

1. BASIC CONCEPTS AND TERMINOLOGY

- 1.1. Gambling is a risk-based winning arrangement concluded by two or more participants between each other or with the gambling organizer (betting company) according to the rules determined by the gambling organizer (betting company).
- 1.2. Betting is a form of gambling, in which the outcome of a risk-based winning arrangement concluded by two or more participants in a bet between each other or with the organizer of this form of gambling depends on an event whose outcome is undecided.
- 1.3. Bet is monetary funds, including electronic money, transferred by a gambling participant (Client) to the gambling organizer (betting company) and serving as a condition for participating in gambling in accordance with these Rules set by the gambling organizer (betting company). The acceptance of bets from Clients occurs under the conditions offered by the gambling organizer (betting company).
- 1.4. Gambling organizer (Betting Company) – Bizbon N.V., Registration number 141081, address: Dr. M.J. Hugenholtzweg 25 Unit 11, Willemstad, Curacao. Payment processor: Venson LTD. Registration number: HE 352364.
- 1.5. A Client is an individual betting on an event outcome against the Betting company. A legal entity cannot be a Client of the Betting Company and participate in gambling/betting.
- 1.6. Outcome is the result of an event, a single event in the betting line or events on which the bet was placed.
- 1.7. Betting line (Sports) is a set of events, possible outcomes of these events, odds for possible outcomes of these events, and their date and time, after which the Betting Company stops accepting bets on the outcomes of these events offered by the Betting Company for betting.
- 1.8. Winnings are monetary funds or other property to be paid and/or transferred to the Client when the outcome of a gambling result becomes known, as specified in these Rules.
- 1.9. Winnings odds/Odds are a number that determines the probability of an event outcome expressed in numbers, which is used to determine the payment amount for a winning bet.
- 1.10. Bet or wager cancellation, bet refund, or settlement of a bet with odds of 1 is the decision of the Betting Company to set new odds (Winning odds) equal to 1 (one) for the wager in accordance with these Rules.
- 1.11. Regular time – duration of a match in accordance with the rules of a particular sporting event, including the time added by the referee. Regular time does not include extra time, overtime, penalty shootouts, etc.
- 1.12. Personal account/user account/account is a PC program, the interface of which is located and/or accessible on the Internet on the Betting Company's Website and is displayed through a program for browsing internet Websites (browser), allowing the Client to get acquainted with the bets offered by the Betting Company, to place bets etc., as stipulated by these Rules. Access to a Personal Account shall be made using Authorization data.
- 1.13. Authorization data is data that enables the authentication of the Client's Personal Account. By default, authorization data is the login and password of

the Client. Other types of Authorization data can be used at the Betting Company's request.

1.14. The Client is the user of the Personal Account.

1.15. There are numerous terms and definitions used in the betting and gaming industry. If you have any doubts about the meaning of any term:

1.15.1. determine its meaning in relation to the event or game you are betting on;

1.15.2. if you still have any doubts about the meaning of a term, contact the Betting Company's support team;

1.15.3. do not place any bets and do not participate in a game until you have a full understanding of the betting and/or game rules.

1.16. The Betting Company is not responsible for your actions if you place a bet or participate in a game, in cases where you do not have a full understanding of the conditions related to such participation or betting.

1.17. On the Betting Company's Website, the term Theoretical Return to the Client (or its abbreviation) can be used in relation to specific Services. Theoretical Return is a theoretical value or result of virtual calculations designed to show the theoretically calculated amount of bets as a percentage, which a particular service (game) returns to the Client after a certain number of rounds and/or spins. The Theoretical Return indicator is virtual, and does not guarantee that the Client will achieve this exact rate of the bets return. The Client can both win and lose, regardless of the given Theoretical Return indicator.

2. GENERAL PROVISIONS

2.1. These Rules for the acceptance of bets and payout of winnings (hereinafter – the Rules) outline the procedure for the acceptance of bets, payout of winnings, dispute resolution, and betting on specific sports. These Rules regulate the relations between the Client and the Betting Company.

2.2. All bets are accepted strictly in accordance with these Rules and are a confirmation that the Client has read these Rules before wagering/placing a Bet and fully agrees with them. The Betting Company reserves the right to retain information about the Client's actions in their personal account, including the registration process and creation of Authorization data. The Client understands and confirms that the familiarization and acceptance of these Rules does not require the Client's handwritten signature on these Rules or any other document. The Client's acceptance of these Rules is registered by the Betting Company electronically.

2.3. The Betting Company accepts bets on sports and other events taking place around the world, with the exception of countries and territories where these services are prohibited and/or where other limitations, including contract-based ones, are imposed.

2.4. The Betting Company promotes gambling as an enjoyable leisure activity, and believes that gambling is appropriate providing that the Client stays in control and plays responsibly.

- 2.5. Bets are accepted from individuals who have reached the age of 18 or the age of majority in their jurisdiction (if this age should be more than 18), who agree with these Rules.
- 2.6. The Client confirms that they are aware that bets are not accepted:
- 2.6.1. from individuals who have not reached the age of 18 at the time of accepting the bet;
 - 2.6.2. from individuals who participate in the events on which bets are placed (athletes, coaches, referees, club owners or officials or any one else who is able to influence the outcome of the event), as well as from those who act on their behalf;
 - 2.6.3. from individuals who represent the interests of other betting companies;
 - 2.6.4. from individuals who have exercised the right of self-restraint, including those who have exercised the right of self-restraint within 12 months preceding the date of registration of the Client's account on the Betting Company's Website;
 - 2.6.5. from individuals using personal accounts that do not personally belong to them;
 - 2.6.6. from individuals acting on their own behalf (via their account), but for the benefit of third parties, including those who place bets using third party funds;
 - 2.6.7. from individuals who have provided incorrect information about themselves as a Client during registration and/or authentication;
 - 2.6.8. from individuals who have two or more personal accounts (multiple registration) on the Betting Company's Website (only one Client account is allowed);
 - 2.6.9. from incapacitated individuals;
 - 2.6.10. from individuals who are residents and/or live in prohibited territories, and individuals who use bank cards and/or the payment services of banks/credit organizations in prohibited territories;
 - 2.6.11. from individuals who have been identified by the Betting Company or any other participant of the gambling market as a problem gambler (including those who have a tendency for compulsive gambling);
 - 2.6.12. from individuals who place bets using monetary funds received from any illegal activity and/or who place bets to launder money;
 - 2.6.13. from individuals who, based on their inner beliefs, consider that the services provided by the Betting Company are offensive, unacceptable, unfair and/or obscene;
 - 2.6.14. from individuals whose account was previously deleted by the Betting Company (regardless of the grounds for which the account was deleted);
 - 2.6.15. from other individuals whose participation in the agreement with the Betting Company is prohibited by the applicable law.
- 2.7. The Betting Company is entitled to not accept bets from Clients who do not follow these Rules and to block their accounts. Responsibility for violation of these Rules committed by the Client shall be borne by the Client. In the event of the violation of these Rules, the Betting Company reserves the right to refuse to pay any winnings or refund deposits, as well as to cancel any bets. The Betting

Company is entitled to adopt these measures at any time after it becomes known that the Client is an individual from whom the Betting Company does not accept bets in accordance with these Rules.

- 2.8. Each registered Client can have only one account. When registration on the Website, the rule applies for: one family, one address, e-mail address, credit/debit card number or IP address.
- 2.9. The Betting Company reserves the right, at its sole discretion, to request the Client's ID and other details required to verify the identity of the Client, as well as to suspend any payments until the verification is complete. The verification period of the documents and other details is determined by the Betting Company, and normally takes up to 60 days, but it can be more or less depending on the complexity of the case. If the Betting Company concludes that the obtained information is not accurate, then the Betting Company is entitled to cancel all bets for an indefinite period and suspend all monetary settlements with the Client, as well as to request additional documents and details.
- 2.10. The Betting Company reserves the right to delete the Client's account and/or revoke part or all of the bets made by this Client, and/or impose restrictions on the withdrawal of funds from the Client's account, and/or introduce other restrictions at the sole discretion of the Betting Company, if it is determined that:
 - 2.10.1. the Client at the time of betting had information about the result (outcome) of the event;
 - 2.10.2. the Client was able to influence the outcome of the event, being a direct participant of the match (athletes, referees, coaches, etc.) or an individual acting on their behalf and in any other way;
 - 2.10.3. the bets are placed by the Client who is in violation of the prohibitions established in Paragraph 2.6. of these Rules;
 - 2.10.4. the bets are placed by a group of Clients acting in concert (syndicate) and/or by a Client acting in concert with other Clients and/or third parties, including for the purpose of circumventing the restrictions established by the Betting Company (any contractual arrangements are prohibited);
 - 2.10.5. the Client has multiple accounts (multiple registration);
 - 2.10.6. the Client, according to the Betting Company, used software or technical equipment to automate the betting process, and/or used software that affects and/or is able to effect the betting process;
 - 2.10.7. the Client used any fraudulent methods of obtaining information or avoiding the limits and restrictions set by the Betting Company, as well as any external factors that, in the opinion of the Betting Company, may be deemed fraudulent and/or provide an unfair advantage;
 - 2.10.8. the Client engages in Arbitrate betting;
 - 2.10.9. the Client has used multi sessions (multiple simultaneous sessions from a single Account);
 - 2.10.10. the Client is abusing loyalty programs and/or bonus programs;
 - 2.10.11. the Client has requested chargeback (in accordance with the International Payment Systems rules) or otherwise denies making a deposit and/or paying for the Services of the Betting Company and/or placing bets;

- 2.10.12. the Client performs other actions that the Betting Company may deem fraudulent and/or in violation of these Rules.
- 2.11. The Client confirms/agrees that all actions made in their Personal Account are performed by them. The Client is not entitled to transfer access to their Personal Account to third parties and is responsible for keeping Authorization details secret from third parties. If actions in the Client's Personal Account are performed by third parties, the Client is responsible for these actions.
- 2.12. The Betting Company is not liable to the Client for any indirect, accidental or unintended losses or damages (including lost profits) under any circumstances, even if the Client was notified about the possibility of these losses or damages.
- 2.13. The Betting Company does not provide Internet access services to Clients and is not responsible for connection failures/delays/other issues that may occur on the Client's devices and/or the devices of network providers. Internet connection failures during a Client's confirmation of a bet are not grounds for canceling the bet. The Client is aware that the Betting Company's services are provided via electronic methods of communication/connection, and the Betting Company is not responsible for any possible software errors, failure of services, or other similar disruptions that may occur during the remote provision of services.
- 2.14. The Betting Company reserves the right to modify these Rules at any time at its sole discretion, as well as to add new rules at any time. Any new version of the Rules and/or new Rules shall enter into force on the 14th day from the date of their publication on the Betting Company's Website. The Betting Company will notify the Client about forthcoming changes to the Rules by sending an e-mail to the Client's e-mail address.
- 2.15. The Betting Company may, at its sole discretion, modify or supplement any product or service (including any offered bets/limits) available on the Website at any time in order to ensure the continued operation of the Website, without affecting the bets and actions made by the Clients at the time of modification. The Betting Company may restrict access for all or certain Clients to the Website or to specific Website sections to perform technical maintenance and/or supplement/modify the products offered on the Website.
- 2.16. These Rules apply to all additional games and Services that can be added to the Website by the Betting Company after the Client's acceptance of these Rules.
- 2.17. The Betting Company reserves the right to fully or partially transfer, assign, sublicense or pledge the rights and/or obligations specified in these Rules to any individual without the Client's prior notice, provided that any of these actions are made on the same terms and conditions or terms and conditions that are no less favorable for the Client.
- 2.18. The Client cannot share, sublicense, or otherwise transfer any of their rights or obligations to third parties in accordance with these Rules.
- 2.19. The original text of these rules is in English. The English version prevails over other versions (translations), which are published only for the Clients' convenience.

3. PERSONAL ACCOUNT REGISTRATION AND ACCOUNT MANAGEMENT

- 3.1. Only an individual can be a Client of the Betting Company.
- 3.2. Before becoming the Betting's Company Client, an individual is to undergo a Personal Account registration and provide the following details to the Betting Company:
 - 3.2.1. Date of birth;
 - 3.2.2. First and Last Name;
 - 3.2.3. Current address;
 - 3.2.4. Current e-mail address (to verify the e-mail address the automatic e-mail with the verification link will be sent);
 - 3.2.5. Current phone number (a one-time password (SMS) will be sent to confirm the phone number).
- 3.3. The information provided during registration must be true and accurate. An individual registering a Personal Account warrants and represents that any information specified in the application is reliable and correct. The Betting Company can refuse to register a Personal account at its sole discretion.
- 3.4. An individual willing to become a Client of the Betting Company must read these Rules before registering a Personal Account and confirm that they have read these Rules.
- 3.5. An individual willing to become a Client of the Betting Company and registering a Personal Account confirms that they are aware of their country's of residence laws regarding gambling and betting activities, and makes an informed decision to become a client of the Betting Company.
- 3.6. An individual willing to become a Client of the Betting Company and registering a Personal Account confirms that at the time of registering they are not prohibited from accepting bets resulting from the restrictions established in Paragraph 2.6. of these Rules. If, after registering a Personal Account, the Client becomes associated with one or more groups of persons referred to in Paragraph 2.6. of these Rules, the Client must immediately notify the Betting Company about this and stop using the services of the Betting Company.
- 3.7. In order to verify the details provided by the Client and/or update the Client's details and/or update the information about the Client and/or verify the Client's actions in the Personal Account and/or on the website of the Betting Company and its partners, the Betting Company is entitled to request from the Client any documents at the sole discretion of the Betting Company confirming their identity or verify any other information, as well as to require the Client to undergo a video identification procedure, cancel/suspend any payments/block the Client's Personal Account, until all details about the Client and/or their actions have been verified. The Betting Company is entitled to request copies of the Client's documents (including duly certified copies of the documents) to be sent by mail. The Client's refusal to undergo additional verification procedures and/or avoidance of these procedures shall lead to the blocking of the Client's Personal Account, and if the Personal Account was blocked earlier (before the refusal), then this blocking shall be in effect until the Client undergoes all the necessary information confirmation procedures and the Betting Company has made a decision based on the results of the verification of the details (whichever is later).

- 3.8. In order to accelerate the verification of the initial details of an individual willing to become a Client of the Betting Company, it is recommended to prepare the following documents to send to the Betting Company, if such a request is received:
- 3.8.1. Passport/ID card/or other document, confirming the identity of the individual and containing the following details: first name, last name, date of birth, photo of the owner, information about the state body that issued the document;
 - 3.8.2. A recent utility/municipal services bill (no older than 3 months) or other similar document confirming the residential address of the individual;
 - 3.8.3. Information about the origin of funds that an individual plans to use to place bets.
- 3.9. The Betting Company is a socially responsible gambling operator and it applies a policy of not allowing minors to gamble (in accordance with the applicable law in that location), including individuals under the age of 18.
- 3.10. The Betting Company shall process and store any details received during the registration of the Client, subsequent procedures to verify the identity of the Client, as well as the Client's interactions with the Betting Company services.
- 3.11. If the Client does not place bets within 12 calendar months from the date of creation of the Personal Account or the date of the last bet, whichever is later, the Personal Account of this Client is deemed inactive.
- 3.12. If the money balance on the Client's account is positive, the Betting Company shall send to this Client a notification (via verified e-mail and/or verified phone number) about the forthcoming inactivation of their Personal Account no later than 28 calendar days before the expiration of the 12-month period.
- 3.13. If the Client's balance of funds on their Personal Account is positive, and this Personal Account is declared inactive, the Betting Company shall charge a fee for storing the Client's funds of EUR 50 (fifty) (or the equivalent in the Client's account currency) per month, beginning from the date the Personal Account is recognized as inactive, until the date the Personal Account is reactivated (the placing of a bet, or any other activity in the Client's Personal Account), or the reduction of the Client's balance to zero, whichever occurs earlier. The fee for storing the Client's funds cannot exceed the amount of the remaining funds on the Client's Personal account.
- 3.14. Winnings and bets to be refunded are valid for payout within 12 (twelve) months from the date of the user's last activity on the Website (in accordance with Paragraph 3.11. of these Rules). Winnings and bets to be refunded will be debited in favor of the Betting Company as unclaimed at the date a Personal Account is recognized as inactive.
- 3.15. The Client is responsible for the confidentiality of their password, login and account number received during registration. All bets registered in the Betting Company are deemed valid. Bets can only be cancelled on the basis of these Rules.
- 3.16. If the Client's login or password is disclosed to third parties, the Betting Company's support team shall be informed, and the login and password for the account and email changed to a more complex password. The Client shall not

disclose to third parties the codes to withdraw funds and change the phone number.

- 3.17. A registered Client cannot re-register as a new client (with a new name, e-mail address, etc.). In case of confirmed re-registration (including registration under a new name), the provision of another person's, invalid, or forged documents (including those modified using various programs and graphic editors), the Betting Company reserves the right to invalidate any bets made from this account. If the Client refuses to undergo the verification procedure, the Betting Company is entitled to invalidate their bets. The Betting Company reserves the right to block such a suspected account for the duration of the procedure, which usually takes 60 days, but this can be extended by the Betting Company at its sole discretion, depending on the complexity of the case.
- 3.18. The support service of the Betting Company will strive to consider the Client's request in the shortest possible time reasonably necessary for the Betting Company to resolve the Client's issue. The Betting company at its sole discretion determines the period necessary to resolve the Client's issue, and usually it takes no more than 20 days, but depending on the complexity of the problem/request/issue, this period may be increased.

