

This brochure provides an overview of **Sports Betting Plus** Live Odds Markets and detailed information about **Sports Betting Plus** sports betting rules. It contains general rules and specific rules about settlement and cancellations for different sports. Furthermore, you will find important information about the side bets offered for these sports.

GENERAL SETTLEMENT AND CANCELLATION

- If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.
- If markets were offered when the outcome was already known, we reserve the right to void any betting.
- In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void betting. This includes a deviation of more than 100% in the pay-out compared to the market average.
- If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the final result. If the outcome of a market cannot be verified officially, we reserve the right to void them.
- In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.
- In the case of the general implied rules of a sport being violated, we reserve the right to void any market (e.g. unusual period length, counting procedure, format of a match etc.).
- In the case of the rules or format of a match differing from our implied information, we reserve the right to void any market.
- If a match is not finished or played at all regularly (e.g. disqualification, interruption, withdrawal, changes in draws etc.), all undecided markets are considered void.

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NAME OF MARKET

MARKET DESCRIPTION

1. 3way	Which team will win the match (1-X-2) Home; Draw; Away
2. Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
3. Handicap	European Handicaps (e.g. Handicap 0:2, Handicap 5:0, ...) 1-X-2
4. Asian total	Total spread in quarter and full spreads (e.g. 2.00, 2.25, 2.75, ...)
5. Asian Handicap	Handicap markets in all spreads (e.g. -2.00/+2.00, -2.25/2.25, -2.50/2.5 ...) <ul style="list-style-type: none"> a. If match ends in a draw after regular time, all bets are considered void b. Same as Asian Handicap 0 (levelball, pick-em)
7. Who wins the rest of the match?	Which team will score more goals in the remaining time?
8. Next goal	Who scores the 1st, 2nd, ... goal? (1-X (No goal)-2)
9. Double chance (1X – 12 – X2)	Home or draw; home or away; draw or away
10. Correct score	Fixed results (0:0; 1:0; 2:0; 3:0; 0:1; 1:1; 2:1; 3:1; 0:2; 1:2; 2:2; 3:2; 0:3; 1:3; 1:3; 2:3; 3:3 and other)
11. Correct score flex	Similar to correct score but extended by the current score
12. Correct score AAMS-logic	Fixed results (0:0; 1:0; 2:0; 3:0; 4:0; 0:1; 1:1; 2:1; 3:1; 4:1; 0:2; 1:2; 2:2; 3:2; 4:2; 0:3; 1:3; 1:3; 2:3; 3:3; 4:3; 1:4; 2:4; 3:4; 4:4 and other) <ul style="list-style-type: none"> a. How many goals will be scored by the hometeam b. 0, 1, 2, 3+
13. Goals hometeam	a. How many goals will be scored by the awayteam <ul style="list-style-type: none"> b. 0, 1, 2, 3+
14. Goals awayteam	Goal/No Goal; (yes; no)
15. Both teams to score?	Odd/Even number of goals
16. Odd/Even	Hometeam / awayteam
17. Which team has the kick off?	a. Which team will win the 1st half? <ul style="list-style-type: none"> b. Halftime 1-X-2
18. 1st Half – 3way	Home; Draw; Away
19. 2nd Half - 3way	Only x.5
20. 2nd Half - Total	Only goals scored during 1st half are considered
21. 1st Half – Total (only *.5 totals)	Total spread in quarter and full spreads (e.g. 2.00, 2.25, 2.75, ...)
22. 1st Half – Asian Total	Asian Handicap markets for 1st half (e.g. 2.00, 2.25, 2.75, ...)
23. 1st Half – Asian Handicap	Who win the rest of the 1st half?
24. 1st Half - Who wins the rest of the match?	Home; no goal; away
25. 1st Half – Next goal	Similar to Correct score flex
26. 1st Half – Correct score flex	Only goals during overtime are considered
27. Overtime – 3way	Only goals during overtime are considered
28. Overtime – Total	Only goals during overtime are considered
29. Overtime – Who wins the rest of the match?	Only goals during overtime are considered
30. Overtime – Next goal	Only goals during overtime are considered
31. Which team will win the penalty shootout?	Only goals during penalty shootout are considered
32. Overtime – Asian Handicap	a. Only goals during overtime are considered

33. Overtime 1st Half – 3way	b. Handicap markets in all spreads (e.g. -2.00/+2.00, -2.25/2.25, -2.50/2.5 ...)
34. Overtime – Correct score flex	Only goals during 1st half overtime are considered
	a. Only goals during overtime are considered
	b. Extended by the current score
35. Overtime 1st Half – Correct score flex	a. Only goals during 1st half overtime are considered
	b. Extended by the current score
36. Overtime 1st Half – Asian Handicap	a. Only goals during 1st half overtime are considered
	b. Handicap markets in all spreads (e.g. -2.00/+2.00, -2.25/2.25, -2.50/2.5)
	Which team will receive most corners
37. Cornerbet	Which team will receive more cards
38. Bookingbet	2 way handicap in *.5 steps
39. Corner Handicap	Total number of corners in *.5 steps
40. Total Corners	Total number of corners in fixed interval (<9, 9-11, 12+)
41. Total Corners (aggregated)	Total number of corners for hometeam in fixed interval (0-2, 3-4, 5-6, 7+)
42. Total Corners hometeam	Total number of corners for awayteam in fixed interval (0-2, 3-4, 5-6, 7+)
43. Total Corners awayteam	Total number of corners for hometeam in *.5 steps
44. Total Corners hometeam	Total number of corners for awayteam in *.5 steps
45. Total Corners awayteam	Odd/even number of corners
46. Corners Odd/Even	Which team will receive most corners in first half
47. 1st Half – Cornerbet	2 way handicap in first half in *.5 steps
48. 1st Half – Corner Handicap	Total number of corners in first half in *.5 steps
49. 1st Half – Total Corners	Total number of corners in first half in fixed interval (<5, 5-7, 7+)
50. 1st Half – Total Corners (aggregated)	Total number of corners in first half for hometeam in fixed interval (0-1, 2, 3, 4+)
51. 1st Half – Corners hometeam	Total number of corners in first half for awayteam in fixed interval (0-1, 2, 3, 4+)
52. 1st Half – Corners awayteam	Total number of corners in first half for hometeam in *.5 steps
53. 1st Half – Total Corners hometeam	Total number of corners in first half for awayteam in *.5 steps
54. 1st Half – Corners awayteam	Odd/Even number of corners in first half
55. 1st Half - Total Corners awayteam	Total number of goals for hometeam in *.5 steps
56. Total hometeam	Total number of goals for awayteam in *.5 steps
57. Total awayteam	Exact number of goals with fixed outcomes (0, 1, 2, 3, 4, 5, 6+)
58. Exact number of goals	a. How many goals will be scored in first half by the hometeam b. 0, 1, 2, 3+
59. 1st Half – Goals hometeam	a. How many goals will be scored in first half by the awayteam b. 0, 1, 2, 3+
60. 1st Half – Goals awayteam	a. Halftime with the most goals (1st half, 2nd half, equal)
61. Highest Scoring Half	b. Only regular time is considered

