the total number of games in a specified set will be an "Odd" or "Even" number.

If a player retires or gets disqualified, all bets on this market will be void.

The set must be completed for bets to have action.

Odd/Even number of games in the match

Your bet options are Odd, Even.

Predict whether the total number of games in the match will be an "Odd" or "Even" number.

If a player retires or gets disqualified, all bets on this market will be void.

The match must be fully completed for bets to have action.

Final number of sets Played (best of 5)

Your bet options are Over, Under.

Predict the total number of sets in the match.

Applies only in matches with best of five sets.

The match must be fully completed for bets to have action.

Final number of sets Played (best of 3)

Your bet options are Over, Under.

Predict the total number of sets in the match.

Applies only in matches with best of three sets.

The match must be completed for bets to have action.

Final Result (in sets - best of 5)

Your bet options are 3:0, 3:1, 3:2, 2:3, 1:3 and 0:3.

Bet on what will be the final set score.

Score listed first corresponds to the player(s) listed on the bottom.

Applies only to matches with best of five sets.

All bets will be considered void if the sets are not completed.

Final Result (in sets - best of 3)

Your bet options are 2:0, 2:1, 1:2 and 0:2.

Bet on what will be the final set score.

Score listed first corresponds to the player(s) listed on the bottom.

Applies only to matches with best of three sets.

All bets will be considered void if the sets are not completed.

Tennis Scoring Markets

Score of game X of set X or break

The Markets offered are the following:

- Score of game X of set 1 or break
- Score of game X of set 2 or break
- Score of game X of set 3 or break
- Score of game X of set 4 or break
- Score of game X of set 5 or break

Predict the score against the player who has the serve in a specified game of the listed set, or if there will be a break in the serve.

Offered only before the start of the game.

Your bet options are:

- There will be a break of the serve.
- Server : 0 (Player receiving the serve scores zero)
- Server : 15 (Player receiving the serve scores 15)
- Server : 30 (Player receiving the serve scores 30)
- Server : 40 (Player receiving the serve scores 40)

Game Winner markets refer to the winner of a specific game. Example: Set 1 Game 1; Set 1 Game 2 etc.

Should a set go to a tie-break then the market will be designated as Set 1 TB, Set 2 TB etc.

Should there be a retirement/disqualification during an incomplete game then all bets will be considered void.

If a game is completed by the umpire awarding a "penalty game" then all bets on that game will be considered void (however if the game is completed by a "penalty point" then all bets are still valid).

If a game is suspended then all bets are still considered valid if the game is resumed and completed.

Score of game X of set X

The Markets offered are the following:

- Score of game X of set 1
- Score of game X of set 2
- Score of game X of set 3
- Score of game X of set 4
- Score of game X of set 5

Predict the winning player and exact score of the loser in a specified game of the listed set.

Offered only before the start of the game.

Your bet options are:

- Player 1 : 0 (Player 1 wins to zero)

- Player 1 : 15 (Player 1 wins to 15)
- Player 1 : 30 (Player 1 wins to 30)
- Player 1 : 40 (Player 1 wins to 40)
- Player 2 : 0 (Player 2 wins to zero)
- Player 2 : 15 (Player 2 wins to 15)
- Player 2 : 30 (Player 2 wins to 30)
- Player 2 : 40 (Player 2 wins to 40)

Game Winner markets refer to the winner of a specific game. Example: Set 1 Game 1, Set 1 Game 2, etc.

Should a set go to a tie-break, the market will be designated as Set 1 TB, Set 2 TB, etc.

Should there be a retirement/disqualification during an incomplete game, all bets will be considered void.

If a game is completed by the umpire awarding a “penalty game” then all bets on that game will be considered void. However if the game is completed by a “penalty point” then all bets are still valid.

If a player retires during the game, all bets on this market will be void.

If a game is suspended then all bets are still considered valid if the game is resumed and completed.

Who wins game X of set X

Your bet options are Player 1, Player 2.