4. TYPES OF BETS

- 4.1. The Betting Company provides the following types of bets:
- 4.1.1. Single Bet – a bet on a single outcome of an event. All winnings for single bets are calculated by multiplying the initial bets with the odds specified for this outcome.
 - 4.1.2. Accumulator Bet – a bet on multiple independent event outcomes. An accumulator win equals the product of the bet amount by the odds of all outcomes included in the accumulator, subject to limits on the maximum odds. The loss on any of the accumulator outcomes means the loss of the whole accumulator bet.
 - 4.1.3. System – a bet on a full accumulator combination of a certain amount from a pre-selected number of events. The maximum number of options in a system is 924. The maximum number of events in a system is 12. A system win is equal to the sum of accumulator winnings included in the system, subject to limits on the maximum odds.
- 4.2. Acceptance of bets during the match (live-bets):
- 4.2.1. Live-bets are accepted on the main and additional outcomes. It is possible to place single live-bets and combine them into one accumulator bet.
 - 4.2.2. The Betting Company is not responsible for errors in the match outcomes on which live-bets are accepted.
- 4.3. Limitations on the inclusion of certain event outcomes:
- 4.3.1. Dependent outcomes (interdependent events) are two or more different events, in which the unexpected circumstances of their outcomes and/or events are linked.
 - 4.3.2. Only a single dependent outcome can be included in an accumulator. If two or more dependent events are included in one accumulator (system),

the events with the lowest odds from this accumulator (system) will be excluded.

- 4.3.3. Team To Score A Penalty Yes/No bets are deemed lost if no penalty kick was awarded during regular time.
- 4.3.4. How The Goal Will Be Scored and Next Goal bets are deemed lost if the goal whose number is indicated in the bet was not scored.
- 4.4. After placing an accumulator bet of 4 or more events, for the Client making this bet, an Accumulator Booster increases the total odds for the bet:
 - 4.4.1. The Accumulator Booster is calculated according to the formula: $1 + 0.01 * (N - 3)$, where N is the number of events in the accumulator.
 - 4.4.2. The maximum Accumulator Booster is 1.2.

5. BET ACCEPTANCE RULES

- 5.1. The Betting Company accepts bets based on the betting line list of events with specific winning odds provided by the Betting Company.
- 5.2. All bets are settled based on the information provided by the processing center of the Betting Company.
- 5.3. A bet is deemed accepted after its registration on the Betting Company's server. The Betting Company sends the Client confirmation that the bet has been accepted (registered). Registered bets are not subject to cancellation or modification, unless otherwise stipulated by these Rules.
- 5.4. Bets are only accepted up to the Client's current account balance as shown in the Client's Personal Account. After a bet is registered, the bet amount is debited from the Client's account in their Personal Account.
- 5.5. Bets are accepted before the beginning of an event on the outcome of which the bet is placed. The date and time of the beginning of events and the comments associated with them and indicated in the betting line are approximate and can change. The Betting Company is not responsible for these changes. If, for any reason, a bet is placed after the beginning of the event on the outcome of which the bet is placed, this bet is deemed invalid. The exception to this is betting on live events, i.e. bets placed during a match. These bets are deemed valid until the match ends.
- 5.6. The minimum bet on the outcome of any event is EUR 0.2 or its equivalent.
- 5.7. The maximum bet is determined by the Betting Company individually for each event. The maximum bet depends on the sport and the event. If an accumulator (system) bet consists of several events with various limits on the maximum bet, the maximum bet is equal to the minimum limit.
- 5.8. The maximum winnings per bet are EUR 30,000 (thirty thousand) or its equivalent.
- 5.9. Additional limits on the minimum bet, maximum bet, and maximum winnings can be set by providers of the games offered by the Betting Company.
- 5.10. The Betting company is entitled to impose limits for all Clients, as well as for specific Clients, to restrict the maximum bet or odds for certain events, as well as to restrict or increase the maximum bet and/or odds. The Betting company is entitled to impose limits for all Clients, as well as for specific Clients, to set a

minimum and/or maximum deposit amount and to change the permitted deposit amounts. The Betting Company does not have to explain or justify its decisions about the imposition of limitations. Notifications about the current limitations are displayed in the Client's Personal Account.

- 5.11. Repeated bets on identical outcomes (or dependent ones, for example: team win, team win or draw, team handicap, etc.) from the same Clients are not permitted, including the use of repeated bets on identical outcomes as part of multiple bets on a series of events. This limitation can be waived by the Betting Company for certain events and/or event outcomes on a permanent or temporary basis. Information about these changes is displayed in the Client's Personal Account.
- 5.12. The betting conditions (odds, handicaps, totals, the maximum bet limits, etc.) can be changed after any bet, while the conditions of bets registered up to that time remain unchanged. By placing a bet, the Client confirms that they have read the terms of the bet acceptance (and amendments to such terms), understands such terms and agrees to them.
- 5.13. In the event of mistakes committed by Betting Company employees when accepting bets (obvious typos in the list of events offered, a discrepancy between the odds in the betting line and the bet, etc.), if there is evidence of unsportsmanlike conduct, if there is any deviation from these Rules when accepting bets, if the format of the competitions/events is changed in relation to the original rules (or any other similar change), and if there are other circumstances confirming that bets are irregular, the Betting Company reserves the right to declare such bets invalid. The payout for these bets is made with odds of 1.
- 5.14. Connection failures or other technical issues experienced by the Client do not constitute grounds for cancelling a bet if it was registered on the Betting Company's server.
- 5.15. The Betting Company reserves the right to refuse to accept bets from any Client without explanation.
- 5.16. The Betting Company is entitled to not accept bets from Clients who do not follow these Rules.
- 5.17. The Betting Company is entitled to cancel any bet of any Client prior to the start of the event in respect of which the bet was placed, without giving any reason.
- 5.18. Conditions for cancelling bets:
 - 5.18.1. The Betting Company decides to cancel bets in accordance with these Rules.
 - 5.18.2. If a bet is subject to cancellation, then for single bets a refund is made. In accumulators and systems, when a bet on one or more events is cancelled, the winnings for these events are not settled.
 - 5.18.3. In cases of incorrectly settled bets (for example, due to erroneous results), these bets are resettled. Bets placed between an erroneous settlement and resettlement are deemed valid. If, after resettlement, the Client's account balance in their Personal Account is negative, they cannot place bets until money has been deposited to the account.

- 5.19. In casino games, the account balance can be shown in EUR/USD, and not in the currency of the Client's Personal Account. The conversion is made according to the rate at the time the bet is placed and only affects the balance displayed inside the game. The currency of the Client's Personal Account does not change.
- 5.20. The maximum odds for a coupon are 1000 (if the odds exceed 1000, then the number 1000 will be used when determining the payout amount).

6. RULES FOR PAYOUTS, DEPOSITING AND WITHDRAWING FUNDS

- 6.1. A bet made by the Client on a specific event outcome is deemed won if all the outcomes indicated in this bet are predicted correctly.
- 6.2. Only the results of events published by the Betting Company are the basis for bets settlement. Claims based on the results of events are accepted only with official documents of the relevant sports federations. If a game result is decided using a random number generator, the game outcome is decided based on the outcomes (results) recorded by the server of the Betting Company and/or its partners. Server records are of primary importance. If there are discrepancies between the game outcome displayed to the Client on the Client's device and the server records, priority will be given to the server records. The Client agrees that it is impossible to predict an outcome decided randomly (random number generator), and, by placing a bet, agrees with any outcome.
- 6.3. All sports events shall only be deemed postponed or cancelled if there is information from the official documents of organizations conducting the sports competitions, official websites of sports federations, websites of sports clubs or other sources of sports information (on the Betting Company's sole discretion), and based on this information, the sports events indicated in the betting line is modified.
- 6.4. The Betting Company is not responsible for inconsistencies in the transliteration (translation from foreign languages) of team names, player surnames and competition venues. These conditions are provided for information purposes only. Potential mistakes in this information are not grounds for bet refunds.
- 6.5. If one team fails to take part in a match, all bets are settled with odds of 1 (refund). The team that did not take part in the match is assigned a technical defeat.
- 6.6. The settlement and payout of winnings to a Client are made within 30 (thirty) calendar days from the date of official publication of the results (outcomes) for the last event in respect of which the bet was placed, unless other time limits are set by the Betting Company due to unexpected external circumstances.
- 6.7. All winnings equal to or exceeding EUR 2,000 (two thousand), or the equivalent in another currency, are deemed big winnings. Big winnings are credited to a Client's account in their Personal Account only after joint verification by the Betting Company and its partners of the circumstances of the big winnings and confirmation from the partners of the Betting Company that the big winnings were obtained in an honest way. If, for any reason, big winnings are credited to a Client's account in their Personal Account before the verification process is completed, but according to the verification results, the big winnings are found to be unjustified, the previously credited big winnings (unjustified) are debited. If,

for any reason, big winnings are credited to a Client's account in their Personal Account before the verification process is completed, the winnings cannot be withdrawn by the Client from the account in their Personal Account until the verification process related to these winnings is complete.

- 6.8. After winnings are credited, the Client must check in their Personal Account that the correct amount of winnings has been credited, and in case of disagreement, notify the Betting Company about it, specifying their account number, date, time, event, amount, selected event outcome, odds, as well as the reasons for their disagreement with the winnings settlement. The Client shall express their disagreement with an amount of winnings within 10 (ten) calendar days from the date the winnings are credited to the Client's account in their Personal Account.
- 6.9. 6.9. If money is erroneously credited to the Client's account in their Personal Account (winnings are paid out), and the Client uses this money to place bets and/or participate in games, the Betting Company reserves the right to cancel any of these bets and winnings resulting from these bets, and debit from the Client's account any money received from the cancelled winnings.
- 6.10. The Client can deposit and withdraw funds from their account by various methods through their Personal Account. All deposit and withdrawal methods are displayed in the Client's Personal Account. Various methods may be available, depending on the account currency and the Client's location and citizenship.
- 6.11. Requests for money transfers on the Client's account in their Personal Account are accepted around the clock.
- 6.12. The Betting Company establishes the following limits for each Client for the withdrawal of funds from the Client's account:
 - 6.12.1. no more than EUR 5,000 (five thousand) (or its equivalent in another currency) per day;
 - 6.12.2. no more than EUR 15,000 (fifteen thousand) (or its equivalent in another currency) per week;
 - 6.12.3. no more than EUR 50,000 (fifty thousand) (or its equivalent in another currency) per month.
- 6.13. The Betting Company reserves the right to change (increase/decrease) the limits set in this section unilaterally at its sole discretion, including for a specific Client or Clients (without changing these Rules). The limits for withdrawal of funds from the Client's account as a result of big winnings are established individually for each Client who has received big winnings.
- 6.14. The withdrawal of funds from a Client's account in their Personal Account usually takes up to 72 hours from the moment the Betting Company accepts the Client's request (for amounts less than EUR 1,000 (one thousand) or the equivalent in another currency), and for amounts over EUR 1,000 (one thousand), the withdrawal of funds from a Client's account usually takes up to 7 (seven) working days. The time frames specified in this Paragraph are indicative. The Betting Company reserves the right to withhold commission equal to the costs incurred for the withdrawal of funds that were placed by the Client on their account in their Personal Account, but not used for placing bets.

- 6.15. The Betting Company is entitled to deny the withdrawal of funds from the Client's account to payment systems, offering a payout via bank transfer in return.
- 6.16. The Betting Company can refuse a money withdrawal request if the details given by the Client for withdrawing funds from the Client's account in their Personal Account do not coincide with the details from which the funds were deposited by the Client to the Client's account. If the Client wants to stop using the Betting Company's Services, the Client can contact the Betting Company's support team via their Personal Account and request a refund (withdrawal) of their funds; this refund (withdrawal) can only be made using the details from which the funds were deposited by the Client to the Client's account in their Personal Account.
- 6.17. To prevent fraudulent actions with the use of bank cards, the Betting Company can request from the Client a photo of the bank card, which was used to deposit/withdraw funds from the Client's account in their Personal Account. The photo shall meet the following requirements: a photo of both sides of the bank card, the first 6 and the last 4 digits of the card number as well as the cardholder's name must be visible, and the CVV code on the back of the card must be COVERED.
- 6.18. The Client, the cardholder, must be aware of the legislation of their country in relation to betting and gambling. Payment methods and bank cards whose issuers are in prohibited locations cannot be used.
- 6.19. The Betting Company is entitled to refuse a request to withdraw funds from a Client's account in their Personal Account for any of the following reasons:
- 6.19.1. if the amount of bets made by the Client with odds less than 1.3 and/or bets in Casino and LIVE-Casino games are less than 100% of the amount of deposits to the Client's account from the Client's registration of their Personal Account. The following bets are not included:
- 6.19.1.1. Free bets;
- 6.19.1.2. Promo bets (bets when promo code is used);
- 6.19.1.3. Bets when booster/boosters are used;
- 6.19.1.4. Bets when bonus balance is used;
- 6.19.1.5. Canceled bets/ Refunded bets/ Bets settled with odds of 1;
- 6.19.1.6. Bets on canceled events;
- 6.19.2. if the Client's account is not used to place bets/pay for the services of the Betting Company.
- 6.20. By accepting these Rules and depositing funds to the account in their Personal Account, the Client confirms that they will not use the account for:
- 6.20.1. transferring funds between other Client's accounts that are not related to the Client's Personal Account in the Betting Company;
- 6.20.2. depositing, storing, or saving funds on the Client's account in their Personal Account without using these funds to place bets;
- 6.20.3. other financial transactions that are not related to placing bets and receiving winnings.
- 6.21. Violation by the Client of the rules for using the Client's account shall be the basis for the Betting Company to impose sanctions and limitations on the Client provided by these Rules.

- 6.22. The Client confirms and warrants that they use their own monetary funds to place bets. The Client represents and warrants that they will not contact third parties to obtain funds to deposit into the Client's account in their Personal Account. The Betting Company is entitled to request clarification from the Client or decline the transfer of money to the Client's account in their Personal Account (return to sender) if this money was obtained from third parties and not from the Client.
- 6.23. The Client independently pays payment system fees when depositing money to the Client's account in their Personal Account and withdrawing money from it. The Betting Company may decide to reimburse fees borne by the Client and/or a group of Clients. This decision is made by the Betting Company independently and can be revised at any time, while accrued fees are not cancelled. Compensation is accrued automatically.

7. MATCHES RESULTS, DATE AND TIME OF THEIR START, DISPUTES RESOLUTION PROCEDURE

- 7.1. The results indicated in the official protocols published on the websites of sports federations, team websites, and other official sources of information are considered valid. The Betting Company reserves the right to use any public official sources, as well as its own sources and/or broadcasts to determine the outcome of an event. If the results in the official sources differ, the Betting Company reserves the right to unilaterally determine the source of information about the event and event outcomes for the purposes of these Rules.
- 7.2. If the comment to the event specifies the source of information by which the outcome of the event will be determined, then the specified source shall be considered as the main source when determining the result. If the information on several sources differs, the Betting Company makes the calculation according to the data from the main source.
- 7.3. The information on statistical indicators provided in the event tracker/betting line is for informational purposes only and is not the basis for calculating the bet. The statistical indicators used to settle bets are determined in accordance with official protocols published on the websites of sports federations, the Betting Company's own sources and/or broadcasts. The Betting Company reserves the right to unilaterally determine the source of information on statistical indicators for the purposes of these Rules.
- 7.4. The settlement of bets can be revised if the Betting Company receives an erroneous result.
- 7.5. When settling bets, the actual start time of events is taken, which is tentatively determined on the basis of official documents of organizations holding sports competitions, and if there are no approved documents, on the basis of the official websites of sports federations, websites of sports clubs and other sources of sports information. The Betting Company reserves the right to unilaterally determine the source of information for the purposes of these Rules.
- 7.6. The Betting Company is not responsible for discrepancies in the date and time of the actual start of events. The date and time of an event specified in the betting line are indicative.

- 7.7. The Betting Company is not responsible for errors in the names of leagues, duration of events, and other data errors. The information indicated in the betting line and Live-bets is indicative.
- 7.8. SPORTS betting. If an event is delayed or postponed for more than 48 hours for any reason, all bets placed on the event outcome are cancelled. The Betting Company is entitled to keep such bets in force at its sole discretion.
- 7.9. An event is deemed delayed or postponed if the planned official start time changes.
- 7.10. All sports events shall only be deemed postponed or cancelled if there is information from the official documents of organizations conducting the sports competitions, official websites of sports federations, websites of sports clubs or other sources of sports information, and based on this information, the sports events indicated in the betting line is modified. The Betting Company reserves the right to unilaterally determine the source of information for the purposes of these Rules.
- 7.11. LIVE bets. If an event is stopped for any reason, but resumes within 5 hours after its start, all bets remain valid. If an interrupted event does not resume within 5 hours after its start, bets are settled with odds of 1, except when the result of the bet has already been decided. This rule does not extend to events that, according to these events rules, can be completed in more than 5 hours.
- 7.12. If an event is not finished and is deemed cancelled, then outcomes that have been decided at the time the event was stopped (for example, the outcome of the first half, the first goal scored and when, etc.) shall be accepted for bets settlement. For all other bets, payout is made with odds of 1.
- 7.13. If an event competitor refuses to fight before the event starts, all bets on the outcomes related to this competitor are cancelled.
- 7.14. If a competitor for any reason (injury, refusal, etc.) is eliminated during the event, then all bets placed before the last round or stage (in which the competitor takes part) are deemed valid, and the remaining bets are cancelled.
- 7.15. If a player, team member (football player, hockey player, basketball player, etc.), does not take part in an event as part of their team, bets are settled with odds of 1, unless otherwise agreed.
- 7.16. If a pair of players (teams, sportspeople) is indicated in an event (match, match-up or fight), and the make up of the pair subsequently changes, all bets on this event are cancelled.
- 7.17. In team competitions, when one or more players of any of the team are replaced for any reason, bets on the outcomes of the entire match remain valid.
- 7.18. In doubles matches, if the players are indicated, when at least one of the players is replaced, bets are settled with odds of 1; if the players are not indicated, bets remain valid.
- 7.19. In events in which the terms "home team" and "away team" are used, if the event is moved to a neutral ground, the bets remain valid; to the ground of the opposing team, the bets remain valid.
- 7.20. If the terms "home team" and "away team" are not relevant for the event (for example, in singles and doubles sports), then in case of a venue change, all bets on the outcomes remain valid.