62. When will the next goal be scored?
- In which time interval the next goal will be scored (0-15, 16-30, 31-45, 46-60, 61-75, 76-90, no goal)
 - Settled on the time when the goal is scored. E.g. 0-15 minutes is settled if the goal is scored within 0:00-15:00 (15:01 counts as 16-30)
 - 31-45 and 76-90 includes any injury time
 - The time which is displayed on TV is considered. In case of this is not available the time when the ball crosses the goal line is considered and will be settled based on the time clock shown on TV
63. Total Bookings
64. Total Bookings (exactly)
65. Sending Off?
66. Bookings hometeam
67. Bookings awayteam
68. Total Booking points
69. Total Booking points (aggregated)
70. 1st Half – Total Bookings
71. 1st Half – Total Bookings (exactly)
72. 1st Half – Bookings hometeam
73. 1st Half – Bookings awayteam
74. 1st Half – Total Booking points
75. 1st Half – Total Booking points (aggregated)
76. 1st Half - Exact Number of goals
77. Matchbet and Totals
78. Who advances to next round?
79. Who will win the final?
80. Who will win the 3rd place final?
81. Winning Method
82. Anytime Goal scorer
83. Next Goal scorer
84. Soccer Penalty shootout – next Penalty scored
85. Soccer Penalty shootout – Total
86. Soccer Penalty shootout - Exact number of scored penalties
- Total number of cards in *.5 steps
- Exact number of cards, fixed outcomes (<4, 4, 5, 6, 7, 8, 9, 10, 11, 12+)
- Will there be a red card or a yellow-red card in the match
- Total number of cards for hometeam in *.5 steps
- Total number of cards for awayteam in *.5 steps
- Total number of booking points in *.5 steps
- Exact number of booking points in fixed intervals (0-30, 31-45, 46-60, 61-75, 76+)
- Only cards during 1st half are considered
- Exact number of cards in first half in fixed outcomes (0, 1, 2, 3, 4, 5, 6+)
- Total number of cards in first half for hometeam in *.5 steps
- Total number of cards in first half for awayteam in *.5 steps
- Total number of booking points in first half in *.5 steps
- Exact number of booking points in first half in fixed intervals (0-10, 11-25, 26-40, 41+)
- Exact number of goals in 1st half with fixed outcomes (0, 1, 2, 3, 4, 5, 6+)
- Combination of 3way and Total 2.5 (Home win and under, Home win and over, Draw and under, Draw and over, Away win and under, Away win and over)
- (home; away)
- (home; away)
- (home; away)
- “Homewin/Awaywin” after “Regular time/Overtime/Penalty shootout”
- Player home X, Player away X, none
- Player home X, Player away X, none
- yes; no
- Only goals during penalty shootout are considered
- Exact number of goals with fixed outcomes (<5, 5, 6, 7, 8, 9, 10+)

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| 87. Soccer Penalty shootout – Winning Margin | ($\geq +3$, 2, 1, 0, -1, -2, ≤ -3) |
| 88. Soccer Penalty shootout – Total [total] home | Total number of goals for hometeam in *.5 steps |
| 89. Soccer Penalty shootout – Total [total] away | Total number of goals for awayteam in *.5 steps |
| 90. Soccer Penalty shootout – Correct score | (0:4...5:1; and any other) |
| 91. Soccer Penalty shootout – Odd/Even | Odd/Even number of goals |
| 92. Soccer Penalty shootout – Odd/Even home team | Odd/Even number of goals home team |
| 93. Soccer Penalty shootout – Odd/Even away team | Odd/Even number of goals away team |
| 94. Soccer Penalty shootout – Matchbet and total | “Combination of 2way and Total 2.5 (Home win and under, Home win and over, Away win and under, Away win and over)” |

IMPORTANT

- All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

BOOKING MARKETS

- Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards.
- Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.
- Cards shown after the match are not considered.
- Cards for non-players (already substituted-players, managers, players on bench) are not considered.

SETTLEMENT AND CANCELLATION RULES

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.
- If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

BOOKING POINTS MARKETS

- Yellow card counts as 10 points and red or yellow red cards as 25. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 35 booking points.
- Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.
- Cards shown after the match are not considered.
- Cards for non-players (already substituted-players, managers, players on bench) are not considered.

CORNER MARKETS

- Corners awarded but not taken are not considered.

