

Harrah’s Cherokee Casino / Cherokee Valley River

“Caesars Sportsbook”

HOUSE RULES

As of [08/26/2022]

MANAGEMENT	3
NOTIFICATION OF ODDS OR PROPOSITION CHANGES.....	4
TICKET ACCURACY	4
WINNINGS BY PATRON	5
PAYOUTS (ROUNDING)	5
PAYOUTS (CALCULATION)	5
DETERMINING THE WINNER	5
SAME-GAME PARLAY RULES	6
DISPUTES	6
FUTURES BET SETTLEMENT	7
GENERAL SPORTS RULES	7
AUSTRALIAN RULES	10
Markets:	10
AUTO RACING & MOTORBIKES RULES.....	11
Markets:	11
BASEBALL RULES	30
Markets:	31
BASKETBALL RULES.....	39
Markets:	39
FIGHTS: BOXING RULES	48
Markets:	48
FIGHTS: UFC/MMA RULES.....	51
Markets:	51
FOOTBALL RULES	52
Markets:	52
GOLF RULES	62
Markets:	62
HOCKEY RULES.....	91
Markets:	93
RUGBY LEAGUE RULES	124
RUGBY UNION RULES	127
SOCCER RULES	130
Markets:	134
SOFTBALL RULES.....	162
TENNIS RULES	163

Markets:	163
FULL COVER BETS	194
MAXIMUM SPORTS PAYOUTS	195
PARLAY RULES	196
PARLAY CARD RULES	196
NON CASH PRIZES.....	196
RESPONSIBLE GAMING.....	196

MANAGEMENT

1. Management reserves the right to add, delete, or change the House Rules and/or payoff odds subject to regulatory approval of the Cherokee Tribal Gaming Commission.
2. Management reserves the right to refuse or limit any wager or delete or limit any selection(s) prior to the acceptance of the wagers.
3. Management reserves the right to rescind wagers where an obvious error has occurred (e.g., obvious human or technology erroneous pricing). Approval from the Cherokee Tribal Gaming Commission will be received prior to any wager is rescinded.
4. Management reserves the right to modify any lines, odds, or any other wager prices or payoffs prior to the acceptance of the wagers.
5. Management determines the minimum and maximum wagers on all events.
6. The use of two-way electronics communication devices while you are at the counter placing a wager is prohibited.
7. Persons under the age of 21 are prohibited from placing wagers or collecting winnings.
8. All wagers will be deemed to have been accepted from the individual placing the wager only, and not on behalf of any entity. Wagering rules and conditions are subject to change; please refer to Retail Text Screens for details. If there is a conflict between a stipulation on a Retail Text Screens and these House Rules the stipulation on the Retail Text display will prevail.
9. Accepting telephone or electronic wagers from outside the Harrah's Cherokee facilities is strictly prohibited.
10. Wagers may be accepted at other than the posted odds, please check your ticket prior to leaving the window.
11. Wagering rules and conditions are subject to change; please refer to odds sheets/displays for details. If there is a conflict between a stipulation on an odds sheet/display and these House Rules the stipulation on the odds sheet/display will prevail.
12. Teasers. A teaser consists of 2-to-8 Football or Basketball events parlayed together with adjusted spreads and/or totals with special odds applied. Teaser pay tables will be available in the sports book.
 - a. If a teaser wager is reduced to one live leg (due to a push, void, etc), a wager with a winning selection will be paid out at the odds listed in the table below.

Selections	NFL			College Football			Pro + College Basketball		
	6pt	6.5pt	7pt	6pt	6.5pt	7pt	4pt	5pt	6pt
Level	1	2	3	1	2	3	1	2	3
1 (for settlement only)	-260	-280	-300	-240	-260	-280	-250	-270	-300
2	-120	-130	-140	100	-110	-120	-110	-120	-140
3	160	145	130	180	160	130	180	150	120
4	260	220	200	280	250	200	250	220	180
5	400	350	300	450	400	350	400	350	300
6	600	500	450	700	600	500	600	500	450
7	800	700	600	1000	800	700	800	700	600
8	1000	900	800	1200	1000	900	1000	900	800

- b. Teasers can only be placed on main, full-game spread and total markets.
 - c. For cross-sport teasers, the lowest odds are applied.
13. We will not offer any prohibited sports events. Prohibited sports event means
 - a. Any amateur sport or athletic event other than;
 - i. Collegiate sporting or athletic events;
 - b. Any sport or athletic event which the licensee knows or reasonably should know, is being placed by, or on behalf of a coach or participant in that event.

- c. The outcome of any election for any public office; and
 - d. Any event which the Executive Director deems to be contrary to public policy
14. Management will keep a record of all point spreads, odds, final scores, and related betting proposition statistics to protect both the customer and Sports Book in case of an obvious computer, mechanical, technical, or human error.
 15. Due to the current COVID-19 protocols being used by each individual Sports League, please be aware that wagers based on season start dates and length, game length, game time, number of games played, players eligible and any other type of wager available may be affected. Seasons, games, or players being altered, shortened, cancelled, or declared out due to the COVID-19 Pandemic may include, but not be limited to, a “No Action” refund depending on the type of wager that was placed. For any questions please contact Customer Support or See a Sportsbook Employee for clarification.
 16. The following patrons are prohibited from wagering:
 - Any Tribal Casino Gaming Enterprises employee.
 - An athlete, coach, referee, team owner, employee of a sports governing body or its member teams, and player and referee union personnel overseen by their sports’ governing body.
 - An individual, group of individuals, or entity with access to non-public confidential information held by the Property
 - Any Cherokee Tribal Gaming Commission employee.
 - Gaming Prohibited Patrons

NOTIFICATION OF ODDS OR PROPOSITION CHANGES

1. The latest odds / prices are reflected on the display boards within the Sportsbook
2. For any wagers being placed via a Kiosk:
 - a. Once a selection has been added to the bet slip a price/handicap change is indicated on the betslip.
 - It will turn yellow over a 3 seconds transition.
 - A message is placed at the top of the betslip
 - The boarder around the selection will remain highlighted for the length of time that the selection remains in the betslip or until bet opportunities is recalled (for example selection added/removed)
 - b. If a bet is not placed, then a bet placement error is shown.
3. For any wagers being placed via a teller (using the POS terminal at the window/ counter):
 - a. Once a selection has been added to the bet slip a price/handicap change is indicated on the betslip.
 - It will turn yellow over a 3 seconds transition.
 - A message is placed at the top of the betslip
 - The boarder around the selection will remain highlighted for the length of time that the selection remains in the betslip or until bet opportunities is recalled (for example selection added/removed)
 - b. If a bet is not placed, then a bet placement error is shown to the teller and the patron will be notified.
4. All prices of wagers as placed are clearly shown on the wager ticket along with the potential return if it wins.

TICKET ACCURACY

1. Please check your ticket for accuracy as all tickets go as written after you leave the wagering counter. Once a wager is accepted by both parties, tickets will not be altered or voided except at the discretion of Management and with the approval of both parties. In instances where both parties do not agree to void the ticket, written approval from the appropriate Gaming Regulators will be requested for the void.
2. No winning wager will be paid without the customer copy of the wagering ticket, except for lost, stolen or unreadable tickets which will be honored as stated below.
3. Management is not responsible for lost, stolen, altered or unreadable tickets. For all honored lost or stolen tickets, once the rightful owner of a winning ticket has been determined, payment will be made as soon as possible. For all lost, stolen, or unreadable tickets where the rightful owner cannot be immediately determined the waiting period for honored claims will be 365 days from the date of event before processing for payment if applicable.

4. Winning tickets are void after 180 days from the conclusion of the event.
5. The time on the tickets is Eastern Time.
6. Where mail-pay is accepted, winning tickets may be mailed in for redemption to the address on the reverse side of the ticket. See the reverse side of the wagering ticket for mail-in collection instructions and address. If a self-addressed envelope is not included, a processing fee may be charged. .

WINNINGS BY PATRON

The maximum winnings categories listed below apply to bets placed at retail outlets. The maximum winnings categories are in U.S. Dollars. A bet is accepted on the basis that it is the investment of one customer only and the following maximum amounts that can be won are established by limiting the maximum wager amount by a customer in one day.

Where bets have been placed on different days, the maximum amount that can be won in one day's betting is determined by the day on which the final event on each bet is resolved, rather than the day on which each individual bet is placed.

- SPORT MAXIMUM PAYOUT

- o \$25 Million

PAYOUTS (ROUNDING)

1. All payout calculations for Retail bets are rounded to the nearest nickel.
2. Rounding of the payout of all cash-equivalent bets to the nearest nickel are:
 - 1 cent and 2 cent amounts to be rounded down to 0 cent
 - 3 cent and 4 cent amounts rounded up to 5 cents
 - 6 cent and 7 cent amounts to be rounded down to 5 cents
 - 8 cent and 9 cent amounts rounded up to 10 cents
3. Rounding is applied to all bet types and amounts applicable to wagers refunded due to them being cancelled, voided, or pushed bets

PAYOUTS (CALCULATION)

1. Calculations for wager types are as follows:
 - **Odds** – Odds can be displayed in American, Fractional, or Decimal format (display at patron selection on Kiosk). Payout calculation is the same regardless of selected odds format.
 - **Parlay payoff** – Parlay odds are calculated by multiplying odds of each leg within the Parlay. In the event of a Void leg within a Parlay, the Parlay will ignore that selection.
 - **Teaser payoff** – Teaser pay charts are posted alongside the house rules.

DETERMINING THE WINNER

1. The winner of an event or game will be determined on the date of the event's conclusion. Management does not recognize suspended games, protests, overturned decisions, changes to the score, etc. Management, at its sole discretion, may delay payment of winning wagers if the final score is questioned or challenged. Once the score is posted for payment and the winning wager has been paid out, no subsequent score changes will be recognized.
2. The winner of a proposition wager that occurs while a game or match is in progress will be used "action", regardless if the game or match is played to its conclusion, unless otherwise specified.
3. All futures bets placed will be "action" regardless of any regular season or playoff structural changes the league deems necessary.
4. If a league declares a championship, conference, division or any other category a winner, all bets on the winning team will be paid out regardless of regular season or playoff format.
5. Bets will be paid out if the league declares a championship, conference, division, or any other category a winner without playoffs taking place during the particular season.
6. If a league does not declare a championship, conference, division or any other category a winner, all bets on those

7. futures markets will be void and considered "no action".

SAME-GAME PARLAY RULES

1. If any leg of a Same-Game Parlay bet relates to an existing market on site, rules for that market will apply. For example, if a Same-Game Parlay bet includes a player to score an anytime touchdown & the selected player scores only scores via passing touchdowns, this bet will be graded a loser because the Anytime Touchdown Scorer rules do not include touchdowns scored as a passer.
2. If any leg of the Same-Game Parlay bet is made void or settles as a push, then the whole bet would become a void or a push. The exception to this is if the outcome of the bet requested can still happen.
3. A Same-Game Parlay bet may contain up to 10 legs. Same-Game Parlays do not support wagers with more than 10 legs.
4. A Same-Game Parlay bet must be placed from a single game. Same-Game Parlay wagers cannot be combined across multiple games.
5. If part of the bet requested consists of one of two named players to score at any time during a game, bets placed on that market will stand if one or both of those players play any part in that game.

DISPUTES

1. If you have any complaints, claims or disputes concerning any outcome regarding the services or any other activity, please promptly bring any complaint, claim, or dispute concerning any outcome regarding the services or any other activity to the attention of the management team at Caesars Sportsbook.

Address and phone number are:

Harrah's Cherokee Casino Resort

777 Casino Drive

Cherokee, NC 28719

828-497-7777

Harrah's Cherokee Valley River Casino & Hotel

777 Casino Parkway

Murphy, NC 28906

828-422-7777

2. in the event of a dispute that cannot be resolved to the satisfaction of the customer, the customer has the right to file a dispute with the Cherokee Tribal Gaming Commission. Decisions of the Cherokee Tribal Gaming Commission are final.

Address and phone number:

Cherokee Tribal Gaming Commission

154 Stillwell Branch Rd

Cherokee, NC 28719

Phone: 828-497-7556

FUTURES BET SETTLEMENT

1. All futures bets placed will be action regardless of any playoff structural changes the leagues deem necessary
 - If a league declares a championship winner, all bets on the winning team will be paid out regardless of playoff format.
 - Bets will be paid out if the league declares a championship winner without playoffs taking place during the league year.
 - If a league does not declare a championship winner, all futures bets will be void.

GENERAL SPORTS RULES

The following general rules apply to all markets, unless specifically stipulated at the sport level, in which those rules will prevail:

1. We only accept bets on approved sporting events, numbers betting or special events as listed in rules or where the bet has been agreed and authorized by the Caesars Sportsbook Trading Department. Any bets accepted in error and not so authorized or covered will be declared void once approved by the Cherokee Tribal Gaming Commission.
2. Legs considered no action will be made Void for settlement purposes and wagers will be fully refunded.
3. All events must take place on advertised date for action. If an event is abandoned for any reason, unless it is declared official according to the wagering rules of the particular sport, any market yet to be determined will be declared void unless completed by 6AM venue time the following day.
4. If an event is postponed, then legs will be made Void unless completed by 6AM venue time the following day.
5. Management does not recognize any score changes, official or otherwise, on dates following event end.
6. In abandoned events, markets referencing a specific period of play are action if the given period has been completed.
7. Venue changes, unless specified, are void and wagers will be fully refunded.
8. Where there are multiples winners of a single event, dead-heat stake reduction rules may apply.
9. Whenever a tie or draw is quoted, overtime does not count for settlement.
10. Both sides must start in any two-way match-up propositions.

NON-RUNNERS / NON-PARTICIPANTS AND VOID SELECTIONS

1. When a selection is made void or does not run, then in single bets the stake will be returned. In accumulative bets the stake will run on to the remaining selection(s) with a two-leg parlay becoming a straight, a three-leg parlay becoming a two-leg parlay and so on. Unless a specific reference is made in the individual section that covers the sport, abandoned or postponed events are void. However, bets in markets that have already been resolved at the time of abandonment, such as 'first touchdown scorer' etc. will stand.

DEAD HEATS

1. In a DEAD HEAT the stake money on a selection is divided by the number of runners or competitors involved in the dead heat. The full odds are then paid to the divided stake, with the remainder of the stake money being lost.

RELATED CONTINGENCIES

1. Accumulative/multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. If taken in error, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stake will be divided equally between them. However, where the related parts of the bet are resolved at different times, unless 'special double' or 'special accumulative' odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.
 - **FOR EXAMPLE:** In a hockey game, if a parlay mistakenly goes through on the Rangers to win in 60-minute regulation time and the Rangers to win on the money line in the main game market, that would be a related contingency. If the Rangers win in 60 minutes of regulation time, they would also win in the main game money line market. So, in that case, a \$20 parlay would be paid as a straight bet on the best price of the two legs that were parlayed.

SPORTS GOVERNING BODIES

It is a condition of our acceptance of bets from you that, and by offering to place a bet with us, you represent that:

1. You are not prohibited from entering into the bet by any term of your contract of employment or other professional contract or any rule of a Sports Governing Body, which applies to you.
2. You are not aware of any circumstance which would make the placing of the bet a breach of a rule on betting applied by a Sports Governing Body.
3. Where the bet is placed on the outcome of a race, competition or other event or process or on the likelihood of anything occurring you do not know the outcome of the event or have not been involved in events which adversely affected the potential outcome.
4. In the event of any such representation by you proving to be false your stake will be forfeited, and we shall not be obliged to pay any winnings which might otherwise have been payable in respect of the bet.
5. We have a method of communicating with Sports Governing Bodies where we will share information with them where there is suspicious betting, or where we identify bets that have not been placed in accordance with our rules for Sports Governing Bodies.
6. You are not a "Prohibited participant" which means any person who is prohibited from participating in sports betting activities. This includes any individual whose participation may undermine the integrity of the wagering or the sports event or for other good cause, including but not limited to: any individual placing a wager as an agent or proxy; any person who is an athlete, coach, referee, a player or a referee personnel member, in or on any sports event overseen by that person's sport's governing body based on publicly available information; a person who holds a position of authority or influence sufficient to exert influence over the participants in a sporting contest, including but not limited to coaches, managers, or athletic trainers; a person with access to certain types of exclusive information on any sports event overseen by that person's sport's governing body based on publicly available information, or a person identified by any lists provided by the sport's governing body to the division and the racing commission

DATA SUPPLIED BY A THIRD PARTY

1. Please be aware that data such as current scores, time elapsed etc. that is displayed on our site or on our text screens is sourced from a 'live feed' provided by a third party and may be subject to time delay and/or be inaccurate. If you rely on this data to place bets, you do so entirely at your own risk and Caesars Sportsbook accept no responsibility for any loss (direct or indirect) suffered by you as a result of your reliance on it.

RIGGING

1. We reserve the right to withhold payment or void any bet(s) if we have any reasonable suspicion and/or evidence that the prices or the pool have been manipulated or where a race, event or match has been rigged and this reasonable suspicion and/or evidence has caused us to report the match to the proper regulatory authorities. Evidence of the above may be based on the size, volume or pattern of bets placed with Caesars Sportsbook across any or all our betting channels.

OBVIOUS PRICE OR TERMS ERRORS

We do all that we can to avoid errors, however we cannot accept responsibility for obvious errors, also referred to as palpable errors, or omissions in respect of the announcing, publishing or marking of prices, spreads, or results that occur despite our every effort to ensure total accuracy.

1. A non-exhaustive list of "obvious errors" is as follows:
 - a. the prices/terms offered are materially different from those available in the general market at the time the bet was placed;
 - b. the prices/terms offered at the time the bet is placed are clearly incorrect given the probability of the event occurring;
 - c. odds or terms of a bet have been misquoted as a result of human or system error;
 - d. where we have continued to accept bets on a game which should have been suspended, including where the relevant event is in progress or had already finished;
 - e. where an error is made by us as to the amount of winnings/returns that are paid to you, including as a result of a manual or computer input error.
 - f. where markets are created and graded for an event or matchup that does not take place

LIVE PLAY GENERAL RULES

If betting Live is available, bets will stand and be settled at the current Live price at the time the bet was struck. Where betting Live is not available any bet that is inadvertently accepted after this time will be void, unless we are satisfied that the bet was placed before the actual start of the event. Prior to any void being processed, notification and approval from the Cherokee Tribal Gaming Commission will be received. This is with exception in the following circumstances: a Golf event up to 15 minutes after the start time, a Soccer match up to 15 minutes after the start time (provided there have been no goals scored or players sent off) and any of the following sports events up to 5 minutes after the start time: Football, Baseball, Basketball, Ice Hockey, Tennis.

Live Bet Acceptance (Kiosk):

1. For the purposes of security and integrity, Live bets (meaning events that have already started) are subject to an automated time delay prior to acceptance.
2. Once a selection has been added to the bet slip, a price/handicap change is indicated on the betslip.
 - It will turn yellow over a 3 seconds transition.
 - A message is placed at the top of the betslip
 - The boarder around the selection will remain highlighted for the length of time that the selection remains in the betslip or until bet opportunities is recalled (for example selection added/removed)
3. If a bet is not placed, then a bet placement error is shown.
4. A betting market may be suspended
 - When something of significance occurs or is likely to occur (such as goal, touchdown, ejection, etc).
 - Due to the time elapsed in the match, the market becoming uncompetitive or for technical reasons.
 - The above examples are not exhaustive and there may be other reasons that are not listed. While a market is suspended, bets cannot be placed.

Live Bet Acceptance (via a teller using the POS terminal at the window/ counter):

1. For the purposes of security and integrity, Live bets (meaning events that have already started) are subject to an automated time delay prior to acceptance.
2. Once a selection has been added to the bet slip a price/handicap change is indicated on the betslip on the teller screen
 - It will turn yellow over a 3 seconds transition.
 - A message is placed at the top of the betslip
 - The boarder around the selection will remain highlighted for the length of time that the selection remains in the betslip or until bet opportunities is recalled (for example selection added/removed)
3. If a bet is not placed, then a bet placement error is shown, and the patron will be notified.
4. A betting market may be suspended
 - When something of significance occurs or is likely to occur (such as goal, touchdown, ejection, etc).
 - Due to the time elapsed in the match, the market becoming uncompetitive or for technical reasons.
 - The above examples are not exhaustive and there may be other reasons that are not listed. While a market is suspended, bets cannot be placed.
5. When a bet is placed on a market offered before an event has started and more advantageous odds or terms than those actually available with Caesars Sportsbook are applied, we will either settle the bet at the correct price or terms available with Caesars Sportsbook once approval is received from the Cherokee Tribal gaming Commission.

REPEAT WAGERS

1. Caesars reserves the right to investigate repetitive wagers made from a single account, or syndicate accounts, with the same outcome.
2. Caesars reserves the right to void and/or withhold payment of such wagers.

AUSTRALIAN RULES

General:

1. All Australian Rules bets are settled on 80 minutes play unless otherwise stated. If the match result is a draw stakes will be refunded unless a price is quoted for the draw.

Live wagering:

1. Pre-game rules apply for Live markets, unless otherwise stated. Check if Live to be available to Retail patrons and to collate and add Live sport-specific rules (not just Tennis).

Markets:

Match Betting

1. Predict the team who will win the match in normal time.
2. All Australian Rules bets are settled on 80 minutes play unless otherwise stated. If the match result is a draw, stakes will be refunded unless a price is quoted for the draw.

Example: A \$400 bet on the Richmond Tigers Money Line at -400 will win \$100 if Richmond wins.

Spread Betting

1. Predict the team to win the match once the point spread has been applied to the actual scores.
2. Bets are settled on 80 minutes play.

Example: Western Bulldogs +8.5 vs Collingwood Magpies -8.5. A spread bet on Collingwood -8.5 would win if Collingwood wins the match by 9 points or more. The bet loses (and the Western side wins) if Collingwood fails to win by 9 points or more.

Abandoned/Postponed Match

If a match is abandoned or postponed to another day, bets are void.

Example: A -400 Money Line bet placed on Richmond vs Carlton will be void when the match is postponed from Saturday and played on Sunday.

Tournament Winner

1. Predict the winner of the tournament.
2. Bets will be settled on the official AFL standings immediately following the last match in the tournament and any subsequent amendments to the result will not affect bets.

Example: A \$100 AFL Futures bet on the Brisbane Lions at +1000 will payout \$1,100 on the day the Brisbane Lions win the Final.

AUTO RACING & MOTORBIKES RULES

General:

1. If a winning selection in a specific market has been established before the abandonment of the race, bets will stand, and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.
3. An abandoned race is deemed to be where a race is halted immediately on the instruction of the race officials and not completed on the same day in local time and with no driver being declared race winner, with the exception of NASCAR, Xfinity, NASCAR Trucks and IndyCar racing, where the race can be completed within 7 calendar days before bets are declared void.
4. A race that has the scheduled number of laps reduced on the instruction of the race officials and where a driver is declared race winner will not count as having been abandoned.
5. In the case of an abandoned race, any subsequent rescheduled race or award of the race by governing bodies will not count toward settlement.
6. Unless otherwise specified all wagers are "action" regardless if driver starts the race; no refunds except match-up propositions.
7. In match-up propositions, all drivers involved in any match-up must start or the wager is deemed "no action."
8. If any driver in a match-up is substituted during the race, then the match-up is considered "no action."
9. The winner of match-up propositions will be based on the official finish order.
10. Wagers accepted on drivers only, not on teams or cars unless stipulated on the odds sheets/displays.
11. The winner at the conclusion of the race will be the winner for wagering purposes.
12. Races are "action" when the first car crosses the start line after the green flag is dropped.

Live wagering:

1. Not available

Markets:

Outright Winner of the Series

1. Predict the winner of the series.
2. Bets will be determined by the official standings immediately following the final race of the season and will not be affected by any subsequent enquiries.

Example: A \$100 bet on Denny Hamlin to win the NASCAR Cup Championship at +600 will payout \$700 on the final race day after the official standings confirmed Hamlin the Cup Winner.

Postponed Race

1. In the instance of a postponed race, all bets placed on that race will be void. A postponed race can occur for a variety of reasons, though not exclusively; inclement weather and conditions, security, power failures. For NASCAR, Xfinity, Trucks and IndyCar racing events, the race must be completed within 7 days from the initial start otherwise bets will be declared void.
2. As soon as we become aware of a postponed race, bets on that race will be made void.
3. If the race is brought forward, all bets placed on that race will stand.

Example: A bet placed on Kyle Busch to win the Daytona 500 race will stand if the race is delayed a day due to rain. The bet on Busch to win will be void if the race is cancelled or moved 7 or more days in advance.

Abandoned Race

In the instance where a race is abandoned, the following principles will be applied in settling bets:

1. If a winning selection in a specific market has been established before the abandonment of the race, bets will stand, and settlement will occur as expected.

2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.
3. An abandoned race is deemed to be where a race is halted immediately on the instruction of the race officials and not completed on the same day in local time and with no driver being declared race winner. For NASCAR, Xfinity, Trucks and IndyCar racing events, the race must be completed within seven days from the initial start otherwise bets will be declared void.
4. A race that has the scheduled number of laps reduced on the instruction of the race officials and where a driver is declared race winner will not count as having been abandoned.
5. In the case of an abandoned race, any subsequent rescheduled race or award of the race by governing bodies will not count toward settlement.

Example: A bet on Joey Logano to win the Auto Club 400 will be void if the race is abandoned prior to an official winner being declared. If Logano is named the official winner despite the race being called early, then Logano bets will be paid out as winners.

Season Markets

Championship Betting Without Constructor

Predict the winner of the specified drivers' championship without a named constructor. The finishing position of the named constructor will be ignored for bets placed on this market.

Example: A bet placed on Red Bull without Mercedes will win if Red Bull wins the championship and if Red Bull finishes second to a Mercedes driver. The bet will have lost in all other circumstances.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Betting Without Named Driver

Predict the winner of the specified drivers' championship without a named driver. The finishing position of the named driver will be ignored for bets placed on this market.

Example: A bet placed on Vettel without Hamilton will win if Vettel wins the championship and if Vettel finishes second to Hamilton. The bet will have lost in all other circumstances.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Parlay

Predict the driver to win the championship and his team to win the specified constructors' championship in a special price parlay.

Example: Your \$100 bet on Lewis Hamilton/Mercedes at +500 will payout \$600 if Hamilton wins the Championship and Mercedes wins the Constructors' Championship.

1. Bets placed on this market will be settled on the official driver and constructor standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on that driver in this market will be void.
8. Bets placed on this market will be settled on the official competition standings following the completion of the final race in the championship. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Driver Bets

Predict which of the named drivers will finish higher in the specified championship.

Example: A bet on Lewis Hamilton over Sebastian Vettel will win if Hamilton finishes higher than Vettel in the official standings after the last race of the championship season.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more race, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Championship Winner

Predict the winner of the specified championship.

Example: A \$100 bet on Sebastian Vettel to win the Championship at +250 will payout \$350 after Vettel is declared the championship winner by the official standings after the final race of the championship season.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Constructors' Championship

Predict the winner of the specified constructors' championship.

Example: A \$100 bet on Ferrari to win the Constructors' Championship at +400 will payout \$500 after Ferrari is declared the winner by the official standings after the final race of the championship season.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.

5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Driver to Finish on the Podium in Every Race

Predict that a named driver will finish on the podium in every race of the specified championship.

Example: A \$10 bet on Lewis Hamilton to finish on the podium in every race at +1000 will payout \$1,100 if Hamilton starts every race and earns a podium finish in all races after the final race of the championship season.

1. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
2. If there is a change to the scheduled number of races, bets placed on this market will stand.
3. If all scheduled championship races are not completed, bets placed on this market will stand.
4. If the driver does not complete all races in the championship, bets placed on this market will stand and bets placed on that driver to finish on the podium in every race will have lost.
5. If the driver is disqualified or retires from the championship, bets placed on this market will stand.
6. If the driver transfers to another team during the championship, bets placed on this market will stand.
7. Bets placed on this market will be settled on the official standings following the completion of the final race in the championship.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Drivers of the Same Nationality to Complete a 1-2-3

Predict that drivers of the same nationality will finish in the first three positions in any race during the specified season.

Example: A \$10 bet on a group of 3 drivers of the same nationality to finish 1-2-3 in a Grand Prix race will win if each driver finishes in the selected position after the official standings are released.

1. Bets placed on this market will be settled on the official podium presentation.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

How many races will a named driver win during the championship?

Predict how many races the named driver will win during the specified championship.

Example: A \$100 bet on Jimmie Johnson to win 2+ races at +500 will payout \$600 if Johnson has been declared the official winner in 2 or more races AND the final race of the championship season has been made official.

1. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
2. If there is a change to the scheduled number of races, bets placed on this market will stand.
3. If all scheduled championship races are not completed, bets placed on this market will stand.
4. If a driver or team does not complete all races, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
6. If a driver transfers to another team during the championship, bets placed on this market will stand.
7. Bets placed on this market will be settled on the official competition standings following the completion of the final race in the championship. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Most Pole Positions During the Season

Predict the driver who will achieve the most pole positions during the specified season.

Example: A \$10 bet on Denny Hamlin to win the most pole positions during the season at +800 will payout \$90 if Hamlin has won the most pole positions following the official completion of the final race of the championship season.

1. If two or more drivers are involved in a dead heat for most pole positions at the end of the season, dead heat rules will apply.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Bets placed on this market will be settled on the official competition standings following the completion of the final race in the championship. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Nationality of the Championship Winner

Predict the nationality of the winner of the specified championship.

Example: A \$10 bet on German for the Formula 1 Championship Winner at +900 will payout \$100 if a German racer (such as Sebastian Vettel) is declared the official championship winner following the final race of the championship season.

1. Bets placed on this market will be settled on the official standings following the completion of the final race of the championship.
2. If there is a change to the scheduled venue of one or more races, bets placed on this market will stand.
3. If there is a change to the scheduled number of races, bets placed on this market will stand.
4. If all scheduled championship races are not completed, bets placed on this market will stand.
5. If a driver or team does not complete all races, bets placed on this market will stand.
6. If a driver or team is disqualified or retires from the championship, bets placed on this market will stand.
7. If a driver transfers to another team during the championship, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Individual Grand Prix Markets

Both Team Drivers Race Podium Finish

Predict that both drivers from a named team finish in a podium position in the specified race.

1. If two or more drivers are involved in a dead heat for third place, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If either/both drivers or the team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both drivers take no part in the formation lap, bets placed on those drivers in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Team Drivers to Score Race Points Finish

Predict that both drivers from a named team finish in a points scoring position in the specified race.

1. If two or more drivers are involved in a dead heat for tenth place, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If either/both drivers or the team is disqualified or retires from the race, bets placed on this market will stand.

5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both drivers take no part in the formation lap, bets placed on those drivers in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Constructor Finishers

Predict whether the number of constructor finishers in a race will be over/under the number specified.

Example: if the number of finishers is specified as 8.5, over means 9 finishers or more and under means 8 finishers or fewer.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. If a race is postponed, normal postponed race rules apply.
5. If a race is abandoned, normal abandoned race rules apply.
6. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Dual Forecast

Predict a pair of drivers to finish first and second in the specified race in any order.

1. If two or more drivers are involved in a dead heat for second place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Fastest Lap

Predict which driver sets the best lap time during the specified race.

1. If two or more drivers are involved in a dead heat for the fastest lap time, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Fastest Lap and Race Winner

Predict a driver to record the fastest lap and win the specified race in a special price parlay.

1. If two or more drivers are involved in a dead heat for first place and/or for the fastest lap time, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
 - a. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified, bets placed on this market will stand.

4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.
7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Favorite vs The Field Race

Predict whether the named driver or a driver from the rest of the field will win the specified race.

1. If the named driver and another driver are involved in a dead heat, bets placed on this market will be void.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver retires or their team is disqualified from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the named driver takes no part in the formation lap, bets placed in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Constructors' Retirement

Predict which constructor will have the first driver to retire in the specified race.