- 7.21. NBA, NHL, AHL, CHL, OHL, WHL, ECHL teams can be ordered as home team vs away team or in reverse. In the case of the latter (reverse), bets are not refunded.
- 7.22. In friendly matches and club friendly tournaments, when the venue of the event is changed, all bets on this event remain valid.
- 7.23. If more than one player or team is declared an event winner, the odds of the winning bets on these players are divided by the number of winners. For example, if two players are declared winners, the odds of winning bets on them are divided by two.
- 7.24. These Rules may provide individual definitions and bet placement requirements on events within specific sports. In respect of placing bets on the event outcomes of these sports, special Paragraphs of these Rules apply.
- 7.25. In disputed situations without precedent, the final decision shall be made by the Betting Company.
- 7.26. In case of a discrepancy of event stats from various information sources (date, time, result, team name), the Betting Company suspends the payout of winnings on this event outcome until the validity of the stats is fully investigated. The Betting Company reserves the right to unilaterally determine the source of information about the event and event outcomes for the purposes of these Rules.
- 7.27. If a mistake is identified in the odds withdrawal program in relation to events and the Betting Company admits it, all bets placed on these events are deemed won and settled with odds of 1.
- 7.28. If the initial result (outcome) of a completed event is later revised for any reason and one of the parties is awarded a technical defeat (cancellations are not included), the bets are paid out in accordance with the initial (actual) result. The actual result is the result announced on the basis of official score sheets and other official sources of information directly after the end of the event.
- 7.29. In accordance with these Rules, in case of disagreements arising between the Client and the Betting Company on issues related to the implementation and execution of the agreement concluded between the Client and the Betting Company, including issues related to the payout of winnings, event outcomes, winning odds, and other substantive terms and conditions of the concluded agreement, as well as the recognition of the agreement as invalid or not concluded, a mandatory claim procedure for settling disagreements (pre-trial procedure) is established.
- 7.30. Claims shall be made in writing. A claim addressed to the Betting Company shall be sent to the e-mail address of the Betting Company's support team provided on the Betting Company's Website.
- 7.31. A claim shall be submitted within 10 (ten) days from the day the Client became aware or should have become aware of the violation. A claim shall be accompanied by documents confirming and substantiating the claims stated therein. If there is insufficient evidence to substantiate the claim, the claim is rejected without review.
- 7.32. Only the results of events published by the Betting Company are the basis for bets settlement. Claims based on the results of events are accepted only with official documents of the relevant sports federations.

- 7.33. The Betting Company does not accept claims regarding inconsistencies in the transliteration (translation from foreign languages) of team names, players surnames and competition venues. These conditions are provided for information purposes only.
- 7.34. A valid claim is subject to review no later than 20 (twenty) days from the date of its acceptance by the Betting Company.

8. ACTION LINE (EVENTS OUTCOMES)

- 8.1. First Team To Win bets are indicated in the line as 1.
- 8.2. Draw bets are indicated in the line as X.
- 8.3. Second Team To Win bets are indicated in the line as 2.
- 8.4. First Team To Win Or Draw bets are indicated in the line as 1X. To win a bet on this outcome, the first team must win or play out a draw.
- 8.5. First Or Second Team To Win bets are indicated in the line as 12. To win a bet on this outcome, one of the teams must win, i.e. there cannot be a draw.
- 8.6. Second Team To Win Or Draw bets are indicated in the line as X2. To win a bet on this outcome, the second team must win or play out a draw.
- 8.7. Handicap – the superiority or inferiority of a team (player, racer, etc.), expressed in goals, points, sets, seconds, etc., which is determined by the Betting Company for a specific bet.
- 8.8. Team (player, racer, etc.) To Win – Handicap bets are indicated in the line as Handicap (odds are offered for each handicap).
- 8.9. The event outcome with a handicap is determined by adding the handicap to the actual result. If the obtained result favors the selected team (player, racer, etc.), the bet is considered won. Otherwise, the bet is settled as lost. If the result with the handicap is a draw, bets for this outcome are settled with odds of 1.
- 8.10. Total – a numerical total of indicators / a bet on an event outcome which is based on a numerical total of indicators (for example, the total number of goals in a football match).
- 8.11. The Betting Company offers two options of betting on total:
- 8.11.1. bets on two events (under or over);
 - 8.11.2. bets on three events (under, equal, over). Total Under/Over bets are indicated in the line as Total.
- 8.12. In Goals, Points, Games, Etc. Scored, Played, Etc. By Teams (Players, Etc.) Total bets, the Client predicts how many of them will be scored, played out over/under in the total's line. When determining the result, the game time specified by these Rules individually for each sport counts, unless otherwise indicated in the line, and when determining the individual total, only goals scored in the opponent's goal count.
- 8.13. Individual Total bets include the number of goals, points, games, etc. scored, played, etc. by one of the teams (players, etc.). If a result coincides with the value of the total offered by the Betting Company, the odds of winnings bets on under or over are deemed equal to 1.
- 8.14. Over, under and equal bets are called "three-way total" and differ from the regular total by the (3way) mark; they are settled in strict compliance. For example:

- 8.14.1. Total 123 Under (3way) – the total is strictly under 123.
- 8.14.2. Total 123 Equal (3way) – the total equals 123.
- 8.14.3. Total 123 Over (3way) – the total is strictly over 123.
- 8.14.4. With a final match score of 123 points, only the Total 123 equal (3way) bet wins, bets on under and over (3way) are not refundable. Bets on individual three-way totals are settled in the same way.
- 8.15. Interim Total bets. In this bet, the Client predicts the game total in the range of the specified parameter. For example, if a bet is placed on the Interim Total From 0 To 1, then in case of a 0:0, 1:0 or 0:1 score, where the Total equals 0 or 1, the bet is won, and in all other cases it is lost.
- 8.16. In Correct Score bets, the Client predicts the exact score of a match in regular time (excluding overtime, penalties, etc.).
- 8.17. Half-Match bets are indicated in the line by the letters W as a win and X as a draw, and the outcome of the first half (period) is placed first, while the outcome of the whole match is placed second. For example, W1W2 means the victory of the first team (W1) in the first half and the victory of the second team (W2) in the match.
- 8.18. In sports with 4 quarters (Basketball, Water Polo, etc.), Half-Match bets apply to half of the match (two quarters) and for the outcome of the whole match (regular time).
- 8.19. In Result + Total Goals bets, the Client predicts the match winner and the overall total of goals.
- 8.20. In Score Goal () Before 78.00 Minutes – Yes bets, the Client bets on the team scoring a goal before 78:00 minutes (inclusive).
- 8.21. Halves (Periods, Quarters, Sets, Games, Innings) Compare bets. In this bet, the Client predicts which of the halves, periods, quarters, etc. of a match will be the highest-scoring or will have the same scoring results.
- 8.22. Players Compare bets. In this bet, the Client predicts the player who will be the highest-scoring after the tournament ends. When comparing the highest-scoring players after the tournament ends (the number of goals, pucks, points scored, etc.), if there is a tie, bets are settled with odds of 1. Penalty shootouts and penalty shots are not included. The number of matches played by a player does not count; if a player has not played a single match, bets are settled with odds of 1.
- 8.23. Top Goalscorer Of The Tournament bets. Criteria from most to least important: goals scored in a tournament; the highest number of assists in the tournament; the least number of minutes played in the tournament. Including extra time, excluding penalty shootouts and own goals.
- 8.24. Higher At The End Of The Tournament bets. In this bet, the Client predicts the team that will be on the top of the table when the championship ends. In the event of a tie, bets are settled with odds of 1. If a team does not play a single match during the tournament, the winning odds for bets are settled with odds of 1.
- 8.25. Home Team – Away Team bets. The victory of the home team (host team) or away team (guest team) is determined by the difference of goals (points) scored by the home team and away team, taking into account the handicap.

- 8.26. Total Goals Time bets (Total minutes of goals scored). Settled as the sum of the minutes in which all goals are scored in regular time. (Example: goals are scored in minutes 13, 25 and 47. The resulting total will be equal to $13 + 25 + 47 = 85$).
- 8.27. Points (volleyball, table tennis, squash, badminton) bets. Point – the playing of a point in a specified set or game. Example: Volleyball. 1 Wins Point 19 (1 set), the score of the 1st set when the bet is placed is (8:9), then (8:10) and, as a result of the play, team 2 wins, then score is (9:10), which means that 19 point is won by the 1st team. The bet is won.
- 8.28. Score First Goal From () To () Minutes bets. In this bet, the Client predicts the first goal that will be scored in a specified period of time.
- 8.29. Score Last Goal From () To () Minutes bets. In this bet, the Client predicts the last goal that will be scored in a specified period of time.
- 8.30. Who will score the last goal – Nobody beats The bet will win if the game is played out with a score (0:0).
- 8.31. Highest-Scoring Quarter Total bets. The highest-scoring quarter – the highest number of goals scored compared to the other quarters. In this bet, the Client predicts that the total of this quarter will be higher than the specified total. If two or more quarters are played with the same highest-scoring total, this does not constitute grounds for a bet refund. The bet settlement in this case is based on the total.
- 8.32. Lowest Scoring Quarter Total bets. The lowest scoring quarter – the lowest number of goals scored compared to the other quarters. In this bet, the Client predicts that the total of this quarter will be lower than the specified total. If two or more quarters are played with the same lowest scoring total, this does not constitute grounds for a bet refund. The bet settlement in this case is based on the total.
- 8.33. Highest-Scoring Period bets. If it is not possible to determine which quarter is the highest-scoring (two or more quarters ending with the same result), bets on such quarters are settled with odds of 1. Bets on the remaining quarters are deemed lost. Example: Game Score (19:20, 22:17, 21:18, 12:20).
- 8.33.1. Highest-scoring period (1) – refund.
- 8.33.2. Highest-scoring period (2) – refund.
- 8.33.3. Highest-scoring period (3) – refund.
- 8.34. Race To ... Points bets. In this bet, the Client predicts which player will be the first to score a specified number of points in a game. For example: Race to 15 points – W1. A score of 15-13 – win. A score of 12-16 – loss. A score of 10-12 – loss. Race To 15 Points – Nobody. A score of 15-13 – loss. A score of 12-16 – loss. A score of 10-12 – win.
- 8.35. If any player refuses to continue playing for any reason before they or their opponent scores the specified number of points, bets are settled with odds of 1.
- 8.36. In Next () Corner – () and Next () YC – () bets, if the event specified in the bet slip does not occur, it is settled as a refund.
- 8.37. Players, Match-up, Handicaps bets are placed on the difference between the individual total of players (number of goals scored), including handicaps. Own goals do not count. If a player is not in the starting lineup, bets on this player are settled with odds of 1.

- 8.38. Players, Proposition, Total bets. A bet on the total number of goals scored by specified players. Own goals do not count. If a player is not in the starting lineup, bets on this player are settled with odds of 1.
- 8.39. Group Result bets. Teams must finish the group stage in 1st and 2nd place according to the order they are listed.
- 8.40. First Own Goal bets. If the score is 0-0, First Goal – No is settled as a win.
- 8.41. Win In The Remaining Time outcome. The Client predicts which team wins after a specified score. For example, 1X After A 3-2 Score, bets are settled as won if the game score does not change until the end of the match, i.e. after a 3-2 score the score is 0-0 (draw); bets are settled as lost if the score changes to 3-3, i.e. after the 3-2 score team 2 scores a goal.
- 8.42. The Betting Company can offer other types of bets.

9. ADDITIONAL ACTION LINE

- 9.1. In First Half/Match bets, the Client predicts the outcome of the first half and the final outcome of a match.
- 9.2. In Score bets, the Client predicts the score of a match (regular time).
- 9.3. In Who Will Score The First Goal bets, the Client predicts which team will score the first goal. If there are no goals (regular time), bets are deemed lost. An own goal is deemed a goal of a team it is awarded to.
- 9.4. In Goal Time bets, the Client predicts in what minute a goal will be scored by any of the teams. If there are no goals, bets are deemed lost.
- 9.5. Both Teams To Score – Yes bets are settled as won if each of the teams scores at least one goal (puck). Both Teams To Score – No bets are settled as won if at least one of the teams does not score.
- 9.6. A match win means a greater number of goals (points, sets, etc.) scored in an entire match, including extra time (overtime) and penalties (shootouts), if there are any.
- 9.7. Draw In At Least One Of The Periods bets. Draw In At Least One Of The Periods – No bet. The bet is settled as won if there is no draw in any of the periods. Example. With a (1-0, 0-0) score, bets are settled as lost. With a (1-0, 0-1) score, bets are settled as won.
- 9.8. In First Team To Start From The Halfway Line bets, the Client predicts which team will start first from the halfway line. For example, before a match starts, the referee, in the presence of the captains, decides which of the teams will first play the ball. This is done by tossing a coin. The captain who predicts the coin toss chooses either the ball (which means that they start possession from the halfway line), or the side (chooses which side of the field the team will play on).
- 9.9. In First Substitution bets, the Client predicts which team will substitute a player first. If both teams make a substitution in a match at the same time (according to the match score sheet), bets are settled with odds of 1.
- 9.10. In First Substitution Time bets, the Client predicts when the first substitution will be made in a match (in which half or at half time). If there are no substitutes in a match, bets are settled with odds of 1.
- 9.11. In Penalty Yes/No bets, the Client bets on whether a penalty will be given during a match.

- 9.12. In Removal Yes/No bets, the Client bets on whether a player will be sent off during a match. Only the sending off of outfield players and goalkeepers is counted.
- 9.13. In First Yellow Card bets, the Client predicts which team will receive the first warning (yellow card). In the event of a two-way warning (the same time according to the match score sheet), bets are settled with odds of 1.
- 9.14. In Last Yellow Card bets, the Client predicts which team will receive the last warning (yellow card). A repeated warning that results in the automatic expulsion of a player from the field does not count. In the event of a two-way warning (the same time according to the match score sheet), bets are settled with odds of 1.
- 9.15. Handicap betting is also called point betting, or line betting. In addition to handicaps in the main outcomes, the Client predicts which team will win taking into account another handicap. Example: a game ended with a 2:1 score (regular time).
- 9.15.1. Handicap [0:1] W2 bets are settled as lost, since the score with the handicap is 2:2.
- 9.15.2. Handicap [0:1] X bets are settled as won, since the score with the handicap is 2:2.
- 9.15.3. The Handicap [1:0] W1 bets are settled as won, since the score with the handicap is 3:1.
- 9.16. In Player's Individual Total (in basketball, volleyball) bets, the Client predicts a player's individual number (total) of points scored, rebounds, assists, etc. All bets on individual player totals are accepted including overtime or the golden set. If a player from a team fails to take part in a match, bets on this player are settled with odds of 1.
- 9.17. In Player's Individual Total (in handball, futsal, bandy) bets, the Client predicts a player's individual number (total) of goals scored. All bets on the players' individual total are accepted for regular time. If a player from a team fails to take part in a match, bets on this player are settled with odds of 1.
- 9.18. In Yellow card/goal bets, the Client predicts what will happen earlier in the match: a yellow card will be shown or a goal will be scored. If there is no yellow card or goal, bets are settled with odds of 1.
- 9.19. In Yellow card/red card bets, the Client predicts whether a specific player will be shown a yellow or a red card in a match. Only yellow and red cards shown to outfield players and the goalkeeper count. If a player is not in the starting lineup, bets on this player are settled with odds of 1.
- 9.20. In Double (Hat Trick, Poker) Scored bets, the Client predicts whether one player will score exactly two goals (double), exactly three goals (hat-trick), or exactly four goals (poker) during a match. Own goals do not count.
- 9.21. In Official Injury Time bets, the Client predicts whether the amount of extra minutes added to regular time in each half will be over or under a certain value.
- 9.22. Unexpected Victory (regular time with injury time) is when a team that was losing during a match came out the victor it is deemed an Unexpected Victory. If a match ends in a draw, then Unexpected Victory – Yes bets are settled as lost.
- 9.23. In First Goal Headed bets, the Client predicts whether the first goal in a match will be scored as a header. If there are no goals in a match, and if the first goal in

- the match was an own goal (including a goal scored as a header), First Headed Goal – No bets are deemed won.
- 9.24. In First Team To Score And Win bets, the Client predicts which team will score the first goal and win a match. Bets on NHL and KHL matches and all international competitions are accepted for regular time. If there are no goals, bets on the First Team To Score And Win – Yes outcome are deemed lost.
- 9.25. A clean sheet is a match in which at least one of the teams does not let in a single goal.
- 9.26. Away Team Win With Clean Sheet – Yes bets are settled as won if the score is 0:1, 0:2, etc. Away Team Win With Clean Sheet – No bets are settled as won in the event of any score other than 0:1, 0:2, etc.
- 9.27. In Penalty Scored – Yes/No bets, the Client predicts whether a penalty will be scored by a team in a match. In the absence of a penalty in a match, bets on Penalty Scored – Yes and Penalty Scored – No outcomes are deemed lost. Example: Team 2 To Score A Penalty – No. The bet is settled as won if a penalty is awarded to the 2nd team in the game and the penalty is not scored. The bet is settled as lost if there is no penalty in the game or a penalty awarded to the 2nd team is scored. Team 2 To Score Their 1st Penalty – Yes.
- 9.28. In 1st Penalty Scored – Yes/No bets, the Client predicts whether a team will score the first penalty in a match. In the absence of a penalty in the match, 1st Penalty Scored – Yes and 1st Penalty Scored – No, bets are settled as lost.
- 9.29. Game Progress (lead-win, lead-draw, lead-lose) bets are accepted for regular time, including stoppage time. This bet type is settled based on the first team to score, in combination with the final result, regardless of how often the leading team (in terms of goals) subsequently changes during the game.
- 9.30. Interim Win bets:
- 9.30.1. W1 From 10:00 To 14:59 bets are settled as won if during this time the first team scores more goals than it lets in.
- 9.30.2. X From 10:00 To 14:59 bets are settled as won if the teams play out a draw during this time.
- 9.30.3. W2 From 10:00 To 14:59 bets are settled as won if during this time the second team scores more goals than it lets in.
- 9.31. The bet on the leadership and draw duration. Bets are accepted for regular time. Example. During a game (hockey), team 1 scores a goal in the 16th minute, team 2 scores a goal in the 21st minute, team 1 scores a goal in the 36th minute. The total number of minutes during which the game is tied is calculated: first 15 min + 15 min (36 - 21) = 30 min. Total lead time for the first team: (21-16) + (60-36) = 5 + 24 = 29 min. Draw For 19.5 Minutes Under bets are settled as lost. Team 1 Leads For 13.5 Minutes Over bets are settled as won.