NEXT GOALSCORER

- Own goals will not be considered for Next Goalscorer settlement purposes and are ignored
- All players who took part in the match since kick off or previous goal are considered as runners
- All players who are currently taking part are listed. If for any reason an unlisted player scores a goal all bets on listed players stand
- Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

ANYTIME GOALSCORER

- Own goals will not be considered for Anytime Goalscorer settlement purposes and are ignored
- All players who took part in the match are considered as runners. If for any reason an unlisted player scores a goal all bets on listed players stand
- If a match hasn't finished within 48h after initial kick off all bets are considered void even on players who already scored
- Market will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

NAME OF MARKET

MARKET DESCRIPTION

1. 2way	(player1; player)
2. Which player will win the set?	(player1; player)
3. Which player will win games x and y of set n?	a. Always for the next 2 games (e.g. Which player will win game 3 and 4 of set 2?) b. Will be offered only before the first of the 2 games is started
4. Final Result (in sets – best of 3)	2:0, 2:1, 1:2 and 0:2
5. Final Result (in sets – best of 5)	3:0, 3:1, 3:2, 2:3, 1:3 and 0:3
6. Number of sets (best of 3)	2 or 3
7. Number of sets (best of 5)	3, 4 or 5
8. 1st Set – Who wins game X?	a. Next game winner (e.g. Which player will win game 3 of set 1?) b. Will be offered only before the game is started
9. 2nd Set – Who wins game X?	a. Next game winner (e.g. Which player will win game 3 of set 2?) b. Will be offered only before the game is started
10. 3rd Set – Who wins game X?	a. Next game winner (e.g. Which player will win game 3 of set 3?) b. Will be offered only before the game is started
11. 4th Set – Who wins game X?	a. Next game winner (e.g. Which player will win game 3 of set 4?) b. Will be offered only before the game is started
12. 5th Set – Who wins game X?	a. Next game winner (e.g. Which player will win game 3 of set 5?) b. Will be offered only before the game is started
13. Total number of games	a. Total games markets *.5 (e.g. under/over 22.5) b. Only for best of 3 matches so far (will be extended for best of 5 asap)
14. 1st Set – Total	Total games markets for set 1 *.5 (e.g. under/over 9.5)
15. 2nd Set – Total	Total games markets for set 2 *.5 (e.g. under/over 9.5)
16. 3rd Set – Total	Total games markets for set 3 *.5 (e.g. under/over 9.5)
17. 4th Set – Total	Total games markets for set 4 *.5 (e.g. under/over 9.5)
18. 5th Set – Total	Total games markets for set 5 *.5 (e.g. under/over 9.5)
19. Odd/Even number of games	a. Games for the whole match are considered b. Only for best of 3 matches so far (will be extended for best of 5 asap)
20. Xth Set - Odd/Even number of games	Only games of set n (current set) are considered
21. 1st Set – Score of game X	a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40 b. Will be offered only before the game is started
22. 2nd Set – Score of game X	a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40 b. Will be offered only before the game is started
23. 3rd Set – Score of game X	a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40 b. Will be offered only before the game is started

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| 24. 4th Set – Score of game X | a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40)
b. Will be offered only before the game is started |
| 25. 5th Set – Score of game X | a. Player 1 to 0, Player 1 to 15, Player 1 to 30, Player 1 to 40, Player 2 to 0, Player 2 to 15, Player 2 to 30 or Player 2 to 40)
b. Will be offered only before the game is started |
| 26. 1st Set – Score of game X or break | a. Server to 0, Server to 15, Server to 30, Server to 40 or Break
b. Will be offered only before the game is started |
| 27. 2nd Set – Score of game X or break | a. Server to 0, Server to 15, Server to 30, Server to 40 or Break
b. Will be offered only before the game is started |
| 28. 3rd Set – Score of game X or break | a. Server to 0, Server to 15, Server to 30, Server to 40 or Break
b. Will be offered only before the game is started |
| 29. 4th Set – Score of game X or break | a. Server to 0, Server to 15, Server to 30, Server to 40 or Break
b. Will be offered only before the game is started |
| 30. 5th Set – Score of game X or break | a. Server to 0, Server to 15, Server to 30, Server to 40 or Break
b. Will be offered only before the game is started |
| 31. Xth Set - Who win point x of game X | (player1; player2); Who wins the xth points in a game |
| 32. Xth Set - Game X to deuce | (yes; no); The score turns 40:40 (deuce) at least once in a game |
| 33. Correct score in set Tennis | (6:0; 6:1; 6:2; 6:3; 6:4; 7:5; 7:6; 0:6; 1:6; 2:6; 3:6; 4:6; 5:7; 6:7) |
| 34. Tiebreak in match | (yes; no); Will any tiebreak set reach 6:6 in the match |
| 35. Tiebreak in set X | (yes; no); Will the tiebreak set reach 6:6 |
| 36. Match Game Handicap | European Handicaps (e.g. Handicap 0:2, Handicap 5:0, ...) |
| 37. Xth - Set Game Handicap | European Handicaps (e.g. Handicap 0:2, Handicap 5:0, ...) |
| 38. Player 1 to win a set | Yes; No |
| 39. Player 2 to win a set | Yes; No |
| 40. Double Result (1st set / match) | Who wins first set and match |
| 41. Any set will end 6:0 or 0:6 | Will a set end by 6:0 or 0:6 |
| 42. Xth Set - Exact number of points in game X | Number of points played in a specific game |

IMPORTANT

- In case of a retirement and walk over of any player all undecided bets are considered void.
- In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

SETTLEMENT AND CANCELLATION RULES

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.
- If a match is decided by a Match tie-break then it will be considered to be the 3rd set
- Every tie-break or Match tie-break counts as 1 game