2-way money line offered for each set, 1, 2, 3, 4 and 5.

Predict the player that will win a specified game of the listed set.

Set must be completed for wagers to have action.

Tennis Totals Markets

The Markets offered are the following:

- Total number of games in the match
- Total number of games in set 1
- Total number of games in set 2
- Total number of games in set 3

- Total number of games in set 4
- Total number of games in set 5

Your bet options are Over, Under.

Predict whether the total games by both players will be more or less than the offered line for the listed set.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

Example 1:

A set is abandoned at 4-4. Bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively; since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Example 2:

A best-of-3 sets match is abandoned at 6-4 2-6. Bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

Example 3:

A best-of-3 sets match is abandoned at 6-4 4-6 5-5. Bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

Live Hockey Rules

General Hockey Rules

Settlement and Cancellation Rules

All games must start on the scheduled date for bets to have action.

If a match venue is changed, bets already placed will stand providing the home team is still designated as such.

If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

In 2-way markets Push rules apply unless otherwise stated. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a cancel.

All markets (except period, overtime and penalty shootout markets) are considered for regulation time only, unless otherwise is mentioned in the market.

Markets do not include overtime unless otherwise stated.

If a match is interrupted and continued within 48 hours after initial face-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

We reserve the right to void bets posted on a market left open when goals and penalties have already taken place.

We reserve the right to void wagers posted on odds offered with an incorrect match time.

If a wrong score is displayed on the Live Betting Extra screen, all markets will be cancelled for the time when the incorrect score was displayed.

If a match is interrupted or postponed and is not continued within 48 hours after initial face-off date, all bets will be graded no action.

Hockey Main Markets

3 way line

Your bet options are Home, Draw and Away.

Predict the winner of the game or if there will be a Draw.

3-way markets are settled on the score at the end of regulation time, unless otherwise stated.

Match Total (OT not included)

Your bet options are Over, Under.

Predict whether the total goals scored in the match will be more or less than the offered line.

Overtime is NOT included.

Hockey Money Lines

Who wins the period?

Your bet options are Home, Away.

Predict the team that will win the specified period.
The relevant period must be completed for bets to have action.

The 3rd period does not include overtime.

Goals scored in other periods do not count.

Who wins the rest of the period? (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home; Draw, Away.

Predict the team that will win the remainder of the specified period, or if it will end in a Draw.

Based on goals scored between when the bet is placed and the end of the period.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the specified period.

Which team will win the match including OT and penalties?

Your bet options are Home, Away.

Predict the team that will win the game outright.

Overtime and shootouts are included.

Who wins the rest of the match? (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home, Draw and Away.

Predict the team that will win the remainder of the game, or if it will end in a draw.

Based on goals scored in the period between when the bet is placed and end of regulation time.

Any goals scored prior to the bet being placed will not count.

Bet counts only for the regulation time.

Hockey Totals

Total Home team

Your bet options are Over, Under.

Predict whether the total match goals scored by the home team will be more than or less than the offered line.

Only points scored during the listed market's regulation time will count for grading purposes.

Overtime is NOT included.

Total Away team

Predict whether the total match goals scored by the away team will be more or less than the offered line.

Goals Home team

Your bet options are 0, 1, 2, 3+.

Predict the exact number of goals scored by the Home team.

Goals Away team

Predict the exact number of goals scored by the Away team.

Total First period

Predict whether the total goals scored in the First Period will be more or less than the offered market.

Total Second period

Predict whether the total goals scored in the Second Period will be more or less than the offered market.

Total Third period

Predict whether the total goals scored in the Third Period will be more than or less than the offered market.

The 3rd period for hockey does NOT include overtime.

Hockey Additional Props

Odd/Even

Your bet options are Odd, Even.

Predict whether the total goals scored will be an odd or even number.

Zero goals scored will count as an even number.

Overtime is NOT included.

Next Goal (Current Score XX:XX)

Your bet options are Home, No Goal, and Away.