10. BET BUYBACK

- 10.1. Bet buyback is an option which allows the Client to request an early settlement of a bet (before the outcome of the event is decided in respect of which the bet was made).
- 10.2. Bet buyback is available for single bets. The list of events/outcomes for which the bet buyback option is available is decided by the Betting Company.

- 10.3. If the bet buyback option is available, the Client can redeem their bet any time after its placed and as long as the buyback option is available for this bet. In certain cases, the bet buyback option might be temporarily unavailable for various technical reasons (inability to broadcast a match, technical issues when displaying the, etc.), however, this option might later become available.
- 10.4. The buyback price is available in the information about the bet. The buyback price can vary and is calculated individually for each specific event outcome.
- 10.5. The Betting Company is entitled to cancel a bet buyback made by the Client in the following cases:
 - 10.5.1. The bet buyback price was specified incorrectly.
 - 10.5.2. The bet buyback was made after the event outcome on which the bet was placed becomes known.
- 10.6. In case of cancellation of a bet buyback, the bet is settled based on the outcome of the event on which the bet is placed.
- 10.7. The Betting Company reserves the right to change the terms or not to offer the bet buyback option without any explanations.

11. BET INSURANCE

- 11.1. Bet insurance is a paid service that is guaranteed to exclude the possibility of losing a bet. If the Client insures a bet, then in case of the correct outcome of the event on which the Client's bet is placed, the bet is settled and the Client receives all winnings (the insurance payment is not refunded), and if the event outcome differs from the outcome on which the Client's bet was placed, the Betting Company refunds the bet amount to the Client.
- 11.2. The insurance cost depends on the current odds of the event outcome, the bet on which the Client wants to insure.
- 11.3. Partial bet insurance is allowed. If a bet is partially insured and is deemed lost, the Betting Company will refund the bet amount to the Client in proportion to the insured part of the bet. For example: A EUR 1,000 bet with odds of 1.8. The Client wants to take out insurance for 100% of the bet. The Betting Company offers insurance on the condition that the EUR 470 insurance premium is paid. If the Client's grants consent, EUR 470 will be debited from the account as the insurance premium. If the bet wins, EUR 1,800 ($1,000 \times 1.8$) is paid out to the Client. If the bet is lost, the Betting Company pays out EUR 1,000 to the Client, because the bet was insured for 100% (the entire bet amount).
- 11.4. If the insured bet is cancelled/refunded to the Client for any reason, the insurance premium is refunded to the Client as well.
- 11.5. The same bet can be insured several times. For example, at first the Client can insure 10% of the bet amount, then 30%, then another 50% of the bet amount. At the same time, depending on the change in the odds, the insurance cost (the insurance premium and the procedure for calculating it) can change.
- 11.6. Each bet may be insured for no more than 100% of the amount of such bet if the Betting Company offers insurance for such a bet.
- 11.7. The Betting Company can offer insurance for single bets and accumulator bets. If an accumulator bet insurance policy is taken out, the odds of all events in the accumulator bet are factored in when calculating the insurance premium.

- 11.8. Insurance can be taken out in the Client's Personal Account (Betting History). Once the premium has been deducted, you cannot cancel the insurance.
- 11.9. Insurance cannot be taken out on events whose outcome is already known at the time of taking out the insurance.
- 11.10. Bets placed using bonus funds (paid for by the Client with bonus funds) with a freebet or promo code cannot be insured.
- 11.11. The Redeem Bet option cannot be used for an insured bet.
- 11.12. The Betting Company decides for which bets insurance can be taken out. The Betting Company is not responsible if the insurance service is unavailable due to a technical failure or for other reasons.
- 11.13. Bet insurance can be cancelled by the Betting Company if technical problems occur during processing. In all such cases bets are settled as normal based on the results of the event.

12. RULES BY SPORT

12.1. AFL (Australian Football)

- 12.1.1. Bets are accepted on:
 - 12.1.1.1. Regular time of 80 minutes (4 quarters of 20 minutes or 2 halves of 40 minutes).
 - 12.1.1.2. Regular time with overtime (marked With OT).
- 12.1.2. The Betting Company is not responsible for any errors in the duration of matches. The stats given in the betting line and live are indicative. Game rules can be clarified using official sources.
- 12.1.3. If a match is abandoned before 80 minutes of the game have elapsed, all bets on this match are settled with odds of 1, except in cases when the betting results have already been decided at the time the match is stopped.
- 12.1.4. If the venue of a game is changed, bets already placed on the game are valid, provided that the home team is still deemed to be the home team.
- 12.1.5. First Goalscorer bets. If a player does not participate in a match or enters the field after the first goal was scored, all bets on that player are cancelled. Bets on players substituted or sent off before the first goal is scored are deemed lost. If the first goal is scored by a player on whom no odds have been offered, all bets on other players are deemed lost, unless the Any Other Player option is offered. If a match is abandoned before the first goal is scored, all bets are cancelled.
- 12.1.6. Goal (6 points) – if the ball is kicked directly between the two taller posts without touching another player, the attacking team receives 6 points.
- 12.1.7. Behind (1 point) – if the ball passes directly between the inside and outside goal post (behind), if it hits the post, passes over the goal line or back line.
- 12.1.8. Half Match bets are accepted for the first half and the entire match.
- 12.1.9. If a match is abandoned and not resumed within 48 hours, the Betting Company reserves the right to invalidate the bets.

- 12.1.10. If team names are displayed incorrectly, the Betting Company reserves the right to invalidate the bets.

12.2. American Football

- 12.2.1. Bets are accepted on:
- 12.2.1.1. Regular time (60 minutes, 4 quarters of 15 minutes).
 - 12.2.1.2. Regular time with overtime (marked With OT).
- 12.2.2. If a match is started but not finished, all bets on this match are settled with odds of 1, except in cases when the betting results have already been decided at the time the match is stopped.
- 12.2.3. A match is deemed played if at least 50 minutes of the match have been completed. In this case, all bets are settled based on the results at the time the match is stopped.
- 12.2.4. For Higher At The End Of The Tournament bets, if teams do not advance from the group, priority is given to the ranking (in the group) and then to points earned.
- 12.2.5. Highest (Lowest) Scoring Quarter Total bets. Two or more quarters with the same highest (lowest) total are not grounds for a refund. The bet settlement in this case is based on the total.
- 12.2.6. Highest Scoring Quarter bets. If it is not possible to determine which quarter is the highest-scoring (two or more quarters ending with the same result), bets on such quarters are settled with odds of 1. Bets on the remaining quarters are deemed lost.
- 12.2.7. Highest Scoring Half bets. If both halves end with the same result, bets are settled with odds of 1.
- 12.2.8. If a match including overtime ends in a draw, bets on W1 and W2 are settled with odds of 1, bets on totals and handicaps are settled based on the match results.
- 12.2.9. If teams names are displayed incorrectly, the Company reserves the right to cancel the bets.

12.3. Badminton, table tennis, beach volleyball

- 12.3.1. If a match is delayed or postponed for any reason, all bets remain valid until the end of the match or the end of the tournament in which the match is played, until the match is finished or one of the players withdraws.
- 12.3.2. If a match is cancelled due to it being abandoned or because of the disqualification of a team, all bets are settled with odds of 1, except bets on outcomes that are already decided by the time the match is abandoned. Bets on the winner of the match will be settled with odds of 1.
- 12.3.3. If there is a typo in the initials of a player (e.g. A. Ivanov instead of V. Ivanov), this is not grounds for cancelling a bet and the bet remains valid.
- 12.3.4. Match Win bets. If any of the specified players in an event are replaced before the start of a match, all bets are cancelled.

- 12.3.5. Handicaps and totals for the specified sports are expressed in points, except for the Sets Handicap and Sets Total.
- 12.3.6. Winner bets. The winner is the player (team) who takes first place in a tournament. If a player withdraws before a tournament starts, bets on this player are settled with odds of 1.
- 12.3.7. To Qualify bets. In this bet, the Client predicts the player who will go through to the next round of the tournament. If both players drop out of a tournament, the player who goes further in the tournament is deemed the better player; if both players drop out in the same round, bets are settled with odds of 1. If a player withdraws before a tournament starts, bets are settled with odds of 1.

12.4. Ball hockey (bandy)

- 12.4.1. All bets are settled based on the results at the end of the regular time (90 minutes of play, 2 halves of 45 minutes or 3 halves of 30 minutes).
- 12.4.2. Extra time counts only for bets on reaching the next round, promotion to the next league, competition winner, etc.
- 12.4.3. If a match is started but not completed, all bets on this match are settled with odds of 1, except in cases when the betting results have already been determined at the time the match is stopped.
- 12.4.4. A match is deemed played if at least 60 minutes of the match have been played. In this case, all bets are settled based on the results at the time the match is stopped.
- 12.4.5. Inline Hockey is a type of hockey where players wear skates and use a puck or a ball. A match lasts for 4 quarters of 12 minutes each.

12.5. Baseball, softball

- 12.5.1. Bets on baseball matches are accepted with extra innings.
- 12.5.2. All bets on a match are accepted with regard to the starting pitchers, as long as their names are given in the event. For a bet to be valid, both designated pitchers must start the game and pitch at least one inning. If at least one of the pitchers does not start the game for any reason, all bets on that game are cancelled. If the names of starting pitchers are not specified, bets are accepted without regard to the starting pitchers.
- 12.5.3. The home team in a match is the team batting second, regardless of where the game is played.
- 12.5.4. All bets are settled based on the official result of a match, including all extra innings (except bets on parts of the match).
- 12.5.5. A match is deemed played if at least 5 full innings or 4.5 innings have been played. If fewer than 4.5 innings have been played, the following bets are settled: Bets on wins, advancing to the next stage, bets results of which have already been decided at the time the match is stopped. All other bets on this match are settled with odds of 1.

- 12.5.6. SPORTS betting. If a baseball match does not start at the specified time and there is confirmation on the official website that the match has been postponed, all bets on that match are settled with odds of 1.
- 12.5.7. LIVE bets. If a match is suspended (abandoned) and resumed within 72 hours, bets remain valid until the end of the match. If a match is not completed within 72 hours, all bets on the match are cancelled, except for the outcomes that have already been decided.
- 12.5.8. For tied baseball games (NPB, pre-season MLB, KBO), bets on W1 and W2 are settled with odds of 1 (refund).
- 12.5.9. In MLB pre-season games, if the score is tied at the end of the 9th inning, an extra 10th inning is played. If no one wins in the 10th inning, the game ends in a draw and bets on W1 and W2 are settled with odds of 1 (refund).
- 12.5.10. Softball –a team sport with a ball, similar to baseball. Teams play 7 innings in an official game. In the event of a draw, extra innings are played.

12.6. Basketball

- 12.6.1. In this sport, bets are accepted on:
 - 12.6.1.1. Regular time (48 minutes of play, 4 quarters of 12 minutes or 40 minutes of play, 4 quarters of 10 minutes, NCAA – 2 halves of 20 minutes); basketball 3x3: 10 minutes of play or to 21 points.
 - 12.6.1.2. Regular time with overtime (marked With OT).
- 12.6.2. A match is deemed played if at least 35 minutes have been played for 48-minute matches (or at least 28 minutes for 40-minute matches). In this case, all bets are settled based on the results at the time the match is stopped. In basketball 3x3 – at least 70% of play or if at least one team has scored 16 points.
- 12.6.3. In basketball matches (for events marked OT), bets on handicaps and totals for the 4th quarter and the 2nd half are settled without counting overtime (OT).
- 12.6.4. Bets on individual and team statistics are accepted including overtime, unless otherwise declared, and settled based on the final score sheet.
- 12.6.5. Bets on basketball 3x3 are accepted according to the official regulations and competition rules published on the official website of the tournament or sports club. The rules and regulations of a particular competition differ from the rules and regulations of other similar tournaments and shall not be grounds for refunding bets accepted for basketball 3x3 events.
- 12.6.6. NBA teams can be ordered as home team versus away team or in reverse. In the case of the latter (reverse), bets are not refunded.
- 12.6.7. The rules for friendly (cup, club) basketball matches are independently verified by the Client in official sources. If a friendly match ends in a draw (the change of match rules), bets on wins are settled with odds of 1, and all totals and handicaps are settled based on the final result.

- 12.6.8. In cup basketball matches, overtime (OT), which is played based on the sum of the results of two games, only counts for bets on advancing to the next round, another league, the competition winner, etc.
- 12.6.9. If a basketball game ends in a draw, Will There Be Overtime – Yes bets are settled as won; Will There Be Overtime – No bets are settled as lost.
- 12.6.10. Half-Match bets are indicated in the betting line by the letters W as a win and X as a draw, and the outcome of the first half is placed first, while the outcome of the whole match is placed second. For example, W1 / W2 denotes a win of the first team (W1) in the first half and a win of the second team (W2) in the match in regular time.
- 12.6.11. Highest (Lowest) Scoring Quarter Total bets. Two or more quarters with the same highest (lowest) total are not grounds for a refund. The calculation in this case is based on the total (points scored during OT are not included in the calculation of the 4th quarter total).
- 12.6.12. Highest Scoring Quarter bets. If it is not possible to determine which quarter is the highest-scoring (two or more quarters ending with the same result), bets on these quarters are settled with odds of 1. Bets on the remaining quarters are deemed lost (points scored during OT are not counted when calculating the 4th quarter total).
- 12.6.13. Highest-Scoring Half bets. If both halves end with the same score, bets are settled with odds of 1 (points scored in OT do not count towards the 2nd half total).
- 12.6.14. Home Team To Win Both Halves – No bets are settled as won if the home team loses at least one half.
- 12.6.15. Each Team To Score Over 72.5 – Yes bets. Bets are settled as won if the total of each team for the whole match is 73 or more points.
- 12.6.16. Each Team To Score Over 72.5 – No bets. Bets are settled as won if at least one of the teams fails to earn the specified amount of points.
- 12.6.17. All Periods Total Over 32.5 – Yes bets. Bet are settled as won if the total is 33 or higher in all quarters.
- 12.6.18. Quarter Draws and Total, Quarter Handicaps, Quarter Scores, and Quarter Wins bets are settled for regular time only.
- 12.6.19. Fouls. Bets on total fouls are settled based on the final score sheet, in which only personal remarks to players are included. A technical foul committed by a coach, a team official or a player on the bench does not count for betting purposes.
- 12.6.20. Bets on a player's individual statistical performance. If a player does not play a match, or plays for less than 2 (two) minutes, bets accepted on their individual statistical performance are subject to refund.
- 12.6.21. Bets accepted on events recognised as incomplete are subject to cancellation, except for bets accepted on events where the result was already determined. For interrupted events, bets accepted on the comparative performance of the quarters are subject to cancellation.
- 12.6.22. Bets accepted on events that have been interrupted, but are deemed played, are settled in the usual way. Bets accepted for a match that

was stopped and where the draw countdown did not start are subject to refund (if the match is interrupted in the 3rd quarter, bets for the 4th quarter are settled with a refund). Bets accepted for events that have started but are not completed are settled as completed.

- 12.6.23. Bets accepted for individual parts of a match (quarters) that are stopped are settled as played if at least 70% of the playing time, as per the rules for this part of the match, has been completed. The calculation of the elapsed playing time takes into account only full minutes played and rounds fractions downwards.