NAME OF MARKET

MARKET DESCRIPTION

1. 3way	Home; Draw; Away
2. Total	Only points during regular time are considered
3. 2way (Including OT)	Home; Away
4. Total (Including OT)	Over; Under
5. Asian Handicap (only *.5 handicaps)	Handicap markets *.5 (e.g. -2.5/+2.5, 0.5/-0.5, ...)
6. Asian Handicap (Including OT) (only *.5 handicaps)	Home; Away
7. Odd/Even (Including OT)	Odd; Even
8. Will there be overtime?	Yes; No
9. Who scores Xth point? (Incl. OT)	a. X in 10, 15, 20, 25, ... b. Which team will score the Xth point in the match (e.g. current score 40-28, away team scores 3 points, then awayteam scores the 70th point). c. If a match ends before the Xth is reached, this market is considered void (cancelled).
10. Which team wins jump ball?	Home; Away
11. Which team will win race to X points? (Incl. OT)	a. X in 20, 30, 40, ... b. Which team will exceed X points first (e.g. current score 20-19, then hometeam wins race to 20 points). c. If a match ends before any team reaches X points, this market is considered void (cancelled)
12. 1st Half – Draw No Bet	Only points scored during 1st period and 2nd period are considered
13. 1st Half – Asian Handicap (only *.5 handicaps)	Only points scored during 1st period and 2nd period are considered
14. 1st Half – Total	Only points scored during 1st period and 2nd period are considered
15. 1st Half – Odd/Even	Only points scored during 1st period and 2nd period are considered
16. 1st Period – Draw No Bet	Only points scored during 1st period are considered
17. 1st Period – Total	Only points scored during 1st period are considered
18. 1st Period – Asian Handicap (only *.5 handicaps)	Only points scored during 1st period are considered
19. 1st Period – Odd/Even	Only points scored during 1st period are considered
20. 2nd Period – Draw No Bet	Only points scored during 2nd period are considered
21. 2nd Period – Total	Only points scored during 2nd period are considered
22. 2nd Period – Asian Handicap (only *.5 handicaps)	Only points scored during 2nd period are considered
23. 2nd Period – Odd/Even	Only points scored during 2nd period are considered
24. 3rd Period – Draw No Bet	Only points scored during 3rd period are considered
25. 3rd Period – Total	Only points scored during 3rd period are considered
26. 3rd Period – Asian Handicap (only *.5 handicaps)	Only points scored during 3rd period are considered
27. 3rd Period – Odd/Even	Only points scored during 3rd period are considered
28. 4th Period – Draw No Bet	Only points scored during 4th period are considered
29. 4th Period – Total	Only points scored during 4th period are considered
30. 4th Period – Asian Handicap (only *.5 handicaps)	Only points scored during 4th period are considered
31. 4th Period – Odd/Even	Only points scored during 4th period are considered

NAME OF MARKET

MARKET DESCRIPTION

32. 1st half - 3way	Home; Draw; Away
33. 1st Period - 3way	Home; Draw; Away
34. 2nd Period - 3way	Home; Draw; Away
35. 3rd Period - 3way	Home; Draw; Away
36. 4th Period - 3way	Home; Draw; Away
37. Matchbet AAMS regular time	(home by 6+; neither team by 6+; away by 6+)
38. 38. 1st Period - Matchbet AAMS	(home by 3+; neither team by 3+; away by 3+)
39. 39. 2nd Period - Matchbet AAMS	(home by 3+; neither team by 3+; away by 3+)
40. 40. 3rd Period - Matchbet AAMS	(home by 3+; neither team by 3+; away by 3+)
41. 41. 4th Period - Matchbet AAMS	(home by 3+; neither team by 3+; away by 3+)
42. Total AAMS regular time	Most balanced AAMS spread excluding overtime
43. 43. 1st Period - Total AAMS	Most balanced AAMS spread for first period; (over; under)
44. 44. 2nd Period - Total AAMS	Most balanced AAMS spread for second period; (over; under)
45. 45. 3rd Period - Total AAMS	Most balanced AAMS spread for third period; (over; under)
46. 46. 4th Period - Total AAMS	Most balanced AAMS spread for fourth period; (over; under)
47. Draw No Bet	If match ends in a draw after regular time, all bets are considered void
48. Odd/Even	Odd; Even
49. 1st Period - Which team wins race to X points?	Home; Away
50. 2nd Period - Which team wins race to X points?	Home; Away
51. 3rd Period - Which team wins race to X points?	Home; Away
52. 4th Period - Which team wins race to X points?	Home; Away

IMPORTANT

- Markets do not consider overtime unless otherwise stated.

SETTLEMENT AND CANCELLATION RULES

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

AMERICAN FOOTBALL

NAME OF MARKET

MARKET DESCRIPTION

1. 2way (Including OT)	Home; Away
2. Total (Including OT)	Only x.5
3. Handicap (Including OT)	Only x.5
4. 3way	Home; Draw; Away
5. Draw No Bet	If match ends in a draw after regular time, all bets are considered void
6. Double chance (1X - 12 - X2)	Home or draw; home or away; draw or away
7. Winning margins (Including OT)	Positive outcomes considers home wins and negative away wins <-13,-13 till -7,-6 till -1,0,1 till 6,7 till 13,>13
8. Which team wins race to X points? (Incl. OT)	X in 5, 10, 15,
9. Total hometeam (Including OT)	Only x.5
10. Total awayteam (Including OT)	Only x.5
11. Odd/Even (Including OT)	Odd; Even
12. Next points (team) (Including OT)	Home; No point; Away
13. Next points (kind) (Including OT)	Touchdown, Fieldgoal, Safety, None
14. Will there be overtime?	Yes; No
15. Highest Scoring Half	1st, 2nd, Equals
16. Halftime/Fulltime	D/D;D/H;D/A;H/D;H/H;H/A;A/D;A/H;A/A
17. 1st Half - 3way	Home; Draw; Away
18. 1st Half - Handicap	Only x.5
19. 1st Half - Total	Only x.5
20. 1st Half - Draw No Bet	If match ends in a draw after 1st half, all bets are considered void
21. 1st Half - Total hometeam	Only x.5
22. 1st Half - Total awayteam	Only x.5
23. 1st Half - Odd/Even	Odd; Even
24. 1st Half - Next points (team)	Home; No point; Away
25. Highest Scoring Period	1st, 2nd, 3rd, 4th, Equals
26. 1st Period - 3way	Home; Draw; Away
27. 2nd Period - 3way	Home; Draw; Away
28. 3rd Period - 3way	Home; Draw; Away
29. 4th Period - 3way	Home; Draw; Away
30. 1st Period - Total	Only x.5
31. 2nd Period - Total	Only x.5
32. 3rd Period - Total	Only x.5
33. 4th Period - Total	Only x.5

IMPORTANT

- In case of any delay (rain, darkness...) all markets remain unsettled and the trading will be continued as soon as the match continues.
- Markets do not consider overtime unless otherwise stated.