Current Score lists Home team first and Away team second.

Predict the score for the remainder of the game from the time the wager is placed.

For this market, the match begins again with the score at 0-0 at the time the bet is placed.

3-way markets are settled on the score at the end of regulation time, unless otherwise stated.

Only goals scored after the bet has been placed will be counted for the settling of the bet.

Example 1:

At the time you place your bet, the score is 0-3, and the match eventually ends 1-4. Counting from the moment the bet is placed, the match ends with a draw (1-1), because each team scored one goal.

Example 2:

At the time you place your bet, the score is 0-3, and the match eventually ends 1-3. Counting from the moment the bet is placed, the match ends with a 1-0 win for the home team.

Additional Correct Score (Current score X:X)

Current score lists Home team first, Away team second.

Your bet options are 0:0, 1:0, 0:1, 1:1, 2:0, 0:2, 2:1 1:2, 2:2, etc.

Predict the exact score at the end of regulation time.

Own goals count for the settling of bets.

Only the 10 most probable outcomes will be available.

Who wins the rest of the match (OT ONLY!)

Your bet options are Home, Away.

Predict the team that will win the match after regulation time.

Only goals scored during overtime are considered for grading purposes.

Which team will win the penalty shootout

Your bet options are Home, Away.

Predict the team that will win the penalty shootout after regulation time.

Only goals scored during penalty shootout are considered for grading purposes.

Live Basketball Rules

General Basketball Rules

If a match is abandoned after play has started, bets other than outright win are void, unless a winning market has already been established, in which case bets will stand.

Outright win bets will have action provided that 43 minutes of an NBA match have been played and an official result is declared.

All games must start on the scheduled date for bets to stand. A postponed match will void all bets.

If a match venue is changed, bets already placed will stand providing the home team is still designated as such.

If the home and away team for a listed match are reversed, then bets placed based on the original listing will be void.

Where the result of a 2-way market is a tie, bets will be void as long as odds were not quoted for the tie.

There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined.

In 2-way markets push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a cancel.

Markets do not include overtime unless otherwise stated.

Basketball Spreads

Your bet options are Home, Away.

Only points scored during the listed market's regulation time will count for grading purposes.

Spread for the Whole Game (Including OT)

Predict whether either team will cover the specified point spread for the match (OT included).

1st Half - Spread

Predict whether either team will cover the specified point spread for the First Half only.

Only points scored during the First Quarter and Second Quarter combined are considered.

1st Quarter - Spread

Predict whether either team will cover the specified point spread for the First Quarter only.

2nd Quarter - Spread

Predict whether either team will cover the specified point spread for the Second Quarter only.

3rd Quarter - Spread

Predict whether either team will cover the specified point spread for the Third Quarter only.

4th Quarter - Spread (OT not included)

Predict whether either team will cover the specified point spread for the Fourth Quarter only.

Overtime is NOT included.

Basketball Money Lines

Your bet options are Home and Away.

Draw scores for the regulation time of any of the Basketball Money Line markets will make all bets graded no action and stakes refunded.

Which Team will win the Game (Including OT)

Predict the team that will win the game outright. (OT included)

1st Half - Money Line

Predict which team will win the First Half.

Only points scored during the First and Second Quarters combined are included.

1st Quarter - Money Line

Predict which team will win the First Quarter only.

2nd Quarter - Money Line

Predict which team will win the Second Quarter only.

3rd Quarter - Money Line

Predict which team will win the Third Quarter only.

4th Quarter - Money Line (OT not included)

Predict which team will win the Fourth Quarter only.

Overtime is NOT included.

Basketball Totals

Your bet options are Over, Under.

Draw scores for the regulation time of any of the Basketball Total Markets will make all bets graded no action and stakes refunded.

Markets do not consider overtime unless otherwise stated.

Total for whole Game (OT included)

Predict whether the total points scored in the full game will be more or less than the line offered.

Overtime is included in the final score of the full game for grading purposes.