1. Bets placed on this market will be settled on the lap in which the first retirement takes place. This includes the formation lap. If two drivers retire at different times on the same lap, dead heat rules may apply.
2. Only retirements count. If the selected driver or team is disqualified, bets placed on this market will have lost.
3. If there are no retirements, the winning selection in this market will be no retirement.
4. If there is a change to the scheduled number of laps, bets placed on this market will stand.
5. If there is a change to the scheduled course, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
7. If a race is postponed, normal postponed race rules apply.
8. If a race is abandoned, normal abandoned race rules apply.
 - a. If the selected constructor already had the first driver to retire at the time of race abandonment, bets placed including that constructor in this market will have already won.
9. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Retirement

Predict which driver will be the first to retire in the specified race.

1. Bets placed on this market will be settled on the lap in which the first retirement takes place. This includes the formation lap. If two or more drivers retire at different times on the same lap, dead heat rules will apply.
2. Only retirements count. If the selected driver or team is disqualified, bets placed on this market will have lost.
3. If there are no retirements, the winning selection in this market will be no retirements.
4. If there is a change to the scheduled number of laps, bets placed on this market will stand.
5. If there is a change to the scheduled course, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
7. If a race is postponed, normal postponed race rules apply.
8. If a race is abandoned, normal abandoned race rules apply.
 - a. If the selected driver has already retired at the time of race abandonment, bets placed on that driver in this market will have already won.

9. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Forecast

Predict a pair of drivers to finish first and second in the specified race in a specific order.

1. If two or more drivers are involved in a dead heat for second place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either selected driver takes no part in the formation lap, bets placed on that driver in this market will be void
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Group Race Betting

Predict which of the named drivers will finish in the highest place in the specified race.

1. If two or more drivers are involved in a dead heat for a place, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver retires or their team is disqualified from the race, bets placed will stand and will be settled on the official race result.
5. If all drivers retire or their teams are disqualified from the race at the same time, bets placed on this market will be void.
6. If two or more drivers are involved in a dead heat, dead heat rules will apply.
7. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both selected drivers take no part in the formation lap, bets placed on that driver in this market will be void.
8. If a race is postponed, normal postponed race rules apply.
9. If a race is abandoned, normal abandoned race rules apply.
10. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Lap One Leader

Predict which driver will lead the specified race on completion of the first lap.

1. If two or more drivers are involved in a dead heat for the lead on completion of the first lap, dead heat rules will apply.
2. If there is a change to the scheduled course prior to the start of the race, bets placed on this market will stand.
3. If a driver or team is disqualified or retires during the first lap, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If the race starts under a safety car, bets placed on this market will be void.
6. If a race is postponed normal, postponed race rules apply.
7. If the race is abandoned during lap one, normal abandoned race rules apply.
 - a. If the race is abandoned after lap one, bets placed on this market will stand.
8. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Driver Matchup Betting

Predict which of the two named drivers will finish in the highest place in the specified race.

1. If both drivers are involved in a dead heat for the same place, bets placed on this market will be void.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.

4. If either selected driver retires or their team is disqualified from the race, bets placed will stand and will be settled on the official race result.
5. If both drivers retire or their teams are disqualified from the race at the same time, bets placed on this market will be void.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either/both selected drivers take no part in the formation lap, bets placed on that driver in this market will be void.
7. If a race is postponed, normal postponed race rules apply.
8. If a race is abandoned, normal abandoned race rules apply.
9. If either selected driver is no longer participating in the race at the time of race abandonment, bets placed including the other driver in this market will have already won.
10. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Nationality of Race Winner

Predict the nationality of the winner of the specified race.

1. If two or more drivers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the no driver of the selected nationality takes part in the formation lap, bets placed on that nationality in this market will be void.
5. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Not to Complete the Race

Predict a driver not to complete the specified race.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.
 - a. If the selected driver is no longer participating in the race at the time of race abandonment, bets placed on that driver in this market will have already won.
7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Not to Finish on the Podium

Predict a driver not to finish in a podium position of the specified race.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.
 - a. If the selected driver is no longer participating in the race at the time of race abandonment, bets placed on that driver in this market will have already won.
7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Number of Finishers

Predict whether the number of finishers in the specified race will be over/under the given number

Example: if the number of finishers is specified as 17.5, over means 18 finishers or more and under means 17 finishers or fewer.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. If a race is postponed, normal postponed race rules apply.
5. If a race is abandoned, normal abandoned race rules
6. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Pole, Fastest Lap and Race Winner

Predict a driver to qualify in pole position, record the fastest lap and win the specified race in a special price parlay.

1. Pole position is the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers are involved in a dead heat for first place and/or for the fastest lap time, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course of the final qualifying session or the race, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying or the race, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be void
7. If qualifying or the race is postponed, normal postponed race rules apply.
8. If qualifying or the race is abandoned, normal abandoned race rules apply.
9. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Betting Without Named Driver

Predict the winner of the specified race without a named driver. The finishing position of the named driver will be ignored for bets placed on this market.

1. If two or more drivers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Points Finish

Predict a driver to finish in a points scoring position in the specified race.

1. If two or more drivers are involved in a dead heat for tenth place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.

6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Top 6 Finish

Predict a driver to finish in the first six finishers of the specified race.

1. If two or more drivers are involved in a dead heat for sixth place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Winner

Predict the winner of the specified race.

1. If two or more drivers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Safety Car

Predict whether or not the safety car will be deployed during the specified race.

1. Bets placed on this market will be settled on the deployment of the actual safety car during the race. The virtual safety car will not count.
2. If the race starts under a safety car, bets placed on this market will be void.
3. If a race is postponed, normal postponed race rules apply.
4. If a race is abandoned, normal abandoned race rules apply.
 - a. If the safety car has already been deployed in the race at the time of abandonment, bets placed on this market will have already won.
5. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Complete the Race

Predict a driver to complete the specified race.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal postponed race rules apply.
6. If a race is abandoned, normal abandoned race rules apply.

7. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Finish on the Podium

Predict a driver to finish in a podium position of the specified race.

1. If two or more drivers are involved in a dead heat for third place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tricast

Predict three drivers to finish first, second and third in the specified race in a specific order.

1. If two or more drivers are involved in a dead heat for third place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules apply.
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Constructor

Predict the winning constructor in the specified race.

1. If two or more drivers are involved in a dead heat for first place, dead heat rules may apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If no drivers from the selected constructor take part in the formation lap, bets placed on that constructor in this market will be void.
6. If a race is postponed, normal postponed race rules apply.
7. If a race is abandoned, normal abandoned race rules
8. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Driver in a Specified Free Practice Session

Predict the driver who will record the best time in the specified free practice session.

1. Bets placed on this market will be settled on the events that occur in the specified free practice session. The events that occur in other free practice sessions, qualifying sessions and the actual race do not count.
2. If two or more drivers are involved in a dead heat for the best time during the specified free practice session, dead heat rules will apply.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If there is a change to the scheduled time allocated to the specified free practice session, bets placed on this market will stand
5. If a driver or team is disqualified or retires from free practice, bets placed on this market will stand.

6. If a driver takes no part in the specified free practice session, bets placed on that driver in this market will be void.
7. If the specified free practice session is postponed, normal postponed race rules apply.
8. If the specified free practice session is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the specified free practice session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Margin

Predict whether the winning margin between the specified race winner and the rest of the field will be under, over or between the given timescale.

Example: if the specified timescale is under 5 seconds, over 10 seconds or between 5 and 10 seconds under means 0:00 to 4:99 seconds, over means 10:01 seconds or more and between means 5:00 to 10:00 seconds.

1. If there is a change to the scheduled number of laps, bets placed on this market will stand.
2. If there is a change to the scheduled course, bets placed on this market will stand.
3. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
4. If a race is postponed, normal postponed race rules apply.
5. If a race is abandoned, normal abandoned race rules apply.
6. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Qualifying Markets

Fastest Qualifier

Predict which driver sets the best time during the final qualifying session.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers are involved in a dead heat for the best time during the final qualifying session, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course prior to the start of the final qualifying session, bets placed on this market will stand.
 - a. If there is a change to the scheduled course during the final qualifying session, bets placed on this market will be void.
5. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
6. If the selected driver takes no part in qualifying, bets placed on that driver in this market will be void.
7. If qualifying is postponed, normal postponed race rules apply.
8. If qualifying is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Fastest Qualifier and Win the Race

Predict a driver to record the fastest time in the final qualifying session and win the specified race in a special price parlay.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers are involved in a dead heat for first place and/or for the best time during the final qualifying session, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course for the final qualifying session or the race, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying or the race, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be settled on the fastest qualifier market at the odds available at the time of bet placement.

7. If qualifying or the race is postponed, normal postponed race rules apply.
8. If qualifying or the race is abandoned, normal abandoned race rules apply.
9. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Favorite vs The Field Qualifying

Predict whether the named driver or a driver from the rest of the field will set the best time during the final qualifying session.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers are involved in a dead heat for the best time during the final qualifying session, dead heat rules may apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course prior to the start of the final qualifying session, bets placed on this market will stand.
 - a. If there is a change to the scheduled course during the final qualifying session, bets placed on this market will be void.
5. If a driver retires or their team is disqualified from qualifying, bets placed on this market will stand.
6. If the named driver and another driver set the joint best time in qualifying, dead heat rules will apply.
7. \$If the named driver takes no part in qualifying, bets placed on that driver in this market will be void.
8. If qualifying is postponed, normal postponed race rules apply.
9. If qualifying is abandoned, normal abandoned race rules apply.
10. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Pole Position

Predict which driver will qualify in pole position for the specified race.

1. Bets placed on this market will be settled on the positions set during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
5. If the selected driver takes no part in qualifying, bets placed on that driver in this market will be void.
6. If qualifying is postponed, normal postponed race rules apply.
7. If qualifying is abandoned, normal abandoned race rules apply.
8. Bets placed on this market will be settled on the official classification of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Pole, Fastest Lap and Race Winner

Predict a driver to qualify in pole position, record the fastest lap and win the specified race in a special price parlay.

1. Pole position is the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers are involved in a dead heat for first place and/or for the fastest lap time, dead heat rules will apply.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course of the final qualifying session or the race, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying or the race, bets placed on this market will stand.
6. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes part in qualifying, but takes no part in the formation lap, bets placed on that driver in this market will be void.
7. If qualifying or the race is postponed, normal postponed race rules apply.
8. If qualifying or the race is abandoned, normal abandoned race rules

9. Bets placed on this market be settled on the official result of the race. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Qualification Driver Matchup Betting

Predict which of the named drivers will set the best time in the final qualifying session.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If the named drivers are involved in a dead heat for the best time during the final qualifying session, bets placed on this market will be void.
3. If there is a change to the scheduled number of laps, bets placed on this market will stand.
4. If there is a change to the scheduled course, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
6. If either selected driver takes no part in qualifying, bets placed including that driver in this market will be void.
7. If qualifying is postponed, normal postponed race rules apply.
8. If qualifying is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Constructor in Qualifying

Predict which team will have the driver that sets the fastest time in the final qualifying session.

1. Bets placed on this market will be settled on the driver who sets the best time during the final qualifying session. Any subsequent adjustments to grid positions will not count.
2. If two or more drivers are involved in a dead heat for the best time during the final qualifying session, dead heat rules may apply.
3. If there is a change to the scheduled time allocated to the final qualifying session, bets placed on this market will stand.
4. If there is a change to the scheduled course, bets placed on this market will stand.
5. If a driver or team is disqualified or retires from qualifying, bets placed on this market will stand.
6. If the selected constructor takes no part in the final qualifying session, bets placed on that constructor in this market will be void
7. If the final qualifying session is postponed, normal postponed race rules apply.
8. If the final qualifying session is abandoned, normal abandoned race rules apply.
9. Bets placed on this market will be settled on completion of the final qualifying session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Driver in a Specified Free Practice Session

Predict the driver who will record the best time in the specified free practice session.

1. Bets placed on this market will be settled on the events that occur in the specified free practice session. The events that occur in other free practice sessions, qualifying sessions and the actual race do not count.
2. If two or more drivers are involved in a dead heat for the best time during the specified free practice session, dead heat rules will apply.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If there is a change to the scheduled time allocated to the specified free practice session, bets placed on this market will stand
5. If a driver or team is disqualified or retires from free practice, bets placed on this market will stand.
6. If a driver takes no part in the specified free practice session, bets placed on that driver in this market will be void.
7. If the specified free practice session is postponed, normal postponed race rules apply.
8. If the specified free practice session is abandoned, normal abandoned race rules apply.

Bets placed on this market will be settled on completion of the specified free practice session. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Top 3 Finish

Predict a driver to finish in the first three finishers of the specified race.

1. If two or more drivers are involved in a dead heat for third place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal, postponed race rules apply.
7. If a race is abandoned, normal, abandoned race rules apply.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Top 5 Finish

Predict a driver to finish in the first five finishers of the specified race.

1. If two or more drivers are involved in a dead heat for fifth place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal, postponed race rules apply.
7. If a race is abandoned, normal, abandoned race rules apply.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Top 10 Finish

Predict a driver to finish in the first ten finishers of the specified race.

1. If two or more drivers are involved in a dead heat for tenth place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal, postponed race rules apply.
7. If a race is abandoned, normal, abandoned race rules apply.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race Winner

Predict the winner of the specified race.

1. If two or more drivers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If the selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
5. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.

6. If a race is postponed, normal, postponed race rules apply.
7. If a race is abandoned, normal, abandoned race rules apply.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Car Number

Predict which car number will be the winner of the race.

1. If two or more drivers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. No matter how many cars do not take part in the race, bets placed on this market will stand.
6. If a race is postponed, normal, postponed race rules apply.
7. If a race is abandoned, normal, abandoned race rules apply.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Exacta

Predict the exact order of drivers to finish first and second in the specified race.

1. If two or more drivers are involved in a dead heat for first or second place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. A driver is deemed to have participated in a race once they have taken any part in the formation lap. If either selected driver takes no part in the formation lap, bets placed on that driver in this market will be void.
6. If a race is postponed, normal, postponed race rules apply.
7. If a race is abandoned, normal, abandoned race rules apply.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Manufacturer

Predict the winning manufacturer of the specified race.

1. If two or more manufacturers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal, postponed race rules apply.
6. If a race is abandoned, normal, abandoned race rules apply.
7. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Finish of Manufacturer (Chevrolet, Ford, Toyota)

Predict the best finishing driver among the same manufacturer of the specified race.

1. If two or more drivers of the same manufacturer are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.

4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal, postponed race rules apply.
6. If a race is abandoned, normal, abandoned race rules apply.
7. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Manufacturer Matchups (Chevrolet, Ford, Toyota)

Predict which manufacturer will have the best finishing driver of the specified race.

1. If two or more drivers of different manufacturers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal, postponed race rules apply.
6. If a race is abandoned, normal, abandoned race rules apply.
7. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Car Number –Odd/Even

Predict whether the winning car number of the specified race is an odd or even number.

1. If an odd and even car number are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal, postponed race rules apply.
6. If a race is abandoned, normal, abandoned race rules apply.
7. 0 and 00 car numbers are considered even numbers.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Car Number –Over/Under

Predict the winning car number of the specified race is over or under the listed position.

1. If an odd and even car number are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.
4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal, postponed race rules apply.
6. If a race is abandoned, normal, abandoned race rules apply.
7. 0 and 00 car numbers are considered even numbers.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Car Number

Predict the number range of the winning car of the specified race.

1. If two ranges of car numbers are involved in a dead heat for first place, dead heat rules will apply.
2. If there is a change to the scheduled number of laps, bets placed on this market will stand.
3. If there is a change to the scheduled course, bets placed on this market will stand.

4. If a driver or team is disqualified or retires from the race, bets placed on this market will stand.
5. If a race is postponed, normal, postponed race rules apply.
6. If a race is abandoned, normal, abandoned race rules apply.
7. 0 includes 00 car number as well.
8. Bets placed on this market will be settled on the official result of the race. For NASCAR, Xfinity and Truck Series races, results will not be posted until the post-race inspection is completed. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

BASEBALL RULES

General:

1. Bets stand regardless of a pitching change, with the only exception being the Listed Pitcher versus Listed Pitcher Money Line market.
 - Pitcher names displayed on mobile app and website are for informational purposes only, with the exception being Listed Pitcher vs Listed Pitcher Money Line markets, which require pitcher names to be included in market names.
 - Example: Money Line wager on New York Mets will stand if Jacob deGrom or other listed starting pitcher is scratched from start. Money Line wager on New York Mets Listed Pitcher market will be void if Jacob deGrom or other listed starting pitcher is scratched from start.
2. The game must go at least 9 innings of play (or 8 ½ if the home team is ahead) for bets to have action, otherwise bets are void unless a winning market has already been established. The only exceptions being:
 - A bet placed on the pre-game money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4 ½ innings. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called).
 - With the exception of MLB playoff games, suspended games do not carry over.
 - Pre-match total runs wagers will stand if winning selection is determined prior to game being called or suspended. Live total runs wagers will be void regardless of result if game is called suspended.
 - When Mercy Rule is called because one team is in an unassailable lead, all bets will stand.
 - In any Baseball doubleheaders, in which games are scheduled for 7 innings, these games must go at least 7 innings of play (or 6 ½ if the home team is ahead). In the event of a tie, bets are void.
 - Player Props
3. Extra innings count unless specified otherwise.
4. Postponed Games: In the instance of a postponed game, all bets placed on that game will be void. A postponement is deemed to be where a game does not commence and complete by 6:00 am venue time the following day. A postponed game can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, etc.
 - As soon as we become aware of a postponed game, bets on that game will be made void.
 - Where bets have been placed on a game that subsequently has its gameday changed for reasons such as TV coverage (though not exclusively), bets will stand as this change to the game date is not deemed a postponement.
5. Suspended/Abandoned Games: In the instance where a game is suspended/abandoned, the following rules will be applied in settling bets:
 - If a winning selection in a specific market has been established before the suspension/abandonment of the game, bets will stand, and settlement will occur as expected.
 - If a winning selection for a specific market has not been established at the time of suspension/abandonment, all bets will be settled as void.
 - A suspension/abandonment is deemed to be where a game is halted before the completion of 9 innings, or 8 ½ innings if the home team is ahead at the time of abandonment, and not played out to conclusion by 6:00 am venue time the following day.
 - A game that is interrupted (ex: inclement weather), but then plays to a conclusion on the same day will not count as a suspension/abandonment and bets will be settled on the outcome at the end of the game.
 - In the case of a suspension/abandonment, any subsequent replays/completions, award of the game result by governing bodies, etc. will not count toward settlement. The only exceptions to these rules are:
 - A bet placed on the pre-game money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4 ½ innings. If the game is called or suspended after this point of the game is reached, then the winner is determined by the score after the last full innings (unless the team batting second scores to tie or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called).
 - With the exception of MLB playoff games, suspended games do not carry over.
 - If the Mercy Rule is called because one team is in an unassailable lead, all bets will stand.

- In any Baseball doubleheaders, in which games are scheduled for 7 innings, these games must go at least 7 innings of play (or 6 ½ if the home team is ahead). In the event of a tie, bets are void.
 - Player proposition wagers that have been unequivocally determined
6. Bets on league/tournament winners will be settled on the official standings immediately following the last game in the league/tournament and any subsequent amendments to the result will not affect bets.
 7. If there is a change of venue for an event, for any reason, bets placed on this event prior to the location change announcement will be void.
 8. For game and season-long player wagers, player must play in a game for a wager to be action unless otherwise stated. If the named player does not play, the wager will be void.
 - Pre-game money line exception listed above still stands.

Live wagering:

1. For all full-game wagers on baseball the game must go at least the regulation 9 innings (8 ½ if the home team is ahead) for a scheduled 9-inning game and 7 innings (6 ½ if the home team is ahead) for a scheduled 7- inning game for action.
2. For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th inning where a game is postponed in the 7th inning is action; whereas if the game were to be called at any time during the 5th inning, the wager is void (regardless of if a run has already been scored).
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

Player Props:

Pregame

1. For batter and pitcher markets, players must start for action. If player does not start, wagers on that player are void.
 - a. Batters need to be in starting lineup and have plate appearance for action.
 - b. Pitchers must throw first pitch for their team for action.
 - c. For Pitcher Win markets, the “No” selection includes both losses and no decisions.
 - d. All player markets are action once game becomes official after 5 innings.

Live

1. For live markets, players must play for action. If player does not play, live wagers on player are void.
 - a. All player markets are action once game becomes official after 5 innings.

Markets:

Money Line

1. Predict which team will score the most runs.
2. Extra innings are included.
3. A bet placed on the pre-game money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4 ½ innings. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full innings (unless the team batting second scores to tie, or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called).
4. With the exception of MLB playoff games, suspended games do not carry over.

Run Line

1. Predict the winning team after the point spread has been applied to the actual scores.
2. Extra innings are included.

Total Runs

1. Predict whether the combined scores for each team will be over or under a specified number of runs.
2. If the number of runs is the same as the stated number, then bets will be made void.
3. Extra innings are included.
4. The game must go at least 9 innings of play (or 8 ½ if the home team is ahead) for Total runs wagers to have action, otherwise bets are void.
 1. Pre-match Total Runs wagers will stand if winning selection is determined prior to game being called or suspended.
 2. Live Total Runs wagers will be void regardless of result if game is called suspended.

Alternative Total Runs

1. Predict whether the combined scores for each team will be over or under a specified number of runs.
2. If the number of runs is the same as the stated number, then bets will be made void.
3. Extra innings are included.
4. The game must go at least 9 innings of play (or 8 ½ if the home team is ahead) for Total runs wagers to have action, otherwise bets are void.
 1. Pre-match Total Runs wagers will stand if winning selection is determined prior to game being called or suspended.
 2. Live Total Runs wagers will be void regardless of result if game is called suspended.

Innings Total Runs

1. Predict the range that contains the combined number of runs scored in a specified number of innings.

Innings Betting

1. Predict the team that will score the most runs in a specified inning. The full inning must be completed for bets to stand.
2. In the event of a tie, bets will be void unless odds are quoted for the tie.

Nine Innings Betting

1. Predict the team that will score the most runs during the first nine innings.
2. In the event of a tie, bets will be void unless odds are quoted for the tie.
3. If the first nine innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case bets will stand.

Nine Innings Correct Score

1. Predict the correct score after the first 9 innings have been completed.
2. Extra Innings do not count.
3. If the full 9 innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case the correct score at the time will stand.

Nine Innings Correct Score Special

1. Predict whether any team will score 10 or more runs in 9 innings.
2. If the full 9 innings are not completed, bets are void unless the home team is ahead after 8½ innings, in which case bets will stand.

Double Result

1. Predict the result at both the end of the 4th innings and the end of the game.
2. Extra innings are included.
3. Both predictions must be correct for bets to be successful.

Winning Margin

1. Predict the margin by which a specified team wins the game.
2. Extra innings are included.

Home Team Total Runs

1. Predict whether the home team will score over or under a specified number of runs.
2. Extra innings count.
3. The game must go at least 9 innings of play (or 8 ½ if the home team is ahead) for Total Runs wagers to have action, otherwise bets are void.
 1. Pre-match Total Runs wagers will stand if winning selection is determined prior to game being called or suspended.
 2. Live Total Runs wagers will be void regardless of result if game is called suspended.

Away Team Total Runs

1. Predict whether the away team will score over or under a specified number of runs.
2. Extra innings count.
3. The game must go at least 9 innings of play (or 8 ½ if the home team is ahead) for Total Runs wagers to have action, otherwise bets are void.
 1. Pre-match Total Runs wagers will stand if winning selection is determined prior to game being called or suspended.
 2. Live Total Runs wagers will be void regardless of result if game is called suspended.

Teams to Score

1. Predict whether one, both or neither teams will score.
2. Extra innings count.

First Team to Score

1. Predict which team will score first.
2. Extra innings count.

Last Team to Score

1. Predict which team will score last.
2. Extra innings count.

Innings of Last Scoring Play

1. Predict the inning which contains the last scoring play. Unless you have chosen extra innings, you must also predict whether the last scoring play will be in the top half (away team) or the bottom half of the innings (home team).

Highest Scoring Innings

1. Predict the highest scoring innings.
2. In the event of a tie, dead heat rules apply.

Will the Home Team Bat at the Bottom of the 9th?

1. Predict whether the home team will bat after the away team have completed 9 innings.

Will Extra Innings be Played?

1. Predict whether extra innings will be played because the scores are level after 9 innings.

Total Runs Odd/Even

1. Predict whether the total runs are odd or even
2. Extra innings do not count.

Innings Total Runs Odd/Even

1. Predict whether the total number of runs in a specified innings is odd or even.
2. Zero counts as even.
3. Extra innings do not count.

Grand Slam Home Run

1. Predict whether there will be a grand slam home run scored in the game.
2. A grand slam is a home run hit with all bases occupied by base runners, thereby scoring 4 runs.
3. Extra innings count.

Three-Run Scoring Play

1. Predict whether there will be a scoring play in the game that scores 3 runs.
2. Extra innings count.

Two-Run Scoring Play

1. Predict whether there will be a scoring play in the game that scores 2 runs.
2. Extra innings count.

Quality Pitching

1. Predict the total number of runs conceded by either team after the completion of 6 innings.

Shutout Pitching

1. Predict either team to allow no runs to be scored after the completion of 9 innings (or 8 ½ if the home team is ahead).

World Series Winner

1. Predict the team that will win the World Series.
2. Bets will be settled on the official standings immediately following the last game in the series and any subsequent amendments to the result will not affect bets.

League Winner

1. Predict the team that will win the respective league.
2. Playoff league finals are included.
3. Bets will be settled on completion of the playoff league finals

Division Winner

1. Predict the team that will win the respective division.
2. Playoff division finals are not included.
3. Bets will be settled on the division standings after a winner is clinched.

Tournament Winner

1. Predict the team that will win the tournament.
2. Bets will be settled on the official standings immediately following the last game in the tournament and any subsequent amendments to the result will not affect bets.

Race to X Runs

Predict which team will reach the specified number of runs first.

Example: Race to 2 runs Tampa Bay v Baltimore. If Tampa Bay score 2 runs before Baltimore, they will be deemed the winning selection in the market.

1. Bets are settled on the events that occur in the regulation number of innings. Extra innings will count if the game is tied on completion of the regulation number of innings.
2. If the specified number of runs are not scored by either team, the winning selection in the market will be neither.
3. Live bet acceptance rules apply for live wagers.
4. If a game is postponed, normal postponed rules apply.
5. If a game is suspended/abandoned, normal suspended/abandoned rules apply.
 - a. If a game is suspended/abandoned and a winning selection has been established in the time played before suspension/abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is suspended/abandoned and no winning selection has been established in the time played before suspension/abandonment, bets placed on this market will be void because the game did not play for the full duration.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Hit – Batter v. Pitcher Top/Bottom of the Xth Inning

1. Predict whether the named batter will record a Single, a Double, a Triple, a Home Run (all as defined by the MLB) or No Hit in his plate appearance against the named pitcher in the specified half-inning.
2. Bets are settled on official statistics provided by the MLB. In the event of a dispute, statistics published on MLB.com on the day of the game will be used for settlement purposes. Any subsequent changes after this time won't count for settlement purposes.
3. If the named batter does not complete a plate appearance (as defined by the MLB) against the named pitcher within the specified half-inning, bets will be void.
4. If the named batter or pitcher in the market are ejected or removed because of injury or substitution before or during the plate appearance, bets will be void.
5. The following outcomes of a plate appearance will also result in a void bet: Intentional Walk, Sacrifice Bunt, Catcher Interference, Fan Interference (all as defined by, and scored as, by the MLB).
6. The bet will be resulted on the first plate appearance outcome of the named batter against the named pitcher within the specified half-inning. Any subsequent plate appearances the named batter has against the named pitcher in the specified half-inning will not count.
7. If the match is abandoned, normal abandoned match rules for Baseball will apply. For all complete plate appearances, the corresponding market's bets will stand. All incomplete plate appearances will be void.

Result – Batter v. Pitcher Top/Bottom of the Xth Inning

1. Predict whether the named batter will record a Hit, a Strikeout, a Walk (all as defined by the MLB) or "Any Other" in his plate appearance against the named pitcher in the specified half-inning.
2. Bets are settled on official statistics provided by the MLB. In the event of a dispute, statistics published on MLB.com on the day of the game will be used for settlement purposes. Any subsequent changes after this time won't count for settlement purposes.
3. If the named batter does not complete a plate appearance (as defined by the MLB) against the named pitcher within the specified half-inning, bets will be void.
4. If the named batter or pitcher in the market are ejected or removed because of injury or substitution before or during the plate appearance, bets will be void.
5. The following outcomes of a plate appearance will also result in a void bet: Intentional Walk, Sacrifice Bunt, Catcher Interference, Fan Interference (all as defined by, and if scored by the MLB).

6. The bet will be resulted on the first plate appearance outcome of the named batter against the named pitcher within the specified half-inning. Any subsequent plate appearances the named batter has against the named pitcher in the specified half-inning will not count.
7. If the match is abandoned, normal abandoned match rules for Baseball will apply. For all complete plate appearances, the corresponding market's bets will stand. All incomplete plate appearances will be void.

MLB Grand Salami - Total Runs

Predict the number of runs scored in an MLB game day over/under a specified amount.

Example: if the market is 'under/over 120.5 runs', 'under' means anything up to 120, while 'over' means 121 or more.

1. Initial declared pitchers are not required to start for bets to have action.
2. All games must take place, or all bets are void.
3. To have action, all games must go at least 8.5 innings.
4. Extra Innings do count.
5. Standard MLB abandonment rules apply regarding completion of games the following day.

MLB Grand Salami - Away Teams v Home Teams

Predict whether the home teams or the away teams will score the most runs on any specified MLB game day.

1. Initial declared pitchers are not required to start for bets to have action.
2. All games must take place, or all bets are void.
3. To have action, all games must go at least 8.5 innings.
4. Extra Innings do count.
5. Standard MLB abandonment rules apply regarding completion of games the following day,
6. If the home teams and away teams score the exact same number of runs, the market will be settled as void.
7. In the event of a change in venue, the team batting second for betting purposes will be classed as the home team.

MLB Spring Training

For any MLB Spring Training game, all bets will stand if the game is called at any point after at least 5 full innings have been played.

The Caesars Sportsbook 13 run Baseball Pool

1. The winning team is the first to record every run in an official game; from 0 to 13 runs.
2. Win or lose, each MLB team's run total at the end of the game is recorded.
3. Final run totals are recorded starting on Opening Day of MLB regular season.
 1. Any additional 13 Run Baseball Pool markets will list start date within the market name.
4. Games that are postponed, suspended, cancelled, or considered unofficial for any reason are not recorded.
5. Final run totals for rescheduled or resumed games are recorded with the later date.

Tiebreakers

1. If multiple teams record their last run on the same day, the team with the fewer games played will be chosen as the winner.
2. If a tie still exists, dead heat rules will apply. Odds will be divided by the number of winning teams.
3. In the event the pool is not decided after the MLB regular season is complete, the pool will be refunded.

Regular Season Player Statistical Leader Futures Markets

1. For regular-season player statistical leader futures markets, player must play at least one regular season game for action.
2. In case of a tie, dead heat rules apply.

Regular Season Individual Player Statistical Markets

1. For regular-season individual player statistical markets, player must play at least one regular season game for action.

Regular Season Team Futures Markets

1. For regular-season team futures markets, all teams must play at least 160 regular season games for action.
2. In case of a tie, dead heat rules apply.

Award Markets

1. Player or coach must play/coach in at least one regular season game for action. The lone exception is for Rookie of the Year Award markets, where all bets are action regardless of whether a player plays in a regular season game or not.
2. As long as the league designates a winner of a particular award, wagers are action regardless of the number of games played in a season or playoffs.
3. In case of a tie, dead heat rules apply.