SETTLEMENT AND CANCELLATION RULES

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.
- If a wrong score is displayed we reserve the right to void betting for this timeframe.
- If the teams are displayed incorrectly, we reserve the right to void betting.
- In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

NAME OF MARKET

1. 3way
2. Total
3. Handicap
4. Draw No Bet
5. Double chance (1X – 12 – X2)
6. Next goal
7. Who wins the period?
8. Who wins the rest of the match?
9. Goals hometeam
10. Goals awayteam
11. Total hometeam
12. Total awayteam
13. Odd/Even
14. 1st Period – Total
15. Who wins the rest of the 1st Period?
16. 2nd Period – Total
17. Who wins the rest of the 2nd Period?
18. Next goal (OT only!)
19. Who wins the rest of the match (OT only!)?
20. Which team will win the penalty shootout?
21. 2way (Including OT and penalties)
22. Correct score flex
23. Home No Bet
24. Away No Bet
25. Asian Handicap
26. Winning margins
27. Asian total
28. Exact number of goals
29. Both teams to score
30. Which team to score?
31. Clean sheet home team
32. Clean sheet away team
33. Correct score
34. Matchbet and Totals

MARKET DESCRIPTION

- Home; Draw; Away
- Only points during regular time are considered
- European Handicaps (e.g. Handicap 0:1, Handicap 1:0, ...)
- If match ends in a draw after regular time, all bets are considered void
- Home or draw; home or away; draw or away
- Who scores the next goal?
- Who wins the current period?
- Which team will score more goals in the remaining time?
- a. How many goals will be scored by the hometeam
- b. 0, 1, 2, 3+
- a. How many goals will be scored by the awayteam
- b. 0, 1, 2, 3+
- Total number of goals for hometeam in *.5 steps
- Total number of goals for awayteam in *.5 steps
- Odd/Even number of goals
- Only goals during period 1 are considered
- Only goals during period 1 are considered
- Only goals during period 2 are considered
- Only goals during period 2 are considered
- Only goals during overtime are considered
- Only goals during overtime are considered
- Only goals during penalty shootout are considered
- Goals during regular time, overtime and penalty shootout are considered
- Only the 10 most probable outcomes will be sent as active
- (draw; team 2)
- (team 1; draw)
- (team 1; team 2)
- (>=+3, 2, 1, 0, -1, -2, <=-3)
- (over; under)
- (0; 1; 2; 3; 4; 5; 6; 7; 8; 9+)
- (yes; no)
- (both; only team 1; only team 2; none)
- (yes; no)
- (yes; no)
- (0:0...5:5; any other)
- (team 1 Under; Draw Under; team 2 Under; team 1 Over; Draw Over; team 2 Over)

35. Matchbet and both teams to Score	(team 1Yes; team 1No; DrawYes; DrawNo; team 2Yes; team 2No)
36. Matchbet and 1st goal	(HH; HD; HA; AH; AD; AA; None)
37. Handicap, including overtime and penalties	(team 1; draw; team 2)
38. Asian handicap, including overtime and penalties	(team 1; team 2)
39. Asian total, including overtime and penalties	(team 1; team 2)
40. Total, including overtime and penalties	(over; under)
41. Exact number of goals, including overtime and penalties	(1; 2; 3; 4; 5; 6; 7; 8; 9+)
42. Winning margin, including overtime and penalties	(home 3+; home 2; home 1; draw; away 1; away 2; away 3+)
43. Which team to score, including overtime and penalties	(both; only team 1; only team 2; none)
44. Clean sheet home team, including overtime and penalties	(yes; no)
45. Clean sheet away team, including overtime and penalties	(yes; no)
46. Total home team, including overtime and penalties	(over; under)
47. Total away team, including overtime and penalties	(over; under)
48. Goals home team, including overtime and penalties	(0; 1; 2; 3+)
49. Goals away team, including overtime and penalties	(0; 1; 2; 3+)
50. Correct score, including overtime and penalties	(0:0, 1:1, 2:2,...5:5; any other)
51. Odd/even, including overtime and penalties	(Odd; even)
52. Matchbet and Totals, including overtime and penalties	(team 1 Under; team 2 Under; team 1Over; team 2 Over)
53. Matchbet and Both teams to Score, including overtime and penalties	(team 1Yes; team 1No; team 2Yes; team 2No)
54. Matchbet and 1st goal, including overtime and penalties	(HH; HA; AH; AA)
55. Next goal, including overtime and penalties	(team 1; none; team 2)
56. Double chance for xth period	(1X; 12; X2)
57. Draw No Bet for xth period	(team 1; team 2)
58. Handicap for xth period	(team 1; draw; team 2)
59. Asian handicap for xth period	(team 1; team 2)
60. Asian total for xth period	(team 1; team 2)
61. Exact number of goals for xth period	(0; 1; 2; 3; 4+)
62. Both teams to score for xth period	(yes; no)
63. Which team to score for xth period	(both; only team 1; only team 2; none)
64. Clean sheet home team for xth period	(yes; no)
65. Clean sheet away team for xth period	(yes; no)
66. Goals home team for xth period	(0; 1; 2; 3+)
67. Goals away team for xth period	(0; 1; 2; 3+)
68. Total home team for xth period	(over; under)
69. Total away team for xth period	(over; under)
70. Odd/even for xth period	(Odd; even)