1st Half - Total

Predict whether the total points scored in the First Half will be more than or less than the line offered.

Only points scored during the First Quarter and Second Quarter combined are considered.

1st Quarter – Total

Predict whether the total points scored in the First Quarter will be more or less than the line offered.

2nd Quarter - Total

Predict whether the total points scored in the Second Quarter will be more or less than the line offered.

3rd Quarter - Total

Predict whether the total points scored in the Third Quarter will be more or less than the line offered.

4th Quarter - Total (OT Not Included)

Predict whether the total points scored in the Fourth Quarter will be more or less than the line offered.

Overtime is included in the Fourth Quarter score for grading purposes.

Basketball Additional Props

Odd/Even Total points scored for whole Game (OT Included)

Your bet options are Odd, Even.

Predict whether the total points scored by both teams for the full match will be "Odd" or "Even".

Overtime is included in the final score of the full game for grading purposes.

Who scores Xth point?

Your bet options are Home, Away.

Predict which team will score a specified point during the match.

Example: Current score is 40-28 and the Away team scores 3 points; therefore away team scored the 70th point)

If a match ends before the specified point is reached, the market is considered cancelled and stakes are refunded.

Which team will win race to X points?

Your bet options are Home, Away.

Predict which team will score specific number of points first.

Example: current score 20-19, then home team wins race to 20 points.

If a match ends before any team reaches the specific number of points, the market is considered cancelled and stakes are refunded.

1st Half - Total points scored Odd/Even

Your bet options are Odd, Even.

Predict whether the total points scored by both teams for the 1st Half will be "Odd" or "Even".

Only points scored during the First Quarter and Second Quarter combined are considered.

1st Quarter - Total points scored Odd/Even

Your bet options are Odd, Even.

Predict whether the total points scored by both teams for the First Quarter will be "Odd" or "Even".

Only points scored during First Quarter are considered.

2nd Quarter - Total points scored Odd/Even

Your bet options are Odd, Even.

Predict whether the total points scored by both teams for the Second Quarter will be “Odd” or “Even”.

Only points scored during Second Quarter are considered.

3rd Quarter - Total points scored Odd/Even

Your bet options are Odd, Even.

Predict whether the total points scored by both teams for the Third Quarter will be “Odd” or “Even”.

Only points scored during Third Quarter are considered.

4th Quarter Total points scored Odd/Even (OT not Included)

Your bet options are Odd, Even.

Predict whether the total points scored by both teams for the Fourth Quarter will be “Odd” or “Even”.

Only points scored during Fourth Quarter are considered.

Overtime is NOT included.

Live Football Rules

General Football Rules

IMPORTANT

In case of any delay (weather, darkness...) all markets will remain unsettled and the trading will be resumed as soon as the match is continued.

Markets do not include overtime unless otherwise stated.

Settlement and Cancellation Rules

We reserve the right to void betting if markets remain open with an incorrect score displayed that has a significant impact on market's prices.

We reserve the right to void betting if odds are offered with an incorrect match time (more than 89 seconds off).

We reserve the right to void betting if teams are displayed incorrectly in the markets.

In case of abandoned or postponed matches, all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

Football Main Bets

Handicap Betting

In handicap betting, the side considered weaker, also called the underdog, is awarded virtual points of advantage that statistically increases the chances for a draw between the teams or a win for the underdog. These virtual points will be added to the official final score for grading purposes.

The favorite is handicapped, meaning it gives up a certain number of points.

Game - Spread (OT included)

Your bet options are Home, Away.

Predict the team that will win the match after the handicap spread has been applied to the actual score.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Overtime is included in the final score for settling purposes.

Game - Money Line (OT included)

Your bet options are Home, Away.

Predict which team will win the game outright.

All bets are settled on the outright price.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bets resulting in Draw after the handicap spread has been applied to the actual score, will be cancelled and stakes refunded

Overtime is included in the final score for settling purposes.