Regular Season Win Totals

1. For regular season win totals, team must play at least 160 regular season games for action, unless otherwise stated.
2. For regular season division wins totals, team must play all scheduled division games for action.

Make-Miss Playoffs

1. For make-miss playoff markets, team must play all scheduled games for action.
2. Play-in games are not considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs. A team gaining a wild card berth, is considered as making the playoffs.

BASKETBALL RULES

General:

1. If a match is abandoned after play has started, outright win bets stand provided that 43 minutes of an NBA match have been played or 35 minutes of a NCAA match and an official result is declared. In other competitions bets will stand if an official result is declared.
2. The game must start on the scheduled date for bets to stand.
 - Postponed match: All bets void.
3. Where the result of a two-way market is a tie, bets will be void unless odds are quoted for the tie.
4. For all Basketball Matches that are part of a two-legged tie (e.g. Champions League, Europe Cup), all markets will be settled on regular time only. Any Extra Time played due to a tie being level at the end of normal time will not count for betting purposes.
5. Bets on teams to win a conference, league or championship will be settled on the official standings immediately following the last match in the conference, league or championship.
6. Unless otherwise stated, in individual player total markets, if the named player takes any part in the match bets stand, otherwise bets are void.
7. Pre-game rules apply for Live markets, unless otherwise stated.
8. If there is a change of venue for an event, for any reason, bets placed on this event prior to the location change announcement will be void.
9. For game and season-long player wagers, player must play in a game for a wager to be action. If the named player does not play, the wager will be void

NBA Live Specials

1. All referenced games within each individual selection must be played and completed on the scheduled day for bets to stand.
2. If any component of an individual selection is void, the whole selection is void.
3. For any selection referencing a player, if the named player takes no part in a game, bets are void.
4. For a selection referencing "To Win All 4 Quarters", this is for a team to outright win each quarter - if the team ties or loses any quarter, this represents a losing bet.

NBA Grand Salami/Daily Total Points Live

1. Predict the number of points in all of the day's scheduled NBA fixtures.

All scheduled matches for the day must be played and be completed on the scheduled day for bets to stand. Even if the total goes over a line taken with some games postponed.

Markets:

Money Line

1. Predict the team that will win the game.
2. Overtime counts.

Example: Bettor places a money line bet on the Raptors for the Raptors at Hornets game. His bet is a winner if the Raptors win the game, his bet loses if the Hornets win.

Spread

1. Predict the team that will win the game after the point spread has been applied to the actual score.
2. Overtime counts.
3. Example: Bettor places a bet on the Raptors at -3.5 for the Raptors at Hornets game. His bet is a winner if the Raptors win by 4 or more points. His bet loses if the Raptors win by 3 points or less or if the Hornets win.

Total Points

1. Predict whether the total points scored in the game, including overtime, will be over or under a specified figure.
2. Example: Bettor places an over 230.5 bet on the Warriors at Nets game. The game ends at a score of 125-121. His bet win because the combined total of points is 246.

Away Team Total Points

1. Predict whether the total points scored in the game by the away team, including overtime, will be over or under a specified figure.
2. Example: Bettor places an over 122.5 on the Rockets for the Rockets in the Rockets at Knicks game. His bet is a winner if the Rockets score 123 points or more, his bet is a loser if the Rockets score 122 points or less.

Home Team Total Points

1. Predict whether the total points scored in the game by the home team, including overtime, will be over or under a specified figure.
2. Example: Bettor places an over 102.5 on the Knicks for the Knicks in the Rockets at Knicks game. His bet is a winner if the Knicks score 103 points or more, his bet is a loser if the Knicks score 102 points or less.

Team to Score First Basket

1. Predict the team that will score the first basket.

Team to Score Last Basket

1. Predict the team that will score the last basket.
2. Overtime counts.

Double Result

1. Predict the result at both halftime and full time.
2. Overtime counts.
3. Both predictions must be correct for bets to be successful.

First Half Totals

1. Predict whether the total points scored in the first half will be over or under a specified figure.
2. The first half must be completed for bets to stand, unless a winning market has already been established at the time of abandonment.
3. Overtime does not count unless otherwise stated.

Winning Margin

1. Predict the winning team and their margin of victory
2. Overtime counts.

Spread on a Specified Quarter

1. Predict the winning team after the point spread has been applied to the actual scores in a specified quarter.
2. Overtime does not count unless otherwise stated.

Total Points in a Specified Quarter

1. Predict whether the total points scored in the quarter will be over or under a specified figure.
2. Overtime does not count unless otherwise stated.

Race to a Set Number of Points

1. Predict the first team to score a set number of points (ex: 20, 30, etc).
2. Overtime counts.

Total Points Odd/Even

1. Predict whether the total points scored in the game will be an odd or even number.

2. Overtime counts.

Points Odd/Even in a Specified Half

1. Predict whether the total points scored in a specified half will be an odd or even number.
2. Overtime does not count unless otherwise stated.

Points Odd/Even in a Specified Quarter

1. Predict whether the total points scored in a specified quarter will be odd or even.
2. Overtime does not count unless otherwise stated.

Home Team Points Odd/Even

1. Predict whether the total points scored by the home team will be an odd or even number.
2. Overtime counts.

Away Team Points Odd/Even

1. Predict whether the total points scored by the away team will be an odd or even number.
2. Overtime counts.

To Record a Double-Double

1. A "double-double" is for the named player to achieve 10 or more counting statistics in two different, statistical categories (ex: points, assists, rebounds, steals, etc.).
2. Overtime counts.

First Half Betting

1. Predict the result at halftime.
2. The first half must be completed for bets to stand.

Second Half Betting

1. Predict the result of a mini-game based on the points scored in the second half.
2. Overtime does not count unless otherwise stated.
3. Any points scored in the first half do not count.
4. The second half must be completed for bets to stand.

First Quarter Betting

1. Predict the result at the end of the first quarter only.
2. Overtime does not count unless otherwise stated.

Second Quarter Betting

1. Predict the result of a mini-game based on the points scored in the second quarter only.
2. Any points scored in the first quarter do not count.
3. Overtime does not count unless otherwise stated.

Third Quarter Betting

1. Predict the result of a mini-game based on the points scored in the third quarter only.
2. Any points scored in the first two quarters do not count.
3. Overtime does not count unless otherwise stated.

Fourth Quarter Betting

1. Predict the result of a mini-game based on the points scored in the fourth quarter only.
2. Any points scored in the other three quarters do not count.
3. Overtime does not count unless otherwise stated.

Highest Scoring Quarter

1. Predict the quarter in which the most points will be scored.
2. Overtime does not count unless otherwise stated.
3. If all four quarters are not completed, bets are void unless the most points have already been scored in the fourth quarter.
4. Dead heat rules apply.

Will Overtime Be Played

1. Predict whether overtime will be played because the scores are equal at the end of regulation.

Championship Winner

1. Predict the team that will win the championship.
2. Bets will be settled on the official standings immediately following the last game in the championship and any subsequent amendments to the result will not affect bets.

League Winner

1. Predict the team that will win the league.
2. Playoffs are included.
3. Bets will be settled on the official standings immediately following the last game in the league and any subsequent amendments to the result will not affect bets.

Conference Winner

1. Predict the team that will win the respective conference.
2. Playoff conference finals are included.
3. Bets will be settled on completion of the playoff conference finals

Division Winner

1. Predict the team that will win the respective division.
2. Playoff conference finals are not included.
3. Bets will be settled on the division standings after a winner is clinched.

Series Winner

1. Predict the team that will win the given series.
2. The winner of the given series will be the team that progresses on to the next round of the competition or lifts the trophy (where applicable).

Total Points

Predict whether the total points scored by the named player in the game is over or under a specified figure.

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
 - a. Bets placed on the under selection will be settled as losers.
9. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.

- a. Bets placed on this market will be settled on completion of the game.
10. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
11. Overtime counts in terms of settlement.

Total Assists

Predict whether the total assists recorded by the named player in the game is over or under a specified figure.

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.
12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Total 3-point Field Goals

Predict whether the total 3-point field goals made by the named player in the game is over or under a specified figure.

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.
12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Total Turnovers

Predict whether the total turnovers made by the named player in the game is over or under a specified figure.

1. Bets are settled on official statistics provided by the NBA.

2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.
12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Total Rebounds

Predict whether the total number of rebounds recorded by the named player in the game is over or under a specified figure.

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.
12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Total Steals

Predict whether the total number of steals recorded by the named player in the game is over or under a specified figure.

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.

8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.
12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Total Blocks

Predict whether the total number of blocks recorded by the named player in the game is over or under a specified figure.

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.
12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Triple Double

Predict whether the named player will or won't record a triple double in the game.

A triple double represents 10 or more in three of the five different statistical categories (e.g. points, assists, rebounds, steals and/or blocks).

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.

12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Double Double

Predict whether the named player will or won't record a double double in the game.

A double double represents 10 or more in two of the five different statistical categories (e.g. points, assists, rebounds, steals and/or blocks).

1. Bets are settled on official statistics provided by the NBA.
2. In the event of a dispute, statistics published on NBA.com on the day of the game will be used for settlement purposes.
3. Any subsequent changes after this time won't count for settlement purposes.
4. If the selected player doesn't start the game but is an active player on court at any time, bets placed on this player will stand.
5. If the selected player spends no time active on court and therefore takes no part in the game, bets placed on this player will be void.
6. If a game is postponed, normal postponed rules will apply.
7. If a game is abandoned, normal abandoned rules will apply.
8. If a game is abandoned and the over selection has won in the time played before abandonment, bets placed on this selection will have been declared as already won and will be settled as winners.
9. Bets placed on the under selection will be settled as losers.
10. If a game is abandoned and the over selection hasn't won in the time played before abandonment, all bets will be void due to the game not being played for the full scheduled duration.
11. Bets placed on this market will be settled on completion of the game.
12. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.
13. Overtime counts in terms of settlement.

Caesars Squares

Final Score Squares

1. The listed digit reflects the last digit of each teams' final score.
2. Game must go at least 55 minutes for action for NBA games and 35 minutes for college or international games.
3. Game must be played on the scheduled game for action. The only exception being the final/championship of a competition, in which case bets stand for the rescheduled game.

Regular Season Player Statistical Leader Futures Markets

1. For regular-season player statistical leader futures markets, player must play at least one regular season game for action.
2. Winner is determined by the league rules regarding the number of games played.
3. In case of a tie, dead heat rules apply.

Regular Season Individual Player Statistical Markets

1. For regular-season individual player statistical markets, player must play at least one regular season game for action.

Regular Season Team Futures Markets

1. For regular-season team futures markets, all teams must play at least 80 regular season games for action.
2. In case of a tie, dead heat rules apply.

Award Markets

1. Player or coach must play/coach in at least one regular season game for action.
2. As long as the league designates a winner of a particular award, wagers are action regardless of the number of games played in a season or playoffs.

3. In case of a tie, dead heat rules apply.

Regular Season Win Totals

1. For regular season win totals, team must play at least 80 regular season games for action, unless otherwise stated.
2. For regular season division wins totals, team must play all scheduled division games for action.

Make-Miss Playoffs

1. For make-miss playoff markets, team must play at least 80 regular season games for action.
2. Play-in games are not considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs.

FIGHTS: BOXING RULES

General Rules:

1. A fight is defined as having started once the bell is sounded for the beginning of the first round.
2. Should there be a withdrawal or a substitution of one of the boxers concerned, bets will be void.
3. In the event of a no contest being declared or a technical draw being declared within the first four rounds, all bets will be made void unless the outcome of a particular market has already been decided.
4. The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. Therefore, a boxer who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round, even if there is no competitive action in that round.
5. If for any reason the selected number of rounds on which we're betting is changed, bets will stand on all markets unless change results in one selection becoming impossible to win, in which case market is void.
 - a. Example: Fight set for 12 rounds with total rounds line of 10.5 is changed to a 10-round fight. Bets on original 10.5 market line are void because Over 10.5 is impossible to win.

Live wagering:

1. Where available Live wagering rules are detailed within each Live ('Live') market.

Markets:

Bout Betting

1. Predict the boxer who will win the fight. A price will be offered for a draw and in the event of that occurring bets on either boxer to win will be lost.
2. Outright bets are settled on the result as declared in the ring and are not subject to any revisions or amendments made after the boxers have left the ring.
3. In the event of a no contest being declared or a technical draw being declared within the first four rounds, all bets will be made void.

Round Betting

1. Predict the round in which your selection will win the fight.
2. Betting on rounds is determined by a boxer winning by a KO, TKO or a disqualification during the round. In the event of a Technical Decision (TD) before the end of the fight, all bets will be settled as win by decision.
3. If for any reason the selected number of rounds on which we are betting is changed, all round by round bets will be void.
4. If a boxer withdraws during the period between rounds, the fight is deemed to have ended in the previous round.
5. The start of the next round will be signified by the bell ringing and fighter to leave his corner.
6. The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. Therefore, a boxer who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round even if there is no competitive action in that round.

Method of Result

1. Predict the method by which the result of the fight will be decided.
2. A price will be offered for the draw and in the event of a draw stakes are lost on a KO, TKO, Decision, Technical Decision or a Disqualification. In the event of a technical draw, bets are void.
3. KO is defined as a boxer being knocked to the canvas and not being able to continue either by failing to get up before the count reaches 10 or by the referee determining during/after the count that the fighter is unable to continue.

TKO is defined as the referee intervening to stop the fight while the boxer is still standing, but is deemed to be in immediate danger and/or is unable to defend themselves and has not received a count. TKO is also the method of result when a fighters corner ends the fight/throws in the towel or a fighter does not get up from his stool to re-engage.

4. DQ is defined as the fight being stopped by the referee after one fighter has either repeatedly or seriously violates the rules of the bout. The disqualified fighter automatically loses the fight.

5. A Technical Decision is declared when a fight has to be stopped after an accidental injury is suffered by one of the fighters. The referee will then refer to the judges' scorecards to decide the result of the fight. In this instance, Technical Decision will be the method of victory and points/decision will be the winner in round betting/group round betting.
6. Method of result declared in the ring immediately after the fight will be used for settlement.

Grouped Round Betting

1. Predict the group of rounds in which your selection will win the fight.
2. Betting on groups of rounds is determined by a boxer winning by a KO, TKO or disqualification during the group of rounds. In the event of a Technical Decision (TD) before the end of the fight, all bets will be settled as a win by decision.
3. If for any reason the selected number of rounds on which we are betting is changed, all round by round bets will be void.
4. If a boxer withdraws during the period between rounds, the fight is deemed to have ended in the previous round.
5. The bell will signal the end of a round and the bell being sounded again will signal the start of the next round. Therefore, a boxer who withdraws after the bell is sounded to signal the start of the next round will be deemed to have lost in that round, even if there is no competitive action in that round.

Total Rounds

1. Predict whether the fight will finish under or over a specified number of rounds.
2. Where a half is stated in a three-minute round, 1 minute 30 seconds will define the half for over/under betting. The same principle will be used for a two-minute round, etc. If the over/under total lands on exactly half of a round, bets will be void.
3. If for any reason the selected number of rounds on which we're betting is changed, bets will stand on all markets unless change results in one selection becoming impossible to win, in which case market is void.
 - a. Example: Fight set for 12 rounds with total rounds line of 10.5 is changed to a 10-round fight. Bets on original 10.5 market line are void because Over 10.5 is impossible to win.

Tournament Winner

1. Predict the official winner of the tournament.
2. Bets will be settled on the official standings immediately following the last bout in the tournament and any subsequent amendments to the result will not affect bets. Stakes will be lost on any boxers who withdraw after the start of the tournament. Reserves and substitutes do not count for betting purposes and bets will be settled on the result 'without any reserves or substitutes'.

To Score a Knockdown

1. Predict whether a boxer will knock down his opponent.
2. A knockdown occurs when the opponent is either knocked out or receives a mandatory 8 count. Anything deemed a slip by the referee will not count as a knockdown.

To Go the Distance

Predict whether or not the fight will be decided on points.

1. All bets are settled on the official result at the end of a fight.
2. If the scheduled number of rounds in a fight change, bets placed on this market will stand.
3. If a boxer takes no part in the fight, bets placed on this market will be void.
4. If a boxer is disqualified or retires from a fight, bets placed on this market will stand.
5. Bets placed on this market will be settled immediately after the event is finished.
6. If for any reason the selected number of rounds on which we're betting is changed, bets will stand on all markets unless specific reference is made in the individual market rules.
7. In the event the fight is decided by a Technical Decision (TD) in which the fight has not completed the scheduled rounds, bets will be deemed as not going the distance and settled as No. In the event of a no contest, bets will be made void.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

FIGHTS: UFC/MMA RULES

General:

1. If a bout has an official start date, and is subsequently postponed, all bets are void.
2. Theoretical or potential bouts will be action until realized, with further settlement rules detailed in event description.
3. A fight is defined as having started once the bell (or buzzer etc.) is sounded for the beginning of the first round.
4. In the event of a 'no contest' being declared all bets will be made void.
5. A "full round" is defined as one in which the bell, buzzer, etc. has sounded signifying the conclusion of such round. If a fighter is counted out or the bout is officially stopped prior to the bell, buzzer, etc., such round is not considered a "full round" for wagering purposes.
6. In the event of a draw, wagers on who will win are "no action".
7. All straight win wagers will have "action" regardless of any changes in weight class, scheduled length of the bout, or championship sanction unless otherwise stipulated. All round, knock-out ("K.O.") or decision proposition wagers are "no action" if the scheduled length of the bout is changed.
8. On K.O. proposition wagers, K.O. includes knockout, technical knockout, disqualification, technical decision, or any other stoppage.
9. On decision proposition wagers, "decision" means the fight must go the entire scheduled distance.

Live wagering:

1. Where available Live wagering rules are detailed within each Live ('Live') market.

Markets:

Tournament Winner

1. Predict the fighter/team that will win the tournament. Reserves and substitutes do not count for betting purposes and bets will be settled on the result 'without reserves and substitutes'.

Bout Betting

1. Predict the result of a bout between two fighters.

To Go the Distance

Predict whether or not the fight will be decided on points.

1. All bets are settled on the official result at the end of a fight.
2. If the scheduled number of rounds in a fight change, bets placed on this market will stand.
3. If a fighter takes no part in the fight, bets placed on this market will be void.
4. If a fighter is disqualified or retires from a fight, bets placed on this market will stand.
5. Bets placed on this market will be settled immediately after the event is finished.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Rounds

1. Predict whether the fight will finish under or over a specified number of rounds.
2. Where a half is stated in a 5-minute round, 2 minutes 30 seconds will define the half for under/over betting. The same principle will be used for a 3-minute round etc. If the under/over total lands on exactly half of a round, bets will be void.

Round Betting

1. Predict the winner of the fight and the round in which the fight will be won.
2. If the fight is decided on points, then that will be the winning market and bets on a fighter to win in a nominated round

FOOTBALL RULES

General:

1. Overtime counts unless specified otherwise. For example, overtime will not count in any bets involving specific halves and quarters.
2. For game and season-long player wagers, player must play in a game for a wager to be action. If the named player does not play, the wager will be void.
3. Bets for all markets stand provided at least 55 minutes of play have taken place and an official result is declared, unless a result has already been established. If a game is postponed, the game must be played within 7 days of the original scheduled date or bets are void. The exception being the final/championship of a competition, in which case all bets stand for the rescheduled game.
4. Unless a price is quoted for a tie, any market where the result is a tie will be void.
5. Bets on teams to win divisions, conferences or competitions will be settled on the official standings immediately after the division, conference or competition winner has clinched and any subsequent amendments to the result will not affect bets.

Player Props

1. Player must play in listed game for action.

Live wagering:

1. Overtime counts unless otherwise specified. Overtime will not count in any bets involving specific halves or quarters.
2. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
3. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first half wager is action if a game is postponed in the second half; whereas a 4th quarter wager is void if the game is postponed in the 4th quarter.

Markets:

Money Line

1. Predict the team that will win the game.
2. Overtime counts.

Point Spread

1. Predict the team that will win the game after the point spread has been applied to the actual scores.
2. Overtime counts.

Total Points

1. Predict whether the total number of points, including those scored in overtime, is more or less than a specified figure.

Total Points Odd/Even

1. Predict whether the total points scored in the game will be odd or even.
2. Points scored in overtime count.

Winning Margin

1. Predict the team to win the game and the margin of victory.
2. Overtime counts.

Half Winning Margin/Live

1. Predict the margin of points by which a nominated team will win a half. Example: if the second half score is New England Patriots 28 - Atlanta Falcons 14, then the winning margin will be 'New England Patriots 13-18 points'. This only applies to points scored during the given time period and not the entire game.
2. Overtime counts.

Team Halves Won/Live

1. Predict total amount of halves a team wins in a game.
2. Overtime does not count unless otherwise stated.

Result After Quarter/Live

1. Predict which team will be winning after the culmination of the stated quarter.
2. Overtime counts.

First Touchdown Scorer

1. Predict the first player to score a touchdown in the game.
2. Overtime counts and bets on players who are 'suited up' and ready to play will count. Bets placed on any player not 'suited up' will be void.
3. If no touchdowns are scored, stakes will be lost unless no first touchdown scorer is selected.

Anytime Touchdown Scorer

1. Predict whether the specified player will score a touchdown in the game.
2. Overtime counts. Bets placed on any player who does not play will be void.
3. If no touchdowns are scored, the bet will be lost.
4. A touchdown is scored when: the ball is on, above, or behind the plane of the opponents' goal line (extended) and is in possession of a runner who has advanced from the field of play into the end zone.

Player to Score X or More Touchdowns

1. Predict whether the specified player will score at least X touchdowns in the game.
2. Overtime counts. Bets placed on any player who does not play will be void.
3. If not, enough touchdowns are scored, the bet will be lost.

Score/Win Double

1. Predict whether the specified player will score a touchdown and the specified team will win. Both parts are needed for a winning selection.
2. Overtime counts. Bets placed on any player who does not play will be void.
3. If no touchdowns are scored stakes will be lost.

Total Field Goals

1. Predict the total number of field goals in the game.
2. Overtime counts.

Total Team Field Goals

1. Predict the total number of field goals by the specified team in the game.
2. Overtime counts.

Total Punts

1. Predict the total number of punts in the game.
2. Overtime counts.

Total Team Punts

1. Predict the total number of punts by the specified team in the game.
2. Overtime counts.

Total Turnovers

1. Predict the total number of turnovers in the game.
2. Turnover on downs (failed 4th Down attempts) do not count.
3. Overtime counts.
4. Turnover totals based on official game results.

Total Team Turnovers

1. Predict the total number of turnovers by the specified team in the game.
2. Turnover on downs (failed 4th Down attempts) do not count.
3. Overtime counts.
4. Turnover totals taken from official game results.

Team to Score the Most Touchdowns

1. Predict which team will score the most touchdowns.
2. Overtime counts.

Team to Score the Most Field Goals

1. Predict which team will score the most field goals.
2. Overtime counts.

Both Teams to Score At Least X Touchdowns

1. Predict whether each team will score at least X number of touchdowns in the game.
2. Overtime counts.

Both Teams to Score A Touchdown in Each Half

1. Predict whether each team will score a touchdown in each half.
2. Overtime doesn't count.

Both Teams to Score A Touchdown in Each Quarter

1. Predict whether each team will score a touchdown in each quarter.
2. Overtime doesn't count.

Both Teams to Score A Field Goal in Each Half

1. Predict whether each team will score a field goal in each half.
2. Overtime doesn't count.

Both Teams to Score A Field Goal in Each Quarter

1. Predict whether each team will score a field goal in each quarter.
2. Overtime doesn't count.

Highest Scoring Quarter

1. Predict which quarter will have the most points.
2. Dead Heat rules apply.
3. Overtime doesn't count.

Pro Football Championship Outright Winner

1. Predict the team that will win the Pro Football Championship.
2. Bets settled on the official standings immediately after the competition has been played and any subsequent amendments to the result will not affect bets.

First Scoring Play

1. Predict the first scoring play in the game.

A Score in the Final 2 Minutes of the First Half

1. Predict whether there will be a point scored in the final two minutes of the first half.

First Half Betting

1. Predict the result at half time.
2. The first half must be completed for bets to stand.

First Half Spread

1. Predict the result at halftime once the point spread has been applied to the actual scores.
2. The first half must be completed for bets to stand.

First Half Total Points

1. Predict whether the total points scored at halftime will be more or less than a specified figure.
2. The first half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Second Half Betting

1. Predict the result at the end of the second half.
2. Overtime does not count unless otherwise stated.
3. Any points scored in the first half do not count.
4. The second half must be completed for bets to stand.

Quarter Betting

1. Predict the result of a specified quarter.
2. Overtime does not count for betting on the fourth quarter unless otherwise stated.

Total Home Team Points

1. Predict the number of points scored by the home team.
2. Overtime counts.

Total Away Team Points

1. Predict the number of points scored by the away team.
2. Overtime counts.

Halves or Quarters Won

1. Predict the number of halves or quarters won by a specified team.
2. Overtime does not count unless otherwise stated.

To Score in All Quarters

1. Predict whether or not a team will score in all quarters.
2. Overtime does not count unless otherwise stated.

Total Turnovers

1. Predict the total number of turnovers in the game.
2. Overtime counts.
3. Turnover totals taken from game results.

Total Home Team Turnovers

1. Predict the total number of turnovers committed by the home offense.
2. Overtime counts.
3. Turnover totals taken from game results.

Total Away Team Turnovers

1. Predict the total number of turnovers committed by the away offense.
2. Overtime counts.
3. Turnover totals taken from game results.

Team With Most Turnovers

1. Predict the team that commits the most turnovers.
2. Overtime counts.
3. Turnover totals taken from game results.

First Team to Turnover

1. Predict the team that will commit the first turnover in the game.
2. Overtime counts.
3. Turnover totals taken from game results.

Team With the Most Punts

1. Predict the team who will have the most punts in the game.
2. Overtime counts.
3. A punt is performed when the ball is kicked without letting it hit the ground first.

Total Touchdowns

1. Predict the total number of touchdowns in the game.
2. Overtime counts.

Double Result

1. Predict the result at halftime and full time.
2. Overtime counts.

Total First Half Touchdowns

1. Predict the number of touchdowns in the first half.
2. The first half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Total Second Half Touchdowns

1. Predict the number of touchdowns in the second half.
2. Overtime does not count unless otherwise stated.
3. The second half must be completed for bets to stand unless a winning market has already been established at the time of abandonment.

Total Home Touchdowns

1. Predict the number of touchdowns scored by the home team.
2. Overtime counts.

Total Away Touchdowns

1. Predict the number of touchdowns scored by the away team.
2. Overtime counts.

Home Team Defensive Touchdowns

1. Predict the number of touchdowns scored by the home defense.
2. Overtime counts.
3. A punt or kickoff return will not count towards a defensive touchdown.

Away Team Defensive Touchdowns

1. Predict the number of touchdowns scored by the away defense.
2. Overtime counts.
3. A punt or kickoff return will not count towards a defensive touchdown.

First Team Touchdown

1. Predict the first team to score a touchdown.
2. Overtime counts.

Second Half First Team Touchdown

1. Predict the first team to score a touchdown in the second half.
2. Overtime does not count unless otherwise stated.

Quarter of First Touchdown

1. Predict the quarter in which the first touchdown is scored.
2. Overtime does not count unless otherwise stated.

Quarter of First Field Goal

1. Predict the quarter in which the first field goal is scored.
2. Overtime does not count unless otherwise stated.

Will There be Overtime

1. Predict whether or not there will be overtime.
2. If a game is abandoned prior to the end of regulation, bets are void unless it is the final of the competition, in which case all bets stand for the rescheduled game.

Will There be a Safety

1. Predict whether or not there will be a safety in the game.
2. Overtime counts.
3. A safety will be awarded by the officials and is the only means whereby a team not in possession can score points. It can occur in a variety of ways but the most common is when an opponent in possession of the ball is tackled in his own end zone.

Passing Yards of a Named Player

1. Predict whether the number of passing yards for a named player will be over or under a specific figure.
2. Overtime counts.

Receiving Yards of a Named Player

1. Predict whether the receiving yards for a named player will be over or under a specified figure.
2. Overtime counts.

Rushing Yards of a Named Player

1. Predict whether the rushing yards of a named player will be over or under a specified figure.
2. Overtime counts.

Will a Field Goal be Missed

1. Predict whether or not a field goal will be missed.
2. Overtime counts.

Points Scored in a Specific Quarter

1. Predict the range of points scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

Will a Touchdown be Scored in a Specific Quarter

1. Predict whether or not a touchdown will be scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

Will a Field Goal be Scored in a Specific Quarter

1. Predict whether or not a field goal will be scored in a specific quarter.
2. Overtime does not count unless otherwise stated.

First Half Result/Second Half Result

1. Predict the result of two halves; the result of the first half and the result of the second half.
2. Any points scored in the first half do not count towards the result of the second half.
3. Overtime does not count unless otherwise stated.

Conference Winner

1. Predict the team that will win the Conference.
2. Playoff conference finals are included.
3. Bets will be settled on completion of the playoff conference finals.

Division Winner

1. Predict the team that will win the respective division.
2. Playoff conference finals are not included.
3. Bets will be settled on the division standings after a winner is clinched.

Pro Football Championship Total Points Record to be Broken

1. Predict whether or not the current total points record for the Pro Football Championship will be broken.

Named Team to Reach/Exceed a Specific Point Total

1. Predict whether or not a named team will reach/exceed a specific point total in any one game during the season.

A Specified Team to Remain Unbeaten

1. Predict that a specified team will remain unbeaten throughout the season.

Enhanced Odds Accumulators

1. Predict whether a group of teams will all be successful.
2. If one or more of the games do not take place, bets will be settled at the individual game odds for those teams that complete their matches.

Drive Outcome

1. Predict the result of the stated drive of offensive possession. If the stated drive does not commence during regulation, time bets are void. In the event of a Defensive Touchdown the Fumble/INT selection will be deemed the winner.
2. Drives begin on the first offensive snap of the ball.
3. The Field Goal selection is the winning selection in the event of any attempted Field Goal.
4. Drives that finish due to the end of the half or end of the game without establishing the criteria for any of the selections as a result will be settled as void.

Reach 1st Down on Drive

1. Predict whether or not the offensive team will achieve a 1st down on the stated drive of possession. If the stated drive does not commence during regulation time, bets are void. In the event of an Offensive Touchdown being scored the Yes selection will be the winner.

Football Live Specials

1. All referenced games within each individual selection must be played and completed on the scheduled day for bets to stand.
2. If any component of an individual selection is void, the whole selection is void. Example: Josh Allen and Patrick Mahomes to each throw for over 1.5 touchdowns. Mahomes is injured pregame and does not play a snap in the game. This entire selection would be void.
3. For a selection referencing "To Win All 4 Quarters", this is for a team to outright win each quarter - if the team ties or loses any quarter, this represents a losing bet.
4. Named player must play in the game for action

NFL Highest Scoring Team (Designated Time Period)

1. Predict the highest scoring team in designated time period.
2. All teams must complete at least 55 minutes of play in their respective games for a wager to be action.
3. All games must be played within 7 days of the original scheduled date for action.
4. Dead Heat rules apply.

College Football Highest Scoring Team (Designated Time Period)

1. Predict the highest scoring team of the grouped listed teams.
2. All teams must complete at least 55 minutes of play in their respective games for a wager to be action.
3. All games must be played within 7 days of the original scheduled date for action.
4. Dead-Heat rules apply.

First Team to Score 7 Touchdowns in a Game

1. Wager is for regular-season games ONLY.
2. If multiple teams score seven touchdowns on the same day (with their games starting at the same scheduled time), the winner will be the team that scores their seventh touchdown with the most time remaining on the game clock.
3. If a team in an earlier game and a team playing a later game accomplish this on the same day, the team playing earlier in the day will be considered the winner.