ICE HOCKEY

71. Correct score for xth period	(0:0,...,2:2; any other)
72. Next goal for xth period	(team 1; none; team 2)
73. 1st period and Matchbet	(HH; HD; HA; DH; DD; DA; AH; AD; AA)
74. 1st period and Matchbet, including overtime and penalties	(HH; HA; DH; DA; AH; AA)
75. Home team to win all periods?	(yes; no)
76. Away team to win all periods?	(yes; no)
77. Home team to win either period?	(yes; no)
78. Away team to win either period?	(yes; no)
79. Home team to score in all periods?	(yes; no)
80. Away team to score in all periods?	(yes; no)
81. All periods over	(yes; no)
82. All periods under	(yes; no)
83. Highest scoring period	(1st period; 2nd period; 3rd period; equal)
84. Highest scoring period home team	(1st period; 2nd period; 3rd period; equal)
85. Highest scoring period away team	(1st period; 2nd period; 3rd period; equal)

IMPORTANT

- All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.
- If a match is interrupted and continued within 48h after initial kick-off all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

SETTLEMENT AND CANCELLATION RULES

- If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

NAME OF MARKET

MARKET DESCRIPTION

1. 2way (including overtime)	Home; Away
2. 3way (including overtime)	Which team will win the match (1-X-2) Home; Draw; Away
3. Asian Handicap (including overtime)	only *.5 handicaps (e.g. -2.5/+2.5, 0.5/-0.5, ...)
4. Who wins the rest of the match, including overtime?	Home; Draw; Away
5. Total (including overtime)	only *.5 totals
6. Odd/Even (including overtime)	Odd/Even number of runs
7. Winning margins (including overtime)	Predefined range of goals a team wins by $\geq +3, +2, +1, -1, -2, \leq -3$
8. Which team gets highest score for period	Home; Draw; Away Which team reaches the highest score in an inning? 0,1,2,3,4,5+
9. Maximum period total score	What will be the maximum of runs within an inning
10. Who scores Xth point?	Home; None; Away X in 1, 2, ... ; possible extra innings are considered for this market
11. Which team wins race to X points	X in 3, 5 and 7; If a set ends before the Xth point is reached (incl. extra innings), this market is considered void (cancelled)
12. Will there be an 18th half-inning (baseball)?	Yes; No
13. Will there be overtime?	Yes; No
14. Which team will lead at halftime?	Home; Draw; Away
15. 1st half - Total	only *.5 totals
16. Who wins the period?	Home; Draw; Away
17. 1st Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
18. 2nd Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
19. 3rd Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
20. 4th Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
21. 5th Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
22. 6th Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
23. 7th Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
24. 8th Period – Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ... E.g. 0.5, 1.5, 2.5, 3.5, ...
25. Which team will lead after 5 innings?	(home; draw; away)
26. Total after 5 innings	(over; under)
27. Asian Handicap after 5 innings	only *.5 handicaps (e.g. -2.5/+2.5, 0.5/-0.5, ...)
28. 1st Half - Asian Handicap	Asian Handicap markets for 1st half (e.g. -2.5/+2.5, 0.5/-0.5, ...)
29. Total hometeam (including overtime)	Only x.5
30. Total awayteam (including overtime)	Only x.5
31. Total hometeam after 5 innings	Only x.5
32. Total awayteam after 5 innings	Only x.5
33. 1st Half - Total hometeam	Only x.5
34. 1st Half - Total awayteam	Only x.5
35. Matchbet and Totals (including overtime)	Combination of 3way and Total x.5 (Home win and under, Home win and over, Draw and under, Draw and over, Away win and under, Away win and over)

36. Asian Total (including OT)	(over; under)	NEW
37. Number of runs scored (including OT)	(0-4; 5-6; 7-8; 9-10; 11-13; 14+)	NEW
38. Total for whole match (3way) (including OT)	(over; exact; under)	NEW
39. Asian Total hometeam (including OT)	(over; under)	NEW
40. Asian Total awayteam (including OT)	(over; under)	NEW
41. Handicap (including OT)	(team 1; draw; team 2)	NEW
42. Highest scoring period	(1; 2; 3; 4; 5; 6; 7; 8; 9; equal)	NEW
43. Which team wins more innings?	(team 1; draw; team 2)	NEW
44. Asian Total after 5 innings	(over; under)	NEW
45. Asian Total hometeam after 5 innings	(over; under)	NEW
46. Asian Total awayteam after 5 innings	(over; under)	NEW
47. Total runs for innings (x-y)	(over; under)	NEW
48. Total hometeam runs for innings (x-y)	(over; under)	NEW
49. Total awayteam runs for innings (x-y)	(over; under)	NEW

IMPORTANT

- Possible extra innings are not considered in any market except for “Who scores the Xth point” and “Which team will win race to X points” or otherwise stated.
- The names of the markets do not reflect the actual terms used in baseball. Please take note of the following legend for the actual terms used in baseball:

<u>NAME OF MARKET</u>	<u>TERMS USED IN BASEBALL</u>
Period	Inning
Overtime (OT)	Extra Inning
Points	Runs
Halftime	Result after 9th half-inning

SETTLEMENT AND CANCELLATION RULES

- All markets will be cleared according the final result after 9 innings (8 ½ innings if home team is leading at this point)
- If a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void.
- If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, we reserve the right to void betting.