Game - Total (OT included)

Your bet options are Over, Under.

Predict whether the total points scored by both teams will be more or less than the offered line.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Overtime is included in the final score for settling purposes.

Football Spreads

Spread for the Whole Game (OT included)

Your bet options are Home, Away.

Predict whether either team will cover the specified point spread for the match.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bets resulting in Draw after the handicap spread has been applied to the actual score, will be cancelled and stakes refunded.

Overtime is included in the final score for settling purposes.

1st Half - Spread

Your bet options are Home, Away.

Predict whether either team will cover the specified point spread for the First Half.

If the First Half is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during the First Quarter and Second Quarter combined are considered.

Bets resulting in Draw after the handicap spread has been applied to the actual score of the First Half, will be cancelled and stakes refunded

1st Quarter - Spread

Your bet options are Home, Away.

Predict whether either team will cover the specified point spread for the 1st Quarter.

If the First Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during First Quarter are considered.

Bets resulting in Draw after the handicap spread has been applied to the actual score of the First Quarter, will be cancelled and stakes refunded

2nd Quarter - Spread

Your bet options are Home, Away.

Predict whether either team will cover the specified point spread for the 2nd Quarter.

If the Second Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during Second Quarter are considered.

Bets resulting in Draw after the handicap spread has been applied to the actual score of the Second Quarter will be cancelled and stakes refunded

3rd Quarter - Spread

Your bet options are Home, Away.

Predict whether either team will cover the specified point spread for the 3rd Quarter.

If the Third Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during Third Quarter are considered.

Bets resulting in Draw after the handicap spread has been applied to the actual score of the Third Quarter will be cancelled and stakes refunded.

4th Quarter - Spread (OT not included)

Your bet options are Home, Away.

Predict whether either team will cover the specified point spread for the 4th Quarter.

If the Fourth Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during Fourth Quarter are considered. Overtime is NOT included.

Bets resulting in Draw after the handicap spread has been applied to the actual score of the Fourth Quarter will be cancelled and stakes refunded.

Football Money Lines

Game - Money line

Your bet options are Home, Away.

Bet on either team to win the game outright in regulation time.

All bets are settled on the outright price.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bets resulting in Draw, will be cancelled and stakes refunded.

Overtime is NOT included.

Game - 3 Way Money line

Your bet options are Home, Draw, and Away.

Predict the winner of the game, or if there will be a draw at the end of regulation time.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Overtime is NOT Included.

1st Half - Money Line

Your bet options are Home, Away.

Bet on either team to win the First Half outright.

All bets are settled on the outright price.

If the First Half is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bets resulting in Draw, will be cancelled and stakes refunded

Only points scored during the First Quarter and Second Quarter combined are considered.

1st Half - 3 Way Money line

Your bet options are Home, Draw, and Away.

Predict the winner of the First Half, or if there will be a draw.

If a match is interrupted during First Half and not completed within 24 hours, all unsettled markets will be void.

Only points scored during the First Quarter and Second Quarter combined are considered.

1st Quarter - Money Line

Your bet options are Home, Draw, and Away.

Bet on either team to win the First Quarter outright, or if there will be a draw.

All bets are settled on the outright price.

If the First Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during First Quarter are considered.

2nd Quarter - Money Line

Your bet options are Home, Draw, and Away.

Bet on either team to win the Second Quarter outright, or if there will be a draw.

All bets are settled on the outright price.

If the Second Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored during the Second Quarter only.

3rd Quarter - Money Line

Your bet options are Home, Draw, and Away.

Bet on either team to win the Third Quarter outright.

All bets are settled on the outright price.

If the Third Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored during the Third Quarter only.

4th Quarter - Money Line

Your bet options are Home, Draw, and Away.

Bet on either team to win the Fourth Quarter outright.

All bets are settled on the outright price.

If the Fourth Quarter is interrupted and not completed within 24 hours, all unsettled markets will be void.

Bet counts for points scored during the Fourth Quarter only.