Net Yards Gained on Next Drive

1. Predict whether the offense will gain more or less than the stated amount of yards on their next drive.
2. Drives begin on the first offensive snap of the ball.

3. Net Yardage will be calculated from the initial spot of the ball for the first play of the drive.
 - a. If an offense is penalized and pushed back this will count against their net yardage.
 - i. Example: 1st play of the drive begins on the offense's own 25 yard line. A holding penalty moves them to 1st and 20 at their own 15 yard line. The current net yards would be -10 yards.
 - b. Results will be settled based off the final field position of the drive.
 - i. Example: If the stated Net Yards Gained is 35.5 and the offense at one point in the drive has 40 net yards, but ultimately finishes the drive with 34 net yards due to a negative play the "under 35.5" will be the winning selection.
 - c. If there is a turnover behind the line of scrimmage, the net yards of the drive will be measured from the furthest point reached by the offense prior to the play involving the turnover, not the point of recovery by the defense.
 - d. For a fumble that occurs beyond the line of scrimmage the yard line where the fumble takes place will be used for settlement.

Big Play on Drive (20 or More Yards)

1. A big play for the purposes of this market is defined as an offensive play of 20 or more yards.
2. Drives begin on the first offensive snap of the ball.
3. Predict whether the team on offense will record a play of 20 or more yards on their current drive.
4. Penalty yards do not factor into determining if it is a big play or not, whether it be a penalty of 20 or more yards or penalty yards added onto the end of a play (i.e. Pass interference, personal foul, etc).
5. If there is a turnover behind the line of scrimmage, the net yards of the drive will be measured from the furthest point reached by the offense prior to the play involving the turnover, not the point of recovery by the defense.
6. For a fumble that occurs beyond the line of scrimmage the yard line where the fumble takes place will be used for settlement.

Yardline Crossed

1. Predict whether the team on offense will cross the selected yardline at any point in their current drive
2. Drives begin on the first offensive snap of the ball
3. Penalties that move a team across the stated yardline will count towards the "Yes"
4. If the team on offense crosses the stated yardline successfully, and subsequently is pushed back before the stated yardline whether it be due to a negative play, a penalty, or any other reason, the "Yes" selection will still be the winning selection.
5. A team must successfully complete a play across the stated yardline for the "Yes" selection to be considered the winning selection
 - a. If the offensive team crosses the stated yardline on a play, but then turns the ball over before the play is completed this will not be considered as them successfully crossing the stated yardline.

Caesars Squares

Final Score Squares

1. The listed digit reflects the last digit of each teams' final score.
2. Game must go at least 55 minutes for action.
3. Game must be played within seven days of the scheduled start for action. The only exception being the final/championship of a competition, in which case bets stand for the rescheduled game.

End of Third Quarter Score Squares

1. The listed digit reflects the last digit of each teams' score at the end of the third quarter.
2. Game must complete the third quarter for action.
3. Game must be played within seven days of the scheduled start for action. The exception being the final/championship of a competition, in which case bets stand for the rescheduled game.

Halftime Score Squares

1. The listed digit reflects the last digit of each teams' score at the end of the first half.
2. Game must complete the first half for action.
3. Game must be played within seven days of the scheduled start for action. The exception being the final/championship of a competition, in which case bets stand for the rescheduled game.

Regular Season Player Statistical Leader Futures Markets

1. For regular-season player statistical leader futures markets, player must play at least one regular season game for action.
2. In case of a tie, dead heat rules apply.

Regular Season Individual Player Statistical Markets

1. For regular-season individual player statistical markets, player must play at least one regular season game for action.

Regular Season Team Futures Markets

1. For regular-season team futures markets, teams must play all scheduled regular season games for action.
2. In case of a tie, dead heat rules apply.

Award Markets

1. Player or coach must play/coach in at least one regular season game for action.
2. As long as the league designates a winner of a particular award, wagers are action regardless of the number of games played in a season or playoffs.
3. In case of a tie, dead heat rules apply.

Regular Season Win Totals

1. For regular season win totals, team must play all scheduled games for action, unless otherwise stated.
2. For regular season division wins totals, team must play all scheduled division games for action.

Make-Miss Playoffs

1. For make-miss playoff markets, team must play all scheduled games for action.

Play-in games are not considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs.

GOLF RULES

General:

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes are completed. If less than 36 holes are completed bets on the tournament winner will be void. A player being awarded the winner's trophy will be deemed an official result, as will a play-off, additional round, or any other process which is used to determine the winner and placings.
2. If there is a tie for any place, dead heat rules listed for each market below may apply. If there is a tie specifically on the resulting line then dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on the tournament.
 - a. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
 - b. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins, or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
4. Tournaments must be completed within seven (7) days of the start of the tournament to be considered "official."
5. If one golfer continues play after his opponent has missed the cut, withdrawn (WD) or been disqualified (DQ), the golfer who continues play wins his match-up.
6. If both golfers in a match-up are in a play-off, the winner of the play-off wins match-up.

Live wagering:

1. Pre-game rules apply for Live markets, unless otherwise stated.
2. Where available Live wagering rules are detailed within each Live ('Live') market.

Markets:

Tour Championship / FedEx Cup:

First Round Leader

Predict the player to be leading the tournament at the end of the first round.

Example: Tiger Woods to win First Round Leader. Bet wins if at the end of the first round of the tournament, Woods is alone in first place. The bet loses if Woods is in second place or worse at the conclusion of the first round. If Woods is tied with one or more golfers at the end of the first round, dead heat rule applies.

1. If there is a tie for leading score at the end of the first round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
2. If the round is abandoned, or if the round is not fully played for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the first round once they have teed off. If a player withdraws or is disqualified before they tee off in the first round, bets placed on that player in this market will be void.
4. If the player retires or is disqualified after they have teed off and before the first round has been completed, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
6. FedExCup Starting Strokes, or any other process which is used to determine a player's position, will apply. The winner of the market will be the leading player after the first round with these adjustments included.

Mythical Three-Ball Betting

Select which of the listed players will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Mythical Three-Ball in the specified round of the golf tournament over Jordan Spieth and Patrick Reed. Bettor wins if Woods' score of those three golfers is lowest after specified round.

1. If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
5. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Mythical Two-Ball Betting

Select which of the listed players will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Mythical Two-Ball in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Mythical Two-Ball Draw No Bet

Select which of the listed players will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

Example. Bettor selects Tiger Woods to win Mythical Two-Ball in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's in the specified round. If Woods and Spieth are tied at the end of the specific round, bets placed will be void.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
2. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.

3. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
4. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
6. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Three-Ball Betting

Predict which player will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Three-Ball in the specified round of the golf tournament over Jordan Spieth and Patrick Reed. Bettor wins if Woods' score of those three golfers is lowest after specified round.

1. If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a three ball are changed, bets placed on that three ball in this market will be settled on the original group.
4. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
6. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
8. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Two-Ball Betting

Predict which player will achieve the lowest score in the specified round.

Example. Bettor selects Tiger Woods to win Two-Ball in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
8. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Two-Ball Draw No Bet

Predict which player will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

Example. Bettor selects Tiger Woods to win Two-Ball Draw No Bet in the specified round of the golf tournament over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's in the specified round. If Woods and Spieth are tied at the end of the specific round, bets placed will be void.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
2. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
3. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Tournament Markets:

Group Betting

Predict the highest-placed player in the tournament from the nominated group.

Example. Bettor selects Tiger Woods to win Group Betting in the specified golf tournament over Jordan Spieth and Patrick Reed. Bettor wins if Woods' score of those three golfers is lowest after the tournament's conclusion.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins, or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If all other players from the nominated group withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
7. If the selected player misses the cut, bets placed on this market will stand. If all players within the group miss the cut, the player with the lowest overall score will be the winning selection in this market.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Margin of Victory

Predict the margin of victory between the winner of the specified tournament and the rest of the field from: playoff, one shot, two shots, three shots or four shots or more.

Example: Bettor selects Tiger Woods to win the specified golf tournament by one (1) stroke. Bettor wins if Woods wins the specified golf tournament by exactly one stroke. Bettor loses if Woods does not win tournament, wins the tournament by one stroke in a playoff (as playoff is its own winning selection), or wins the tournament by two (2) or more strokes.

1. Tournament winner and placings will be determined by the official rules of the respective governing body. This includes a playoff, if used to determine the winner and placings. FedExCup Starting Strokes will apply.
2. If there is a tie for the lowest score over the normal course of the tournament, including FedExCup Starting Strokes, the winning selection in this market will be playoff.
3. If there is a change to the scheduled number of rounds or holes played in the tournament, bets placed on this market be void.
4. If any player withdraws, retires or is disqualified at any time, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Playoff to Decide the Winner

Predict whether or not the winner of the specified tournament will be decided by a playoff or additional round.

Example: Bettor selects Playoff to Decide the Winner in the specified golf tournament. Bettor wins if the golf tournament requires extra holes to determine winner. Bettor loses if golf tournament is decided without the use of adding extra holes or rounds.

1. Tournament winner and placings will be determined by the official rules of the respective governing body. FedExCup Starting Strokes will apply.
2. If the tournament winner is not decided by a playoff or additional round, the winning selection in this market will be no.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. If any player withdraws, retires or is disqualified at any time, bets placed on this market will stand.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Country or Continent Player

Predict the highest placed player in the tournament from the nominated list of players.

Example: Bettor selects Tiger Woods to be the Top American Player in the specified golf tournament. The bettor wins if Woods finishes the specified tournament with the lowest score of all American players. If Woods finishes in third place of the specified tournament behind Hideki Matsuyama and Sergio Garcia, the bet is a winner. The bet is a loser if Woods finishes in second place behind another American player, i.e.: Dustin Johnson.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules may apply
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.

5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If all other players from the nominated country withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
7. If the selected player misses the cut, bets placed on this market will stand.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top 5 Finish

Predict a player to finish in the top five of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 5 Finish in a specified golf tournament. Bettor wins if Woods finishes in 5th, 4th, 3rd, 2nd or 1st at the conclusion of the specified tournament. Bettor loses if Woods finishes 6th or worse.

If Woods finishes in a tie that extends beyond 5th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedEx Cup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top 10 Finish

Predict a player to finish in the top ten of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 10 Finish in a specified golf tournament. Bettor wins if Woods finishes anywhere from 10th place to 1st place at the conclusion of the specified tournament. Bettor loses if Woods finishes 11th or worse.

If Woods finishes in a tie that extends beyond 10th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.

4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
Top 20 Finish

Predict a player to finish in the top 20 of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 20 Finish in a specified golf tournament. Bettor wins if Woods finishes anywhere from 20th place to 1st place at the conclusion of the specified tournament. Bettor loses if Woods finishes 21st or worse.

If Woods finishes in a tie that extends beyond 20th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tournament Winner

Predict the winner of the specified tournament.

Example: Bettor selects Tiger Woods as the Tournament Winner in a specified golf tournament. Bettor wins if Woods finishes in 1st place at the conclusion of the specified tournament.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.
2. If there is a tie for any place, dead heat rules may apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.

5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins, or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tournament Winner Without

Predict the winner of the specified tournament excluding the named player. The finishing position of the named player will be ignored for bets placed on this market.

Example: bets placed on Brooks Koepka without Rory McIlroy in this market will win if Brooks Koepka wins the tournament and if Brooks Koepka finishes second to Rory McIlroy.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.
2. If there is a tie for first place, dead heat rules may apply.
3. If the excluded player wins the tournament and there is a tie between two or more players for second place, dead heat rules will apply.
4. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
5. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
6. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
7. If the excluded player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void. If the excluded player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
8. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction. If the selected player misses the cut, bets placed on this market will stand.
9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Nationality

Predict the nationality of the winner of the tournament.

Example: Bettor selection is American for the winner of a specified golf tournament. Bettor wins if winner of the golf tournament is American, such as Dustin Johnson, Tiger Woods, Rickie Fowler, Justin Thomas, etc. Bettor loses if winner of the golf tournament is not an American player, such as Rory McIlroy, Sergio Garcia, Hideki Matsuyama, etc.

1. Tournament winner and placings will be determined by the official rules of the respective governing body provided at least 36 holes of the tournament are completed. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the winner and placings. If less than 36 holes of the tournament are completed, bets on the tournament winner will be void.

2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If any player retires or is disqualified at any time, bets placed on this market will stand.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If one or more players of the chosen nationality withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on that nationality in this market will stand. If all players of the chosen nationality withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on that nationality in this market will be void.
6. If any player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player Hole-in-One

Predict whether or not a hole-in-one will be scored by the named player in the tournament.

Example: Bettor selects Tiger Woods will make a hole-in-one during specified golf tournament. Bettor wins if Woods makes a hole-in-one during specified golf tournament. Bettor loses if Woods does not make a hole-in-one during specified golf tournament.

1. If a hole-in-one is not scored by the named player during the tournament, the winning selection is this market will be no.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. The named player is deemed to have played in a tournament once they have teed off in the first round.
5. If the named player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void.
6. If the named player retires or is disqualified after they have teed off in the first round and after scoring a hole-in-one, bets placed on that player in this market will have already won and will be settled as winners.
7. If the named player retires or is disqualified after they have teed off in the first round without scoring a hole-in-one, bets placed on that player in this market will have lost.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tournament Hole-in-One

Predict whether or not a hole-in-one will be scored by any player in the specified tournament.

Example: Bettor selection is "Yes" that ANY player will make a hole-in-one during specified golf tournament. Bettor wins if any player makes a hole-in-one during specified golf tournament. Bettor loses if there are no hole-in-ones made by any player during specified golf tournament.

1. If a hole-in-one is not scored during the tournament, the winning selection is this market will be no.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If any player withdraws, retires or is disqualified at any time, bets placed on this market will stand.

5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Make the Cut

Predict a player to make the cut in the specified tournament.

Example: Bettor selection is “Yes” that Tiger Woods will make the cut during a specified golf tournament. Bettor wins if Woods is still in the field after cut is made of the specified tournament, which is normally after two completed rounds. Bettor loses if Woods does not make the cut for a specified tournament.

1. Tournament placings will be determined by the official rules of the respective governing body and includes any process which is used to determine the cut.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If there is a change to the stage of the tournament at which the cut is made, bets placed on this market will stand. If no cut is made, bets placed on this market will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Miss the Cut

Predict a player to miss the cut in the specified tournament.

Example: Bettor selection is “Yes” that Tiger Woods will not make the cut during a specified golf tournament. Bettor wins if Woods is no longer playing in the field after cut is made of the specified tournament, which is normally after two completed rounds. Bettor loses if Woods makes the cut for a specified tournament and reaches the tournament’s conclusion.

1. Tournament placings will be determined by the official rules of the respective governing body and includes any process which is used to determine the cut.
2. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
3. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
4. If there is a change to the stage of the tournament at which the cut is made, bets placed on this market will stand. If no cut is made, bets placed on this market will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Debutant

Predict the highest-placed debutant in the tournament.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. If all other debutants withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
8. If the selected player misses the cut, bets placed on this market will stand.
9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Senior

Predict the highest-placed senior player in the tournament.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round or any other process which is used to determine the placings.
2. If there is a tie for placings, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If any other player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on this market may be subject to a Rule 4 deduction.
7. If all other seniors withdraw or are disqualified before the tournament begins or before they tee off in the first round, bets placed on this market will be void.
8. If the selected player misses the cut, bets placed on this market will stand.
9. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Individual Round Markets:

Back Nine Winner

Predict the player to achieve the best score on the back nine holes of a given round.

1. Bets are settled on the events that occur on the back nine holes (holes 10 – 18) of a given round. The events that occur on any other hole or a playoff do not count.

2. If there is a tie for the best score on the back nine holes, the winning selection in this market will be tie. If no price for a tie is quoted, dead heat rules will apply.
3. If the round is abandoned during the back nine or there is a change to the scheduled number of holes played on the back nine for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off on the back nine. If a player withdraws or is disqualified before they tee off on the back nine, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off on the back nine and before the round is completed, bets placed on that player in this market will stand.
7. If both/all players retire or are disqualified after they have teed off on the back nine and before the round is completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Round Leader

Predict the player to achieve the best score on the first round.

1. If there is a tie for the best score on the first round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
2. If the round is abandoned or if the round is not fully played for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the first round once they have teed off. If a player withdraws or is disqualified before they tee off in the first round, bets placed on that player in this market will be void.
4. If the player retires or is disqualified after they have teed off and before the first round has been completed, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Front Nine - Holes Under Par

Predict exactly how many holes the named player will achieve under par in the front nine from none, one, two, three or four or more.

1. The named player is deemed to have played once they have teed off in the specified round. If the player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void. If the named player retires or is disqualified after they have teed off on the front nine, bets placed on this market will be void unless a winning selection in this market has been established.
2. If the round is abandoned while the named player is playing the front nine or there is a change to the scheduled number of holes played on the front nine for any reason, bets placed on this market will be void unless a winning selection in this market has been established. If the round is abandoned after the named player has completed the front nine, bets placed on this market will stand.
3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Front Nine Winner

Predict the player to achieve the best score on the front nine holes of a given round.

1. Bets are settled on the events that occur on the front nine holes (holes 1 – 9) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the front nine holes, the winning selection in this market will be tie. If no price for a tie is quoted, dead heat rules will apply.

3. If the round is abandoned during the front nine or there is a change to the scheduled number of holes played on the front nine for any reason, bets placed on this market will be void. If the round is abandoned after the front nine have been completed by all players, bets placed on this market will stand.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before the front nine has been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the front nine have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

In the Water

Predict whether or not a shot by an individual player will land in the water at the specified hole.

1. A player is deemed to have played once they have teed off on the specified hole.
2. If the selected player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void.
3. If the selected player retires or is disqualified after they have teed off on the specified hole, bets placed on this market will stand.
4. If play is abandoned whilst that player is playing the specified hole, bets placed on this market will be void.
5. If play is abandoned after that player has played the specified hole, bets placed on this market will stand.
6. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Leader Through 12 Holes

Predict the player to achieve the best score on the first 12 holes of a given round.

1. Bets are settled on the events that occur on the first 12 holes (holes 1 - 12) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the first 12 holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.
3. If the round is abandoned during the first 12 holes or if the first 12 holes of the round are not fully played by all players for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before first 12 holes have been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the before the first 12 holes have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Leader Through 15 Holes

Predict the player to achieve the best score on the first 15 holes of a given round.

1. Bets are settled on the events that occur on the first 15 holes (holes 1 - 15) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the first 15 holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.

3. If the round is abandoned during the first 15 holes or if the first 15 holes of the round are not fully played by all players for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before first 15 holes have been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the before the first 15 holes have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Leader Through 6 Holes

Predict the player to achieve the best score on the first six holes of a given round.

1. Bets are settled on the events that occur on the first six holes (holes 1 – 6) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the first six holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.
3. If the round is abandoned during the first six holes or if the first six holes of the round are not fully played by all players for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before first six holes have been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the before the first six holes have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Leader Through 3 Holes

Predict the player to achieve the best score on the first three holes of a given round.

1. Bets are settled on the events that occur on the first three holes (holes 1 – 3) of a given round. The events that occur on any other hole do not count.
2. If there is a tie for the best score on the first three holes, dead heat rules will apply, unless there is a specific "tie" selection in the market.
3. If the round is abandoned during the first three holes or if the first three holes of the round are not fully played by all players for any reason, bets placed on this market will be void.
4. If the participants are changed, bets placed on this market will be settled on the original pairing/group.
5. A player is deemed to have played once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
6. If a player retires or is disqualified after they have teed off and before first three holes have been completed, bets placed on that player in this market will have lost.
7. If both/all players retire or are disqualified after they have teed off and before the before the first three holes have been completed, bets placed on this market will be void.
8. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Mythical Three-Ball Betting

Select which of the listed players will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
5. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Mythical Two-Ball Betting

Select which of the listed players will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Mythical Two-Ball Draw No Bet

Select which of the listed players will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

1. If there is a tie for the lowest score in the round, bets placed on this market will be void.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Next Hole Betting

Predict which player will achieve the lowest score on the specified hole.

1. If both players achieve the same score on the specified hole, the winning selection in this market will be a tie.
2. A player is deemed to have played once they have teed off on the specified hole.
3. If the selected player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void.
4. If the selected player retires or is disqualified after they have teed off on the specified hole, bets placed on that player in this market will stand.
5. If play is abandoned while that player is playing the specified hole, bets placed on this market will be void.

6. If play is abandoned after that player has played the specified hole, bets placed on this market will stand.
7. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Next Hole Betting - Next Hole Score

Predict whether the named player will achieve under par, par or over par on the specified hole.

1. The named player is deemed to have played once they have teed off on the specified hole. If the named player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If the named player retires or is disqualified after they have teed off on the specified hole, bets placed on this market will stand.
2. If play is abandoned while the named player is playing the specified hole, bets placed on this market will be void. If play is abandoned after the named player has played the specified hole, bets placed on this market will stand.
3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Next Hole Match Betting – Any Player to Score Under Par – Three Way

Predict whether or not one of the three named players will score under par on the specified hole.

1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.
2. If play is abandoned while the specified hole is being played by any of the named players, bets placed on this market will be void. If play is abandoned after the specified hole has been played by all of the named players, bets placed on this market will stand.
3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Next Hole Match Betting – Both Players to Par the Hole

Predict whether or not both named players will par the specified hole.

1. If one or both named players birdie or bogey the specified hole, the winning selection in this market will be no.
2. A player is deemed to have played once they have teed off on the specified hole. If either player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If either or both players retire or are disqualified after they have teed off on the specified hole, bets placed on this market will stand.
3. If play is abandoned while the specified hole is being played by either player, bets placed on this market will be void.
4. If play is abandoned after the specified hole has been played by either player, bets placed on this market will stand.
5. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Three-Ball Betting

Predict which player will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round between two or more players, dead heat rules will apply.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a three ball are changed, bets placed on that three ball in this market will be settled on the original group.
4. A player is deemed to have played in the three ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that three ball in this market will be void.

5. If a player retires or is disqualified after they have teed off and before the specified round is completed, bets placed on that player in this market will have lost.
6. If all three players retire or are disqualified on the same hole, bets placed on that three ball in this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Two-Ball Betting

Predict which player will achieve the lowest score in the specified round.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Two-Ball Betting Handicap

Predict which player will achieve the lowest score in the specified round after the spread has been applied. A spread of (+/-) a half of one or more strokes will be given to one of the players and will be added to their actual score.

Example: Spieth v Day (-2).

The score in the specified round is Spieth 69, Day 70. The spread of (-2) is added to the actual number of strokes taken by Day during the round. The spread two ball result is Spieth 69, Day 68 and the winning outcome is therefore Day.

1. If there is a tie for the lowest score in the specified round after the spread has been applied, the winning selection in this market will be tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified before the round is completed, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Two Ball Draw No Bet

Predict which player will achieve the lowest score in the specified round. If the scores are tied, bets placed on this market will be void.

1. If there is a tie for the lowest score in the round, bets placed on this market will be void.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
6. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Two Ball First Birdie

Predict which player will make the first birdie in the specified round.

1. Bets placed on this market are settled by hole played. If both players birdie the same hole, the winning selection in this market will be a tie
2. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
3. If the round is abandoned for any reason, bets placed on this market will be void unless a winning selection has already been established.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
5. If either player retires or is disqualified having made the first birdie, bets placed on this market will have already won. If the player's opponent made the first birdie on the holes played before retirement or disqualification, bets placed on this market will have already lost. If neither player has made the first birdie on the holes played before retirement or disqualification, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Two Ball First Bogey

Predict which player will make the first bogey in the specified round.

1. Bets placed on this market are settled by hole played. If both players bogey the same hole, the winning selection in this market will be a tie
2. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
3. If the round is abandoned for any reason, bets placed on this market will be void unless a winning selection has already been established.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on this market will be void.
5. If either player retires or is disqualified having made the first bogey, bets placed on this market will have already won. If the player's opponent made the first bogey on the holes played before retirement or disqualification, bets placed on this market will have already lost. If neither player has made the first bogey on the holes played before retirement or disqualification, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Two Ball Winning Margin

Predict the player to achieve the lowest score and the margin of victory.

1. If there is a tie for the lowest score in the specified round, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. If the participants in a two ball are changed, bets placed on that two ball in this market will be settled on the original pairing.
4. A player is deemed to have played in the two ball once they have teed off in the specified round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that two ball in this market will be void.
5. If either or both players retire or are disqualified after they have teed off and before the round is completed, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Play Markets:

Match Finishing Hole

Predict on which of the holes the specified match will finish, which is when one of the players/teams is deemed the winner or the match is halved. 'Hole 16 or earlier' is the winning selection if the match finishes on any of the holes 1 through to 16.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
2. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Fourball Matches

If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.

If the market does not include a tie selection, head to head, the winner will be determined regardless of how many holes are played.

Predict the winning team in the specified fourball match.

1. If the match is 'halved,' the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Foursomes Matches

If the market includes a tie selection, the result will be determined over the scheduled number of holes. Foursomes matches are played over 18 holes.

If the market does not include a tie selection, head to head, the winner will be determined regardless of how many holes are played.

Predict the winning team in the specified foursomes match.

1. If the match is 'halved,' the winning selection in this market will be a tie.

2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Single Matches

If the market includes a tie selection, the result will be determined over the scheduled number of holes. Fourball matches are played over 18 holes.

If the market does not include a tie selection, head to head, the winner will be determined regardless of how many holes are played.

Predict the winning player in the specified singles match.

1. If the match is 'halved,' the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the round for any reason, bets placed on this market will be void.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player/Team to Hit Their 2nd Shot Last

Predict the specified player or specified team of players to hit their 2nd shot last on the specified hole. When there are two players in each team, the last of the four players to hit their 2nd shot will be deemed the winner for that team.

1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.
2. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player/Team to Putt First on the Green

Predict the specified player or specified team of players to putt first with a shot that is deemed 'on the green' on the specified hole. When there are two players in each team, the first of the four players to hit their putt first will be deemed the winner for that team.

1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.
2. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Ryder Cup:

Ryder Cup – Highest-Scoring Team

Predict the highest scoring team in the Ryder Cup from Europe, Tie or USA.

1. Bets are settled on the total points scored during the match.
2. If the total match points are tied, the winning selection in this market will be a tie and bets placed on the team that retained the trophy will have lost.

3. If there is a change to the scheduled teams, format, number of rounds or holes played, bets placed on this market will stand
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Ryder Cup - Lift the Trophy

Predict the team that is awarded the Ryder Cup from Europe or USA.

1. Bets are settled on the team that is awarded the Ryder Cup. This includes the team retaining the trophy should the match points be tied.
2. If there is a change to the scheduled teams, format, number of rounds or holes played, bets placed on this market will stand.
3. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Ryder Cup - Next Hole Match Betting – Any Player to Score Under Par

Predict whether or not any one of the named players will score under par on the specified hole. On a par 3, the winning score will be a 1 or a 2 by any player. On a par 4, the winning score will be a 1, 2 or 3. And on a par 5, the winning score will be a 1, 2, 3 or 4.

1. A player is deemed to have played once they have teed off on the specified hole. If any player withdraws or is disqualified before they tee off on the specified hole, bets placed on this market will be void. If any or all players retire or are disqualified after they have teed off on that hole, bets placed on this market will stand.
2. If play is abandoned whilst the specified hole is being played by any of the named players, bets placed on this market will be void. If play is abandoned after the specified hole has been played by all of the named players, bets placed on this market will stand.
3. Bets placed will be settled in real time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Margin

Select the margin of victory between the winner of the specified tournament and the rest of the field from: playoff, one shot, two shots, three shots or four shots or more.

Example: Bettor selects Tiger Woods to win the specified golf tournament by one (1) stroke. Bettor wins if Woods wins the specified golf tournament by exactly one stroke. Bettor loses if Woods does not win tournament, wins the tournament by one stroke in a playoff (as playoff is its own winning selection), or wins the tournament by two (2) or more strokes.

1. Tournament winner and placings will be determined by the official rules of the respective governing body. This includes a playoff, if used to determine the winner and placings. FedExCup Starting Strokes will apply.
2. If there is a tie for the lowest score over the normal course of the tournament, including FedExCup Starting Strokes, the winning selection in this market will be playoff.
3. If there is a change to the scheduled number of rounds or holes played in the tournament, bets placed on this market be void.
4. If any player withdraws, retires, or is disqualified at any time, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Lowest 18-Hole Score

Select a player from the field to have the lowest 18-Hole round score for the tournament. Dead heat rules apply. Bets are action when the player tees off in the first round. If a player withdraws or is disqualified before they tee off in the first round, bets placed on that player in this market will be void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Par 3 Winner

1. Round play: Best finish in par 3's for the specified round in the group of golfers provided. In the case of a tie, dead heat rules apply. If any golfers in the group do not tee off, all bets are void for this market. Once a golfer tees off, all bets are action. If a golfer fails to complete the round, they will fall behind any golfer that further advances, unless the market outcome has already been determined. Any playoff holes do not count towards scoring.
Example: Justin Thomas, Jon Rahm, and Rory McIlroy are in a group. There are 4 par 3's on the course for the tournament being played. Thomas finishes -3 on par 3's for the round, Rahm finishes -2, and McIlroy finishes -2. Justin Thomas would be the winner.
Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
2. Tournament play: Best finish in par 3's for the tournament in the group of golfers provided. In the case of a tie, dead heat rules apply. If any golfers in the group do not tee off, all bets are void for this market. Once a golfer tees off, all bets are action. If a golfer fails to complete the tournament, they will fall behind any golfer that further advances, unless the market outcome has already been determined. Any playoff holes do not count towards scoring.
Example: Justin Thomas, Jon Rahm, and Rory McIlroy are in a group. There are 4 par 3's on the course for the tournament being played. Thomas finishes -9 on par 3's for the tournament, Rahm finishes -8, and McIlroy finishes -7. Justin Thomas would be the winner.
Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Par 4 Winner

1. Round play: Best finish in par 4's for the specified round in the group of golfers provided. In the case of a tie, dead heat rules apply. If any golfers in the group do not tee off, all bets are void for this market. Once a golfer tees off, all bets are action. If a golfer fails to complete the round, they will fall behind any golfer that further advances, unless the market outcome has already been determined. Any playoff holes do not count towards scoring.
Example: Justin Thomas, Jon Rahm, and Rory McIlroy are in a group. There are 4 par 4's on the course for the tournament being played. Thomas finishes -3 on par 4's for the round, Rahm finishes -2, and McIlroy finishes -2. Justin Thomas would be the winner.
Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
2. Tournament play: Best finish in par 4's for the tournament in the group of golfers provided. Dead heat rules apply. If any golfers in the group do not tee off, all bets are void for this market. Once a golfer tees off, all bets are action. If a golfer fails to complete the tournament, they will fall behind any golfer that further advances, unless the market outcome has already been determined. Any playoff holes do not count towards scoring.
Example: Justin Thomas, Jon Rahm, and Rory McIlroy are in a group. There are 4 par 4's on the course for the tournament being played. Thomas finishes -9 on par 4's for the tournament, Rahm finishes -8, and McIlroy finishes -7. Justin Thomas would be the winner.
Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Par 5 Winner

1. Round play: Best finish in par 5's for the specified round in the group of golfers provided. In the case of a tie, dead heat rules apply. If any golfers in the group do not tee off, all bets are void for this market. Once a golfer tees off, all

bets are action. If a golfer fails to complete the round, they will fall behind any golfer that further advances, unless the market outcome has already been determined. Any playoff holes do not count towards scoring.

Example: Justin Thomas, Jon Rahm, and Rory McIlroy are in a group. There are 4 par 5's on the course for the tournament being played. Thomas finishes -3 on par 5's for the round, Rahm finishes -2, and McIlroy finishes -2. Justin Thomas would be the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

2. Tournament play: Best finish in par 5's for the tournament in the group of golfers provided. In the case of a tie, dead heat rules apply. If any golfers in the group do not tee off, all bets are void for this market. Once a golfer tees off, all bets are action. If a golfer fails to complete the tournament, they will fall behind any golfer that further advances, unless the market outcome has already been determined. Any playoff holes do not count towards scoring.