12.7. Beach football

- 12.7.1. All bets are settled based on the result at the end of the regular time (36 minutes of play, 3 periods of 12 minutes each).
The Betting Company is not responsible for any errors in the length of matches. The stats given in the betting line and live are indicative. The rules of the game can be clarified using official sources.
- 12.7.2. Extra periods and penalty shootouts count only in bets on the winner of a match, reaching the next round or on the competition winner, etc.
- 12.7.3. If a match is started but not finished, all bets on this match are settled with odds of 1, except in cases when the betting results have already been decided at the time the match is stopped.
- 12.7.4. A match is deemed played if at least 30 minutes of the match have been played. In this case, all bets are settled based on the results at the time the match is stopped.

12.8. Biathlon

- 12.8.1. Who Is Higher bets. The Client predicts the athlete (for a relay team) who will finish higher in the final score sheet. If both athletes withdraw or one athlete does not start, bets are settled with odds of 1. If one of the athletes fails to finish, bets on that athlete are deemed lost.
- 12.8.2. Misses bets. Comparison of the total number of misses by athletes. The Client predicts which of the athletes will miss the greatest number of times. If there is a draw, bets are settled with odds of 1. If an athlete retires from the course without having shot at all the ranges, bets are settled with odds of 1.
- 12.8.3. Misses in Relays bets. The number of misses in a relay is calculated by adding the number of penalty laps and the extra ammunition used by all team members.
- 12.8.4. Which Country's Best Representative Is Higher bets. The Client predicts the country whose best representative will finish higher in the final race score sheet.

- 12.8.5. Race Winner bets. The winner of the race is the athlete who comes first in the final score sheet. If there are two or more winners, bets are settled with odds of 1.
- 12.8.6. Leader After The 1st (2nd etc.) Stage bets. The stage winner is determined by the final score sheet. If there are two or more winners of the stage, bets are settled with odds of 1.
- 12.8.7. Biathlon. Winner. Men. Pursuit race. 12.5 km. Hochfilzen. 1-10 place (December 8, 2013 | 16:30) – Winner (Daniel Mesotitsch) Yes bets. Bets are settled as won if D. Mesotitsch finishes the race in the top-10.
- 12.8.8. Additional Cartridges Sweden (13 December 2013 | 17:25) Total 7.5 U bets. The bet is settled as won if the Swedish athletes use 7 or fewer extra cartridges.
- 12.8.9. Winner's Lead From 2nd Place 0-20 sec – Yes bets. The bet is settled as won if the winner's lead over the athlete in 2nd place is 20 seconds or less.
- 12.8.10. IBU World Cup bets. The overall standings are calculated based on the season's results.

12.9. Boxing

- 12.9.1. The start of a fight is determined by the sound of the gong at the start of the first round.
- 12.9.2. If no decision can be made on the outcome of a fight, or if a fight is abandoned for any reason without a decision being made on the result of the fight, all bets are cancelled. If the result of a fight has already been decided, bets are settled depending on the result.
- 12.9.3. In the event of a change in the number of rounds, bets on the outcome of a fight remain valid and bets on the number of rounds are settled with odds of 1.
- 12.9.4. Fight Duration bets are indicated in the Total Rounds line. The Client predicts the number of rounds in a fight. When counting the number of rounds, the round in which the outcome of the fight was decided (the end of the fight) counts.
- 12.9.5. If a fighter refuses to continue a fight after the sound of the gong for the beginning of the next round, the fight is deemed to have ended in the previous round.
- 12.9.6. Winner – W1 (W2) bets. In the betting line denoted as Winner – W1 (W2) (1 and 2 respectively), and includes the following items:
 - 12.9.6.1. Points Victory.
 - 12.9.6.2. KO Victory.
 - 12.9.6.3. TKO Victory.
 - 12.9.6.4. Technical Decision Victory.
 - 12.9.6.5. Disqualification Or Withdrawal Of An Opponent.
- 12.9.7. Draw bets. These bets are denoted by an X in the betting line and determined by decision of the judges based on the boxers' points after all rounds of the fight have been completed.

- 12.9.8. Points Victory bets. Denotes victory by decision of the judges after all rounds of a fight have been completed.
- 12.9.9. Inside-The-Distance Victory bets. Includes knockouts, technical knockouts, disqualification or withdrawal of the opponent during the fight.
- 12.9.10. Round 3 – W2 bets. This bet is settled as won if the second opponent wins by knockout or technical decision in round 3.
- 12.9.11. Fight Ends In Rounds 10-12 bets. This bet is settled as won if the boxer wins by knockout or technical decision in rounds 10 to 12.

12.10. Chess

- 12.10.1. Bets on the result of a game are settled based on the official result of that game, and bets on the result of a match are settled based on the results of all games in that match.
- 12.10.2. Should more than one player share first place at the end of a tournament, when settling bets dead-heat rules apply provided there is no tie-break.
- 12.10.3. White is always marked as 1, regardless of the match venue.
- 12.10.4. If the start of a game is delayed or a game is postponed for any reason, all bets remain valid until the end of the game or the end of the tournament.
- 12.10.5. Win – Handicap (0) bets. If a game ends in a draw, all bets are cancelled.
- 12.10.6. Should the format of a match change, bets on that match are settled with odds of 1.

12.11. Cricket

- 12.11.1. Bets are counted based on the official result announced by the governing body of the match or tournament.
- 12.11.2. If a match is abandoned and not completed, bets on the winner of that match are settled with odds of 1.
- 12.11.3. Bets are accepted for regular time without overtime (super over), unless otherwise specified. If there is no Winner With Super Over bet in an overtime match (super over), bets are settled with odds of 1.
- 12.11.4. There are several types of cricket competitions:
 - 12.11.4.1. One-Day International Match (Twenty20 – quick match) – the game lasts an average of three and a half hours.
 - 12.11.4.2. One-Day International Match (ODI) – the game lasts more than 8 hours.
 - 12.11.4.3. Test matches – 5 game days with a minimum of 90 overs each day for each team twice (to win a test game, a team must dismiss the opposing team twice).
- 12.11.5. If the official result of a match is a draw, and no draw bets are offered, any means of deciding the winner count, e.g. bowl off, super over, etc. (super overs and bowl offs do not count for all other bets).

- 12.11.6. Best batsman in the team. Bets on Test Matches and County Championships remain valid, regardless of the number of overs completed. For bets to be valid in a one-day match, a minimum of 20 overs must be completed. For bets to be valid in Twenty20 matches, a minimum of 10 overs must be completed.
- 12.11.7. Bets placed on any player not included in the starting 11 or designated as a reserve player are cancelled. Bets on players who have been selected but do not hit the ball or enter the field are settled as lost. The rules of a draw apply.
- 12.11.8. Some types of outcome can only be settled after the full event listing becomes available on the official source, which can take 10-12 hours.
- 12.11.9. Innings in test matches are over when all batters of the batting team are dismissed from the game, the captain announces that the innings is being abandoned, or when the time or number of overs limits are reached. Innings in ODI, T20 and T10 matches are deemed over when all players of the batting team have been dismissed from the game or when the overs limit is reached.
- 12.11.10. Total runs in an inning. The Client must guess the total or individual total of a team(s). Bets are settled according to the official result. If a match is shortened due to unforeseen circumstances (rain, light, darkness), bets are settled with odds of 1, except for results that are clearly determined if the minimum number of overs was not played.
- 12.11.10.1. Minimum number of overs to determine the result:
- 12.11.10.2. Twenty20 – 20 full overs for each team.
- 12.11.10.3. One-day matches (ODI) – at least 40 overs for each team.
- 12.11.10.4. 100-Ball Matches – full 100 balls for each team.
- 12.11.10.5. Test matches and first-class matches. Announcements will be considered as the end of the inning for settlement purposes. If the first inning is cancelled, all bets are cancelled. If the inning is not completed due to weather conditions or external circumstances, all bets are cancelled, except when the outcome has already been determined.
- 12.11.11. Total Runs By The Time The Wicket Is Taken. Bet are settled as won if the specified criteria for wicket-taking and total runs are correctly predicted. If no wicket is taken and the total exceeds the specified minimum, bets are settled as lost. If no wicket is taken and the total runs exceeds the maximum indicated, bets are settled with odds of 1.
- 12.11.12. Best Batter bets. If two or more players have the same number of runs, bets on these players are settled with odds of 1. If a player is in the starting line-up but does not enter the field, bets on the best batter are settled as lost.
- 12.11.13. First Ball bets. The first ball in the game is accepted regardless of who wins the toss. The second, third, fourth and fifth balls in a match are settled in a similar way.
- 12.11.14. Best Bowler bets – the best bowler is determined by the number of wickets taken. If the number of wickets is the same, it is settled by the lower ECON.

- 12.11.15. Total Runs on delivery. This bet is calculated based on the delivery by score, not by serial number. For example:
- 12.11.15.1. 1WD
 - 12.11.15.2. 4 runs
 - 12.11.15.3. 2 runs
 - 12.11.15.4. The second delivery will be settled based on the result of 4 runs.
- 12.11.16. Maximum Runs Of Any Player; Player, Total Runs; Number Of Runs Of A Player. In test matches, these bets are settled based on the highest score in the innings. The runs of two innings are not added up, unless otherwise stated.

12.12. Darts

- 12.12.1. Match bets. If a match is started, but not completed, the player who has qualified for the next round is deemed the winner. However, bets on a set, leg, handicap and special bets are cancelled if the result of a particular bet has not been decided.
- 12.12.2. Handicaps and totals for darts matches are displayed in sets, unless otherwise stated in the betting line. 180 points in darts is the maximum possible score of 3 throws in one round.
- 12.12.3. Final Visit To The Oche Total 40 And Under/(41 And Over) bets. The final visit to the oche (checkout) is a certain number of points at which a player can complete the game. This term is used for a type of darts where players are given points (301 or 501) at the start of the game and they must reach a score of zero. When a player has 170 points left, they can theoretically finish the game. Assuming, of course, that they score 170 points in one visit to the oche.
- 12.12.4. If the match format changes, the bet is cancelled and settled with odds of 1.

12.13. Field hockey

- 12.13.1. All bets are settled based on the result at the end of regular time (In regular field hockey championships, the game lasts 2 halves of 35 minutes with a break of 5 minutes, and in EHL 4 halves of 15 minutes).
- 12.13.2. Extra time and penalty shootouts are counted only for bets on reaching the next round, the competition winner, etc.
- 12.13.3. If a match is started but not completed, all bets on this match are settled with odds of 1, except in cases when the betting results have already been determined at the time the match is stopped.
- 12.13.4. A match is deemed played if at least 60 minutes of the match have been played. In this case, all bets are settled based on the results at the time the match is stopped.
- 12.13.5. Indoor Hockey is a type of field hockey played indoors. A match consists of 2 halves of 20 minutes each.

12.14. Floorball

- 12.14.1. Floorball is hockey played indoors on a hard floor with a hollow plastic ball.
- 12.14.2. All bets are settled based on the result at the end of regular time (60 minutes of play, 3 halves of 20 minutes each).
- 12.14.3. Extra time and penalty shootouts are counted only for bets on reaching the next round or on the competition winner, etc.
- 12.14.4. If a match is started but not completed, all bets on this match are settled with odds of 1, except in cases when the betting results have already been determined at the time the match is stopped.
- 12.14.5. A match is deemed played if at least 50 minutes of the match have been played. In this case, all bets are settled based on the results at the time the match is stopped.
- 12.14.6. In agreement with the organiser of the competition, matches can be played for a shorter time, but not less than 2 halves of 15 minutes each, with a break as determined by the organiser. Check independent sources for competition rules.

12.15. Football

- 12.15.1. Bets on football matches (including cup matches) are accepted for regular time (90 minutes of play, 2 halves of 45 minutes plus injury time), unless otherwise stated in the betting line (extra time).
- 12.15.2. Extra time and penalty shootouts are counted only for bets on reaching the next round, another league, or the competition winner, etc.
- 12.15.3. 75 minutes of a match must be played for bets to remain valid, except in cases when the betting results have already been determined at the time the match is stopped.
- 12.15.4. For friendly matches, the rules are adopted before the start of the tournament. Before betting on friendly matches, the rules of the game can be clarified using official sources.
- 12.15.5. Bets on football matches marked extra time are settled without penalty shootouts. Bets on penalty shootouts are accepted separately.
- 12.15.6. Corners Total – the Client predicts whether both teams will be awarded more or fewer corners during a match than a specified amount.
- 12.15.7. Yellow Cards Total and Yellow Cards Handicaps are counted only as warnings to players and goalkeepers who are on the field. When calculating the number of yellow cards in a match, a repeated warning resulting in an automatic expulsion of a player from the field does not count. Yellow and red cards shown to outfield players and the goalkeeper after the final whistle do not count for betting purposes. If the referee shows a yellow card at half-time for an offence that occurred in the first half (delayed yellow card), it counts towards the first half.
- 12.15.8. The number of yellow and red cards, corners, post and crossbar strikes are determined by video broadcast. If a broadcast is interrupted or

there is no broadcast, the result of the number of yellow and red cards and corners is taken from official sources of information. All other statistics (offsides, fouls, substitutions, etc.) are taken from official sources of information only. A substitution made in the 46th minute, according to the official source, is deemed to have taken place at half-time. A retaken corner counts as one and the same corner. Only corners taken are considered when calculating the total amount of corners.

- 12.15.9. Hit The Woodwork bets. Only post and crossbar strikes after which the ball remains in play (touched a player, the referee, the other post or crossbar) count. A post and crossbar strike does not count if: the game was stopped before the ball hit the woodwork; the ball went out of play or into the goal (a goal was scored) after hitting the woodwork. All post and crossbar strikes in regular time count when settling Hit The Woodwork – No/Yes bets.
- 12.15.10. Shots on goal bets. Post and crossbar strikes do not count for this bet.
- 12.15.11. The use of the video assistant referee (hereinafter VAR) during matches is confirmed by television broadcast after the following events: the referee showed a VAR gesture (the referee draws a rectangle in the air); the referee used the VAR TV. The Goal Check message on the scoreboard and the referee putting their hand to their ear are not indicative of an official video review of a play. Other conversations between the referee and assistants are also not deemed official video reviews.
- 12.15.12. In Home Team To Score First Goal Up To 78th Minute – Yes bets, the Client predicts that team 1 will score its first goal within this time. If a goal is scored in the 78th minute, it counts towards this bet.
- 12.15.13. Total Goals Between Min () And () bets. The Client predicts the total number of goals in a specified time interval.
 - 12.15.13.1. Between (40:00) and (44:59), injury time counts towards the goal total.
 - 12.15.13.2. Between (85:00) and (89:59), injury time counts towards the goal total.
 - 12.15.13.3. Between (10:00) and (19:59), if a goal is scored in the 20th minute, it counts towards this time interval.
- 12.15.14. First/Last Goal Period bets. Bets on the first goal scored within a certain period of time, e.g. from 1 to 30 minutes, are deemed lost if a match is abandoned when the score is 0:0 after this period of time.
- 12.15.15. Penalty – Yes/No bets. In this bet, the Client predicts whether or not a penalty will be awarded in a match.
- 12.15.16. Half: 1x2 bets. Bets are accepted for the first half.
Example: First Half – Away Team – Yes. Bets are settled as won if the away team wins the first half.
- 12.15.17. Penalty Shootout – Away Team – Yes bets. Bets are settled as won if there is a penalty shootout and the away team wins. Bets are settled as lost if there is no penalty shootout or if the away team loses in a penalty shootout.

12.15.18. Highest-Scoring Period bets.

12.15.18.1. Highest-Scoring Period – 1st Half – the total number of goals in the 1st half is greater than the total number of goals in the 2nd half.

12.15.18.2. Highest-Scoring Period – 2nd Half – the total number of goals in the 2nd half is greater than the total number of goals in the 1st half.

12.15.18.3. Highest-Scoring Period – Draw – the total number of goals in the 2nd half equals the total number of goals in the 1st half.

12.15.19. Penalty Shootouts bets. If in a shootout no 5th penalty is taken:

12.15.19.1. Away Team To Score The 5th Penalty – No – refund.

12.15.19.2. Away Team To Score The 5th Penalty – Yes – refund.

12.15.20. Combined bets. A type of football betting that includes two or three outcomes. For example, Under 2.5 Goals And Under 4 Cards

W2 and Under 10 Corner Kicks and Under 4 Cards. For this type of bet to win, all of the Client's selections must win. Bets are accepted for regular time, including stoppage/injury time. Extra time does not count. A corner kick that is taken repeatedly is counted once. A second violation as a result of which a card is shown counts as one card. For example, after a yellow card, a red card is immediately given – in this case only one card counts. Only cards that are shown to players on the field count. In accumulator bets, if one of the bet parameters coincides with the proposed option, bets cannot be settled with odds of 1. Example: Under 10 Corner Kicks And Under 4 Cards – result – 9 corner kicks and 4 cards. The bet is settled as lost.

12.16. Futsal

12.16.1. All bets are settled based on the results at the end of regular time (40 minutes of play, 2 halves of 20 minutes each).

12.16.2. Extra time and penalty shootouts are counted only for bets on reaching the next round or the competition winner, etc.

12.16.3. If a match is started but not completed, all bets on this match are settled with odds of 1, except in cases when the betting results have already been determined at the time the match is stopped.

12.16.4. A match is deemed played if at least 35 minutes of the match have been played. In this case, all bets are settled based on the results at the time the match is stopped.

12.17. Gaelic football, hurling

12.17.1. All bets are settled based on the result at the end of regular time (70 minutes of play consisting of two halves of 35 minutes each or 60 minutes of play consisting of two halves of 30 minutes each). A match must be completed for bets to stand, except for markets which had already been determined at the time the match was stopped.