Football Totals

Game - Total (OT included)

Your bet options are Over, Under.

Predict whether the total points scored by both teams will be more or less than the offered line.

Overtime is included in the final score for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

If a match is interrupted and not completed within 24 hours, all unsettled markets will be void.

Game -Team Total (Home team) (OT included)

Your bet options are Over, Under.

Predict whether the total points scored by the Home team during the full game will be more or less than the offered line.

Overtime is included in the final score for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

Game -Team Total (Away team) (OT included)

Your bet options are Over, Under.

Predict whether the total points scored by the Away team during the full game will be more or less than the offered line.

Overtime is included in the final score for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

1st Half - Total

Your bet options are Over, Under.

Predict whether the total points scored by both teams during the First Half will be more or less than the offered line.

Only points scored during the First Quarter and Second Quarter combined are considered for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

1st Half - Team Total (HOME TEAM NAME)

Your bet options are Over, Under.

Predict whether the points scored by the Home team during the First Half will be more or less than the offered line.

Only points scored during the First Quarter and Second Quarter combined are considered for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

1st Half - Team total (AWAY TEAM NAME)

Your bet options are Over, Under.

Predict whether points scored by the Away team during the First Half will be more or less than the offered line.

Only points scored during the First Quarter and Second Quarter combined are considered for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

1st Quarter – Total

Your bet options are Over, Under.

Predict whether the total points scored by both teams during the First Quarter will be more or less than the offered line.

Only points scored during First Quarter are considered for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

2nd Quarter - Total

Your bet options are Over, Under.

Predict whether the total points scored by both teams during the Second Quarter will be more or less than the offered line.

Only points scored during Second Quarter are considered for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

3rd Quarter - Total

Your bet options are Over, Under.

Predict whether the total points scored by both teams during the Third Quarter will be more or less than the offered line.

Only points scored during Third Quarter are considered for settling purposes.

Bets resulting in Draw will be cancelled and stakes will be refunded.

4th Quarter - Total (OT not included)

Your bet options are Over, Under.

Predict whether the total points scored by both teams during the Fourth Quarter will be more or less than the offered line.

Only points scored during Fourth Quarter are considered for settling purposes. Overtime is NOT included.

Bets resulting in Draw will be cancelled and stakes will be refunded.

Football Additional Props

Winning Margin (OT included)

Predict the margin by which the team listed in the market will win the game.

Overtime is included in the final score for settling purposes.

Highest Scoring Quarter

Your bet options are 1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter and Tie.

Choose the quarter in which the most points will be scored.

If two or more quarters end up tied for the most points scored, Tie is the winning wager.

Overtime does not count towards the total points scored during the 4th Quarter.

Game - Team to win the rest of the match (OT included) (Current Score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home, Draw, and Away.

Predict the team that will win the remainder of the game, or if it will be a draw.

Only points scored after the bet is placed and until the end of the game will be considered.

Points scored prior to the bet being placed will not count.

Overtime is included in the final score for settling purposes.

1st Half - Which team scores next (Current Score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home, Draw, and Away.

Predict which team will score next during the 1st Half.

Points scored prior to the bet being placed will not count.

Bet counts only for touchdowns, field goals and safeties.

Extra points and 2 point conversion will not be considered for grading purposes.

If the First Half is interrupted and not completed within 24 hours, all unsettled markets will be void.

Only points scored during the First Quarter and Second Quarter combined are considered for settling purposes.

1st Half - Odd/Even Total points scored

Your bet options are Odd, Even.

Predict if the total points scored during the First Half by both teams will be an "Odd" or an "Even" number.

Only points scored during the First Quarter and Second Quarter combined are considered for settling purposes.

Halftime – Fulltime

Your bet options are:

- Home Team / Home Team
- Home Team / Away Team
- Home Team / Draw
- Draw / Home Team
- Draw / Draw
- Draw / Away Team
- Away Team / Away Team
- Away Team / Draw
- Away Team / Home Team

Bet on the result at Halftime combined with the result at Fulltime.