Example: Justin Thomas, Jon Rahm, and Rory McIlroy are in a group. There are 4 par 5's on the course for the tournament being played. Thomas finishes -9 on par 5's for the tournament, Rahm finishes -8, and McIlroy finishes -7. Justin Thomas would be the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Next Player to a Win Hole (Round)

Select the next golfer to win a hole. If a hole is tied, action pushes to the next hole until a winner is determined. If a golfer doesn't complete the hole bets are void. Bets are void if there's no winner. Any playoff holes aren't included. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: Justin Thomas against Jon Rahm to win the next hole. They both par the first hole, then hole 2 Justin Thomas pars and Rahm birdies. Jon Rahm wins.

Group Hole Score

Select the group score of the combined golfers on a specified hole. Example: If Woods scored -1, Day scored par, and Fowler scored -1, then -2 would be the winner.

All bets are void if any golfer from the group doesn't complete the hole.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Drive to Finish

Select whether a golfer's drive, for par 4's or 5's, will finish over or under a specified distance. If a shot is not taken, bets are void for that golfer. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: Justin Thomas over/under 325.5-yard drive on hole 1. Thomas hits a 335-yard drive on hole 1. Over is the winner.

Who will Hit the Longest Drive

Select the golfer to hit the longest drive on a given hole. If a golfer doesn't tee off on that hole, bets are void for that golfer. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: Justin Thomas, Jon Rahm, Rory McIlroy all tee off on hole 1. 325, 330, 340 are their respective drive yardages. Rory McIlroy would be the winner.

Distance of the Longest Drive

Select over/under the distance of the longest drive for the selected golfers. Drives must finish on the fairway (of current hole) to qualify. All listed golfers must complete the drive for action. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: Distance of Longest Drive (Round 2, Hole 12) - Woods / Day / Fowler O/U 312.5. If Day drives 320 yards, Woods in rough, and Fowler drives 310 yards, the over will be deemed the winner.

Distance from Pin

Select over or under a quoted line, or no greens for the specific hole. All bets are void if the selected golfer doesn't tee off on the hole.

Example: Tiger Woods lands his tee shot on the green 7 feet from the pin. Market is set at 8.5 feet. Under is the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Distance of Nearest the Pin (Group)

Select over or under a quoted line, or no greens for the specific hole. All bets are void if the selected group of golfers doesn't tee off on the hole.

Example: Tiger Woods lands his tee shot on the green 7 feet from the pin, Jason Day lands his tee shot off the green, Rickie Fowler lands on the green within 5 feet of the pin. Market is set at 6.5 feet. Under is the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Nearest The Pin

Select a golfer from a group to be nearest to the pin (and on the green) on a particular par 3 hole. If no golfer hits the green, no greens is the winner.

Example: If Woods lands on the green and 6 feet from pin, Day in the rough, and Fowler lands on the green and 3 feet from the pin, then Fowler wins. All listed golfers must complete the tee shot for action.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Number of Drives to Finish on Fairway

Select the correct number of drives to finish on the fairway from the group of golfers provided. If a golfer from the group doesn't tee off on the hole all bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: Justin Thomas/Jon Rahm/Rory McIlroy/Patrick Cantlay all tee off on hole 1. Thomas and Cantlay in the fairway, McIlroy in rough, Rahm in bunker are the outcomes. 2 is the winner.

Number of Putts in the Group in a Hole

Select the correct number of putts from a group of golfers provided. If any golfer from the group doesn't tee off or complete the hole, all bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: Justin Thomas/Jon Rahm/Rory McIlroy/Patrick Cantlay are all on the green on hole 1. Thomas 1 putts, Rahm 1 putts, Cantlay 2 putts, and McIlroy 2 putts are the outcomes. 6 is the winning total.

Putts are defined as all shots taken after and including the players 1st shot on the green, regardless of club used or subsequent lies.

Finishing Positions

Select over or under the finishing position of the named golfer. If that golfer doesn't tee off to start the tournament, all bets on that golfer are void.

Example: Justin Thomas finishes 9th in the tournament. If 10.5 was the quoted line, then Under would be the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Score

Select over or under the winning score of the tournament.

If tournament does not complete full 72 holes, market is void.

Playoff hole(s) do not count toward winning score.

Example: The tournament yields a winning score of 279. If the Over/Under selection given was 280.5, then under would be the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Number of Birdies or Better

In Round: Select the over/under number of birdies or better in the round. If any player doesn't start the round or withdraws during the round, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: The round yielded 50 birdies and 3 eagles. If 49.5 was the number for the market, over would be the winner.

In Tournament: Select the over/under number of birdies or better in the tournament. If any player doesn't start the tournament or withdraws during the tournament, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: The tournament yielded 150 birdies and 13 eagles. If 149.5 was the number for the market, over would be the winner.

Number of Pars

In Round: Select the over/under number of pars in the round. If any player doesn't start the round or withdraws during the round, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: If the round yielded 100 pars and 99.5 was the number for the market, over would be the winner.

In Tournament: Select the over/under number of pars in the tournament. If any player doesn't start the tournament or withdraws during the tournament, bets are void. Any subsequent penalties imposed by the tour will not be used to resettle.

Example: If the tournament yielded 250 pars and 199.5 was the number for the market, over would be the winner.

Number of Bogies or Worst

In Round: Select the over/under number of bogies or worse in the round. If any player doesn't start the round or withdraws during the round, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: If the round yielded 50 bogies and 15 double bogies and 59.5 was the number for the market, over would be the winner.

In Tournament: Select the over/under number of bogies or worse in the tournament. If any player doesn't start the tournament or withdraws during the tournament, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: If the tournament yielded 150 bogies, 20 double bogies and 2 triple bogies and 169.5 was the number for the market, over would be the winner.

Selected Round Scores

Select the over/under round score for a select golfer. Bets are void on the selected golfer if the round is not complete.

Playoff holes will not be included. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: Justin Thomas shoots a 69 for the round. If the market number was set at 70.5, under would be the winner.

Tee Shot to Finish Par 3

Select from the options of where the tee shot on a par 3 will land on the course hole. Bets are void if golfer doesn't tee off on hole. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. Lies will be determined by the Golfing Tour's official website.

Example: Justin Thomas tees off on hole 1, par 3. His tee shot lands in the rough. Rough would be the winner.

Number of Fairways Found

Select the over/under number of fairways in the round. If any player doesn't start the round or withdraws during the round, bets are void. Drive must hit fairway of hole being officially played at that time. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: If the named player hit 13 fairways, and the market number was set at 11.5, over would be the winner.

If the named player is on the 14th hole, and hits the fairway of a different hole, this would not count.

Number of Putts in Round

Select the number of putts in the round. If any player doesn't start the round or withdraws during the round, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Putts are defined as all shots taken after and including the player's 1st shot on the green, regardless of club used or subsequent lies.

To Make Putt

Select whether the named golfer will make the putt to end the hole. If any player doesn't start the round or withdraws during the round, bets are void.

Example: Round 1, Hole 9, Putt 1 – Yes/No. If Tiger Woods makes the putt that ends the hole in Putt 1, the winning selection will be Yes.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player Hole Score

Select whether the named golfer will achieve birdie or better, par, or bogey or worse on the hole. If a golfer doesn't complete the hole all bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Score on Groups of Holes

Select whether the named golfer will score Under Par, Par, or Over par on the grouped holes. If any player doesn't start the round or withdraws during the round, bets are void.

Example: Total Score on Holes 12-14 – Tiger Woods. Tiger Woods scores 11 strokes, par equals 12 for the 3 holes, under par would be the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Who Will Win Group of Holes

Select the golfer who will have a better score for the holes listed, dead heat rules apply. If any player doesn't start or withdraws during the set of holes, bets are void.

Example: Holes 11-13 Winner (Round 1) - Woods / Day / Fowler. If Woods have 11 strokes, Day has 12 strokes, Fowler has 13, Woods would be the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Number of Greens in Regulation

Select over or under the number of greens made in regulation. Greens in Regulation will be determined by the Golfing Tour's official website. If the golfer doesn't start the round or withdraws during the round, bets are void.

Example: Number of GIR (Round 1) - Tiger Woods 11.5 Over/Under. If Woods made 9 greens in regulation, the Under 11.5 would be deemed the winner.

Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To hit a Green in Regulation (GIR) on the next hole

Select whether the named golfer will hit the green in regulation for the numbered hole. Greens in Regulation will be determined by the Golfing Tour's official website. A green is considered hit if the birdie (or eagle) stroke on the hole is taken from the green. If the golfer doesn't start the hole or withdraws during the hole unless the market is already determined, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Example: To Hit Green in Regulation (Round 2, Hole 7) – Yes/No. Par 4 2nd shot Tiger Woods hits Green. Yes is deemed the winner.

Number of Greens in Regulation for Group on a Hole

Select the number of players that hit the Green in Regulation from a named group. Greens in Regulation will be determined by the Golfing Tour's official website. A green is considered hit if the birdie (or eagle) stroke on the hole is taken from the green. If a named golfer doesn't start the hole or withdraws during the hole unless the market is already determined, bets are void. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top (Other Numerical) Finish

Select a player to finish in the top quoted number of the specified tournament.

Example: Bettor selects Tiger Woods for a Top 15 Finish in a specified golf tournament. Bettor wins if Woods finishes anywhere from 15th place to 1st place at the conclusion of the specified tournament. Bettor loses if Woods finishes 16th or worse.

If Woods finishes in a tie for 15th place, dead heat rules apply.

1. Tournament placings will be determined by the official rules of the respective governing body. This includes a playoff, additional round, FedExCup Starting Strokes or any other process which is used to determine the placings.
2. If there is a tie, dead heat rules will apply.
3. If there is a change to or reduction in the scheduled number of rounds or holes played in the tournament, bets placed on this market will stand.
4. If a tournament is reduced to less than the scheduled number of rounds, all bets placed after the last shot of the previous completed round will be void.
5. A player is deemed to have played in a tournament once they have teed off in the first round. If the selected player withdraws or is disqualified before the tournament begins or before they tee off in the first round, bets placed on that player in this market will be void. If the selected player retires or is disqualified after they have teed off in the first round, bets placed on that player in this market will stand.
6. If the selected player misses the cut, bets placed on this market will stand.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Quoted Round Leader (First, Second, or Third)

Select the player to be leading the tournament at the end of the quoted round.

Example: Tiger Woods to win First Round Leader. Bet wins if at the end of the quoted round of the tournament, Woods is alone in first place. The bet loses if Woods is in second place or worse at the conclusion of the quoted round. If Woods is tied with one or more golfers at the end of the quoted round, dead heat rules apply.

1. If there is a tie for leading score at the end of the quoted round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
2. If the round is abandoned, or if the round is not fully played for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the quoted round once they have teed off. If a player withdraws or is disqualified before they tee off in the quoted round, bets placed on that player in this market will be void.

4. If the player retires or is disqualified after they have teed off and before the quoted round has been completed, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
6. FedExCup Starting Strokes, or any other process which is used to determine a player's position, will apply. The winner of the market will be the leading player after the quoted round with these adjustments included.

Quoted Round Top X. (Eg 2nd Round Top 10)

Select the player to finish in the top quoted positions at the end of the quoted round.

Example: Tiger Woods to finish as Second Round Top 10. Bet wins if at the end of the 2nd round of the tournament, Woods finishes in the Top 10. The bet loses if Woods is in 11th place or worse at the conclusion of the 2nd round. If Woods finishes in a tie for 10th place, dead heat rules apply.

1. If there is a tie for Top 10 score at the end of the quoted round, dead heat rules will apply, unless there is a specific "tie" selection in the market.
2. If the round is abandoned, or if the round is not fully played for any reason, bets placed on this market will be void.
3. A player is deemed to have played in the quoted round once they have teed off. If a player withdraws or is disqualified before they tee off in the quoted round, bets placed on that player in this market will be void.
4. If the player retires or is disqualified after they have teed off and before the quoted round has been completed, bets placed on this market will stand.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
6. FedExCup Starting Strokes, or any other process which is used to determine a player's position, will apply. The winner of the market will be the leading player after the quoted round with these adjustments included.

Tournament Matchbets (With Tie)

Select which player will achieve the lower score in tournament.

Example. Bettor selects Tiger Woods to win Tournament matchup over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's at the end of the tournament

1. If there is a tie for the lowest score, the winning selection in this market will be a tie.
2. If the round is abandoned or there is a change to the scheduled number of holes played in the tournament for any reason, bets placed on this market will stand.
3. A player is deemed to have played in the matchup once they have teed off in the first round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that matchup in this market will be void.
4. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
5. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
7. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Tournament Matchbets (No Tie)

Select which player will achieve the lower score in tournament. If the scores are tied, bets placed on this market will be void.

Example. Bettor selects Tiger Woods to win Tournament matchup over Jordan Spieth. Bettor wins if Woods' score is lower than Spieth's at the end of the tournament. If Woods and Spieth are tied at the end of the specific round, bets will be void.

1. If the round is abandoned or there is a change to the scheduled number of holes played in the tournament for any reason, bets placed on this market will stand.
2. A player is deemed to have played in the matchup once they have teed off in the first round. If a player withdraws or is disqualified before they tee off in the round, bets placed on that matchup in this market will be void.

3. If a player retires or is disqualified after they have teed off and before the round is completed, bets placed on this market will stand and their opponent will be the winning selection.
4. If both players retire or are disqualified on the same hole, bets placed on this market will be void.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
6. FedExCup Starting Strokes will not apply. The winner of the market will be the player with the lowest score in the specified round.

Matchplay To Reach Final

Select a golfer from the field to make the final match of the matchplay event. Bets are action when the golfer tees off in the matchplay tournament.

Matchplay Quarter Winner

Select a golfer from the field to win their quarter (to make the quarterfinals) of the matchplay event. Bets are action when the golfer tees off in the matchplay tournament.

Matchplay Group Winner

Select the golfer to advance from their group to move on to the next round. All golfers within that group need to start the tournament.

Matchplay Name the Finalists

Select the two golfers who will play in the final match of the tournament that determines tournament winner.

HOCKEY RULES

General:

North American Hockey (See MGC list of approved leagues)

1. Overtime and shootouts will count unless specified otherwise.
2. Dates and start times of games shown on our website are for guidance purposes only.
3. If a parlay, or round robin is reduced by void selections, the bet will stand and a six-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
 1. Exception is Same-Game Parlay, which follows general Same-Game Parlay Rules. If any leg of a Same-Game Parlay results in a void or a push, the entire wager is settled as a void or a push.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.
5. If there is a change of venue for an event, for any reason, bets placed on this event prior to the location change announcement will be void.
6. For game and season-long player wagers, player must play in a game for a wager to be action. If the named player does not play, the wager will be void.

Non-North American Hockey:

1. Overtime and shootouts will **not** count for all markets except Money Line unless specified otherwise.
2. Dates and start times of games shown on our website are for guidance purposes only.
3. If a parlay, or round robin is reduced by void selections, the bet will stand and a six-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.

Professional / College differences:

1. For professional hockey wagering purposes, in the event of a shootout, the winner is awarded one goal, which is considered in the determination of the winner and loser and counted toward the game total.
2. For college hockey wagering purposes, regular season final scores will be determined by the rules of the particular conference. 3 on 3 overtime and shootout results may not count towards the final score. In mid-season tournament games, all overtime and shootout results count towards the final score.

Postponed Games:

1. In the instance of a postponed game, all bets placed on that game will be void. A postponement is deemed to be where a game does not commence on the same day it is scheduled to do so.
2. As soon as we become aware of a postponed game, bets on that game will be made void.
3. Where bets have been placed on a game that subsequently has its day changed due to reasons such as TV coverage (though not exclusively), bets will stand, as this change to the game date is not deemed a postponement.

Suspended/Abandoned Games:

In the instance where a game is suspended/abandoned, the following principles will be applied in settling bets:

1. If a winning selection in a specific market has been established before the suspension/abandonment of the game, bets will stand and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of suspension/abandonment, all bets will be settled as void.
3. A suspension/abandonment is deemed to be where a game is halted before the completion of the allotted game time and not played out to conclusion on the same day.
4. If a game is suspended/abandoned after 55 minutes of play and an official result is declared, bets placed on money line will stand.
5. A game that is interrupted (ex: though not exclusively, deteriorating ice conditions, electrical failure, etc.), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the game.

Money Line:

1. The terms money line, game/match result and game/match betting mean the outcome of the game, including overtime and shootouts, namely home win or away win.
2. When a game is scheduled to play for a shorter duration, as agreed by the laws of the competition or by both sides prior to start, bets placed on these games will be settled at the end of the agreed game length. This includes any injury/stoppage time added on by the referee at the end of normal time. Overtime and penalty shootouts do not count unless otherwise stated.
3. When a game is played at a neutral venue, the team listed on the left will be classed as the away team for settlement purposes.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting:

1. The term "60-minutes betting" means the outcome of the game in normal time played, namely home win, tie or away win.
2. The terms normal time, full time, and 60 minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the referee at the end of normal time. Overtime and shootouts do not count unless otherwise stated.
3. When a game is scheduled to play for a shorter duration, as agreed by the laws of the competition or by both sides prior to start, bets placed on these games will be settled at the end of the agreed game length. This includes any injury/stoppage time added on by the referee at the end of normal time. Overtime and penalty shootouts do not count unless otherwise stated.
4. When a game is played at a neutral venue, the team listed on the left will be classed as the away team for settlement purposes.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Duplicate Names:

1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.

Winning Selection Established in the Market:

1. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the game cannot affect the outcome of the bet.
2. If a game is suspended/abandoned and a winning selection has been established in the market, bets placed on that market will stand, win or lose.
3. If a game is suspended/abandoned and a winning selection has not been established in the market, bets placed on that market will be void.

Club and International Friendlies:

1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

Live wagering:

1. Wagers for all full-game markets stand providing at least 55 minutes of play have taken place and an official result is declared, unless otherwise specified.
2. Wagers for all part-game markets are action upon the completion of the specified period. For example, a first period wager is action if a game is postponed in the third period; whereas a 2nd period wager is void if the game is postponed in the 2nd period.

3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.
4. Although we make every effort to ensure all Live Live and Notifications displayed are correct, information (such as score and time of game) is intended to be used as a guide and we assume no liability in the event of any information being incorrect.

Markets:

Player to Score a Goal

Select a player to score at any time during regulation time and overtime.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards an anytime goalscorer.
3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, normal abandoned rules apply.
 - a. If a winning anytime goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
 - b. If the selected player has left the ice without scoring in the time played before abandonment, bets placed on that player in this market will have already lost.
 - c. If the selected player is still on the ice and has not scored at the time of abandonment, bets placed on that player in this market will be void because the game did not play for the full duration.
8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player to Score a Goal Live

Select a player to score at any time during regulation time and overtime.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards an anytime goalscorer.
3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. Live bet acceptance rules apply.
7. If a game is abandoned, normal abandoned rules apply.
 - a. If a winning anytime goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
 - b. If the selected player has left the ice without scoring in the time played before abandonment, bets placed on that player in this market will have already lost.
 - c. If the selected player is still on the ice and has not scored at the time of abandonment, bets placed on that player in this market will be void because the match did not play for the full duration.
8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score X or More Goals

Predict whether or not both teams will each score the stated number of goals or more in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If both teams have each scored the stated number of goals or more in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If both teams have not each scored in the time played before abandonment, bets placed will be void, subject to normal abandoned game rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score X or More Goals Live

Predict whether or not both teams will each score the stated number of goals or more in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If both teams have each scored the stated number of goals or more in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If both teams have not each scored in the time played before abandonment, bets placed will be void, subject to normal abandoned game rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Goalscorer

Select a player to score the first goal in a game.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards the first goalscorer. If the first goal in the game is an own goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
3. Goals scored by a goalkeeper do not count towards the first goalscorer. If the first goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will be void.
5. If the selected player does not start the game and takes to the ice before the first goalscorer market has been won, bets placed on that player in this market will stand.
6. If the selected player does not start the game and takes to the ice after the first goalscorer market has been won, bets placed on that player in this market will be void.
7. If the selected player leaves the ice before the first goalscorer market has been won, bets placed on that player in this market will have lost and will be settled as losers.
8. If the selected player takes no part in the game, bets placed on that player in this market will be void.
9. If a game is postponed, normal postponed rules apply.
10. If a game is abandoned, normal abandoned rules apply.

- a. If a winning first goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
 - b. If the selected player has left the ice without scoring the first goal in the time played before abandonment, bets placed on that player in this market will have already lost.
 - c. If a winning first goalscorer selection has not been established in the time played before abandonment, bets placed on players that are still on the ice in this market will be void because the game did not play for the full duration.
11. Bets placed on this market will be settled on completion of regulation time and overtime if required.
- a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Goalscorer Live

Select a player to score the first goal in a game.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards the first goalscorer. If the first goal in the game is an own goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
3. Goals scored by a goalkeeper do not count towards the first goalscorer. If the first goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored in regulation time and overtime, bets placed on this market will be void.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will be void.
5. If the selected player does not start the game and takes to the ice before the first goalscorer market has been won, bets placed on that player in this market will stand.
6. If the selected player does not start the game and takes to the ice after the first goalscorer market has been won, bets placed on that player in this market will be void.
7. If the selected player leaves the ice before the first goalscorer market has been won, bets placed on that player in this market will have lost and will be settled as losers.
8. If the selected player takes no part in the game, bets placed on that player in this market will be void.
9. Live bet acceptance rules apply.
10. If a game is abandoned, normal abandoned rules apply.
 - a. If a winning first goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
 - b. If the selected player has left the ice without scoring the first goal in the time played before abandonment, bets placed on that player in this market will have already lost.
 - c. If a winning first goalscorer selection has not been established in the time played before abandonment, bets placed on players that are still on the ice in this market will be void because the game did not play for the full duration.
11. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Last Goalscorer

Select a player to score the last goal in a game.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards the last goalscorer. If the last goal in the game is an own goal, the winning selection in this market will be the scorer of the goal before. If the goal before is also an own goal, the winning selection in this market will be the scorer of the goal before that and so on. If no earlier goals are scored in regulation time and overtime, bets placed on this market will be void.

3. Goals scored by a goalkeeper do not count towards the last goalscorer. If the last goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the goal before. If the goal before is also scored by a goalkeeper, the winning selection in this market will be the scorer of the goal before that and so on. If no earlier goals are scored in regulation time and overtime, bets placed on this market will be void.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will be void.
5. If the selected player leaves the ice before the last goalscorer market has been won, bets placed on that player in this market will have lost and will be settled as losers.
6. If the selected player takes no part in the game, bets placed on that player in this market will be void.
7. If a game is postponed, normal postponed rules apply.
8. If a game is abandoned, bets on this market will be void.
9. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player to Score 2 or More Goals

Select a player to score 2 or more anytime goals during regulation time and overtime.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards player to score 2 or more goals market.
3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, all bets are void unless given selection has been established as a winner.
8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Hattrick

Select a player to score 3 or more anytime goals during regulation time and overtime.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards hattrick market.
3. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, all bets are void unless given selection has been established as a winner.
8. Bets placed on this market will be settled on completion of regulation time and overtime if required.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Anytime Wincast

Predict the team to win, anytime goalscorer in regulation time, in a special price parlay.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards anytime goalscorer, but do towards the game result.
3. Goals scored by a goalkeeper do not count towards anytime goalscorer, but do towards the game result.

4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will have lost because no winning selection in the anytime goalscorer market was established.
5. If the selected player does not start the game and takes to the ice at any time, bets placed on that player in this market will stand.
6. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
7. If the selected player takes no part in the game, bets placed on that player in this market will be void.
8. If a game is postponed, normal postponed rules apply.
9. If a game is abandoned, normal abandoned rules apply and bets placed on this market will revert to the anytime goalscorer market at the price of that selection at the time of bet placement.
 - a. If a winning anytime goalscorer selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players in this market will have already lost.
 - b. If the selected player has left the ice without scoring in the time played before abandonment, bets placed on that player in this market will have already lost.
 - c. If the selected player is still on the ice and has not scored at the time of abandonment bets placed on that player in this market will be void because the game did not play for the full duration.
10. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Wincast

Predict the first goalscorer, game result in regulation time, in a special price parlay.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards first goalscorer, but do towards the game result. If the first goal in the game is an own goal, the winning selection in the first goalscorer market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in the first goalscorer market will be the scorer of the third goal and so on.
3. Goals scored by a goalkeeper do not count towards first goalscorer, but do towards the game result. If the first goal in the game is scored by a goalkeeper, the winning selection in the first goalscorer market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in the first goalscorer market will be the scorer of the third goal and so on.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the game, bets placed on this market will have lost because no winning selection in the first goalscorer market was established.
5. If the selected player does not start the game and enters the ice before the first goalscorer market has been won, bets placed including that player in this market will stand.
6. If the selected player enters the ice after first goalscorer market has been won, bets placed including that player in this market will be void.
7. If the selected player leaves the ice before the first goalscorer market has been won, bets placed including that player in this market will have lost and will be settled as losers.
8. If the selected player takes no part in the game, bets placed on that player in this market will be void.
9. If a game is postponed, normal postponed rules apply.
10. If a game is abandoned, normal abandoned rules apply and bets placed on this market will revert to the first goalscorer market at the price of that selection at the time of bet placement.
 - a. If a winning selection in the first goalscorer market has not been established in the time played before the game was abandoned, bets placed on this market will be void subject to normal abandoned rules.
 - b. If the selected player has left the ice without scoring the first goal in the time played before abandonment, bets placed including that player in this market will have already lost.

Home/Away/Anytime Goalscorer Doubled

Select a pair of players who will each score a goal at any time during an event.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards an anytime goalscorer.

3. If both/either selected players do not start on the ice but take to the ice at any time, bets placed on those players in this market will stand.
4. If both/either selected players leave the ice without scoring a goal, bets placed on those players in this market will have lost and will be settled as losers.
5. If only one of the selected players takes to the ice in this game, bets placed on the selected player in this market will be settled as an anytime goalscorer single at the respective price. If both selected players do not take to ice, bets placed on selection will be void.
6. If a game is postponed, normal postponed rules apply.
7. If a game is abandoned, normal abandoned rules apply.
 - a. If a winning anytime goalscorer doubled selection has been established in the time played before abandonment, bets placed on those players in this market will have already won and will be settled as winners.
 - b. If both/either selected players have left the field of play without scoring in the time played before abandonment, bets placed on those players in this market will have already lost.
 - c. If both selected players are still on the field of play and both/either have not scored at the time of abandonment, bets placed on those players in this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.

First Goalscorer Coupled

Select a pair of players to score the first goal in an event.

1. Bets are settled on the events that occur in regulation time and overtime. Shootouts do not count.
2. Own goals do not count towards the first goalscorer. If the first goal in the game is an own goal, the winning selection in this market will be the scorer of the second goal. If the second goal is also an own goal, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored, the winning selection in this market will be no goalscorer.
3. Goals scored by a goalkeeper do not count towards the first goalscorer. If the first goal in the game is scored by a goalkeeper, the winning selection in this market will be the scorer of the second goal. If the second goal is also scored by a goalkeeper, the winning selection in this market will be the scorer of the third goal and so on. If no further goals are scored, the winning selection in this market will be no goalscorer.
4. If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper are scored in the game, then market will be void.
5. If either/both selected players do not start the game and take to the ice before the first goalscorer market has been won, bets placed on those players in this market will stand.
6. If only one of the selected players takes to the ice after the first goalscorer market has been determined, bets placed on the selected player in this market will be settled as a first goalscorer single at the respective price. If both selected players do not take to the ice before the first goalscorer market has been determined, then bets on this selection will be void.
7. If both selected players leave the field of play before the first goalscorer market has been won, bets placed on those players in this market will have lost and will be settled as losers.
8. If either/both selected players take no part in the game, bets placed on those players in this market will be void.
9. If a game is postponed, normal postponed rules apply.
10. If a game is abandoned, normal abandoned rules apply.
 - a. If a winning first goalscorer selection has been established in the time played before abandonment, bets placed including that player in this market will have already won and will be settled as winners. Bets placed that do not include that player in this market will have already lost.
 - b. If both selected players have left the field of play without scoring the first goal in the time played before abandonment, bets placed on those players in this market will have already lost.
 - c. If a winning first goalscorer selection has not been established in the time played before abandonment, bets placed on players that are still on the field of play in this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.

Period Goalscorer

Select a player to score at during a given period in regulation time.

1. Bets are settled on the events that occur in designated period.
2. Own goals do not count towards an anytime goalscorer.
3. If the selected player does not start the designated period and takes to the ice at any time during that period, bets placed on that player in this market will stand.
4. If the selected player leaves the ice without scoring a goal, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the game, bets placed on that player in this market will be void.
6. If a game is postponed, normal postponed rules
7. If a game is abandoned, completed periods will be settled normally. Incomplete periods will be void unless named selection is a winner.

Race to X Goals

Predict which team will reach a specified number of goals first.

Example:

Race to 2 goals: Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.

Race to 3 goals: Buffalo Sabres at Vancouver Canucks. If Sabres score 3 goals before Canucks, they will be deemed the winning selection in the market.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Goals Live

Predict which team will reach a specified number of goals first.

Example:

Race to 2 goals: Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.

Race to 3 goals: Buffalo Sabres at Vancouver Canucks. If Sabres score 3 goals before Canucks, they will be deemed the winning selection in the market.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.

4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Score Last Goal

Predict the team to score the last goal in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored in regulation time, the winning selection in the market will be no goal.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Score Last Goal Live

Predict the team to score the last goal in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored in regulation time, the winning selection in the market will be no goal.
3. Live bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Score First/Next Goal

Predict the team to score the first/next goal.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Score First/Next Goal Live

Predict the team to score the first goal. These rules are applicable to 2nd, 3rd and all subsequent goals.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

- b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
- 4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Teams to Score

Predict which teams will score in a game from: away team only | home team only | both teams | neither team

- 1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- 2. If a game is postponed, normal postponed rules apply.
- 3. If a game is abandoned, normal abandoned rules apply.
 - a. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
- 4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Time of First Goal

Predict whether the time of the first goal will be before or after a specified time. If the market is before/after 10 minutes, before means 0:00 to 9:59 and after means 10:00 to the end of regulation time.

- 1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- 2. The puck must actually cross the goal line within the specified time period of the game to count. A goal will not count if a shot is taken within the specified time period of the game and the puck does not actually cross the goal line until after the timeframe has expired.
- 3. If no goals are scored before the end of regulation time, the winning selection in this market will be no goal. All other bets placed will have lost.
- 4. If a game is postponed, normal postponed rules apply.
- 5. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections will have already lost.
 - b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void because the game did not play for the full duration.
- 6. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Time of Next Goal Live

Predict whether the time of the next goal will be before or after a specified time. If the market is before/after 30 minutes, before means 0:00 to 29:59 and after means 30:00 to the end of regulation time.

- 1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
- 2. The puck must actually cross the goal line within the specified time period of the game to count. A goal will not count if a shot is taken within the specified time period of the game and the puck does not actually cross the goal line until after the timeframe has expired.
- 3. If no goals are scored before the end of regulation time, the winning selection in this market will be no goal. All other bets placed will have lost.

4. Live bet acceptance rules apply.
5. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections will have already lost.
 - b. If a game is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void because the game did not play for the full duration.
6. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Goals Odd/Even

Select whether the total number of goals scored in regulation time will be odd or even.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored, the winning selection in the market will be even.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Goals Odd/Even Live

Select whether the total number of goals scored in regulation time will be odd or even.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If no goals are scored, the winning selection in the market will be even.
3. Live bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Goals Odd/Even

Specify if the total amount of goals scored by a specific team will be odd or even.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If no goals are scored by the specified team, the winning selection in the market will be even.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Competition Winner

Predict the winner of a given competition.