12.17.2. All bets are settled on the final score of a match:

12.17.2.1. A goal is worth 3 points when the ball is struck into the net below the crossbar.

12.17.2.2. A goal is worth 1 point when the ball goes over the crossbar and between the posts.

12.17.3. Goals in Gaelic football are similar to those in football, but with posts rising above the net. Example: The Home Team scored 0:12 (where 0 is the number of goals and 12 is the number of points scored), while the Away Team scored 2:5 (where 2 is the number of goals and 5 is the number of points scored. The total is 2 goals x 3 points + 5 individual points = 11 points overall). The combined score of the match was therefore 12:11 and the Home Team wins.

12.18. Handball

12.18.1. Bets are settled based on the result at the end of regular time (60 minutes of play, 2 halves, 30 minutes each).

12.18.2. Extra time and penalty shootouts are counted only for bets on reaching the next round, another league, or competition winner, etc.

12.18.3. Live bets. If a match has not finished, all bets on this match are settled with odds of 1, except in cases when the betting results have already been decided at the time the match is stopped.

12.18.4. According to Chinese league rules, a match is over when the difference between the number of goals scored by each team reaches 15 and more than 30 minutes of play have elapsed.

12.18.5. A straight red card is not counted as a two-minute penalty in bets on handball statistics.

12.19. Horse racing

12.19.1. If a race is postponed to another day and this is indicated in official sources, all bets remain valid. However, single bets are cancelled and any of the outcomes included in accumulator bets are cancelled if:

12.19.1.1. The race is abandoned.

12.19.1.2. The race is officially declared null and void.

12.19.1.3. The race conditions change after bets have been placed (according to the rules).

12.19.1.4. The location of the race changes.

12.19.1.5. The surface (e.g. peat – mud, any weather conditions and vice versa) changes.

12.19.2. If a race is cancelled, all bets on that race are cancelled. If a race is postponed but takes place on the same day, all bets remain valid.

12.19.3. Will Be In Top-3 bets are settled as won if the horse comes in the first three.

12.20. Ice hockey

12.20.1. Bets on matches are accepted on:

- 12.20.1.1. Regular time (60 minutes of play, 3 periods of 20 minutes each).
- 12.20.1.2. Regular time with overtime (marked With OT);
- 12.20.1.3. Regular time with overtime and penalty shootouts (marked With OT and Penalty Shootouts).
- 12.20.2. Bets on live matches are only accepted for regular time. LIVE bets on KHL and NHL hockey matches can be accepted for:
 - 12.20.2.1. Regular time.
 - 12.20.2.2. Regular time with overtime (marked With OT).
 - 12.20.2.3. Regular time with overtime and penalty shootouts (marked With OT and Penalty Shootouts).
- 12.20.3. If a match is started but not completed, all bets on this match are settled with odds of 1, except in cases when the betting results have already been determined at the time the match is stopped.
- 12.20.4. A match is deemed played if at least 45 minutes of the match have been played. In this case, all bets are settled based on the results at the time the match is stopped.
- 12.20.5. NHL, AHL, CHL, OHL, WHL and East Coast Hockey League teams can be ordered as home team vs away team or in reverse. In the case of the latter (reverse), bets are not refunded.
- 12.20.6. Total bets. Where penalty shootouts are counted, all goals scored in shootouts are regarded as one goal.
- 12.20.7. If a goal is scored at 9 minutes 00 seconds, it is deemed to have been scored from the first to the ninth minute, if a goal is scored at 1 minute 00 seconds, it is deemed to have been scored in the first minute.
- 12.20.8. If the performance in the compared periods is equal, match-up Highest-Scoring Period bets are settled as lost.
- 12.20.9. Team To Win And Total Under/Over bets. The Client predicts which team will win a match and how many goals will be scored: over or under a specified number. Bets on NHL and KHL matches, as well as on matches from other leagues and international tournaments, are accepted for regular time.
- 12.20.10. Away Team To Win In Overtime – No bets are settled as won if there is either no overtime or team 2 loses in overtime. Bets on win in a penalty shootout are settled in the same way.
- 12.20.11. To Win in Overtime bets. The winner is decided in overtime (OT).
 - 12.20.11.1. The score is (0:0, 1:1, 1:0) – the bet is lost.
 - 12.20.11.2. The score is (0:0, 1:1, 0:0, 0:1) – the bet is won.
 - 12.20.11.3. The score is (0:0, 1:1, 0:0, 0:0, 1:0) – the bet is lost.
- 12.20.12. Bets on events marked Shots On Goal. The number of shots on goal are determined based on the official score sheet.
- 12.20.13. To Score First And Win The Match bets are accepted for regular time.
- 12.20.14. Home Team To Score First And Win The Match – No bets. Bets are settled as lost if the team does not score first or does not win the match.
- 12.20.15. Total From 6 To 8 – No bets. Example:

- 12.20.15.1. Total From 6 To 8 – No. The score is (2:3), the total amounts to 5, the bet is won.
- 12.20.15.2. Total From 6 To 8 – No. The score is (3:4), the total amounts to 7, the bet is lost.
- 12.20.16. Power Play Goals – Total bets. The Client predicts the number of goals scored during power plays. Example: The Home Team scored one goal in a power play, the Away Team scored no goals in a power play. Accordingly, a total of only one goal was scored during power plays in the match:
 - 12.20.16.1. Power Play Goals – Total Under 1.5 bets are won.
 - 12.20.16.2. Power Play Goals – Total Over 1.5 bets are lost.
- 12.20.17. In Total Hat-tricks Over 0.5 bets, only scored goals count (assists do not count when determining a hat-trick).
- 12.20.18. Highest-Scoring Period bets.
 - 12.20.18.1. Highest-Scoring Period – 1 – the teams will score more goals in the first period than in the second or third periods.
 - 12.20.18.2. Highest-Scoring Period – 2 – the teams will score more goals in the second period than in the first or third periods.
 - 12.20.18.3. Highest-Scoring Period – 3 – the teams will score more goals in the third period than in the first or second periods.
 - 12.20.18.4. Highest-Scoring Period – Draw – the teams will score an equal (highest) number of goals in at least two periods.
- 12.20.19. Match Winner bets are settled based on the rules of the respective tournament. For example, Match Winner bets on NHL regular tournament matches are settled including OT and penalty shootouts. Match Winner bets on playoff matches are settled including OT.
- 12.20.20. Predictions for the number of two-minute removals. A double minor penalty (2+2) counts as two removals. If a penalty is awarded at the same time as the final whistle in a period or a match (20:00, 40:00, 60:00), it is included in the period that ended.
- 12.20.21. Bets on statistics (statistical indicators) are accepted only for Regular time.

12.21. Lacrosse

- 12.21.1. Bets on lacrosse matches include overtime.
- 12.21.2. If a goal is scored at 9 minutes 00 seconds, it is deemed to have been scored from the first to the ninth minute, if a goal is scored at 1 minute 00 seconds, it is deemed to have been scored in the first minute.

12.22. Rugby

- 12.22.1. All bets are settled based on the result at the end of regular time (80 minutes of play, 2 halves of 40 minutes each). The Betting Company is not responsible for any errors in the length of matches. The stats given in

the betting line and live are indicative. The rules of the game can be clarified using official sources.

- 12.22.2. Extra time and place kick competitions are counted only for bets on reaching the next round or the competition winner.
- 12.22.3. 70% of a match must be played for bets to remain valid, except in cases when the betting results have already been determined at the time the match is stopped.

12.23. Snooker

- 12.23.1. Match bets. If a match is stopped, the player who reaches the next round is deemed the winner if at least one frame has been completed.
- 12.23.2. Frame bets, Handicap bets and Special bets. These bets are settled if the full number of frames required to determine the winner of the match is played. Should for any reason the winner be decided before the completion of a match, all frame bets, handicap bets and special bets are settled with odds of 1, unless the result of the bet has already been decided.
- 12.23.3. If a technical defeat is awarded to one of the players in any frame, the handicaps and totals for that frame are settled with odds of 1.
- 12.23.4. To Qualify bets. In this bet, the Client predicts the player who will go through to the next round of the tournament. If both players drop out of a tournament, the player who went further in the tournament is deemed the better player; if both players drop out in the same round, bets are settled with odds of 1. If a player withdraws before a tournament starts, bets are settled with odds of 1.
- 12.23.5. Century Break bets. In this bet, the Client predicts that a player will score a century break.
- 12.23.6. First Ball Is Blue bets. The bet is settled as won if the blue ball is pocketed before any other coloured ball (yellow, green, brown, blue, pink, black).
- 12.23.7. Shoot Out. Who Is Better In The Tournament bets. Criteria from most to least important: stage of elimination from the tournament, number of frames won, total points.

12.24. Squash

- 12.24.1. If a match is not completed for any reason (e.g. one of the players withdraws or is disqualified), the outcomes that are decided according to the match format at the time of it being stopped (e.g. the outcome of the first game, total of the first game, etc.) are accepted for betting purposes. For all other bets, payout is made with odds of 1.
- 12.24.2. As decided by the organizers, a match can consist of three to five games and last until three games are won.
- 12.24.3. Each game lasts until 11 points are scored. The player who first scores 11 points is the winner, unless the score in the game is 10:10. In this

case, the game continues until the difference in the score reaches two points. The player with a two-point advantage is the winner.

12.25. Tennis

- 12.25.1. If one of the players in a tennis match withdraws or is disqualified for any reason, all bets on the match are settled with odds of 1, except in cases when the betting results have already been determined at the time the match is cancelled. For example, if a player withdraws with a 3:3 score in the first set. Outcomes: total 8.5 in the 1st set, handicap 3.5 in the 1st set, etc., are accepted for settling bets. The payout for outcomes such as total 9.5 in the 1st set, handicap 2.5 in the 1st set, set victory, total of 19.5 in a match, handicap of 4.5 in a match, match victory, etc., is made with odds of 1.
- 12.25.2. In tennis matches, odds are offered on a player's total win in a match or set.
- 12.25.3. If a match is abandoned, all bets remain valid until the end of the tournament.
- 12.25.4. If the players are indicated in doubles matches, and at least one player is replaced, bets are settled with odds of 1; if the players are not indicated, bets remain valid.
- 12.25.5. A tie-break is considered one game for settling bets. If the decisive set was played according to the super tie-break rules (up to 10 points won), the score is determined by the number of points played in this set, for example, with a score 2:1 (3:6; 7:6; 10:8) the match result by games is 20:20.
- 12.25.6. Bets on the number of aces and double faults are settled as follows: events that are clearly determined by the time the match is stopped are accepted for settling bets. For all other bets, the payout is made with odds of 1. If a withdrawal (disqualification) occurs before a match starts, bets are subject to cancellation.
- 12.25.7. Tie-Break In The Match. The Client must determine whether an additional game will be played at the end of a set with the score 6:6, except for the decisive set in tournaments where the game continues to a difference of two games. The super tie-break is not taken into account.

12.26. Volleyball

- 12.26.1. If a match is started but not finished, all bets on this match are settled with odds of 1, except in cases when the betting results have already been decided at the time the match is stopped.
- 12.26.2. If a set is not completed, the outcomes that are decided at the time of stoppage are accepted for betting purposes. All other outcomes are settled with odds of 1. If a set is completed but the match is not finished, bets on that set are deemed valid.
- 12.26.3. The handicap and total for a volleyball match is displayed in points, except for Sets Handicap and Sets Total bets.

- 12.26.4. Set Score bets. In the betting line, the corresponding columns are titled: 3:0, 3:1 etc.
- 12.26.5. Race To 3 (5 etc.) Points bets. In this bet, the Client predicts which player will be the first to score a specified number of points in a game. If any player withdraws for any reason before they or their opponent scores the specified number of points, bets are settled with odds of 1.
- 12.26.6. Leader After Scoring A Number Of Points bets. In this bet, the Client predicts the position of the teams after a certain number of points have been played. Example: W1 After 10 Points bets. There are a few options:
- 12.26.6.1. Match score (6:4), 10 points played, home team leads – bets are settled as won.
- 12.26.6.2. Match score (3:7), 10 points played, away team leads – bets are settled as lost.
- 12.26.6.3. Match score (5:5), 10 points played, draw – bets are settled as lost.
- 12.26.7. There Will Be A Balance bet. In this bet, the Client predicts whether or not there will be extra points in a set. There Will Be A Balance In The Set – Yes bets are settled as won if one of the teams wins following a score of 24:24, 14:14 in the fifth set.
- 12.26.8. Tie-Break bets. In this bet, the Client predicts whether there will be a 5th set (tie-break). Tie-Break – Yes bets are settled as won if there is a 5th set (tie-break).
- 12.26.9. Highest-Scoring Set Total bets (including set 5). For example, Highest-Scoring Period – Total 47.5 U bet, the match score (25:23, 26:24, 23:25, 23:18, 15:13) is settled as lost.
- 12.26.10. Lowest-Scoring Period Total bets (including set 5). For example, Lowest-Scoring Period – Total 40.5 U bet, the match score (25:23, 26:24, 23:25, 23:18, 18:16) is settled as won.
- 12.26.11. Bets on aces, blocks and service errors in volleyball. An ace in volleyball is a serve after which:
- 12.26.11.1. The ball lands on the opponent's court without making contact with the players of the receiving team.
- 12.26.11.2. The ball goes out of play after contact with only one player of the receiving team.
- 12.26.11.3. After the ball contacts a second player, the ball is not directed towards the opponent and goes out of play.
- 12.26.11.4. If the ball makes contact with all three players, the serve is not considered an ace.
- 12.26.11.5. The number of aces is settled based on the broadcast.
- 12.26.11.6. Bets on the number of blocks and service errors in volleyball. The number of blocks and service errors is settled based on the broadcast. If there is no broadcast, bets are settled based on the tournament results on the official website.
- 12.26.12. If, during a friendly match, there is an event that according to the rules of volleyball ends the match, for example, a team's victory with a score of 3:0 or 3:1, after which the winner is determined, bets are settled based on

this event, even if the teams continued to play. Subsequent events do not influence the settlement of bets, but bets are settled as individual events if they were offered for selection in Live.

12.26.13. If the number of sets is specified incorrectly in a match, bets accepted on the Sets Score, Total and Handicap are subject to refund. Bets accepted on the match outcome will not be refunded.

12.26.14. If the type of surface, tournament name, or tournament location are specified incorrectly or inaccurately, this is not grounds for cancelling bets.

12.26.15. Additionally played sets (for example, Extra Set, Golden Set) are not taken into account when settling bets, but are settled as separate events if they were offered for selecting bets in Live.

12.27. Waterpolo

12.27.1. All bets are settled based on the result at the end of the regular time (32 minutes of play, 4 quarters of 8 minutes each). The Betting Company is not responsible for any errors in the length of matches. The stats given in the betting line and live are indicative. The rules of the game can be clarified using official sources.

12.27.2. Extra time and penalty shootouts are counted only for bets on reaching the next round or the competition winner, etc.

12.27.3. If a match is started but not finished, all bets on this match are settled with odds of 1, except in cases when the betting results have already been decided at the time the match is stopped.

12.27.4. A match is deemed played if at least 30 minutes of the match have been played. In this case, all bets are settled based on the results at the time the match is stopped.

12.28. 15-TOTO. The number of predicted events.

12.28.1. A TOTO option is a set of possible outcomes – one for each event. Match outcomes in a draw are denoted as 1 (Home Team To Win), X (Draw) and 2 (Away Team To Win).

12.28.2. In each event, the Client predicts from one to three possible outcomes, while each resulting option from the outcomes is paid and settled separately.

12.28.3. Events are offered without winning odds. The winnings in a TOTO are paid from a prize pool generated independently by the Betting Company. The prize pool is divided into seven winning categories:

12.28.3.1. 15 correctly predicted outcomes – 10% of the prize pool.

12.28.3.2. 14 correctly predicted outcomes – 10% of the prize pool.

12.28.3.3. 13 correctly predicted outcomes – 10% of the prize pool.

12.28.3.4. 12 correctly predicted outcomes – 10% of the prize pool.

12.28.3.5. 11 correctly predicted outcomes – 10% of the prize pool.

12.28.3.6. 10 correctly predicted outcomes – 18% of the prize pool.

12.28.3.7. 9 correctly predicted outcomes – 32% of the prize pool.