NAME OF MARKET

1. 3way
2. Handicap
3. Total
4. 1st Half – 3way
5. 1st Half – Handicap
6. 1st Half – Total (only *.5 totals)
7. Asian Handicap (only *.5 handicaps)
8. 1st Half – Asian Handicap (only *.5 handicaps)
9. Who scores Xth point? (Incl. OT)

10. Which team will win race to X points? (Incl. OT)

11. Odd/Even
12. 1st Half – Odd/Even
13. Winning margins

MARKET DESCRIPTION

- Home; Draw; Away
- European Handicaps (e.g. Handicap 0:2, Handicap 5:0, ...)
- Only points during regular time are considered
- Which team will win the 1st half?
- European Handicaps for 1st half (e.g. Handicap 0:1, Handicap 1:0, ...)
- Only goals scored during 1st half
- Handicap markets *.5 (e.g. -2.5/+2.5, 0.5/-0.5, ...)
- Asian Handicap markets for 1st half (e.g. -2.5/+2.5, 0.5/-0.5, ...)
- a. X in 10, 15, 20, 25, ...
 - b. Which team will score the Xth goal in the match
 - c. If a match ends before the Xth goal is reached, this market is considered void (cancelled)
- a. X in 10, 20, 30, 40, ...
 - b. Which team will exceed X goals first (e.g. current score 20-19, then hometeam wins race to 20 goals)
 - c. If a match ends before any team reaches X goals, this market is considered void (cancelled)
- Odd/Even number of goals
- Only goals during 1st half are considered
- Predefined range of goals a team wins by
(e.g. HT wins by >10, 9-5, 4-1, 0, AT wins by 1-4, 5-10, >10)

IMPORTANT

- All markets (except halftime, first half, Who scores the Xth point and Which team will win race to X points) are considered for regular time only.
- If the match goes to a 7-metre shootout; the markets "Who scores Xth point?" and "Which team will win race to X points?" will be voided.
- Markets do not consider overtime unless otherwise stated.

SETTLEMENT AND CANCELLATION RULES

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

NAME OF MARKET

MARKET DESCRIPTION

1. 2way	Home; Away
2. Which team will win the set?	Home; Away
3. Asian Handicap (only *.5 handicaps)	Handicap markets *.5 (e.g. -2.5/+2.5, 0.5/-0.5, ...)
4. 1st Set – Asian Handicap (only *.5 handicaps)	Home; Away
5. 2nd Set – Asian Handicap (only *.5 handicaps)	Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
6. 3rd Set – Asian Handicap (only *.5 handicaps)	Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
7. 4th Set – Asian Handicap (only *.5 handicaps)	Asian Handicap markets for 4th set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
8. 5th Set – Asian Handicap (only *.5 handicaps)	Asian Handicap markets for 5th set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
9. 1st Set – Which team will win race to X points?	a. X in 5, 10, 15, 20 b. Which team will reach X points first?
10. 2nd Set – Which team will win race to X points?	a. X in 5, 10, 15, 20 b. Which team will reach X points first?
11. 3rd Set – Which team will win race to X points?	a. X in 5, 10, 15, 20 b. Which team will reach X points first?
12. 4th Set – Which team will win race to X points?	a. X in 5, 10, 15, 20 b. Which team will reach X points first?
13. 5th Set – Which team will win race to X points?	a. X in 5, 10 b. Which team will reach X points first?
14. 1st Set – Who scores Xth point?	a. X in 5, 10, 15, 20, 25, ... b. Which team will score the Xth point in the 1st set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
15. 2nd Set – Who scores Xth point?	a. X in 5, 10, 15, 20, 25, ... b. Which team will score the Xth point in the 2nd set c. If a set ends before the Xth point is reached, this market is considered void (cancelled).
16. 3rd Set – Who scores Xth point?	a. X in 5, 10, 15, 20, 25, ... b. Which team will score the Xth point in the 3rd set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
17. 4th Set – Who scores Xth point?	a. X in 5, 10, 15, 20, 25, ... b. Which team will score the Xth point in the 4th set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
18. 5th Set – Who scores Xth point?	a. X in 5, 10, 15, 20 b. Which team will score the Xth point in the 5th set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

VOLLEYBALL

19. Final Result (in sets – best of 5)	3:0, 3:1, 3:2, 2:3, 1:3 and 0:3
20. Number of sets (best of 5)	3, 4 or 5
21. Total	Over; Under
22. 1st Set – Total	Only points in 1st set are considered
23. 2nd Set – Total	Only points in 2nd set are considered
24. 3rd Set – Total	Only points in 3rd set are considered
25. 4th Set – Total	Only points in 4th set are considered
26. 5th Set – Total	Only points in 5th set are considered
27. 1st Set – Odd/Even	Only points of 1st set are considered
28. 2nd Set – Odd/Even	Only points of 2nd set are considered
29. 3rd Set – Odd/Even	Only points of 3rd set are considered
30. 4th Set – Odd/Even	Only points of 4th set are considered
31. 5th Set – Odd/Even	Only points of 5th set are considered
32. How many sets will exceed score limit?	In how many sets at least one team exceeds the 25 (15 in 5th set) points scoring limit

IMPORTANT

- In the case of a match not being finished all undecided markets are considered void.
- Golden set is not considered in any of the mentioned markets.

SETTLEMENT AND CANCELLATION RULES

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

BEACH VOLLEYBALL

NAME OF MARKET

1. 2way
2. Which team will win the set?
3. Asian Handicap (only *.5 handicaps)
4. 1st Set – Asian Handicap (only *.5 handicaps)
5. 2nd Set – Asian Handicap (only *.5 handicaps)
6. 3rd Set – Asian Handicap (only *.5 handicaps)
7. 1st Set – Which team will win race to X points?
8. 2nd Set – Which team will win race to X points?
9. 3rd Set – Which team will win race to X points?
10. 1st Set – Who scores Xth point?
11. 2nd Set – Who scores Xth point?
12. 3rd Set – Who scores Xth point?
13. Final Result (in sets – best of 3)
14. Number of sets (best of 3)
15. Total
16. 1st Set - Total
17. 2nd Set - Total
18. 3rd Set - Total
19. 1st Set - Odd/Even
20. 2nd Set - Odd/Even
21. 3rd Set - Odd/Even
22. How many sets will exceed score limit?