1. Competition or tournament winners will be determined by the official rules of the official governing body.
2. If a team has points deducted or is disqualified by the official governing body during the course of the given tournament or cup competition, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. If there is a change to participating teams or the scheduled number of games played during the competition or tournament, bets placed on this market will stand.
5. Bets placed on this market will be settled immediately after the team being awarded/lifting the cup/trophy.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Top Goalscorer

Predict the top goalscorer in a given competition at the end of the season.

1. Dead heat rules apply to players that are level on goals scored.
2. Only games played in the respective competition will count. This includes playoffs or any other process which is used to determine the competition winner.
3. Goals scored in cup competitions, other tournaments, internationals or friendly/exhibition games will not count.
4. Goals scored by players who move to another team in the same competition will count. Goals scored by players who move to another team in a different competition will not count.
5. If a player does not play any games in the respective competition, bets placed on that player will have lost and will be settled as losers.
6. Bets placed on this market will be settled on completion of the last game in the competition.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

NHL Conference Winner

Predict the team that reaches the Stanley Cup from the given conference.

1. The winner of the respective conference will be the team that progresses to the Stanley Cup after the end of season playoffs in line with the official rules of the official governing body.
2. If a team has points deducted by the official governing body, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
5. Bets placed on this market will be settled on completion of all games including the end of season playoffs.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

NHL Division Betting

Predict the winner of a given division.

1. Division winners will be determined by the final standings within the given division after the winner is clinched. End of season playoffs do not count.
2. If a team has points deducted by the official governing body, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
5. Bets placed on this market will be settled on completion of the last game in the regular season.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Season Team Matchup Bets

Select a team to achieve a higher division position than another specified team at the end of the season from the options available.

1. The finishing positions of teams at the end of the regular season will determine final places. A playoff or any other process which is used to determine promotion or relegation will not count unless otherwise stated.
2. If a team has points deducted by the official governing body during the course of the regular season, bets placed on this market will stand.
3. If a team does not complete all of its scheduled games, bets placed on this market will stand.
4. Bets placed on this market will be settled on completion of the last game in the regular season.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Conference

Predict which conference the winner of the Stanley Cup will come from.

1. The Stanley Cup winner will be determined by the official rules of the official governing body.
2. If a team is disqualified or has points deducted by the official governing body, withdraws from the tournament, or does not complete all of its scheduled games, bets placed on this market will stand.
3. If a team has points deducted by the official governing body, bets placed on this market will stand.
4. If a team does not complete all of its scheduled games, bets placed on this market will stand.
5. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
6. Bets placed will be settled immediately after the team is awarded or lifts the cup/trophy.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

Winning Division

Predict which division the winner of the Stanley Cup will come from.

1. The Stanley Cup winner will be determined by the official rules of the official governing body.
2. If a team is disqualified or has points deducted by the official governing body, withdraws from the tournament, or does not complete all of its scheduled games, bets placed on this market will stand.
3. If a team has points deducted by the official governing body, bets placed on this market will stand.
4. If a team does not complete all of its scheduled games, bets placed on this market will stand.
5. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
6. Bets placed will be settled immediately after the team is awarded or lifts the cup/trophy.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

Winning State/Province

Predict which State/Province the winner of the Stanley Cup will come from.

1. The Stanley Cup winner will be determined by the official rules of the official governing body.
2. If a team is disqualified or has points deducted by the official governing body, withdraws from the tournament, or does not complete all of its scheduled games, bets placed on this market will stand.
3. If a team has points deducted by the official governing body, bets placed on this market will stand.
4. If a team does not complete all of its scheduled games, bets placed on this market will stand.
5. If there is a change to participating teams or the scheduled number of games played during the season, bets placed on this market will stand.
6. Bets placed will be settled immediately after the team is awarded or lifts the cup/trophy.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

60-Minutes Betting and Both Teams to Score

Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will score a goal in a special price parlay.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting and Both Teams to Score Live

Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will score a goal in a special price parlay.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting and Both Teams to Score X or More Goals

Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more in a special price parlay.

Example: 60-minutes betting and both teams to score 3 or more goals. If the game result is Detroit Red Wings 3-5 Washington Capitals, the winning selection in this market will be Washington Capitals and yes. If the game result is Detroit Red Wings 2-5 Washington Capitals, the winning selection in this market will be Washington Capitals and no.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting and Both Teams to Score X or More Goals Live

Predict the result of regulation time from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more in a special price parlay.

Example: 60-minutes betting and both teams to score 3 or more goals. If the game result is Detroit Red Wings 3-5 Washington Capitals, the winning selection in this market will be Washington Capitals and yes. If the game result is Detroit Red Wings 2-5 Washington Capitals, the winning selection in this market will be Washington Capitals and no.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting

Predict the result of regulation time from: away win | draw | home win.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Betting Live

Predict the result of regulation time from: away win | draw | home win.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.

2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60-Minutes Correct Score

Predict the score in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Correct Score Live

Predict the score in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

60 Minutes Over/Under Goal

Predict the result of a game combined with if the number of goals made during the game will be over or under the specified amount of goals in this special price parlay.

If the market is over/under 4.5 goals, over means 5 goals or more and under means 4 goals or fewer.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score

Predict whether or not both teams will score in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
5. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
6. Bets placed on this market will be settled on completion of regulation time.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score Live

Predict whether or not both teams will score in regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules
4. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
5. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the game did not play for the full duration.
6. Bets placed on this market will be settled on completion of regulation time.
7. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Double Chance

Predict the combination of two possible results of regulation time from three possible permutations: home or draw | away or draw | home or away.

Examples of the regulation time result and the winning selections in this market:

Canadiens 3-2 Hurricanes - away or draw | home or away

Canadiens 3-3 Hurricanes - away or draw | home or draw

Canadiens 3-4 Hurricanes - home or draw | home or away

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Draw No Bet

Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

Example: Capitals vs Flyers. You place a Draw No Bet wager on the Capitals. If the Capitals win in regulation, overtime or shootout, your bet wins. If the Capitals are tied at the end of regulation and then lose, your bet voids. If the Capitals lose in regulation, your bet loses.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the game ends in a draw, all bets placed on this market will be void.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Draw No Bet Live

Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the game ends in a draw, all bets placed on this market will be void.
3. Live bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.

- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Easy as 1 2 3

Predict whether or not 1, 2 or 3 goals will be scored in each of the 3 regulation periods of play.

Example:

Montreal Canadiens at Carolina Hurricanes - If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-1 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have won.

If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-0 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have lost because no goals were scored in the second period.

- Bets are settled on the events that occur in regulation time.
- Overtime and shootouts do not count.
- If no goals or four or more goals will be scored in one of the 3 regulation periods of play, bets placed on yes in this market will have lost.
- If a game is postponed, normal postponed rules apply.
- If a game is abandoned, normal abandoned rules apply.
- Bets placed on this market will be settled on completion of regulation time.
- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Easy as 1 2 3 Live

Predict whether or not 1, 2 or 3 goals will be scored in each of the 3 regulation periods of play.

Example:

Montreal Canadiens at Carolina Hurricanes - If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-1 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have won.

If the score after the first period is Canadiens 2-0 Hurricanes, the score after the second period is Canadiens 2-0 Hurricanes, and the score after the third period is Canadiens 2-2 Hurricanes, bets placed on yes in this market will have lost because no goals were scored in the second period.

- Bets are settled on the events that occur in regulation time.
- Overtime and shootouts do not count.
- If no goals or four or more goals will be scored in one of the 3 regulation periods of play, bets placed on yes in this market will have lost.
- Live bet acceptance rules apply.
- If a game is abandoned, normal abandoned rules apply.
- Bets placed on this market will be settled on completion of regulation time.
- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Money Line

Predict the result of a game from: away win | home win.

- Bets are settled on the official game result, including overtime and shootouts should the game progress as such.
- If a game is postponed, normal postponed rules apply.
- If a game is abandoned, normal abandoned rules apply.
- Bets placed on this market will be settled on completion of the game.
- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Money Line Live

Predict the result of a game from: away win | home win.

1. Bets are settled on the official game result, including overtime and shootouts should the game progress as such.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Overtime Betting Live

Predict the result of overtime from: away win | draw | home win

1. Bets are settled only on the events that occur in overtime. The events that occur in regulation time and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned during overtime, normal abandoned rules apply.
4. If a game is abandoned after overtime, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Puck Line

Predict the result of a game after the point spread has been applied to the teams. A point spread of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.

Example:

Montreal Canadiens at Carolina Hurricanes (+1.5) - The final score is Canadiens 3-2 Hurricanes.

1. Bets are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Puck Line Live

Predict the result of a game after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given which will be added to the actual number of goals scored.

Example:

Montreal Canadiens at Carolina Hurricanes (+1.5). The final score is Canadiens 3-2 Hurricanes.

1. Bets are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Spread Betting

Predict the result of a game from: home win | away win; after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given which will be added to the actual number of goals scored.

Example:

Montreal Canadiens at Carolina Hurricanes (+1.5). The final score is Canadiens 3-2 Hurricanes.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

When Will the Game End

Predict when the specified game will end from: 60 minutes | overtime | shootout

1. Bets are settled on the point in the game when play is officially called to an end and either team is declared the winner. A game being abandoned or stopped for any other reason will not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

When Will the Game End Live

Predict when the specified game will end from: 60 minutes | overtime | shootout

1. Bets are settled on the point in the game when play is officially called to an end and either team is declared the winner. A game being abandoned or stopped for any other reason will not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Margin

Predict the margin of goals by which a nominated team will win a game.

Example: If the game result is Washington Capitals 4-2 Winnipeg Jets, the winning selection in this market will be Washington Capitals by 2 goals.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Winning Margin Live

Predict the margin of goals by which a nominated team will win a game.

Example: If the game result is Washington Capitals 4-2 Winnipeg Jets, the winning selection in this market will be Washington Capitals by 2 goals.

1. Bets are settled on the official game result, including overtime and shootouts, should the game progress as such.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There be Overtime?

Predict whether or not the game will go to overtime.

1. If a game is postponed, normal postponed rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There be Overtime Live?

Predict whether or not the game will go to overtime.

1. Live bet acceptance rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There Be a Shootout?

Predict whether or not the game will go to a shootout.

1. If a game is postponed, normal postponed rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
4. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will There Be a Shootout Live?

Predict whether or not the game will go to a shootout.

1. Live bet acceptance rules apply.
2. If a game is abandoned, normal abandoned rules apply.
3. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Goal in Each Period

Predict whether or not a goal will be scored in each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned in the third period and a goal has been scored in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is abandoned and a goal has not been scored in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Goal in Each Period Live

Predict whether or not a goal will be scored in each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.

- a. If a game is abandoned in the third period and a goal has been scored in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
- b. If a game is abandoned and a goal has not been scored in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Highest Scoring Period

Predict the period in which the most goals will be scored.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the same number of goals are scored in two or more periods, the winning selection in this market will be a draw.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Highest Scoring Period Live

Predict the period in which the most goals will be scored.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the same number of goals are scored in two or more periods, the winning selection in this market will be a draw.
3. Live bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting

Predict the result of the specified period from: away win | draw | home win.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting Live

Predict the result of the specified period from: away win | draw | home win.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Money Line

Predict the result of the specified period from: away win | home win.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If the result of the specified period is a draw, bets placed on this market will be void.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned during the specified period, normal abandoned rules apply.
5. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
6. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Money Line Live

Predict the result of the specified period from: away win | home win.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If the result of the specified period is a draw, bets placed on this market will be void.
3. Live bet acceptance rules apply.
4. If a game is abandoned during the specified period, normal abandoned rules
5. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
6. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Puck Line

Predict the result of the specified period after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given, which will be added to the actual number of goals scored.

Example: Montreal Canadiens vs Carolina Hurricanes (+0.5). The period score is Canadiens 1-1 Hurricanes. The point spread of (+0.5) is added to the actual number of goals scored by Hurricanes during the period. The spread period result is +0.5 Hurricanes and the winning outcome is therefore Hurricanes.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of the period.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Puck Line Live

Predict the result of the specified period after the point spread has been applied to the teams. A handicap of (+/-) 0.5 (half of one) or more goals will be given which will be added to the actual number of goals scored.

Example: Montreal Canadiens vs Carolina Hurricanes (+0.5). The period score is Canadiens 1-1 Hurricanes. The point spread of (+0.5) is added to the actual number of goals scored by Hurricanes during the period. The spread period result is +0.5 Hurricanes and the winning outcome is therefore Hurricanes.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.

5. Bets placed on this market will be settled on completion of the period.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Total Goals

Predict whether the number of goals scored in the specified period will be over/under the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
 - a. If a game is abandoned during the specified period and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of the period.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Total Goals Live

Predict whether the number of goals scored in the specified period will be over/under the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned during the specified period, normal abandoned rules apply.
 - a. If a game is abandoned during the specified period and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
4. If a game is abandoned after the specified period, bets placed on this market will stand win or lose.
5. Bets placed on this market will be settled on completion of the period.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Goals Odd/Even

Select whether the total number of goals scored in the specified period will be odd or even.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
2. If no goals are scored, the winning selection in the market will be even.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of the period.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Both Teams to Score

Predict whether or not both teams will score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.

3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned during the specified period and both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If a game is abandoned during the specified period and both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the period did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Both Teams to Score Live

Predict whether or not both teams will score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned during the specified period and both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If a game is abandoned during the specified period and both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the period did not play for the full duration.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Correct Score

Predict the score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Correct Score Live

Predict the score in the specified period.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Double Chance

Predict the combination of two possible results of the specified period from three possible permutations: home or draw | away or draw | home or away.

Examples of the specified period result and the winning selections in this market:

- Canadiens 1-0 Hurricanes - away or draw | home or away
- Canadiens 1-1 Hurricanes - away or draw | home or draw
- Canadiens 1-2 Hurricanes - home or draw | home or away

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Double Chance Live

Predict the combination of two possible results of the specified period from three possible permutations: home or draw | away or draw | home or away.

Examples of the specified period result and the winning selections in this market:

- Canadiens 1-0 Hurricanes - away or draw | home or away
- Canadiens 1-1 Hurricanes - away or draw | home or draw
- Canadiens 1-2 Hurricanes - home or draw | home or away

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting and Both Teams to Score

Predict the result of the specified period from: home win | draw | away win, combined with whether or not both teams will score a goal during that period in a special price parlay.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting and Both Teams to Score Live

Predict the result of the specified period from: home win | draw | away win, combined with whether or not both teams will score a goal during that period in a special price parlay.

1. Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of regulation time.

- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting and Both Teams to Score X or More Goals

Predict the result of specified period from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more during that period in a special price parlay.

Example: Third period betting and both teams to score 2 or more goals. If the third period result is Arizona Coyotes 2-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and yes. If the third period result is Arizona Coyotes 1-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and no.

- Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
- If a game is postponed, normal postponed rules apply.
- If a game is abandoned, normal abandoned rules apply.
- Bets placed on this market will be settled on completion of regulation time.
- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Period Betting and Both Teams to Score X or More Goals Live

Predict the result of specified period from: home win | draw | away win, combined with whether or not both teams will each score the stated number of goals or more during that period in a special price parlay.

Example: Third period betting and both teams to score 2 or more goals. If the third period result is Arizona Coyotes 2-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and yes. If the third period result is Arizona Coyotes 1-3 Vancouver Canucks, the winning selection in this market will be Vancouver Canucks and no.

- Bets are settled on the events that occur in the specified period. The events that occur in other periods, overtime and shootouts do not count.
- Live bet acceptance rules apply.
- If a game is abandoned, normal abandoned rules apply.
- Bets placed on this market will be settled on completion of regulation time.
- Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Goals Period

Predict which team will reach a specified number of goals first in the specified period.

Example: Race to 2 goals in the first period. Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.

- Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the game, overtime and shootouts do not count.
- If a game is postponed, normal postponed rules apply.
- If a game is abandoned, normal abandoned rules apply.
 - If a game is abandoned during the specified period and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - If a game is abandoned during the specified period and no winning selection has been established in the time played before abandonment, bets placed on this market will be void because the period did not play for the full duration.
- Bets placed on this market will be settled on completion of the match.
 - Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Goals Period Live

Predict which team will reach a specified number of goals first in the specified period.

Example: Race to 2 goals in the first period. Buffalo Sabres at Vancouver Canucks. If Canucks score 2 goals before Sabres, they will be deemed the winning selection in the market.

1. Bets are settled only on the events that occur in the specified period. The events that occur in other periods of the match, overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned during the specified period and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is abandoned during the specified period and no winning selection has been established in the time played before abandonment, bets placed on this market will be void because the period did not play for the full duration.
4. Bets placed on this market will be settled on completion of the match.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Goal in Each Period

Predict whether or not the nominated team will score a goal each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned in the third period and the nominated team has scored a goal in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is abandoned and the nominated team has not scored a goal in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Goal in Each Period Live

Predict whether or not the nominated team will score a goal each period of regulation time.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned in the third period and the nominated team has scored a goal in each period in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a game is abandoned and the nominated team has not scored a goal in each period in the time played before abandonment, bets placed on this market will be void, because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Win Most Periods

Predict which team will win the most periods of regulation time. The bet consists of 3 separate periods; 1) the first period 2) the second period 3) the third period. Overtime and shootouts do not count.

Example: Arizona Coyotes 3-2 Vancouver Canucks. The first period result is Arizona Coyotes 3-0 Vancouver Canucks, the second period result is Arizona Coyotes 0-1 Vancouver Canucks and the third period result is Arizona Coyotes 0-1 Vancouver Canucks. The selection in this market is Vancouver Canucks because they won two periods and Arizona Coyotes won one period.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If both teams win an equal number of periods, the winning selection in this market will be a draw.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned during the third period and a team has already won both the first period and second period in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If a game is abandoned and neither team has already won both the first period and second period in the time played before abandonment, bets placed on this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team to Win Most Periods Live

Predict which team will win the most periods of regulation time. The bet consists of 3 separate periods; 1) the first period 2) the second period 3) the third period. Overtime and shootouts do not count.

Example: Arizona Coyotes 3-2 Vancouver Canucks. The first period result is Arizona Coyotes 3-0 Vancouver Canucks, the second period result is Arizona Coyotes 0-1 Vancouver Canucks and the third period result is Arizona Coyotes 0-1 Vancouver Canucks. The selection in this market is Vancouver Canucks because they won two periods and Arizona Coyotes won one period.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If both teams win an equal number of periods, the winning selection in this market will be a draw.
3. Live bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned during the third period and a team has already won both the first period and second period in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If a game is abandoned and neither team has already won both the first period and second period in the time played before abandonment, bets placed on this market will be void, subject to normal abandoned rules, because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of regulation time.
6. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win All Periods

Predict whether or not a specified team will win all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have lost.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.

3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win All Periods Live

Predict whether or not a specified team will win all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 0-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win all periods will have lost.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win or Draw All Periods

Predict whether or not a specified team will win or draw all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have lost.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win or Draw All Periods Live

Predict whether or not a specified team will win or draw all periods of regulation time.

Example: Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-1 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have won.

Buffalo Sabres at Vancouver Canucks. If the first period score is Sabres 1-2 Canucks, the second period score is Sabres 1-0 Canucks and the third period score is Sabres 0-2 Canucks, bets placed on Vancouver Canucks to win or draw all periods will have lost.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Enhanced Odds

Enhanced odds markets and the rules for bets placed may differ slightly from any similar market available elsewhere on our app or website. Rules for enhanced odds markets will be clearly stated in the description underneath the bet at time of placement where applicable. Please ensure you have read and taken note of the applicable rules when you place your bet.

Team Total Goals

Predict whether the number of goals scored by the named team will be under/over the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.
2. If a game is postponed, normal postponed rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
 - b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Total Goals Live

Predict whether the number of goals scored by the named team will be under/over the number specified. If the market is over/under 2.5 goals, over means 3 goals or more and under means 2 goals or fewer.

1. Bets are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.
2. Live bet acceptance rules apply.
3. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
 - b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
4. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Draw No Bet

Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the match ends in a draw all bets placed on this market will be void.
3. If a match is postponed normal postponed match rules apply.
4. If a match is abandoned normal abandoned match rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Draw No Bet Live

Predict which team will win regulation time. Bets placed on this market will be void if regulation time ends in a draw.

1. Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.
2. If the game ends in a draw, all bets placed on this market will be void.
3. Live bet acceptance rules apply.

4. If a game is abandoned, normal abandoned rules apply.
5. Bets placed on this market will be settled on completion of regulation time.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Goals

Predict whether the number of goals scored in a game will be under/over the number specified. If the market is over/under 5.5 goals, over means 6 goals or more and under means 5 goals or fewer.

If the market is over/under 5.0 goals, over means 6 goals or more and under means 4 goals or fewer. If the number of goals scored is exactly the same as the number specified, bets placed on this market will be void.

1. Bets are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.
2. If the number of goals scored is exactly the same as the specified line, bets placed on this market will be void.
3. If a game is postponed, normal postponed rules apply.
4. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
 - b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Goals Live

Predict whether the number of goals scored in a game will be under/over the number specified. If the market is over/under 5.5 goals, over means 6 goals or more and under means 5 goals or fewer.

If the market is over/under 5.0 goals, over means 6 goals or more and under means 4 goals or fewer. If the number of goals scored is exactly the same as the number specified, bets placed on this market will be void.

1. Bets are settled on the official game result. Overtime and shootouts are included for North American Hockey events. Overtime and shootouts are not included for non-North American and international Hockey events.
2. If the number of goals scored is exactly the same as the specified line, bets placed on this market will be void.
3. Live bet acceptance rules apply.
4. If a game is abandoned, normal abandoned rules apply.
 - a. If a game is abandoned and the over selection has been won in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on the under selection in this market will have already lost.
 - b. If a game is abandoned and the over selection has not been won in the time played before abandonment, bets placed on this market will be void because the game did not play for the full duration.
5. Bets placed on this market will be settled on completion of the game.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Regular Season Player Statistical Leader Futures Markets

1. For regular-season player statistical leader futures markets, player must play at least one regular season game for action.
2. In case of a tie, dead heat rules apply.

Regular Season Individual Player Statistical Markets

1. For regular-season individual player statistical markets, player must play at least one regular season game for action.

Regular Season Team Futures Markets

1. For regular-season team futures markets, all teams must play at least 80 regular season games for action.

2. In case of a tie, dead heat rules apply.

Award Markets

1. Player or coach must play/coach in at least one regular season game for action.
2. As long as the league designates a winner of a particular award, wagers are action regardless of the number of games played in a season or playoffs.
3. In case of a tie, dead heat rules apply.

Regular Season Points Totals

1. For regular season points totals, team must play at least 80 regular season games for action, unless otherwise stated.
2. For regular season division points totals, team must play all scheduled division games for action.

Make-Miss Playoffs

1. For make-miss playoff markets, team must play at least 80 regular season games for action.
2. Play-in games are not considered making the playoffs. A team playing in a play-in game and not advancing to the actual playoff round, would be considered as NOT making the playoffs.

RUGBY LEAGUE RULES

General:

1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Dates and kickoff times of matches shown are for guidance purposes only.
4. If a parlay bet is reduced by void selections, the bet will stand and a six-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers immediately after the event is finished.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Match Betting:

1. The terms match result and match betting mean the outcome of the match in normal time played, namely home win, draw or away win.
2. The terms normal time, full time, and 80 minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count toward any means used to determine a result after normal time (ex: golden point will not count unless the bet has been placed in the market "Match Betting Including Extra Time").
3. When a match is scheduled to play for a shorter duration, such as (but not exclusively) Rugby League Nines, as agreed by the laws of the competition or by both sides prior to kickoff, bets placed on these matches will be settled at the end of the agreed match length. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
4. When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
5. Settlement will occur in real time based on the feed from our service providers.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event. This includes changes or adjudications made by governing bodies, player committees, etc.

League Outright, Cup, and Tournament Betting:

1. League winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner of the league. Bets placed will be settled immediately after the completion of all matches on the final day of the season or end of season playoff, if applicable.
2. Cup or tournament winners will be determined by the official rules of the respective governing body. Bets placed will be settled immediately after the team being awarded/lifting the cup/trophy.
3. When a price is quoted for a team to qualify from a group or pool within a tournament or cup competition, bets placed on that market will be settled immediately following the completion of all matches in the respective group or pool in accordance with the official rules of the respective governing body.
4. When a price is quoted for a team to qualify for the next round of a given tournament, bets placed on that market will be settled immediately on completion of the full duration of the match. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time and penalty shootouts should the match progress as such.
5. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away points if applicable, and penalty shootouts; should the tie progress as such.

6. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event. This includes changes or adjudications made by governing bodies, goal committees, etc.

Postponed Matches:

1. In the instance of a postponed match, all bets placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so. A postponed match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
2. As soon as we become aware of a postponed match, bets on that match will be made void.
3. The only exception to these postponement rules are for matches played in the Rugby League World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture.
4. Where bets have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), bets will stand as this change to the match date is not deemed a postponement.

Abandoned Matches:

In the instance where a match is abandoned, the following principles will be applied in settling bets:

1. If a winning selection in a specific market has been established before the abandonment of the match, bets will stand, and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment, all bets will be settled as void.
3. An abandonment is deemed to be where a match has been unable to play to completion and play halted, and not played out to conclusion on the same day. An abandoned match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
4. A match that is interrupted (e.g. inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.
5. In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies, etc. will not count toward settlement.
6. The exception to these postponement rules are for matches played in the Rugby League World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture.

Change of Venue:

1. If a venue is changed and is not published or known to us at the time, the prices or spreads are advertised, bets placed on that match will stand providing the match is not switched to the opponent's ground, in which case bets placed on that match will be made void.

Match Kickoff Times:

1. We accept pre-match bets up to the actual start time of the event. Bets accepted after the actual start time of an event will be settled at the current Live price/terms at the time the bet was struck.
2. These odds/terms will apply even if they are different to the price initially advertised when the bet was first presented.
3. Where Live betting is not available, any bet that is accepted after actual start time of an event will be void.
4. If a parlay bet is reduced by void selections, the bet will stand and a 6-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. If a bet is accepted after a match/event has finished, the bet will be void even if a valid bet receipt is issued.

Related Bets Within the Same Event:

Parlay bets involving related bets, also referred to as related contingencies, within the same event are not accepted.

1. Related bets occur when combining two or more markets into an accumulative bet where the outcome of one market wholly or partly impacts upon the outcome of another. An example of this is Leeds Rhinos to win by 16-20 points and Leeds Rhinos to win the match.
2. A special price parlay may be offered combining related bets for a number of markets.

3. If a bet is inadvertently accepted combining two or more bets where the outcome of one market wholly or partly impacts upon the outcome of another, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stakes will be equally divided between them.
4. Where the related parts of the bet are resolved at different times, unless special price parlay odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

Duplicate Names:

1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.

Winning Selection Established in the Market:

1. Bets placed are settled in real time based on the feed from our service providers as soon as a winning selection has been established in the market
2. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the match, league or tournament cannot affect the outcome of the bet.
3. If a match is abandoned and a winning selection has been established in the market, bets placed on that market will stand win or lose.
4. If a match is abandoned and a winning selection has not been established in the market, bets placed on that market will be void as the match did not play for the full duration.

Club and International Friendlies:

1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

Live wagering:

1. Pre-game rules apply for Live markets, unless otherwise stated.

RUGBY UNION RULES

General:

1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Dates and kickoff times of matches shown are for guidance purposes only.
4. If a parlay bet is reduced by void selections, the bet will stand and a 6-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers immediately after the event is finished.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.

Match Betting:

1. The terms match result and match betting mean the outcome of the match in normal time played, namely home win, draw or away win.
2. The terms normal time, full time, and 80 minutes play are all used to denote the period of play. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
3. When a match is scheduled to play for a shorter duration, such as (but not exclusive to) Rugby 7's, as agreed by the laws of the competition or by both sides prior to kickoff, bets placed on these matches will be settled at the end of the agreed match length. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
4. When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
5. Settlement will occur in real time, based on the feed from our service providers.
6. In the event of a dispute, bets placed will be settled based upon reputable alternative information sources which are available to us.
7. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event.
8. This includes changes or adjudications made by governing bodies, pools panels, player committees, etc.

League Outright, Cup, and Tournament Betting:

1. League winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the winner of the league. Bets placed will be settled immediately after the completion of all matches on the final day of the season or end of season playoff, if applicable.
2. Cup or tournament winners will be determined by the official rules of the respective governing body.
3. When a price is quoted for a team to qualify from a group or pool within a tournament or cup competition, bets placed on that market will be settled immediately following the completion of all matches in the respective group or pool in accordance with the official rules of the respective governing body.
4. When a price is quoted for a team to qualify for the next round of a given tournament, bets placed on that market will be settled immediately on completion of the full duration of the match. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time and penalty shootouts should the match progress as such.
5. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away points if applicable, and penalty shootouts; should the match progress as such.
6. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the event. This includes changes or adjudications made by governing bodies, goal committees, etc.

Postponed Matches:

1. In the instance of a postponed match, all bets placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so. A postponed match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
2. As soon as we become aware of a postponed match, bets on that match will be made void.
3. The exceptions to these postponement rules are for matches played in the Rugby World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture.
4. Where bets have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), bets will stand as this change to the match date is not deemed a postponement.

Abandoned Matches:

In the instance where a match is abandoned, the following principles will be applied in settling bets:

1. If a winning selection in a specific market has been established before the abandonment of the match, bets will stand, and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.
3. An abandonment is deemed to be where a match has been unable to play to completion and play halted, and not played out to conclusion on the same day. An abandoned match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.
4. A match that is interrupted (ex: inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.
5. In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies or panel decisions will not count toward settlement.
6. The exceptions to these abandoned rules are for matches played in the Rugby World Cup where bets will stand on the match if it is played within two calendar days of the scheduled fixture.

Change of Venue:

1. If a venue is changed and is not published or known to us at the time the prices or spreads are advertised, bets placed on that match will stand providing the match is not switched to the opponent's ground, in which case bets placed on that match will be made void.

Match Kickoff Times:

1. We accept pre-match bets up to the actual start time of the event. Bets that are accepted after the actual start time of an event will be settled at the current Live price/terms at the time the bet was struck.
2. These odds/terms will apply even if they are different to the price initially advertised when the bet was first presented.
3. Where Live betting is not available, any bet that is accepted after actual start time of an event will be void.
4. If a parlay bet is reduced by void selections, the bet will stand and a 6-leg will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. If a bet is accepted after a match/event has finished, the bet will be void even if a valid bet receipt is issued.

Related Bets Within the Same Event:

1. Parlay bets involving related bets, also referred to as related contingencies, within the same event are not accepted.
2. Related bets occur when combining two or more markets into a parlay bet where the outcome of one market wholly or partly impacts upon the outcome of another. An example of this is South Africa to win by 41-45 points and South Africa to win the match.
3. A special price parlay may be offered combining related bets for a number of markets.
4. If a bet is inadvertently accepted combining two or more bets where the outcome of one market wholly or partly impacts upon the outcome of another, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stakes will be equally divided between them.

5. Where the related parts of the bet are resolved at different times, unless special price parlay odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

Duplicate Names:

1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.

Winning Selection Established in the Market:

1. Bets placed are settled in real time based on the feed from our service providers as soon as a winning selection has been established in the market
2. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the match, league or tournament cannot affect the outcome of the bet.
3. If a match is abandoned and a winning selection has been established in the market, bets placed on that market will stand win or lose.
4. If a match is abandoned and a winning selection has not been established in the market, bets placed on that market will be void as the match did not play for the full duration.