Example:

Home Team / Draw = for this option to be a winner, the Home team must have been winning at Halftime, but the game must end in a Draw.

Overtime is NOT included for settling purposes.

Highest Scoring Half

Your bet options are 1st Half, 2nd Half, and Equal.

Predict which Half will have the most points scored, or if they will be equal.

Overtime is NOT included for settling purposes.

Will there be overtime?

Your bet options are Yes, No.

Predict whether the game will go to overtime or not.

The Next score method (OT included)

Your bet options are Touchdown, Field Goal and Safety.

Predict whether the next score will be a Touchdown, a Field Goal or a Safety.

If a match ends before any team scores next in the game, the market is considered void and stakes are refunded.

Overtime is included for settling purposes.

Game - Which team scores next (OT included) (Current Score X:X)

Current score lists Home team first, Away team second.

Your bet options are Home team and Away team. The Draw option may be provided at the provider's discretion.

Predict which team will score next in the match.

Any points scored prior to placing your bet will not count for settling purposes.

Bet counts only for touchdowns, field goals and safeties.

Extra points and 2 point conversion will not be considered for grading purposes.

If only 2 options (Away Team and Home Team) are provided and a match ends before any team scores next in the game, the market is considered void and stakes are refunded.

If Draw is provided as a third option, and a match ends before any team scores next in the game, all wagers on Draw will be declared winners.

Overtime is included for settling purposes.

Game - Odd/Even Total points scored (OT included)

Your bet options are Odd, Even.

Predict whether the total points scored by both teams for the match will be an "Odd" or an "Even" number.

Overtime is included for settling purposes.

Which team wins race to (X) points (OT included)

Your bet options are Home, Away

Predict which team will score a specific number of points first.

Example: Current score 20-19, Home team wins race to score 20 points first.

If a match ends before any team reaches the specific number of points listed on the market, all bets are cancelled and stakes will be refunded.

Overtime is included for settling purposes.

Double Chance

Your bet options are

- Home or Draw
- Home or Away
- Draw or Away.

This type of bet offers the opportunity to bet on two possible outcomes of a game in one single bet.

If one of the two possible outcomes is achieved, the bet is a winner.

If a match is played on neutral ground, the team listed first on the website is deemed to be the Home team.

Overtime is included for settling purposes.

Live Baseball Rules

General Baseball Rules

Settlement and Cancellation Rules

All games must start on the scheduled date (local time) for bets to have action. If a game has been postponed or cancelled before its due start time, all bets will be deemed no action.

All bets are action regardless of pitching changes.

In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

All markets will be settled according the final result after 9 innings (8 ½ innings if home team is leading at this point).

Possible extra innings are not considered in any market except for "Who scores the Xth runs" and "Which team will win race to X runs", or when otherwise is stated for the market.

In case of a match being interrupted or cancelled and not continued the same day, all undecided markets are considered void.

For any suspended MLB playoff game that resumes within 72 hours of the suspension, all bets will stand and will be settled after the completion of the game. If the game is not completed within 72 hours following the time of suspension, then all bets will be void unless settlement of bets is already determined.

For Non-MLB Baseball games (including Minor League Baseball) where there are no listed pitchers, all bets are action regardless of who pitches for each team. 8½ innings rule is applied, although in the event of a Mercy Rule being called all bets will stand on the score at the time. For 7 innings games played as part of a doubleheader, the 6½ inning rule will apply.

If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, we reserve the right to void betting.

Baseball Main Bets

Game - Which team will win the game? (OT included)

This is a 2-Way Money Line. Your bet options are Home, Away.

Predict the outright result of the match.

The result of a game is considered official after 5 innings of play unless the home team is leading at 4.5 innings. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called.

Extra innings are included for the settling of this market.

Baseball Spreads

Game - Run Line for whole game? (OT included)

This market is offered as a handicap line.