- 12.28.4. One option participates in the allocation of winnings for its category, as well as by all categories with fewer predicted outcomes (e.g., if 12 outcomes are predicted in the option, the Client also receives winnings for categories 11, 10 and 9).
- 12.28.5. A jackpot is based on the results of previous draws and is also allocated for the winning category, where all the outcomes are correctly predicted. Winnings for each option are settled by multiplying the winning odds for a RUB 1 bet by the bet total, while the winning odds for a RUB 1 bet are determined by dividing the prize pool of this category by the sum of bets that have correctly predicted the options (i.e. the higher the bet amount, the bigger the winnings). If in the current draw none of the options predicted the required number of outcomes in any of the categories, the entire prize pool for this category is transferred to the jackpot of the next draw. The Betting Company is entitled to increase the size of a jackpot and set a minimum bet for every draw.
- 12.28.6. If an event does not take place, all the outcomes for this event are deemed won. Allocation of a jackpot in case events are not completed: 1 event does not take place – 35% of the jackpot is paid out, 2 events do not take place – 20% of the jackpot is paid out, 3 events do not take place – 10% of the jackpot is paid out, 4 events do not take place – 5% of the jackpot is paid out.
- 12.28.7. If 5 or more events do not take place in a draw, it is deemed cancelled and all bets are refunded.
- 12.28.8. The Administration reserves the right to use part of a jackpot to make the odds for winning bets not lower than 1.01 per RUB 1.
- 12.28.9. If 3 events do not take place in a draw, the 9 Correct Outcomes category is not paid out. In this case, the 10 Correct Outcomes category will get 40% of the prize pool, the 11 Correct Outcomes category will get 20%, the 12 Correct Outcomes category will get 15%, the 13 and 14 Correct Outcomes categories will get 10% each, and the 15 Correct Outcomes category will get 5%.
- 12.28.10. If 4 events do not take place in a draw, the 9 and 10 Correct Outcome categories are not paid out. In this case, the 11 Correct Outcomes category will get 45% of the prize pool, the 12 Correct Outcomes category will get 25%, the 13 Correct Outcomes category will get 15%, the 14 Correct Outcomes category will get 10%, and the 15 Correct Outcomes category will get 5%.
- 12.28.11. If before the start of a draw, the Administration has information about the cancellation of any event from the draw, or if any of the events are scheduled incorrectly in the draw (incorrect opponent names, wrong home/away team), as well as in the case of force majeure, including technical failures that may prevent all Clients from placing bets on the draw in full, the Administration is entitled (but is not obliged) to deem the draw void, cancel all bets and generate a new draw on the basis of the cancelled draw.

- 12.28.12. Bets are accepted until the earliest event starts. Bets placed after the start of events are cancelled and no part of the prize pool is allocated to them.

12.29. Esports

12.29.1. Counter-Strike: Global Offensive, League of Legends, Dota 2:

- 12.29.1.1. Best of 1 / Best of 2 / Best of 3 match formats. The numbers in the abbreviation represent the number of maps provided in the match. The winner is determined by the total maps won: Best of 2 – 2 victories to win the match; Best of 5 – 3 victories to win the match, etc.
- 12.29.1.2. The main structure of the base. The team that first destroys the opponent's main structure wins the game. Please note. In League of Legends, the main structure is called Nexus, in Dota 2 it is called the Ancient (also known as Thrones).
- 12.29.1.3. In Counter-Strike, the maximum number of rounds on a map, excluding extra rounds, is 24. In the event of a draw (12:12) an overtime of six additional rounds is played. The win in overtime is awarded to the first team to win four of the six rounds. In the event of a draw (15:15) at the end of overtime an additional six rounds are played. The bet is settled taking into account all the rounds played.
- 12.29.1.4. Bets are placed taking into account additional rounds (extra time, etc.), unless otherwise specified. In event of a draw, bets are settled with odds of 1.
- 12.29.1.5. If a withdrawal (disqualification) occurs before a match starts, or there is a technical loss in the first map, the bet is settled with odds of 1. If a withdrawal (disqualification) occurs in a match that has started, bets are settled as follows: outcomes that, based on the match format, are clearly determined by that time, are accepted for bet settlement; bets on a match win remain valid provided that the first map has been completely played. The team (player) that withdrew from the match or was disqualified is deemed to have lost. For all other bets, payout is made with odds of 1.
- 12.29.1.6. The final match score is determined by the score on the screen recorded after the Throne or Nexus falls.
- 12.29.1.7. If a match starts with a score advantage of one of the teams based on a technical decision or rules, then all bets are cancelled, except when information about this was indicated in the event.
- 12.29.1.8. In Dota 2 and League of Legends, a map is deemed played if the Throne or Nexus of one of the teams falls.
- 12.29.1.9. Changes in the number of players, as well as their replacement in teams (due to player departures from the server, DDoS attacks, etc.) are not grounds for cancelling the bet.
- 12.29.1.10. First Blood – the Client must determine which team will kill the opponent's player first.

- 12.29.1.11. First Roshan – the Client must determine which team will kill Roshan first.
- 12.29.1.12. Dragon, Baron or Harold bets. A bet is considered won if the chosen team destroys the non-player character specified in the bet's name first. If no team destroys the non-player character specified in the bet name, bets on these events are subject to refund.
- 12.29.1.13. Pistol Round – the first round of the game (Counter-Strike: Global Offensive), where the players can use pistols only.
- 12.29.1.14. The team that destroys the opponent's Throne (Nexus) first is declared the winner regardless of the current Frag score.
- 12.29.1.15. Map Duration – the Client determines whether the map will last more or less than a suggested value in minutes. For example, if a map ends at 37:00, then the Map Duration Is More Than 37 Minutes – Yes bet wins. Bets on total minutes of the map duration take into account the exact time of the map is completed. For example, if a map ends at 36:04, then the Map Duration Is More Than 36.5 Minutes – Yes bet loses.
- 12.29.1.16. For Dota 2 and SC2, the handicap and match total are indicated in the maps, unless otherwise specified in the betting line.
For CS:GO with one map, the handicap and match total are indicated in rounds, unless otherwise specified in the betting line. For a game with two or more maps, the handicap and match total are indicated in the maps, unless otherwise specified in the betting line.
- 12.29.1.17. If a map is replayed during a match, all bets placed after the map starts (for Dota 2 after selecting the characters) are settled with odds of 1.
- 12.29.1.18. Changes in the number of players, as well as their replacement in teams (due to player departures from the server, DDoS attacks, etc.) are not grounds for cancelling the bet. The exception is the replacement of more than two players; in this case all bets are settled with odds of 1.
- 12.29.1.19. In case of a change in the match format (number of maps, rounds, etc.) all bets are subject to cancellation.
- 12.29.1.20. If for any reason a match was not completed or was stopped, and later restarted with a score of 0:0, all accepted bets are subject to refund and are settled with odds of 1.
- 12.29.1.21. Bets on specific maps are subject to cancellation if no rounds have been played on them.
- 12.29.1.22. Kills made after the end of a round are deemed made during the round.
- 12.29.1.23. The victory of an esports player in a Match and the victory of the team for which they play is deemed by the Betting Company to be connected events and cannot be combined within an accumulator bet. If these events are combined into an accumulator bet, the betting slip is settled with odds of 1.

12.29.1.24. For Dota 2 "Who will destroy the first tower" and "Who will destroy the first barracks" - bets are calculated based on the destruction of the first tower or the first barracks on the map, respectively. The team that destroyed the first tower or the first barracks, respectively, is considered the team whose opponent was the first to lose a tower or barrack, respectively, for any reason, including "denying".

12.29.1.25.

12.29.2. Valorant

12.29.2.1. The total of Frags is calculated by the number of players killed.

12.29.2.2. A match is deemed to have started after the first Frag in the Pistol Round.

12.29.2.3. In the event of a draw (12:12), overtime is played with 2 additional rounds. The win in overtime is awarded to the first team to win two of the two rounds. In event of a draw (13:13) at the end of overtime two additional rounds are played. Bets are settled taking into account all the rounds played.

12.29.2.4. In some cases, the final match score can be a draw in accordance with the tournament rules or by decision of the judging panel.

12.29.2.5. If one of the teams cannot continue the game for any reason and there is a technical loss on a map, and the map has started but less than 12 rounds have been played, all bets accepted on the maps and the match are subject to cancellation, except for bets on the positions played. If more than 12 rounds are played on a map, bets on the map are settled (the winning team is awarded up to 13 points (if the game was stopped in overtime, up to 14, 15, etc.)). The number of points of the losing team complies with the number recorded at the time the map was stopped.

12.29.2.6. If a match is stopped during the game on the first map, bets accepted on the Handicap and Total maps in the match are subject to cancellation, and bets on the match victory are settled as usual. The end time of the last round, after which the event was stopped, is deemed the end of the match, and all bets accepted after that are subject to cancellation.

12.29.2.7. If a player cannot play on a map, and the game has not started yet (no Frags were recorded), or the player has played less than half (the number of played rounds is divided by the number of played rounds on the map), bets accepted on this player are subject to cancellation.

12.29.2.8. Bets on specific maps are subject to cancellation if no rounds have been played on them.

12.29.2.9. Suicide and friendly kills do not count towards the round's Frags.

12.29.2.10. Kills made after the round ends are considered made during the round.

12.30. Esports Basketball

- 12.30.1. Esports Basketball involves the streaming of a multiplayer game (a basketball simulator).
- 12.30.2. All bets are settled after an event ends.
- 12.30.3. Bets are accepted before the start of a match (pre-match) and during a match (Live bets). All Esports Basketball matches are streamed online.
- 12.30.4. All types and kinds of basketball bets are accepted for interactive basketball matches (NBA computer game). Settlement rules correspond to the basketball bet settlement rules.

12.31. Esports Football

- 12.31.1. Esports Football involves the streaming of a multiplayer game (a football simulator).
- 12.31.2. Bets are accepted on the UEFA Champions League and UEFA Europa League.
- 12.31.3. All bets are settled after an event ends.
- 12.31.4. Bets on football are accepted for regular time, unless otherwise specified.
- 12.31.5. All types and kinds of football bets are accepted for interactive football matches (FIFA and eFootball computer games). Settlement rules correspond to football bet settlement rules.

12.32. Esports Ice hockey

- 12.32.1. Esports Ice Hockey involves the streaming of a multiplayer game (an ice hockey simulator).
 - 12.32.1.1. All bets are settled after an event ends.
 - 12.32.1.2. Bets are accepted for regular time, unless otherwise specified.
 - 12.32.1.3. All types and kinds of hockey bets are accepted for interactive hockey matches (NHL computer game). Settlement rules correspond to the hockey settlement rules.
 - 12.32.1.4. Bets are accepted before the start of a match (pre-match) and during a match (Live bets). All Esports Ice Hockey matches are streamed online.

12.33. MMA and other martial arts

- 12.33.1. The beginning of a fight is marked by the sound of a gong at the start of the first round.
- 12.33.2. Bets are settled based on the official score sheet.
- 12.33.3. If the start date or time of an event is changed before the scheduled start time of the event, all betting slips remain valid until the final result is determined or the fight is officially cancelled.

- 12.33.4. If a fighter refuses to continue a fight after the sound of the gong for the beginning of the next round, or the fight is stopped in the break between rounds, the fight is deemed to be over in the previous round.
- 12.33.5. If a decision on the outcome cannot be made or the fight is stopped without the announcement of a winner (No contest), all bets are settled with odds of 1.
- 12.33.6. If the fight format is changed, all bets, except Winner – Entire Match bets are settled with odds of 1.
- 12.33.7. If a fight goes the whole distance, and the winner is determined by points scored, all bets placed for an early victory of the type In Which Round The Fight Will End and In Which Round The Winner Will Be Determined are deemed lost.
- 12.33.8. When settling betting slips for Total rounds, the term Half is used, related to the time of half a round – 2 minutes 30 seconds for mixed martial arts.
For example: if 2 minutes 29 seconds or fewer have passed in a round, the round is not taken into account when calculating the total. If 2 minutes and 31 seconds or more have passed, the round is taken into account when calculating the total. If exactly 2 minutes and 30 seconds have passed, the total is settled with odds of 1.
- 12.33.9. Victory in a fight can be awarded by points, i.e. by the judges' decision, or by a fighter by one of the early victory methods. A technical solution is an early victory method in which a fight has not gone the whole distance, but one of the fighters cannot continue the fight, and to determine the winner it is necessary to refer to the judges' notes.

12.34. Wrestling

- 12.34.1. All bets are settled after the end of the competition based on the tournament rules. Bets remain valid if the number of participants is changed.
- 12.34.2. If additional participants or teams enter the tournament at any stage, all bets remain valid. If no one wins in the tournament or the winner is determined by lot, all bets are cancelled.
- 12.34.3. If the match is declared a draw, bets on a win are settled with odds of 1 (in case the bets on the draw were not offered).
- 12.34.4. The "Show In The Ring" bet. Bets are settled based on the broadcast of the main event. The wrestler specified in the event must enter the ring, but is not required to participate in the match. In case of changes in the number of matches or the schedule of participants, all bets on the wrestler's performance remain valid.
- 12.34.5. The "Interrupt The Event" bet. A wrestler must intervene in the event (pass an item, distract the referee, etc.) in the period between the fight bell and the signal meaning the end of the match. If the intervention happens at another time, bets on this outcome are settled with odds of 1. If the participant named hits an additional participant or team that prevents the match, then bets are settled with odds of 1.

- 12.34.6. The "Interrupt The Match" bet. The person named must hit the specified opponent between the fight bell and the signal meaning the end of the match in order to count this action. If the participant named hits the specified opponent at any other time, then bets on this outcome are settled with odds of 1. If the wrestler named intervenes in another match, this action is not taken into account in bets on that outcome. If the participant named hits an additional participant or team that prevents the match, then bets are settled with odds of 1. If the specified match does not start, bets on this outcome are settled with odds of 1.
- 12.34.7. Settlement changes will not be made due to any changes or corrections made by the managing organizations after the event.

13. TOTALIZER

- 13.1. Toto – a game in which players bet on match outcomes or their final correct score, the game Organizer (Betting Company) collects all bets into a Toto Pool in accordance with the rules, and after the matches end, the pool (part of the pool) is allocated among all winning players.
- 13.2. A Toto player – Client.
- 13.3. Bets on all TOTO matches are accepted for regular time, unless otherwise stated.
- 13.4. Bets are accepted before the start of the issue. Start of the issue – the actual start time of the match that started first in the issue. Canceled matches do not count.
- 13.5. The match is deemed canceled in the next issue:
- 13.5.1. If its result is not recorded 2 hours before the start of the next issue.
 - 13.5.2. If it starts before the betting deadline for this issue.
 - 13.5.3. If it is deemed canceled in accordance with the Rules.
- 13.6. The more matches predicted in the winning bet, the more winning categories it participates in when allocating the prize money.
- 13.7. The amount of money paid for a bet slip is allocated equally between the bets of this bet slip, and the winnings for the winning bet are proportional to its share in the bet slip for each of them.
- 13.8. Jackpot – additional winnings deriving from unspent prize money from previous draws. The Betting Company is entitled to increase a jackpot from its own funds.
- 13.9. The procedure for the generation of the prize pool, Jackpot and their allocation are determined by the Betting Company for each type of TOTO separately.
- 13.10. The prize pool of any of the categories, including the Jackpot, are allocated among the winning bets strictly in proportion to their value – the larger the bet amount, the greater its winnings. The amount of winnings depends on the number of matches predicted, as well as the size of the issue pool and the total amount of winning bets.
- 13.11. Currencies for which minimum bets are published are allowed in the TOTO issue. Minimum bets for the next issue are fixed at the time of publication and do not change until the betting deadline.

- 13.12. For Client convenience, the pool of bets placed in various currencies is listed in a single monetary equivalent, which is EUR. Conversion is carried out at the European Central Bank cross rates (and for non-quoted currencies, at the CBR exchange rate), established at the time of the announcement of the TOTO.
- 13.13. During the betting process, the Betting Company's website provides statistical information about bets already placed, and immediately after the start of the issue, about the final number of bets taken and the pool amount.
- 13.14. To calculate winnings in different currencies, the same payout odds are used, which are based on the number of predicted results, and determined by the size of the pool in EUR, the amount of money won in each category and the size of the Jackpot.
- 13.15. A win in a higher category means winnings in all lower categories.
- 13.16. Regardless of the number of winning bets, the Betting Company, as the organizer of the TOTO, guarantees that all bets are settled with odds of at least 1.1.
- 13.17. In cases where the Rules of the TOTO differ from the general Rules, the Rules of the TOTO apply.

14. RESPONSIBLE GAMING/GAMBLING

- 14.1. Gambling can have a negative impact, which can turn into an overwhelming and excessive desire to gamble and lead to addiction.
- 14.2. Gambling addiction is diagnosed as an impulse disorder, but is also a treatable psychological illness. Most people keep their gambling under control and are not in danger of becoming addicted to gambling. However, if gambling has become too big of a part of your life, you need to make sure that you stay in control of your gambling habits.
- 14.3. The Betting Company stresses that gambling is entertainment and not the source of income.
- 14.4. The Betting Company cares about its Clients and strives to make the gambling process transparent, safe and under control.
- 14.5. Gambling addiction can negatively impact family relationships, work, academic performance and can lead to bankruptcy or crime.
- 14.6. By following the tips below, you can take better control of your gambling and reduce the risk of becoming addicted to gambling:
 - 14.6.1. Gamble, just for fun.
 - 14.6.2. Before you start gambling, set yourself limits on the amount of time and money you are going to spend.
 - 14.6.3. Only play with money you can afford to lose.
 - 14.6.4. Don't try to win back after losing.
 - 14.6.5. Avoid gambling if you are under the influence of alcohol or any other substance.
- 14.7. You can control your gambling time and spending using the internal services in your Personal Account. In the Betting History sections of your Personal Account, betting, withdrawal and deposit history and current balance can be

viewed. There are several filters that enable more specific searches. Here you can see exactly what, when and how much you have bet, won and lost.

14.8. The questions for self-testing are listed below. You can use them to see if you are spending a lot of time and money in the game:

- 14.8.1. Have you ever been criticized for gambling?
- 14.8.2. Have you ever lied to hide the amount of money or time you spend gambling?
- 14.8.3. Do arguments, frustrations or disappointments make you want to play?
- 14.8.4. Do you play alone for long periods of time?
- 14.8.5. Do you skip work because of gambling?
- 14.8.6. Do you play to distract yourself from your boring life or to escape depression?
- 14.8.7. Do you reluctantly spend your "gambling money" on other expenses?
- 14.8.8. Have you lost interest in your family, friends or hobbies because of gambling?
- 14.8.9. When you lose, are you tempted to gamble again as quickly as possible?
- 14.8.10. When you play and run out of money, do you feel frustrated and desperate and that you need to play again?
- 14.8.11. Do you gamble until you lose all your money?
- 14.8.12. Have you cheated, stolen or borrowed money to gamble or pay gambling debts?
- 14.8.13. Are you depressed or anxious because of your gambling addiction?