Club and International Friendlies:

1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

Live wagering:

1. Pre-game rules apply for Live markets, unless otherwise stated.

SOCCER RULES

General:

1. All bets are placed in accordance with our betting rules and terms and conditions.
2. All odds are subject to fluctuation and bets placed will be settled at the price at the time the bet was confirmed.
3. Dates and kickoff times of matches shown on our website and mobile app are for guidance purposes only.
4. If a parlay, teaser or round robin is reduced by void selections, the bet will stand and a 6-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Betting:

1. The terms "match result" and "match betting" mean the outcome of the match in normal time played, namely home win, draw or away win.
2. The terms normal time, full time, and 90-minutes play are all used to denote the period of play. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
3. Pre-match betting is a bet defined as a bet placed before an event has started.
4. In the event of a match not being played over two 45-minute halves, settlement will be as follows (unless specifically stated in the event):
 - a. All markets where a winning selection has been established will be settled as normal.
 - b. All markets where there is no established result (including the 90 Minutes market) will be made void.
 - c. The exception to the above rule is where a match is played over 90 minutes, but split into periods (three 30 minutes, for example). All bets will be settled as normal apart from those that refer specifically to half betting, which will be made void.
 - d. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time and penalty shootouts do not count unless otherwise stated.
5. When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.

League Winner, Cup, and Tournament Betting:

1. League winners will be determined by the official rules of the respective league. This includes a playoff or any other process which is used to determine the league winner.
 - a. Bets placed will be settled from the feed supplied by our service providers, which will be based on the official competition rules, immediately after the completion of all matches on the final day of the season or end of season playoff, if applicable.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, player committees etc.
 - c. Cup or tournament winners will be determined by the official rules of the respective governing body. Bets placed will be settled immediately after the team being awarded/lifting the cup/trophy.

2. When a price is quoted for a team to qualify from a group within a tournament or cup competition, bets placed on that market will be settled immediately following the completion of all matches in the respective group in accordance with the official rules of the respective governing body.
3. When a price is quoted for a team to qualify for the next round of a given tournament, bets placed on that market will be settled immediately on completion of the full duration of the match, based upon the events that occur during the match. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time and penalty shootouts should the match progress as such.
4. When a price is quoted for a team to qualify for the next round of a given tournament over two legs, bets placed on that market will be settled immediately on completion of the second match based upon the events that occur during both matches. This will include normal time, injury/stoppage time added on by the match official at the end of normal time, extra time, away goals if applicable, and penalty shootouts; should the match progress as such.
5. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day. This includes changes or adjudications made by governing bodies, pools panels, goal committees etc.

Postponed Matches:

In the instance of a postponed match, all bets placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so. A postponed match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble.

1. As soon as we become aware of a postponed match, bets on that match will be made void.
2. Exceptions to these postponement rules are for matches played in the below competitions and tournaments. Bets will stand on the match if it is played within 2 calendar days of the scheduled match:
 - a. FIFA World Cup (Qualification and Finals)
 - b. UEFA European Championships (Qualification and Finals)
 - c. African Cup of Nations (Qualification and Finals)
 - d. Confederations Cup (Qualification and Finals)
 - e. UEFA Europa League or Champions League matches (Qualification and Finals)
 - f. Any UK domestic cup final/playoff match
 - g. Spanish domestic matches
3. Where bets have been placed on a match that subsequently has its match day changed within the same round of matches owing to reasons such as TV coverage (though not exclusively), bets will stand as this change to the match date is not deemed a postponement.

Abandoned Matches:

In the instance where a match is abandoned, the following principles will be applied in settling bets:

1. If a winning selection in a specific market has been established before the abandonment of the match, bets will stand, and settlement will occur as expected.
2. If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.
3. An abandonment is deemed to be where a match is halted before the completion of the allotted match time and not played out to conclusion on the same day.
4. A match that is interrupted (ex: inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.
5. In the case of an abandonment, any subsequent replays/completions, award of the match result by governing bodies or pools panel decisions will not count toward settlement.
6. Exceptions to these postponement rules are for matches played in the below competitions and tournaments. Bets will stand on the match if it is played within two calendar days of the scheduled match:
 - FIFA World Cup (Qualification and Finals)
 - UEFA European Championships (Qualification and Finals)
 - African Cup of Nations (Qualification and Finals)

- Confederations Cup (Qualification and Finals)
- UEFA Europa League or Champions League matches (Qualification and Finals)
- Any UK domestic cup final/play-off match
- Spanish domestic matches

Examples:

- I placed a bet on correct score 1-0 and the game was abandoned at 0-0 in the 75th minute, what happens to my bet?

This bet is void because no winning selection could be achieved because the full duration of the match is needed for 'correct score' to be settled.

- I placed a bet on the 90-minutes market for the home side to win the match. The game was abandoned in the 75th minute with the score 1-0, what happens to my bet?

This bet, along with those on the 'draw' and the 'away' selections. will be void.

- I placed a bet on Messi to score the first goal, which he did, but the match was abandoned minutes later. What happens to my bet?

This bet will be settled as a winner with bets on other players in the first goalscorer market being losing selections.

- If a game is abandoned in the 88th minute with the home side leading 2-0, what happens to my bet placed on the correct score 2-0?

As the game had not completed, all bets on correct score market, along with other markets in which a winning selection has not been determined, will be void.

Change of Venue:

1. If a venue is changed and is not published or known to us at the time the prices are advertised, bets placed on that match will stand providing the match is not switched to the opponent's ground, in which case bets placed on that match will be made void.

Match Kickoff Times:

1. We accept pre-match bets on mobile up to the actual start time of the event. Bets that are accepted after the actual start time of an event will be settled at the current Live price/terms at the time the bet was struck.
2. These odds/terms will apply even if they are different to the price initially advertised when the bet was first presented.
3. Where Live betting is not available, any bet that is accepted after actual start time of an event will be void.
4. If parlay, teaser or round robin is reduced by void selections, the bet will stand and a six-leg parlay will be reduced to a 5-leg; a 5-leg will be reduced to a 4-leg, etc.
5. If a bet is accepted after a match/event has finished, the bet will be void even if a valid bet receipt is issued.

Related Bets Within the Same Event:

Accumulative bets involving related bets, also referred to as related contingencies, within the same event are not accepted.

1. Related bets occur when combining two or more markets into an accumulative bet where the outcome of one market wholly or partly impacts upon the outcome of another, such as Manchester United to win 2-0 and Manchester United to win the match.
2. A special price parlay is offered combining related bets for a number of markets, such as scorecast, wincast etc.
3. If a bet is inadvertently accepted combining two or more bets where the outcome of one market wholly or partly impacts upon the outcome of another, the stake will be invested on the selection with the largest price. Where two or more selections are quoted at the largest price, the stakes will be equally divided between them.

4. Where the related parts of the bet are resolved at different times, unless special price parlay or special price accumulative odds are available, bets will be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

Example:

- Can I place a parlay on Messi to score the first goal and Barcelona to win 2-0 at the combined individual odds quoted for each selection?

No, because if Messi scores the first goal the likelihood of a 2-0 win for Barcelona increases. This bet is available as a special price parlay in the scorecast market.

Related Bets for the Same Selection:

1. Bets for the same selection to win more than one event, such as Chelsea to win the Premier League and the FA Cup, are only accepted when a special price is advertised. Accumulative bets for the same selection to win more than one event are not accepted at the individual odds quoted.

Special Price Parlay:

1. A special price parlay provides one price combining two markets where it is not possible to multiply the odds as the outcome of one market wholly or partly impacts upon the outcome of another.

Duplicate Names:

1. If there is more than one team or player with the same name and the selection has not been identified by either first name, team or qualifying price, the competitor with the lowest advertised price will be taken as the selection.
2. If one or more competitors are quoted at the lowest advertised price, then the stake will be divided between them.

Winning Selection Established in the Market:

1. Bets placed are settled in real time, based on the feed from our service providers, as soon as a winning selection has been established in the market.
2. A winning selection has deemed to have been established in the market as soon as the time played in the remainder of the match cannot affect the outcome of the bet.
3. If a match is abandoned and a winning selection has been established in the market, bets placed on that market will stand win or lose.
4. If a match is abandoned and a winning selection has not been established in the market, bets placed on that market will be void as the match did not play for the full duration.

Club and International Friendlies:

1. Friendly matches will not necessarily indicate a home and away team. All bets will stand regardless of the venue at which the match is played.

Minute Markets:

What is a 1-Minute Market? A minute market is exactly that, a bet placed on a certain event that will occur in a certain minute period in the event. Each bet will state which time frame has been selected (ex: 5th-6th minute and what will happen in this minute; goal scored, corner taken, or flag shown). For settlement purposes, add 1 minute to the time on the clock for the actual minute the action took place. For example, if you've placed a bet on a card to be

shown in the 6th minute, the card would need to be shown between 5:00 and 5:59. This is because 0:00-0:59 is the 1st minute. Please see below for a full minute-by-minute breakdown.

What is a 5-Minute Market? The same principals apply to the 5-minute markets as do the 1-minute market, only over a longer period of time (the 1st 5 minutes would be 0:00-4:59 and so on).

Live wagering:

1. Although we make every effort to ensure all live Live notifications displayed are correct, information (such as score and time of match) is intended to be used as a guide and we assume no liability in the event of any information being incorrect. Please be aware that live transmissions by some broadcasters can be delayed and that this delay can vary between customers depending upon factors such as their connection or buffering speed.
2. For all soccer betting, unless otherwise specified, the score at the end of regulation time (90 minutes plus any added injury minutes) will be deemed the final score and used to settle all markets. Goals scored in "Extra Time" or during "Penalty Shoot Outs" do not count.
3. Bets for all markets stand provided the game goes 90 minutes and an official result is declared, unless otherwise specified.
4. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded. For example, when betting on MONEY LINE LIVE, the tie option is deemed the winner in the event of a drawn game.

Markets:

1-Minute Markets Card Shown Live

Predict whether or not a card will be shown within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match, but a card is not shown until after the time period of the match has expired.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at halftime will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. Live bet acceptance rules apply.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play, due, although not exclusively to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.

- a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
- b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Corner Awarded Live

Predict whether or not a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.
4. Live bet acceptance rules apply.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Free Kick Awarded Live

Predict whether or not a free kick will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A free kick must be awarded within the specified time period of the match to count. A free kick will not count if an incident occurs within the specified time period of the match, but a free kick is not awarded until after the time period of the match has expired.

4. A free kick will count if it is awarded but not taken within the specified time period of the match. Penalty kicks awarded will not count as free kicks for the purpose of this market
5. Live bet acceptance rules apply.
6. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
7. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
8. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
9. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets -Goal Kick Awarded Live

Predict whether or not a goal kick will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. A goal kick must be awarded by the match officials within the specified time period of the match to count. A goal kick will not count if a pass/clearance/shot is taken within the specified time period of the match and the goal kick is not awarded until after the time period of the market has expired.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is

significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.

- b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Goal Scored Live

Predict whether or not a goal will be scored within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. The ball must actually cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets Penalty Awarded Live

Predict whether or not a penalty will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A penalty must be awarded within the specified time period of the match to count. A penalty will not count if an incident occurs within the specified time period of the match, but a penalty is not awarded until after the time period of the match has expired.
 - a. A penalty will count if it is awarded but not taken within the specified time period of the match.
4. Live bet acceptance rules apply.

5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets - Strike the Woodwork – No Goal

Predict whether or not a shot will strike the woodwork, but not result in goal being scored, within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. The ball must actually strike the woodwork, but not result in a goal being scored, within the specified time period of the match to count. A shot striking the woodwork will not count if the shot is taken within the specified time period of the match, but the ball does not actually strike the woodwork until after the time period of the match has expired. Likewise, a shot striking the woodwork will not count if it results in a goal whether the ball crosses the goal line within the specified time period of the match or after the time period of the match has expired.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is

significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.

- b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

1-Minute Markets – Throw-In Awarded Live

Predict whether or not a throw in will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st minute will be settled from 0:00 to 0:59.
 - b. Injury time does not count. The 1-minute period 45:00 to 45:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 1-minute period 89:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. A throw in must be awarded by the match officials within the specified time period of the match to count. A throw in will not count if a pass/clearance/shot is taken within the specified time period of the match and the throw in is not awarded until after the time period of the market has expired.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Card Shown

Predict whether or not a card will be shown within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match, but a card is not shown until after the time period of the match has expired.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
6. If a match is postponed, normal postponed rules apply.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - b. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Card Shown Live

Predict whether or not a card will be shown within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match, but a card is not shown until after the time period of the match has expired.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.

- b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Corner Awarded

Predict whether or not a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.
4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
6. If a match is postponed, normal postponed rules apply.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Corner Awarded Live

Predict whether or not a corner will be awarded within the specified time period of the match. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.

6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Goal Scored

Predict whether or not a goal will be scored within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury Time does not count. The 5-minute periods at the end of each half - 40:00 to 44:59 and 85:00 to 89:59 do not include any injury time played. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time.
2. Straight bets only will be accepted.
3. The ball must actually cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
6. If a match is postponed, normal postponed rules apply.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time, based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Goal Scored Live

Predict whether or not a goal will be scored within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. The ball must actually cross the goal line within the specified time period of the match to count. A goal will not count if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Match Action in the Next 5 Minutes

Predict how many points will be scored during the specified time period of the match using the following points scoring system:

- Each goal = 10
 - Each corner awarded = 3
 - Each penalty awarded = 10
 - Each card shown = 5
1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
 2. Straight bets only will be accepted.
 3. A corner must be awarded within the specified time period of the match to count. 3 points will be scored if a corner is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once and will score 3 points.

4. A penalty must be awarded within the specified time period of the match to count. No points will be scored if an incident occurs within the specified time period of the match, but a penalty is not awarded until after the time period of the match has expired.
 - a. 10 points will be scored if a penalty is awarded but not taken. A penalty that is retaken on the instruction of the match official will only count once and will score 10 points.
5. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. No points will be scored if an incident occurs within the specified time period of the match, but a card is not shown until after the time period of the match has expired.
 - a. The maximum score for an individual player will be 10 points:
 - i. 5 points for a first bookable offense resulting in a yellow card.
 - ii. 5 points for a second bookable offense, which will be scored even if a yellow card shown is immediately followed by a red card shown.
 - b. Only red or yellow cards shown to active players currently on the field of play will count.
6. The ball must actually cross the goal line within the specified time period of the match to count. No points will be scored if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
7. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
8. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
9. If a match is postponed, normal postponed rules apply.
10. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and 16 or more points have been scored in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and 15 or less points have been scored in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
11. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5 Minute Markets - Match Action in the Next 5 Minutes Live

Predict how many points will be scored during the specified time period of the match using the following points scoring system:

- Each goal = 10
- Each corner awarded = 3
- Each penalty awarded = 10
- Each card shown = 5

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.

2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. A corner must be awarded within the specified time period of the match to count. 3 points will be scored if a corner is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once and will score 3 points.
5. A penalty must be awarded within the specified time period of the match to count. No points will be scored if an incident occurs within the specified time period of the match, but a penalty is not awarded until after the time period of the match has expired.
 - a. 10 points will be scored if a penalty is awarded but not taken. A penalty that is retaken on the instruction of the match official will only count once and will score 10 points.
6. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. No points will be scored if an incident occurs within the specified time period of the match, but a card is not shown until after the time period of the match has expired.
 - a. The maximum score for an individual player will be 10 points:
 - i. 5 points for a first bookable offense resulting in a yellow card.
 - ii. 5 points for a second bookable offense, which will be scored even if a yellow card shown is immediately followed by a red card shown.
 - b. Only red or yellow cards shown to active players currently on the field of play will count.
7. The ball must actually cross the goal line within the specified time period of the match to count. No points will be scored if a shot is taken within the specified time period of the match and the ball does not actually cross the goal line until after the time period of the match has expired.
8. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
9. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
10. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and 16 or more points have been scored in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and 15 or less points have been scored in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
11. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Over/Under 1.5 Corners

Predict whether the number of corners awarded within the specified time period of the match will be over/under 1.5; over means 2 corners or more and under means 0 or 1 corner. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.

3. Live bet acceptance rules apply.
4. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is postponed, normal postponed rules apply.
8. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and the over selection in this market has been won in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and the over selection in this market has not been won in the time played before abandonment, bets placed will be void because the specified time period of the match did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
9. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Over/Under 1.5 Corners Live

Predict whether the number of corners awarded within the specified time period of the match will be over/under 1.5; over means 2 corners or more and under means 0 or 1 corner. Corners markets on a specified time period will be settled on corners awarded. All other corners markets will be settled on corners taken.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.
4. A corner must be awarded within the specified time period of the match to count. A corner will count if it is awarded but not taken. A corner that is retaken on the instruction of the match official will only count once.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and the over selection in this market has been won in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and the over selection in this market has not been won in the time played before abandonment, bets placed will be void because the specified time period of the match did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.

- a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
- b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Penalty Awarded

Predict whether or not a penalty will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. A penalty must be awarded within the specified time period of the match to count. A penalty will not count if an incident occurs within the specified time period of the match, but a penalty is not awarded until after the time period of the match has expired.
 - a. A penalty will count if it is awarded but not taken within the specified time period of the match.
4. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
5. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
6. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
7. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

5-Minute Markets - Penalty Awarded Live

Predict whether or not a penalty will be awarded within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on the 1st 5 minutes will be settled from 0:00 to 4:59.
 - b. Injury time does not count. The 5-minute period 45:00 to 49:59 refers to the start of the second half only and does not include first half injury time. Likewise, the 5-minute period 85:00 to 89:59 does not include second half injury time.
2. Straight bets only will be accepted.
3. Live bet acceptance rules apply.

4. A penalty must be awarded within the specified time period of the match to count. A penalty will not count if an incident occurs within the specified time period of the match, but a penalty is not awarded until after the time period of the match has expired.
 - a. A penalty will count if it is awarded but not taken within the specified time period of the match.
5. If no active play takes place at all during the specified time period of the match due to the match official suspending play due, although not exclusively, to injury, crowd trouble etc., bets placed on this market will be void.
6. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a winning selection has been established in the time played before abandonment, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and no winning selection has been established in the time played before abandonment, bets placed will be void because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, the service provider will complete a verification process to settle bets. This will normally be confirmed within 24 hours of the match finishing. If the process cannot be completed or there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score & Over/Under 2.5 Goals

Predict whether both teams will score a goal combined with over/under 2.5 goals in a match in a special price parlay. Under means 0, 1 or 2 goals and over means 3 goals or more.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If either team fails to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the result of the over/under market.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
 - a. If both teams have scored and the over selection has been won in the time played before abandonment, bets placed on that outcome in this market will have already won and settled as winners. Bets placed on the under selection in this market will have already lost.
 - b. If both teams have not scored and/or the over market has not been won in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score

Predict whether or not both teams will score in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If a match is postponed, normal postponed rules apply.
3. If a match is abandoned, normal abandoned rules apply.

- a. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
4. Settlement will occur in real time based on the feed from our service providers.
- a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score Live

Predict whether or not both teams will score in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Live bet acceptance rules apply.
3. If a match is abandoned, normal abandoned rules apply.
 - a. If both teams have scored in the time played before abandonment, bets placed on that outcome will have already won and settled as winners. Bets placed on other outcomes on this market will have already lost.
 - b. If both teams have not scored in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
4. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Teams to Score in Both Halves

Predict whether or not both teams will score in both halves of a match.

1. Bets comprise of two legs – first half/second half - and are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count unless otherwise stated.

The market may comprise of a number of possible outcomes as outlined below:

- Yes/Yes
- Yes/No
- No/No
- No/Yes

The first option refers to first half and the second option refers to second half.

If the selected outcome is yes, both teams have to score.

If the selected outcome is no, both teams must fail to score.

If either/both teams fail to score a goal in either/both halves of the match, bets placed on this market will have lost and will be settled as losers.

1. If either of the legs doesn't result in the chosen outcome selected, the bets placed on this market will have lost and bets settled as losers.
2. If a match is postponed, normal postponed rules apply.
3. If a match is abandoned, normal abandoned rules apply.

- a. If both teams have satisfied the requirements of the selection in both halves (Yes/Yes, No/Yes) in the time played before abandonment, bets placed on that outcome will have already won and settled as winners.
 - b. Bets placed on other market outcomes will be void because the match did not play for the full duration.
4. Settlement will occur in real time based on the feed from our service providers.
- a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Score No Draw

Predict that both teams will score with either team winning the specified match in a special price parlay. If the match ends in a draw or if either or both teams fail to score a goal, bets placed on this market will have lost.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If the match ends in a draw, bets placed on this market will have lost and will be settled as losers regardless of whether both teams score.
3. If either or both teams fail to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the match result.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Result and Both Teams to Score

Predict the result of a match from home win, draw, away win combined with both teams scoring a goal in a special price parlay.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If either team fails to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the match result.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Result and Both Teams to Score Live

Predict the result of a match from home win, draw, away win combined with both teams scoring a goal in a special price parlay.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Live bet acceptance rules apply.

3. If either/both teams fail to score a goal, bets placed on this market will have lost and will be settled as losers regardless of the match result.
4. If a match is abandoned, normal abandoned rules apply.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Card Shown - X to Y Minute

Predict whether or not a card will be shown within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59, bets placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59, etc.
2. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match, but a card is not shown until after the specified time period of the match has expired. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count.
3. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned within the specified time period of the match and a red or yellow card has been shown in the time played before abandonment, bets placed on that outcome in this market will have already won and settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a red or yellow card has not been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. Caesars Sportsbook reserves the right to settle from a consensus of different sources if there is sufficient evidence to suggest data from the primary sources is incorrect.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Corners X Cards

Select the total number of corners taken in a match combined with the total number of cards shown from:

- Under 10 corners and under 4 cards
- Under 10 corners and 4-6 cards
- Under 10 corners and over 6 cards
- 10-12 corners and under 4 cards
- 10-12 corners and 4-6 cards
- 10-12 corners and over 6 cards
- Over 12 corners and under 4 cards
- Over 12 corners and 4-6 cards
- Over 12 corners and over 6 cards

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. A corner awarded but not taken will not count. A corner that is retaken on the instruction of the match official will only count once.
3. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at halftime count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and 13 or more corners have been taken and 7 or more cards shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned and 12 or less corners have been taken and 6 or less cards shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Card

Predict which team will be shown the first card in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If there are no cards in the match, the winning selection in the market will be no card. All other bets will have lost.
3. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. A card issued in the first half will take precedence over any card issued retrospectively at half time following a VAR review. However, if no cards are issued in the first half then a card issued at halftime following a VAR review would be deemed the first card. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If two or more players are involved in the same incident, the first team shown a card by match official will be deemed the winning selection.
5. If a match is postponed, normal postponed rules apply.
6. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
7. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Carded Player

Predict the first player to be shown a card in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If no red or yellow cards are shown in the match, the winning selection in the market will be no card. All other bets placed in this market will have lost.
3. If the selected player enters the field of play before the first card market has been won, bets placed on that player in this market will stand.
4. If the selected player enters the field of play after the first card market has been won, bets placed on this market will be void.
5. If the selected player leaves the field of play without being shown the first card, bets placed on that player in this market will have lost and will be settled as losers.
6. If the selected player takes no part in the match, bets placed on that player in this market will be void.
7. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. A card issued in the first half will take precedence over any card issued retrospectively at half time following a VAR review. However, if no cards are issued in the first half then a card issued at halftime following a VAR review would be deemed the first card. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
 - a. If two or more players are involved in the same incident, the first player shown a card by match official will be deemed the winning selection.
8. If a match is postponed, normal postponed rules apply.
9. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners. Bets placed on other players will have already lost.
 - b. If a match is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
10. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Goals X Cards

Select the total number of goals scored in a match combined with the total number of cards shown from:

- Under 2.5 goals and under 4 cards
 - Under 2.5 goals and 4-6 cards
 - Under 2.5 goals and over 6 cards
 - Over 2.5 goals and under 4 cards
 - Over 2.5 goals and 4-6 cards
 - Over 2.5 goals and over 6 cards
1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
 2. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.

3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and three or more goals have been scored and 7 or more cards have been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned and two or less goals have been scored and 6 or less cards have been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Half Cards

Predict the total number of cards shown in a specified half of a match from under 2, 2-3 or over 3.

1. Bets are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.
2. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. The whistle blown to signify the end of the half will signify the cutoff point for bets. Therefore, any cards issued retrospectively following a VAR review at half time will not count for first half bets.
 - b. Cards issued after the full-time whistle is blown following a VAR review, or for any other reason, will not count
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified half and four or more cards have been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified half and three or less cards have been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
 - c. If a match is abandoned after the specified half bets placed on this market will stand win or lose.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Half Cards Live

Predict the total number of cards shown in a specified half of a match from under 2, 2-3 or over 3.

1. Bets are settled only on the events that occur in the specified half of the match. This includes any injury/stoppage time added on by the match official at the end of the specified half of the match. The other half of the match and extra time do not count unless otherwise stated.
2. Live bet acceptance rules apply.
3. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. The whistle blown to signify the end of the half will signify the cut-off point for bets. Therefore, any cards issued retrospectively following a VAR review at half time will not count for first half bets.

- b. Cards issued after the full-time whistle is blown following a VAR review, or for any other reason, will not count
4. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified half and four or more cards have been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified half and three or less cards have been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
 - c. If a match is abandoned after the specified half, bets placed on this market will stand win or lose.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Last Card

Predict which team will be shown the last card in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. If there are no cards in the match the winning selection in the market will be no card. All other bets will have lost and will be settled as losers.
3. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. A card issued retrospectively at half time following a VAR review will count as the last card if no further cards are issued before full time. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If two or more players are involved in the same incident, the last team shown a card by match official will be deemed the winning selection.
5. If a match is postponed, normal postponed rules apply.
6. If a match is abandoned, normal abandoned rules apply.
7. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Most Booking Points

Predict which team will score the most booking points in a match using the following points system:

- Each yellow card shown = 10
 - Each red card shown = 25
1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
 2. The maximum score for a second bookable offense will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown. Therefore, the maximum number of points scored by any player will be 35.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
 3. If both teams score the same number of booking points, the winning selection in the market will be a draw.
 4. If a match is postponed, normal postponed rules apply.
 5. If a match is abandoned, normal abandoned rules apply.
 6. Settlement will occur in real time based on the feed from our service providers.

- a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
- b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Named Player to be Shown a Card

Select a player to be shown a card at any time during a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at halftime count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If the selected player does not start the match and enters the field at any time, bets placed on that player will stand.
4. If the selected player leaves the field of play without being shown a card, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the match, bets placed on that player in this market will be void.
6. If a match is postponed, normal postponed rules apply.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a winning selection has been established in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners.
 - b. If the selected player has left the field of play without being shown a card in the time played before abandonment, bets placed on that player in this market will have already lost.
 - c. If the selected player is still on the field of play and has not been shown a card in the time played before abandonment, bets placed on that player in this market will be void because the match did not play for the full duration.
8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player to be Sent Off

Predict a specified player will be sent off.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Only red cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. Bets placed on this market will be void if the selected player does not start the match even if they enter the field of play and are sent off by the match official.
4. If the selected player leaves the field of play without being sent off, bets placed on that player in this market will have lost and will be settled as losers.
5. If the selected player takes no part in the match, bets placed on that player in this market will be void.
6. If a match is postponed, normal postponed rules apply.
7. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and the selected player has been sent off in the time played before abandonment, bets placed on that player in this market will have already won and will be settled as winners.
 - b. If the selected player has left the field of play without being sent off in the time played before abandonment, bets placed on that player in this market will have already lost.
 - c. Bets placed on players who have not been sent off in the time played before abandonment will be void, subject to normal abandoned match rules, because the match did not play for the full duration.

8. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Red Card in the Match

Predict whether or not a red card will be shown in a match.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Only red cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a red card is not shown during the match, the winning selection in the market will be no.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and a red card has been shown in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned and a red card has not been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Team Card - X to Y Minute

Predict whether a card will be shown to a nominated team within the specified time period of the match.

1. Bets are settled on the events that occur only within the specified time period of the match. Bets placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59 and bets placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59, etc.
2. A red or yellow card must be shown within the specified time period of the match prior to the final whistle to count. A card will not count if an incident occurs within the specified time period of the match, but a card is not shown until after the specified time period of the match has expired.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If there is disruption to play within the specified time period of the match due, although not exclusively, to substitutions, injury etc., bets placed on this market will stand if any play has taken place.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned during the specified time period of the match and a card has been shown to the nominated team in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and a card has not been shown to the nominated team in the time played before abandonment, bets placed on this market will be void, subject to abandoned rules, because the specified time period of the match did not play for the full duration.
 - c. If a match is abandoned after the specified time period of the match, bets placed on this market will stand win or lose.

6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. Caesars Sportsbook reserves the right to settle from a consensus of different sources if there is sufficient evidence to suggest data from the primary sources is incorrect.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Time of First Card

Select the specified time period of the match in which the first card in a match will be shown.

1. Bets are settled on the events that occur only within the specified time period of the match.
 - a. Bets placed on 1st to 15th minute will be settled on the events that occur from 0:00 to 14:59, bets placed on 16th to 30th minute will be settled on the events that occur from 15:00 to 29:59, etc.
2. A red or yellow card must be shown within the selected specified time period of the match. A card will not count if an incident occurs within the specified time period of the match, but a card is not shown until after the specified time period of the match has expired.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time will not count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned within the selected specified time period of the match and a red or yellow card has been shown in the time played before abandonment, bets placed on that outcome in this market will have already won and settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a red or yellow card has not been shown in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.
 - c. If a match is abandoned after the selected specified time period of the match, bets placed on this market will stand win or lose.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. Caesars Sportsbook reserves the right to settle from a consensus of different sources if there is sufficient evidence to suggest data from the primary sources is incorrect.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Booking Points 1

Predict the range of booking points scored in a match from under 25, 25-45 or over 45 using the following points system:

- Each yellow card shown = 10
- Each red card shown = 25

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. The maximum score for a second bookable offence will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and 46 or more points have been scored in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

- b. If a match is abandoned during the specified time period of the match and 45 or less points have been scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
- a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Booking Points 2

Predict the range of booking points scored in a match from under 35, 35-55 or over 55 using the following points system:

- Each yellow card shown = 10
- Each red card shown = 25

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. The maximum score for a second bookable offense will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and 56 or more points have been scored in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned during the specified time period of the match and 55 or less points have been scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Booking Points 3

Predict the range of booking points scored in a match from under 45, 45-65 or over 65 using the following points system:

- Each yellow card shown = 10
- Each red card shown = 25

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. The maximum score for a second bookable offense will be 25 points, which will be scored if a yellow card shown is immediately followed by a red card shown.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.

5. If a match is abandoned and 66 or more points have been scored in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
6. If a match is abandoned during the specified time period of the match and 65 or less points have been scored in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the specific time period did not play for the full duration.
7. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Match Cards Odd/Even

1. Predict whether the total number of cards shown in a match will be an odd or even number.
2. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
3. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Red Cards

1. Predict the total number of red cards shown in a match.
2. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
3. Only red cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
4. If a match is postponed, normal postponed rules apply.
5. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and a winning selection has been established in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned and no winning selection has been established in the time played before abandonment, bets placed will be void, subject to normal abandoned match rules, because the match did not play for the full duration.
6. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Team Cards

Predict the total number of cards shown to a nominated team in a match from under 2, 2-3 or over 3.