The team with the plus (+) handicap receives a start from the favorite team, meaning the one with the minus (-) handicap.

Bets on this market will have action only if at least 9 innings are completed (8½ innings if the home team is leading).

Extra innings are included for the settling of this market.

Baseball Totals

XX Inning Total Runs

Your bet options are Over, Under.

Predict whether the total runs scored in a specific inning will be more or less than the offered line.

Only runs scored during the specified inning are considered for settling purposes.

If the match is cancelled all bets will be settled with the score at the time.

First 4½ innings Total Runs

Your bet options are Over, Under.

Predict whether the total points scored in the first 4½ innings (4 complete innings plus the top of the 5th) will be more or less than the line offered.

If the match is cancelled all bets will be settled with the score at the time.

Game - Total for whole match (OT included)

Your bet options are Over, Under.

Predict whether the combined scores for each team will be over or under a specified number of runs.

If the match is cancelled after bets have been settled for this market, all wagers will stand with the score at the time.

All open or pending bets will be cancelled if the 9 innings are NOT completed (8½ innings if the home team is leading).

Extra innings are included for the settling of this market.

Baseball Money Lines

Who wins the (XX) inning?

Your bet options are Home, Draw and Away.

Top and bottom of the specified inning must be completed unless the home team is winning when game/inning is called or suspended.

Which team will lead after the first 4½ innings?

Your bet options are Home, None and Away.

Bets will be settled on the result after the first 4½ innings (4 complete innings plus the top of the 5th) have been completed.

Top of the 5th inning must be completed for bets to have action.

Baseball Additional Props

Will there be extra innings?

Your bet options are Yes, No.

Predict whether extra innings will be played or not.

Bets stand only if the 9 innings are completed.

Will the bottom of the 9th inning be played?

Your bet options are Yes, No.

Predict whether the Home team will bat after the Away team have completed 9 innings.

Bets stand only if the Away team have completed 9 innings.

Which team will win race to X runs?

Your bet options are Home, Away.

Predict the team that will reach first the specified number of individual runs in the game.

All wagers on this market stand only if at least 9 innings are completed (8½ innings if the Home team is leading).

Extra innings are included for the settling of this market.

Who scores the (Xth) run?

Your bet options are Home, None and Away.

Predict the team that will score the specified run in the game.

If the match is cancelled all settled bets will stand with the score at the time.

Extra innings are included for the settling of this market.

Maximum number of runs scored in an inning

Your bet options are 0, 1, 2, 3, 4, 5+.

Predict the total number of maximum runs scored in an inning during the game.

Bets on this market will stand only if the game is completed.

Extra innings are not included.

Which team scores the most runs in an inning?

Your bet options are Home, Draw, and Away.

Predict the team that will score the most runs in an inning during the game.

Bets on this market will stand only if the game is completed.

Extra innings are not included.

Game - Winning margins (OT included)

Your bet options are: by 1 run, by 2 runs, by 3 or more runs.

Predict the margin by which a specific team wins the match.

Bets stand only if the 9 innings are completed (8½ innings if the home team is leading).

Extra innings are included for the settling of this market.

Game - Odd/Even runs for whole match (OT included)

Your bet options are Odd, Even.

Predict whether the total number of runs scored by both teams will be an Odd or Even number.

Bets are settled based on the aggregate sum of total of runs, if they add an odd or an even number.

Bets on this market stand only if at least 9 innings are completed (8½ innings if the home team is leading)

Extra innings are included for the settling of this market.

Game - Who wins the rest of the game? (OT included)

Current score lists Home team first, Away team second.

Your bet options are Home, Draw, and Away.

Predict the team that will win the remainder of the game, or if it will end in a draw.

Based on runs scored in the period between when the bet is placed and the end of game.

Any runs scored prior to the bet being placed will not be counted.

Bets on this market stand only if at least 9 innings are completed (8½ innings if the home team is leading).

Extra innings are included for the settling of this market.