14.9. If you answered "yes" to at least two of the above questions, we recommend that you contact organizations that provide help for persons with a gambling addiction. Examples of such organizations are available in this section. All of these organizations guarantee complete confidentiality.

14.10. Asking for help. If you need help and support with gambling, there are several organizations that offer advice and assistance:

- 14.10.1. GamCare is the leading official charity providing support, advice and counselling to people with gambling problems. Please call +44 808 8020 133 or visit www.gamcare.org.uk
- 14.10.2. Gambling Therapy offers phone counselling and a forum for addicted players around the world to discuss their problems. www.gamblingtherapy.org
- 14.10.3. Gamblers Anonymous is a multinational fellowship of men and women who have joined together to do something about their own gambling problem and help other compulsive gamblers. www.gamblersanonymous.org.uk
- 14.10.4. BeGambleAware® is run and funded by the Responsible Gambling Trust independent charity operating under the name GambleAware. www.begambleaware.org
- 14.10.5. GamBlock provides services to gambling addicts by blocking access to gambling websites. www.gamblock.com

- 14.11. If you want to stop using the services of the Betting Company and close your Personal Account, contact the Betting Company Support Team with a request to restrict your access to the Personal Account for a certain period of time or permanently. If the duration of the requested restriction is not specified, the Betting Company will set the duration of restriction of access to your Personal Account.
- 14.12. If the Client is concerned about their gambling and, after thinking about the situation, feels that they cannot control it and play responsibly, they can employ the "self-exclusion" procedure.
- 14.13. Self-exclusion is a procedure whereby you voluntarily set a period of time during which you will not be able to use the services of the Betting Company's website or place bets. This can be for 6 months to 5 years. There is also a possibility to self-exclude from gambling on a permanent basis. If you decide to use this option, please be aware of the following:
- 14.13.1. You will not be able to make deposits or place bets on the Betting Company's website for the duration of this time.
- 14.13.2. The decision to self-exclude is made by you, but is binding on the Betting Company under the provisions of these Responsible Gambling Regulations. If you change your mind and request access to the services of the Betting Company after self-exclusion and before the expiry of the self-exclusion period, the Betting Company will not be able to grant you access to your Personal Account before the expiry of the self-exclusion period.
- 14.13.3. For your protection, to ensure that you cannot use the services of the Betting Company and are able to beat your addiction, during the self-exclusion period, the Betting Company monitors and closes any other Personal Accounts relating to you and/or Personal Accounts to which you have gained access. The Betting Company is not responsible for any financial losses incurred by individuals who have opened any accounts after they have self-excluded.
- 14.13.4. If you have a positive balance in your account, you can withdraw your funds after self-exclusion.
- 14.13.5. The Betting Company recommends that you update your contact details (address or telephone number) in your Personal Account so that the Betting Company can take protective measures against you opening new accounts with new contact details. If erroneous or incomplete information is provided or your details are not updated, the Betting Company cannot be held responsible for any subsequent losses or other circumstances arising from these actions.
- 14.13.6. If you decide to use the Betting Company's Services after the end of the self-exclusion period, the Betting Company may, at its sole discretion, refuse to resume cooperation with you.
- 14.14. As a socially responsible gambling organization, the Betting Company will make every effort to ensure that your request to close access to your Personal Account/Self-Exclusion is honored at the earliest opportunity. However, depending on the chosen method of contacting the Betting Company, the time taken to complete your request may vary. Therefore, the Betting Company is not

- responsible for any financial losses incurred by any party prior to the closure of the Personal Account or the commencement of the self-exclusion period.
- 14.15. Blocking of the Client's access to their Personal Account / their self-exclusion period will take effect after the Client has received confirmation from the Betting Company's Support Team. If access to the Client's Personal Account has not been disabled at their request or the self-exclusion has not taken effect, the Client should contact the Betting Company's Support Team immediately by phone so that the matter can be resolved without delay.
- 14.16. The Betting Company reserves the right to collect statistics on the behaviour of Clients and to take measures to identify Clients who are prone to addiction or addicted to gambling. If such Clients are identified, the Betting Company can decide to restrict their access to the services of the Betting Company in order to protect the Client from addiction or to prevent the occurrence of addiction to gambling.
- 14.17. The Betting Company does not allow minors to gamble. The Betting Company does not advertise gambling or services to minors or mentally impaired people.
- 14.18. If the Client shares a computer with a minor, the Client must ensure that the minor does not have access to the Client's login details, passwords or services in their Personal Account.

15. PRIVACY POLICY

- 15.1. The Betting Company collects, stores and processes the personal information of its Clients obtained when they use the Services of the Betting Company.
- 15.2. By submitting information to the Betting Company, the Client confirms their consent to the Betting Company's use of the Client's personal details.
- 15.3. Information about the Client that the Betting Company may collect, store and use:
- 15.3.1. Any information that the Client provides to the Betting Company when completing forms on the Betting Company's website or any other information that the Client provides to the Betting Company via the website or by email, including the information requested by the Betting Company.
- 15.3.2. Correspondence, whether via website, email, phone, messengers, social media or other means of communication.
- 15.3.3. Details of payments made by Clients: transaction ID, date, amount, payment system. The Betting Company does not store information on Client bank cards.
- 15.3.4. Details of Client visits to the Betting Company's website, including traffic data, location data, login and other details.
- 15.3.5. Client ID details: first name, surname, username or similar identifier, date of birth etc.
- 15.3.6. Contact details: billing address, email address etc.
- 15.3.7. Technical data: information on the internet protocol address (IP address), PC tag, type and version of the web browser, time zone and location settings, version and types of web browser plug-ins, operating system, platform and other technologies on the devices used by the Client to access the Betting Company's Website, etc.

- 15.3.8. Information for marketing and promotions: includes information on Client preferences.
- 15.3.9. Any other information that may be obtained by the Betting Company about Clients, including from independent sources of information.
- 15.4. In order to investigate fraud and money laundering, the Betting Company is entitled to provide information that the Betting Company holds about the Client, including personal details and betting history, to sports and other authorities, including the police, and specialized anti-money laundering agencies.
- 15.5. The Betting Company takes reasonable measures to ensure accurate registration and the safeguarding of Client information. Clients' personal information is destroyed when it is no longer necessary to retain it or when required by law.
- 15.6. By using the Betting Company's Services, the Client understands and agrees that the information the Client has provided about themselves and the Client's actions on the Betting Company and its partners' Website may be subject to inspection by third parties (independent organizations) to ensure the safe and proper operation of the system, data storage and protection and compliance with legal requirements.

16. COMPANY POLICY AGAINST MONEY LAUNDERING AND INTERNATIONAL TERRORISM

- 16.1. The Betting Company implements all the comprehensive measures against money laundering and the financing of international terrorism (AML Policy). The Betting Company maintains a strong and principled stance on the prevention of all illegal activities and is guided in its activities by the relevant regulations and internal policies of the Betting Company.

17. LIST OF PROHIBITED COUNTRIES

- 17.1. The list of countries from which access to the Betting Company's services is permanently prohibited:
 - 17.1.1. Australia
 - 17.1.2. Aruba
 - 17.1.3. Belgium
 - 17.1.4. Belize
 - 17.1.5. Bonaire
 - 17.1.6. Bulgaria
 - 17.1.7. United Kingdom
 - 17.1.8. China
 - 17.1.9. Cyprus
 - 17.1.10. Curacao
 - 17.1.11. Czech Republic
 - 17.1.12. Denmark
 - 17.1.13. Dutch West Indies
 - 17.1.14. Dutch St Martin

- 17.1.15. France
 - 17.1.16. Germany
 - 17.1.17. Greece
 - 17.1.18. Guadeloupe
 - 17.1.19. Guyana
 - 17.1.20. Ireland
 - 17.1.21. Israel
 - 17.1.22. Italy
 - 17.1.23. Saba
 - 17.1.24. Sint Eustatius
 - 17.1.25. Spain
 - 17.1.26. Sweden
 - 17.1.27. Hungary
 - 17.1.28. Kuwait
 - 17.1.29. Latvia
 - 17.1.30. Liechtenstein
 - 17.1.31. Lithuania
 - 17.1.32. Luxembourg
 - 17.1.33. Macau
 - 17.1.34. Malta
 - 17.1.35. Netherlands
 - 17.1.36. New Caledonia
 - 17.1.37. Poland
 - 17.1.38. Portugal
 - 17.1.39. Reunion
 - 17.1.40. Romania
 - 17.1.41. Saudi Arabia
 - 17.1.42. Singapore
 - 17.1.43. Slovakia
 - 17.1.44. Switzerland
 - 17.1.45. United Arab Emirates
 - 17.1.46. United States of America
 - 17.1.47. Union of the Comoros
 - 17.1.48. FATF blacklist countries
- 17.2. Special restrictions on certain types of service:
- 17.2.1. NetEnt does not permit NetEnt Casino Games to be provided by any entity that operates in any of the following jurisdictions (whether or not NetEnt Casino Games is provided by an entity in that jurisdiction) without the appropriate licenses. Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania, Mexico, Portugal, Romania, Spain, Sweden, Switzerland, United Kingdom, United States of America.
 - 17.2.2. Blacklisted countries – all NetEnt Casino games cannot be offered in the following countries: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, Ecuador, Ethiopia, France, Ghana, Guyana, Hong Kong, Italy, Iran, Iraq, Israel, Kuwait, Latvia, Lithuania, Mexico, Namibia, Nicaragua,

North Korea, Pakistan, Panama, Philippines, Portugal, Romania, Singapore, Spain, Sweden, Switzerland, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, United Kingdom, United States of America, Yemen, Zimbabwe.

17.3. Countries blacklisted for branded games:

17.3.1. The following NetEnt branded games have some additional restrictions in addition to the blacklisted areas:

17.3.1.1. In addition to the jurisdictions listed under special restrictions, the Planet of the Apes video slot cannot be offered in the following countries: Azerbaijan, China, India, Malaysia, Qatar, Russia, Thailand, Turkey, Ukraine.

17.3.1.2. In addition to the jurisdictions listed under special restrictions, the Vikings video slot cannot be offered in the following countries: Azerbaijan, Cambodia, Canada, China, France, India, Indonesia, Laos, Malaysia, Myanmar, Papua New Guinea, Qatar, Russia, South Korea, Thailand, Turkey, Ukraine, United States of America.

17.3.1.3. In addition to the jurisdictions listed under special restrictions, the Narcos video slot cannot be offered in the following countries: Indonesia, South Korea.

17.3.1.4. In addition to the jurisdictions listed under special restrictions, "Street Fighter" video slot cannot be offered in the following countries: Anguilla, Antigua and Barbuda, Argentina, Aruba, Barbados, Bahamas, Belize, Bermuda, Bolivia, Bonaire, Brazil, British Virgin Islands, Canada, Cayman Islands, China, Chile, Clipperton Island, Columbia, Costa Rica, Cuba, Curacao, Dominica, Dominican Republic, El Salvador, Greenland, Grenada, Guadeloupe, Guatemala, Guyana, Haiti, Honduras, Jamaica, Japan, Martinique, Mexico, Montserrat, Navassa Island, Paraguay, Peru, Puerto Rico, Saba, Saint Barthelemy, Saint Eustatius, Saint Kitts and Nevis, Saint Lucia, Saint Maarten, Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, Suriname, Turks and Caicos Islands, United States of America, Uruguay, US Virgin Islands, Venezuela.

17.3.1.5. In addition to the jurisdictions listed under special restrictions, the Fashion TV video slot cannot be offered in the following countries: Cuba, Jordan, Turkey, Saudi Arabia.

17.3.2. Universal Monsters (Frankenstein, Bride of Frankenstein, Dracula, The Mummy, The Wolf Man, The Creature from the Black Lagoon and The Invisible Man) – only available in the following countries: Andorra, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Georgia, Iceland, Liechtenstein, Moldova, Monaco, Montenegro, Norway, Russia, San Marino, Serbia, Switzerland, Ukraine, Croatia, Macedonia, Turkey, Austria, Bulgaria, Cyprus, Czech Republic, Finland, France, Germany, Greece, Hungary, Ireland, Latvia, Lithuania, Luxembourg, Malta, the Netherlands, Peru, Poland, Slovakia, Slovenia and Sweden.

17.4. Additional restrictions on access to certain games offered by the Betting Company may be imposed by the developers of such games in respect of Clients from certain countries/with certain IP addresses.

- 17.5. The Betting Company may impose additional restrictions on access to the Betting Company's website and/or Services from certain countries.

18. BONUSES

- 18.1. The Betting Company reserves the right to remove, add or change any bonus available on any Client's account. Any active bonus will not be removed by the Betting Company under normal circumstances.
- 18.2. Wagering requirements may be linked to bonuses. These requirements are displayed before the Client decides to use the bonus. Withdrawal of funds is possible only for the real cash balance, the bonus cash balance is lost when withdrawing. The Betting Company independently selects and sets wagering requirements for its Services.
- 18.3. Bonuses can be received once per Client account, household, address, mobile phone, shared computer and shared IP address. Risk-free bets on any games or similar bonus services do not count toward wagering requirements. Winnings from free spins are added to the real money balance.
- 18.4. The maximum amount of money that can be won from bonus funds may be limited by the Betting Company. The Betting Company may impose a limit on the maximum and minimum bet if there is an active bonus. Violation of the limits will result in cancellation of the bet.
- 18.5. The Betting Company reserves the right to impose various restrictions on bonuses in different countries where Clients may reside. The Betting Company also reserves the right to offer certain bonuses to individual Clients or groups of Clients, as well as to discontinue the provision of bonuses, change the requirements for the provision of bonuses or the requirements for the use of bonuses without explanation and/or compensation in any form.
- 18.6. Should a Client or group of Clients abuse any bonus, the Betting Company is entitled to cancel any winnings and close the account of the Client or group of Clients.
- 18.7. Information about bonus programs (permanent, seasonal, temporary, special), promotions and other activities is posted on the website of the Betting Company. There may be separate rules for the use of certain bonus programs (such rules will be posted on the Betting Company's website).

19. LEGAL RESTRICTIONS

- 19.1. Access to or use of the Website or any Services through the Website may be illegal for some or all residents or persons located in certain countries. The Betting Company does not aim to provide Services and access to the Website in countries and territories where the Services of the Betting Company may be deemed illegal activities. The fact that the Website is available in any such country/territory or is displayed in the official language of any such country should not be construed as a representation or warranty regarding the legality of access to and use of the Website, the legality of making deposits, betting, and

receiving winnings. The availability of the Website does not constitute an offer or invitation from the Betting Company to use the services of the Website or the Services of the Betting Company in any jurisdiction in which such activity is prohibited by law.

- 19.2. It is the Client's responsibility to determine the applicable law in the place where the Client is located.
- 19.3. Should the Betting Company become aware that a Client resides in a country in which the use of the Website and Services of the Betting Company is illegal, or a Client uses the Website from a country in which the use of the Website is illegal, the Betting Company is entitled to immediately close the account of such Client.

20. SOFTWARE

- 20.1. In order to use the Services of the Betting Company, the Client may be required to download and install software provided by third parties on the Client's personal device used to access the Services of the Betting Company ("Software"). The Software may include, but is not limited to: mobile applications, downloadable products of the Betting Company, as well as any advertising, marketing and/or auxiliary applications, products and software.
- 20.2. The Client may be required to enter into a separate agreement with the owner or licensor of such Software regarding its use by the Client (the "Third-Party Software Agreement"). In the event of any inconsistency between these Rules and any Third-Party Software Agreement, these Rules shall prevail.
- 20.3. The Client is responsible for ensuring that any Software is downloaded to the Client's device in a manner compatible with the specific configuration of the Client's device. For the avoidance of doubt, the Betting Company is not responsible in the event that an incorrect download of any Software adversely affects the operation of the Client's device.
- 20.4. Where problems occur in the software or hardware used by the Betting Company to provide its Services, the Betting Company shall take all reasonable steps to remedy the problem as soon as possible. In cases where such problems lead to an interruption in the provision of Services where the provision of Services cannot be continued from the position when the provision of Services was interrupted, the Betting Company shall take all reasonable measures to treat Clients fairly.

21. INTELLECTUAL PROPERTY

- 21.1. All Website design, text, graphics, music, sound, photographs, video, their selection and arrangement thereof, software compilations, underlying source code, software and all other materials that constitute part of the Services are subject to copyright and other proprietary rights which are either owned by the Betting Company or used under license from third party rights owners.
- 21.2. Under no circumstances does the use of the Services grant the Client any intellectual property rights (e.g. copyrights, know-how or trademarks) owned by the Betting Company or any third party, except for the rights to personal,

non-exclusive, non-alienable use of such intellectual property in the process of using the Services in accordance with these Rules.

21.3. The Client is not granted any rights to use or reproduce any trademarks or logos that appear on the Website.

21.4. The Client shall not copy, store, publish, lease, license, sell, distribute, modify, add, delete or interfere with the operation of the Website or any part of it in any way, directly or indirectly disrupt the operation of the Website or modify it, nor shall they allow any other person to do the same.