1. Bets are settled on the events that occur in normal time. This includes any injury/stoppage time added on by the match official at the end of normal time. Extra time does not count.
2. Only one card will count for a second bookable offense. If a yellow card shown is immediately followed by a red card shown, the total number of cards shown will count as one. Therefore, the maximum number of cards issued to any one player in a match will be two.
 - a. Only red or yellow cards shown to active players currently on the field of play prior to the final whistle will count. Cards issued retrospectively following a VAR review at half time count. Cards issued after the final whistle is blown following a VAR review, or for any other reason, will not count.
3. If a match is postponed, normal postponed rules apply.
4. If a match is abandoned, normal abandoned rules apply.
 - a. If a match is abandoned and four or more cards have been shown to the nominated team in the time played before abandonment, bets placed on that selection in this market will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is abandoned and three or less cards have been shown to the nominated team in the time played before abandonment, bets placed will be void, subject to normal abandoned rules, because the match did not play for the full duration.
5. Settlement will occur in real time based on the feed from our service providers.
 - a. In the event of a dispute, settlement will be determined using data published immediately after the final whistle. If data is not available from this source or if there is significant evidence that the data is incorrect, bets will be settled based upon such reputable alternative information sources which are available to us.
 - b. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

SOFTBALL RULES

General:

1. The game must go at least 7 innings of play (or 6.5 if the home team is ahead) for bets to have action, otherwise bets are void unless a winning market has already been established. The only exceptions being:
 - a. A bet placed on the money line, where bets will stand provided there are at least 5 full innings of play unless the team batting second is leading after 4.5 innings. If the game is called, or suspended, after this point of the game is reached, then the winner is determined by the score after the last full inning (unless the team batting second scores to tie, or takes the lead in the bottom half of the innings, in which case the winner is determined by the score at the time the game is called). With the exception of college playoff games, suspended games do not carry over.
 - i. EXAMPLE - For all specific inning or combined inning (e.g. first 5 innings) wagering on softball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th Inning where a game is postponed in the 7th is action; whereas if the game were to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).
 - b. When Mercy Rule is called because one team is in an unassailable lead, in which case all bets stand.

Live wagering:

1. For all full-game wagers on baseball the game must go at least the regulation nine innings (eight and one-half if the home team is ahead) for a scheduled nine-inning game and seven innings (six and one half if the home team is ahead) for a scheduled seven- inning game for action.
2. For all specific inning or combined inning (e.g. first 5 innings) wagering on baseball, the specified inning or period must have been completed for action. For example, a wager on a run being scored in the 5th Inning where a game is postponed in the 7th is action; whereas if the game were to be called at any time during the 5th, the wager is void (regardless if a run has already been scored).
3. Unless odds are quoted for a tie, any market where the result is a wagering tie will be refunded.

TENNIS RULES

General:

Enhanced Parlays:

1. Predict that a group of players will all win their matches in a specified round of a given tournament.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
4. If one or more of the named players is disqualified or retires from their match, bets placed on this market will be settled on the individual match odds for the remaining named players.
5. Bets placed will be settled in real time from the feed supplied by our service providers immediately after the completion of the specified round.
 - a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.
6. If there is a change to the scheduled number of sets played in the match, all bets placed on the event will stand.
7. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, all bets placed on the event will stand.
8. If a match is postponed or re-scheduled, all bets placed on this event will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this event will be void.
9. If a match is suspended due to, although not exclusively, adverse weather, bad light etc. bets placed on this event will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this event will be void.
10. If a player is disqualified or retires from the match:
 - a. Bets on the Match result will be Void
 - b. Bets on part-event outcomes will either:
 - i. Stand should the relevant period of play be completed
 - ii. Void should the relevant period of play not be completed

Live wagering:

1. Where available Live wagering rules are detailed within each Live ('Live') market.

Markets:

How Many Grand Slam Victories Will a Specific Player Win in a Year?

Predict how many Grand Slam victories a named player will win in a year.

1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. Only Grand Slam (Australian Open, French Open, Wimbledon, and US Open) tournament victories will count.
3. Grand Slam tournament winners will be determined by the official rules of the respective governing body.
4. If the selected player does not participate in all four Grand Slam tournaments, bets placed on that player in this market will be void.
5. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
6. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, in any/all Grand Slam tournaments, bets placed on this market will stand.

7. If there is a change to the scheduled number of sets played in any/all matches in any/all Grand Slam tournaments, bets placed on this market will stand.
8. If the selected player takes part in any/all Grand Slam tournaments, bets placed on that player in this market will stand.
9. If the selected player takes part in no Grand Slam tournaments, bets placed on that player in this market will be void.
10. If the selected player does not complete all of their matches in any/all Grand Slam tournaments, bets placed on this market will stand.
11. Bets placed will be determined by the official rules of the respective competitions and settled immediately after the completion of all matches in the US Open.
 - a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.

How Many Players Will Progress Through a Particular Round?

Predict how many seeded players will progress to the next round of a given tournament.

1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
3. If a player is disqualified or retires from the given tournament, bets placed on this market will stand.
4. Bets placed will be settled in real time from the feed supplied by our service providers once the specified round has been completed.
 - a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.

Name the Finalists

Predict which players will contest the final of a given tournament.

1. Tournament finalists will be determined by the official rules of the respective governing body.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
4. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
5. If one of the selected players withdraws before the given tournament begins, bets placed on this market will be void.
6. If one of the selected players withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
7. If one of the selected players is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
8. Bets placed will be settled from the feed supplied by our service providers, immediately after the completion of all matches leading to the determination of the tournament finalists.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tournament Winner

Predict the winner of a given tournament.

1. Tournament winners will be determined by the official rules of the respective governing body. This includes a match, league, playoff, walkover or any other process which is used to determine the winner.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
4. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
5. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.

6. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
7. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
8. Bets placed will be settled from the feed supplied by our service providers, immediately following the completion of all matches in the tournament.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Quarter Betting

Predict which player will reach the semifinal of a given tournament.

1. Tournament semifinalists will be determined by the official rules of the respective governing body.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
4. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
5. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
6. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
7. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
8. Bets placed will be settled from the feed supplied by our service providers, immediately after the completion of all matches leading to the determination of the tournament semifinalists.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Stage of Elimination

Predict when a named player will be eliminated from a given tournament.

1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
3. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
4. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
5. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
6. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
7. Bets placed will be settled in real time from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win a Tournament Without Dropping a Set

Predict a named player to win a given tournament without conceding a set.

1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
3. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.

4. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
5. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
6. Bets placed will be settled from the feed supplied by our service providers, immediately after the completion of all matches in the given tournament.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

To Win a Grand Slam in a Year

Predict whether a named player will win a Grand Slam in a year.

1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. Only Grand Slam (Australian Open, French Open, Wimbledon, and US Open) tournament victories will count.
3. Grand Slam tournament winners will be determined by the official rules of the respective governing body.
4. If the selected player does not participate in at least one Grand Slam tournament, bets placed on that player in this market will be void.
5. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, in any/all Grand Slam tournaments bets placed on this market will stand.
6. If there is a change to the scheduled number of sets played in any/all matches in any/all Grand Slam tournaments, bets placed on this market will stand.
7. If the selected player takes part in any/all Grand Slam tournaments, bets placed on that player in this market will stand.
8. If the selected player takes part in no Grand Slam tournaments, bets placed on that player in this market will be void.
9. If the selected player does not complete all of their matches in any/all Grand Slam tournaments, bets placed on this market will stand.
10. Bets placed will be determined by the official rules of the respective competitions and settled as soon as the given player has won a Grand Slam tournament.
11. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after all grand slam tournaments have been completed.
12. Bets placed will be settled in real time, immediately after the named player has won a Grand Slam tournament.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

What Will Be the Latest Centre Court Finishing Time?

Predict the latest time play will finish on Centre Court.

1. Bets placed will be settled from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Will a Named Player be Ranked Number One in the World at the End of the Year?

Predict a named player to be ranked number one in the ATP world rankings at the end of the year.

1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. If the selected player is disqualified or retires from any tournament during the year, bets placed on this market will stand.
3. If the selected player does not complete all of their matches in any tournament during the year, bets placed on this market will stand.
4. If the selected player takes part in no tournaments during the year, bets placed on that player in this market will be void.
5. Bets placed will be settled from the official ATP rankings as published on the official ATP website at 23:59:59 on December 31.
 - a. Adjustments to settlement will not be made for any changes or adjudications made after 23:59:59 on December 31.

Who Will Have the Highest ATP Ranking at the End of the Year?

Predict which player will have the highest ATP ranking at the end of the year from those listed.

1. The year runs from 00:00:01 on January 1 to 23:59:59 on December 31.
2. If the selected player is disqualified or retires from any tournament during the year, bets placed on this market will stand.
3. If the selected player does not complete all of their matches in any tournament during the year, bets placed on this market will stand.
4. If the selected player takes part in no tournaments during the year, bets placed on that player in this market will be void.
5. Bets placed will be settled from the official ATP rankings as published on the official ATP website at 23:59:59 on December 31.
 - a. Adjustments to settlement will not be made for any changes or adjudications made after 23:59:59 on December 31.

Who Will Get Knocked Out First?

Select which player will be the first to be eliminated from a given tournament from the options shown.

1. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
2. If there is a change to the scheduled number of matches played in the given tournament, bets placed on this market will stand.
3. If there is a change to the scheduled number of sets played in any/all matches, bets placed on this market will stand.
4. If the selected player withdraws before the given tournament begins, bets placed on this player will be refunded and a rule 4 deduction may be applied to winning bets.
5. If the selected player withdraws or is disqualified during the given tournament without playing any part in a competitive match, bets placed on this market will be void.
6. If the selected player is disqualified or retires during the given tournament after having played a part in a competitive match, bets placed on this market will stand.
7. Bets placed will be settled in real time from the feed supplied by our service providers.
 - a. Adjustments to settlement will not be made for any changes or adjudications made by governing bodies after the market has been settled.

Game Correct Score

Predict the points score in a specific game.

Example: Djokovic v Federer:

- Djokovic to love | Djokovic to 15 | Djokovic to 30 | Djokovic to deuce
- Federer to love | Federer to 15 | Federer to 30 | Federer to deuce

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
 - a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific game, bets placed on this market will be void because the specific game did not play for the full duration.

- a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Result

Predict a player to win a specific game.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
 - a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific game bets placed on this market will be void because the specific game did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Total Points (3)

Select the total points played in a specific game from under 6, exactly 6 or over 6, where under means 5 points or fewer, exactly means 6 points, and over means 7 points or more.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. Points scored during deuce count in this market.
4. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
 - a. If a match is suspended during the specific game and 7 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended with fewer than 7 points played during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
 - c. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific game and 7 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match during the specific game fewer than 7 points have been played in the time played before disqualification or retirement, bets placed on this market will be void because the specific game did not play for the full duration.
 - b. If a match is abandoned after the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Total Points (5)

Select the total points played in a specific game from 4, 5, 6, 8, 10, or 12+.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. Points scored during deuce count in this market
4. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
 - a. If a match is suspended during the specific game and 12 or more points have been played in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended with fewer than 12 points played during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
 - c. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific game and 12 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match during the specific game and fewer than 12 points have been played in the time played before disqualification or retirement, bets placed on this market will be void because the specific game did not play for the full duration.
 - b. If a match is abandoned after the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Total Points Odd/Even

Predict whether the total number of points played in a specific game will be an odd or even number.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
 - a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific game bets placed on this market will be void because the specific game did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Win to Deuce

Predict a named player or neither player to win a specific game through deuce.

Example: Djokovic v Federer

- Djokovic to deuce | Federer to deuce | neither player to deuce
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
 2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
 3. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
 - a. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
 4. If a player is disqualified or retires from the match during the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
 5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Paired Games - X and Y - Number of Deuce Games

Predict the number games that go to deuce from the specified pair of games.

Example: Games 5 & 6

- none | one game | two games
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
 2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
 3. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specified pair of games are completed before the end of the competition.
 - a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended without a winning selection during the specific set and the match is not completed before the end of the competition, bets placed on this market will be void.
 - c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
 4. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.
 - b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
 5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Paired Games - X and Y - To Win Both Games

Predict a player to win both of the games specified.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If both players win one game each, bets placed on this market will have lost.
4. If a match is suspended during the specified pair of games due to, although not exclusively, adverse weather, bad light etc. bets placed on this market will stand provided the specified pair of games are completed before the end of the competition.
 - a. If a match is suspended during the specified pair of games and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specified pair of games, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specified pair of games, bets placed on this market will be void because the specified pair of games did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specified pair of games, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Paired Games - X and Y - Total Points

Predict the total points scored in the specified pair of games from the specified range.

Example: Games 5 & 6

- Under 11, exactly 11 or over 11, where under means 10 points or fewer, exactly means 11 points and over means 12 points or more.
1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
 2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
 3. If a match is suspended during the specified pair of games due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specified pair of games are completed before the end of the competition.
 - a. If a match is suspended during the specified pair of games and 12 or more points have been scored in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended during the specified pair of games before 12 points have been scored and the match is not completed before the end of the competition, bets placed on this market will be void.
 - c. If a match is suspended after the specified pair of games, bets placed on this market will stand win or lose.
 4. If a player is disqualified or retires from the match during the specified pair of games and 12 or more points have been scored in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match during the specified pair of games and 11 points or fewer have been scored in the time played before disqualification or retirement, bets placed on this market will be void because the specified pair of games did not play for the full duration.
 - b. If a player is disqualified or retires from the match after the specified pair of games, bets placed on this market will stand win or lose.
 5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Score After Two Points

Predict the score after two points in the specific game from 30-0, 15-15 or 0-30.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before two points have been played in the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
 - a. If a match is suspended before two points have been played in the specific game and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after two points have been played in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before two games have been completed in the specific set, bets placed on this market will be void because the first two games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after two games have been completed in the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match before two points have been played in the specific game, bets placed on this market will be void because the first two points of the specific game were not fully played.
 - a. If a player is disqualified or retires from the match after two points have been played in the specific game, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Spread

Predict the result of a match after the point spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both of the competitors, which will be added to the actual number of games won.

Example: Djokovic v Federer (+4.5)

• The final score is 6-7, 6-4, 7-6, 5-7, 6-4 meaning that Djokovic won 30 games and Federer won 28 games. The point spread of (+4.5) is added to the actual number of games won by Federer during the match and the spread match winning outcome is therefore Federer by 2.5 games.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition and a winning point spread selection has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended and is not completed before the end of the competition and a winning point spread selection has not been established in the time played before suspension, bets placed on this market will be void.

6. If a player is disqualified or retires from the match and a winning point spread selection has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and a winning point spread selection has not been established in the time played before disqualification or retirement, bets placed on this market will be void.
7. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Both Players to Win a Set

Predict whether or not both players will win a set in a match.

1. If there is a change to the total number of sets played, bets placed on this market will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and both players have already won a set in the time played before suspension, bets placed on 'yes' will have already won and will be settled as winners. Bets placed on 'no' in this market will have already lost.
 - b. If a match is suspended before both players have won a set and not is completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and both players have already won a set in the time played before suspension, bets placed on 'yes' will have already won and will be settled as winners. Bets placed on 'no' in this market will have already lost.
 - a. If a player is disqualified or retires from the match and both players have not won a set in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Ace

Predict which player will serve the first ace in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If neither player serves an ace, bets placed on this market will be void.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.

6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

First Double Fault

Predict which player will serve the first double fault in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If neither player serves a double fault, bets placed on this market will be void.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Lose First Set and Win Match

Predict whether a player will lose the first set and then go on to win a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.

- a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Betting

Predict the winner of a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Result and Both Players to Win a Set

Predict the winner of a match combined with both players winning a set in a special price parlay.

1. If there is a change to the total number of sets played, bets placed on this market will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Most Aces

Predict which player will serve the most aces in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If both players serve an equal number of aces, or if no aces are served during the match, the winning selection in this market will be a tie.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.

5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Not to Win a Set

Predict whether a named player will not win a set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Number of Sets in Match

Predict the total number of sets played in a match.

1. If there is a change to the total number of sets played, bets placed on this market will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.

- a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Set Betting

Predict the correct set score in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - c. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
7. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak in the Match

Predict whether or not there will be a tiebreak in a match.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.

5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Match Games Odd/Even

1. Predict whether the total number of games played in a match will be an odd or even number.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
4. A tiebreak counts as one game.
5. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
6. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
7. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
8. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Match Tiebreaks

1. Predict the total number of tiebreaks in a match.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.

7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Win a Set

Predict whether a named player will win a set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Correct Score in Set

Predict the score in a specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.

- a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player Games

Select the number of games won by a player in a specific set from exactly 7, exactly 6, exactly 5, exactly 4, exactly 3, or 2 or less.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to Five Games

Predict which player will be the first to win five games in the specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before five games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended before five games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after five games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before five games have been completed in the specific set, bets placed on this market will be void because the first five games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match before five games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to Four Games

1. Predict which player will be the first to win four games in the specific set.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.

4. If a match is suspended before four games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended before four games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after four games have been completed in the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match before four games have been completed in the specific set, bets placed on this market will be void because the first four games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after four games have been completed in the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to Three Games

Predict which player will be the first to win three games in the specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before three games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended before three games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after three games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before three games have been completed in the specific set, bets placed on this market will be void because the first three games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after three games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to Two Games

Predict which player will be the first to win two games in the specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before two games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided specific set is completed before the end of the competition.
 - a. If a match is suspended before two games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after two games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before two games have been completed in the specific set, bets placed on this market will be void because the first two games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after two games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.

- a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Score at Four Games in Set

Predict the score after four games in the specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before four games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided four games in the specific set are completed before the end of the competition.
 - a. If a match is suspended before four games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after four games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before four games have been completed in the specific set, bets placed on this market will be void because the first four games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after four games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Score at Six Games in Set

Predict the score after six games in the specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before six games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided six games in the specific set are completed before the end of the competition.
 - a. If a match is suspended before six games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after six games have been completed in the specific set, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match before six games have been completed in the specific set, bets placed on this market will be void because the first six games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after six games have been completed in the specific set, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Score at Two Games in Set

Predict the score after two games in the specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before two games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided two games in the specific set are completed before the end of the competition.
 - a. If a match is suspended before two games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.

- b. If a match is suspended after two games have been completed in the specific set, bets placed on this market will stand win or lose.
- 4. If a player is disqualified or retires from the match before two games have been completed in the specific set, bets placed on this market will be void because the first two games in the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after two games have been completed in the specific set, bets placed on this market will stand win or lose.
- 5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Scorecast in Set

1. Predict the player to win a specific set and the score of that set in a special price parlay.
2. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
3. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
4. A tiebreak counts as one game.
5. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
6. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
7. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Service Game

Predict whether or not a specific player will hold their first service in the specified game.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended before the first service of the specific game, due to although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specified game is completed before the end of the competition.
 - a. If a match is suspended before the first service of the specific game and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the first service of the specific game, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match before the first service of the specific game, bets placed on this market will be void because the first service of the specific game was not taken.
 - a. If a player is disqualified or retires from the match after the first service of the specific game, bets placed on this market will stand win or lose.

6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Set Spread

Predict the result of a specific set after the point spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both of the competitors which will be added to the actual number of games won.

Example: Djokovic v Federer (+2)

The final set score is 7-6. The point spread of (+2) is added to the actual number of games won by Federer during the match and the point spread match winning outcome is therefore Federer by 1 game.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended with no winning selection during the specific set and the match is not completed before the end of the competition, bets placed on this market will be void.
 - c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.
 - b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak in Set

Predict whether or not a specific set will result in a tiebreak.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is abandoned during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended during the specific set before a winning selection in this market has been established and the match is not completed before the end of the competition, bets placed on this market will be void.
 - c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.

5. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.
 - b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Games Odd/Even in Set

Predict whether the total games played in a specific set will be an odd or even number.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
5. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Games Over/Under in Set

Predict whether the number of games played in a specific set will be over/under the number specified.

Example: if the market is over/under 10.5 games, over means 11 games or more and under means 10 games or fewer.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended during the specific set before a winning selection in this market has been established and the match is not completed before the end of the competition, bets placed on this market will be void.
 - c. If a match is suspended after the specific set, bets placed on this market will stand win or lose.

6. If a player is disqualified or retires from the match during the specific set and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match during the specific set and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the specific set did not play for the full duration.
 - b. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
7. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Total Service Breaks in Set

Predict the total number of service breaks in a specific set from the options listed.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. Play during a tiebreak will not count in this market.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition. Bets placed on other selections in this market will have already lost.
 - a. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Win a Specific Set

Predict the winner of a specific set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended during the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
 - a. If a match is suspended during the specific set and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific set, bets placed on this market will stand win or lose.

5. If a player is disqualified or retires from the match during the specific set, bets placed on this market will be void because the specific set did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak Correct Score

Predict the player to win a specific tiebreak and the tiebreak points score in a special price parlay.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific tiebreak due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific tiebreak is completed before the end of the competition.
 - a. If a match is suspended during the specific tiebreak and is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the specific tiebreak, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific tiebreak, bets placed on this market will be void because the specific tiebreak did not play for the full duration.
 - a. If a player is disqualified or retires from the match after the specific tiebreak, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak Score After 6 Points

Predict the score in a specific tiebreak after 6 points have been played.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended while the first six points are being played in the specific tiebreak due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific tiebreak is completed before the end of the competition.
 - a. If a match is suspended before the first six points have been played in the specific tiebreak and the match is not completed before the end of the competition, bets placed on this market will be void.
 - b. If a match is suspended after the first six points have been played in the specific tiebreak, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match while the first six points are being played in the specific tiebreak, bets placed on this market will be void because the first six points of the specific tiebreak were not fully played.
 - a. If a player is disqualified or retires from the match after six points have been played in the specific tiebreak, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Tiebreak - Total Points

Predict the number of points played in specific tiebreak from under 10.5, 10.5 - 12.5, or over 12.5, where under means 10 points or fewer, 10.5 - 12.5 means 11 or 12 points, and over means 13 points or more.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.

2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended during the specific tiebreak due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific tiebreak is completed before the end of the competition.
 - a. If a match is suspended during the specific tiebreak and 13 points or more have been played in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - b. If a match is suspended before 13 points have been played the specific tiebreak and the match is not completed before the end of the competition, bets placed on this market will be void because the specific tiebreak did not play for the full duration.
 - c. If a match is suspended after the specific tiebreak, bets placed on this market will stand win or lose.
4. If a player is disqualified or retires from the match during the specific tiebreak and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
 - a. If a player is disqualified or retires from the match before 13 points have been played and the specific tiebreak is not completed before the end of the competition, bets placed on this market will be void because the specific tiebreak did not play for the full duration.
 - b. If a player is disqualified or retires from the match after the specific tiebreak, bets placed on this market will stand win or lose.
5. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Any Set to be Won to Love

Select yes or no whether a set will be won 6-0.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended after a winning selection has been established, bets will stand, otherwise bets will be made void.
5. If a player is disqualified or retires from the match after a winning selection has been established, bets will stand, otherwise bets will be made void.
6. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Spread in Set

Predict the result of the specific set after the point spread has been applied to one of the competitors. A point spread of (+/-) one or more games will be given to one/both of the competitors, which will be added to the actual number of games won.

Example: 1st set Djokovic v Federer (+2.5)

The 1st set score is 6-3 meaning that Djokovic won 6 games and Federer won 3 games. The point spread of (+2.5) is added to the actual number of games won by Federer during the quoted set and therefore Djokovic -2.5 is the winner.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand if the quoted set has been completed.

2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specified set is completed before the end of the competition.
 - a. If a match is suspended and the specified set is not completed before the end of the competition bets placed on this market will be void.
6. If a player is disqualified or retires from the match before the specified set is completed, bets placed on this market will be void.
7. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Match Result and Total Games

Predict the winner of a match combined with the total games over or under in a special price parlay.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
 - a. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
4. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
 - a. If a match is suspended and is not completed before the end of the competition, bets placed on this market will be void.
5. If a player is disqualified or retires from the match, bets placed on this market will be void because the match did not play for the full duration.
6. Settlement will be taken from the feed supplied by our service providers, immediately after the match is finished.
 1. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player to Win Exactly 1 Set

Predict whether the named player will exactly one set.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
4. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
6. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.

7. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
8. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
9. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
10. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player to Win Exactly 2 Sets

Predict whether a named player will exactly two sets.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
4. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the match is completed before the end of the competition.
6. If a match is suspended and a winning selection in this market has been established in the time played before suspension, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
7. If a match is suspended before a winning selection in this market could be established and the match is not completed before the end of the competition, bets placed on this market will be void.
8. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
9. If a player is disqualified or retires from the match and no winning selection in this market has been established in the time played before disqualification or retirement, bets placed on this market will be void because the match did not play for the full duration.
10. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Player Total Games Over/Under

Predict whether the number of games won by the specified player is over or under the number quoted.

Example: if the market is over/under 10.5 games, over means 11 games or more and under means 10 games or fewer.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market prior to that change will be void.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. A tiebreak counts as one game.
4. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
5. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.

6. If a player is disqualified or retires from the match and a winning selection in this market has been established in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
7. If a match is suspended after the specific set, bets placed on this market will stand win or lose.
8. If a player is disqualified or retires from the match before the specified set is completed, bets placed on this market will be void.
9. If a player is disqualified or retires from the match after the specific set, bets placed on this market will stand win or lose.
10. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Games In Set

Predict which player will be the first to win the required games in the specific set. Example, 2nd Set Race to 3 games.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before the quoted number of games have been completed in the specific set due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific set is completed before the end of the competition.
4. If a match is suspended before the quoted number of games have been completed in the specific set and is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the quoted number of games have been completed in the specific set, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match before the quoted number games have been completed in the specific set, bets placed on this market will be void because the required games in the specific set did not play for the full duration.
7. If a player is disqualified or retires from the match before the quoted number of games have been completed in the specific set, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Game Correct Score or Break

Predict the points score in a specific game for the server or break of serve.

Example: Djokovic (server) v Federer:

7. Djokovic to love | Djokovic to 15 | Djokovic to 30 | Djokovic to deuce
8. Break (Any Federer win)

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is postponed or rescheduled, bets placed on this market will stand provided the match is played before the end of the competition.
4. If a match is postponed and not played before the end of the competition, bets placed on this market will be void.
5. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
6. If a match is suspended during the specific game and is not completed before the end of the competition, bets placed on this market will be void.
7. If a match is suspended after the specific game, bets placed on this market will stand win or lose.

8. If a player is disqualified or retires from the match during the specific game, bets placed on this market will be void because the specific game did not play for the full duration.
9. If a player is disqualified or retires from the match after the specific game, bets placed on this market will stand win or lose.
10. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Race to X Points in Specific Game

Predict the player to first reach the specified number of points in the game. Example: 1st Set Game 4, race to 3 points. The winner will be the player who reaches 3 points first in the specified game.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before the specified number of points have been played in the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
4. If a match is suspended before the specified number of points have been played in the specific game and is not completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specified number of points have been played in the specific set, bets placed on this market will stand win or lose.
6. If a player is disqualified or retires from the match before the specified number of points have been played in the specific game, bets placed on this market will be void because the first two points of the specific game were not fully played.
7. If a player is disqualified or retires from the match after the specified number of points have been played in the specific game, bets placed on this market will stand win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Exact Game Total Points

Select the total points played in a specific game from 4, 5, 6, and 7+.

1. If there is a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there is a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. Points scored during deuce count in this market.
4. If a match is suspended during the specific game due to, although not exclusively, adverse weather, bad light, etc., bets placed on this market will stand provided the specific game is completed before the end of the competition.
5. If a match is suspended during the specific game and 7 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
6. If a match is suspended with fewer than 7 points played during the specific game and the match is not completed before the end of the competition, bets placed on this market will be void.
7. If a match is suspended after the specific game, bets placed on this market will stand win or lose.
8. If a player is disqualified or retires from the match during the specific game and 7 or more points have been played in the time played before disqualification or retirement, bets placed on that selection will have already won and will be settled as winners. Bets placed on other selections in this market will have already lost.
9. If a player is disqualified or retires from the match during the specific game fewer than 7 points have been played in the time played before disqualification or retirement, bets placed on this market will be void because the specific game did not play for the full duration.

10. If a match is abandoned after the specific game, bets placed on this market will stand win or lose.
11. Settlement will occur in real time and will be taken from the feed supplied by our service providers, immediately after the match is finished.
 - a. Adjustments to settlement for any changes or adjudications made by governing bodies after the event will be made by 6:00am EST the following day.

Point Betting

Predict which player will score the specified point in a specific game.

These rules are applicable to 1st, 2nd, 3rd, 4th and all subsequent points.

1. If there's a change to the scheduled number of sets played in the match, bets placed on this market will stand.
2. If there's a change of playing surface, venue, or from indoor court to outdoor court or vice versa, bets placed on this market will stand.
3. If a match is suspended before the specified point is played due to, although not exclusively, adverse weather, bad light etc. bets placed on this market will stand provided the specified point is played before the end of the competition.
4. If a match is suspended before the specified point is played and isn't completed before the end of the competition, bets placed on this market will be void.
5. If a match is suspended after the specified point is played, bets placed on this market will stand - win or lose.
6. If a player is disqualified or retires from the match before the specified point is played, bets placed on this market will be void.
7. If a player is disqualified or retires from the match after the specified point is played, bets placed on this market will stand - win or lose.
8. Settlement will occur in real time and will be taken from the feed supplied by our service providers.
 - a. Adjustments to settlement won't be made for any changes or adjudications made by governing bodies after the event.

FULL COVER BETS

A Full Cover bet is a package of wagers that contains all possible multi-bet options based upon the given number of selections. These bets give you more options to win even if one or more of your straight bets lose.

Example: if you have 3 selections in your bet slip (Patriots, Eagles, and Falcons), then the Full Cover bet will consist of 3 straight bets, 3 round robins by 2's (Patriots + Eagles, Patriots + Falcons, and Eagles + Falcons) and 1 three-team parlay. If the Eagles lose but Patriots and Falcons both win, your Patriots + Falcons round robin is a winner along with your 2 straight bets, but the other two round robins and the three-team parlay are losers.

For each Full Cover bet, the amount wagered is multiplied by the number of available options:

Full cover with 3 selections

- 3 X straight bets
- 3 X round robins by 2
- 1 X 3 team parlay
- 7 bets total

Full cover with 4 selections

- 4 X straight bets
- 6 X round robins by 2
- 4 X round robins by 3
- 1 X 4 team parlay
- 15 bets total

Full cover with 5 selections

- 5 X straight bets
- 10 X round robins by 2
- 10 X round robins by 3
- 5 X round robins by 4
- 1 X 5 team parlay
- 31 bets total

Full cover with 6 selections

- 6 X straight bets
- 15 X round robins by 2
- 20 X round robins by 3
- 15 X round robins by 4
- 6 X round robins by 5
- 1 X 6 team parlay
- 63 bets total

MAXIMUM SPORTS PAYOUTS

The maximum winnings categories listed below apply to bets placed. The maximum winnings categories are in Dollars. A bet is accepted on the basis that it is the investment of one customer only and the following are the maximum amounts that can be won (excluding stake) by a customer.

Where selections taken from the different categories listed below are combined in multiple or accumulative bets, the lowest maximum winnings limit will apply.

FOOTBALL - \$2 Million

BASEBALL - \$1 Million

BASKETBALL - \$1 Million

HOCKEY - \$1 Million

SOCCER - \$500k

BOXING - \$250k

GOLF - \$250k

TENNIS - \$250k

UFC/MMA - \$250k

OTHER SPORTS - \$25k

NOVELTY/SPECIALS - \$10k

PARLAY RULES

1. All off the board Parlay tickets are paid in accordance with the standard mathematical odds.
2. Combination parlays are determined using standard odds (mathematical) calculations.
3. Final calculations are rounded to the nearest nickel (this applies to all wager bets and not just parlays).
4. Teaser pay tables will be available in the sports book.

PARLAY CARD RULES

1. See reverse side of parlay card(s) for rules.

NON CASH PRIZES

1. No non-cash prizes are offered for wagers

RESPONSIBLE GAMING

Guests at the Harrah's Cherokee Casino and Cherokee Valley River "THE BOOK" can enjoy a wide variety of amenities. Unfortunately, for a small number of individuals, gaming can be a problem, which can negatively impact the lives of individuals. Know When to Stop Before You Start® Gambling Problem? Call 1-800-522-4700.