MARKET DESCRIPTION

- Home; Away
- Home; Away
- Handicap markets *.5 (e.g. -2.5/+2.5, 0.5/-0.5, ...)
- Asian Handicap markets for 1st set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
- Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
- Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
- a. X in 5, 10, 15
- b. Which team will reach X points first?
- a. X in 5, 10, 15
- b. Which team will reach X points first?
- a. X in 5, 10
- b. Which team will reach X points first?
- a. X in 5, 10, 15, 20, 25, ...
- b. Which team will score the Xth point in the 1st set
- c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
- a. X in 5, 10, 15, 20, 25, ...
- b. Which team will score the Xth point in the 2nd set
- c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
- a. X in 5, 10, 15, 20
- b. Which team will score the Xth point in the 3rd set
- c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
- 2:0, 2:1, 1:2 and 0:2
- 2 or 3
- Over; Under
- Only points in 1st set are considered
- Only points in 2nd set are considered
- Only points in 2nd set are considered
- Only points of 1st set are considered
- Only points of 2nd set are considered
- Only points of 3rd set are considered
- In how many sets at least one team exceeds the 21 (15 in 3rd set) points scoring limit

IMPORTANT

- In the case of a match not being finished, all undecided markets are considered void.
- Golden set is not considered in any of the mentioned markets.

SETTLEMENT AND CANCELLATION RULES

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If a team retires all undecided markets are considered void.

NAME OF MARKET

MARKET DESCRIPTION

1. 3way	Which team will win the match (1-X-2) Home; Draw; Away
2. Total (only *.5 totals)	E.g. 0.5, 1.5, 2.5, 3.5, ...
3. Handicap	European Handicaps (e.g. Handicap 0:2, Handicap 5:0, ...) 1-X-2
4. Asian Total	Total spread in full spreads (e.g. 2.00, 3.00, 4.00,)
5. Asian Handicap	Handicap markets in half and full spreads (e.g. -2.00/+2.00, -2.50/2.50,)
6. Draw No Bet	a. If match ends in a draw after regular time, all bets are considered void b. Same as Asian Handicap 0 (levelball, pick-em)
7. Who wins the rest of the match?	Which team will score more goals in the remaining time
8. Next goal	Who scores the 1st, 2nd, ... goal? (1-X (No goal)-2)
9. Double chance (1X – 12 – X2)	Home or draw; home or away; draw or away
10. Goals hometeam	a. How many goals will be scored by the hometeam b. 0, 1, 2, 3+
11. Goals awayteam	a. How many goals will be scored by the awayteam b. 0, 1, 2, 3+
12. Both teams to score?	Goal/No Goal; (yes; no)
13. Odd/Even	Odd/Even number of goals
14. Correct score flex	Only the 10 most probable outcomes will be sent as active
15. 1st Half – 3way	a. Which team will win the 1st half? b. Halftime 1-X-2
16. 1st Half – Total (only *.5 totals)	Only goals scored during 1st half are considered
17. 1st Half – Asian Total	Total spread in full spreads (e.g. 2.00, 3.00, 4.00, ...)
18. 1st Half – Asian Handicap	Asian Handicap markets for 1st half (e.g. 2.00, 2.50, 3.00, ...)
19. 1st Half – Who wins the rest of the match?	Who win the rest of the 1st half?
20. 1st Half – Next goal	Home; no goal; away
21. 1st Half – Correct score flex	Similar to Correct score flex

IMPORTANT

- All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kick-off date, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

SETTLEMENT AND CANCELLATION RULES

- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.
- If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.
- If a match is interrupted or postponed and is not continued within 48 h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

NAME OF MARKET

MARKET DESCRIPTION

1. Total	Over; Under
2. 2way	Home; Away
3. Which player will win the set?	Home; Away
4. Asian Handicap	Handicap markets *.5 (e.g. -2.5/+2.5, 0.5/-0.5, ...)
5. 1st Set - Asian Handicap	Asian Handicap markets for 1st set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
6. 2nd Set - Asian Handicap	Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
7. 3rd Set - Asian Handicap	Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
8. 1st Set – Which player will win race to X points?	a. X in 5, 10, 15, 20 b. Which team will reach X points first?
9. 2nd Set – Which player will win race to X points?	a. X in 5, 10, 15, 20 b. Which team will reach X points first?
10. 3rd Set – Which player will win race to X points?	a. X in 5, 10, 15, 20 b. Which team will reach X points first?
11. 1st Set – Who scores Xth point?	a. X in 5, 10, 15, 20, 25, ... b. Which team will score the Xth point in the 1st set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
12. 2nd Set – Who scores Xth point?	a. X in 5, 10, 15, 20, 25, ... b. Which team will score the Xth point in the 2nd set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
13. 3rd Set – Who scores Xth point?	a. X in 5, 10, 15, 20 b. Which team will score the Xth point in the 3rd set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
14. How many sets will exceed score limit?	In how many sets at least one team exceeds the 21 points scoring limit
15. Final Result (in sets - best of 3)	2:0, 2:1, 1:2 and 0:2
16. Number of sets (best of 3)	2 or 3
17. 1st Set - Total	Only points in 1st set are considered
18. 2nd Set - Total	Only points in 2nd set are considered
19. 3rd Set - Total	Only points in 3rd set are considered
20. 1st Set - Odd/Even	Only points of 1st set are considered
21. 2nd Set - Odd/Even	Only points of 2nd set are considered
22. 3rd Set - Odd/Even	Only points of 3rd set are considered

IMPORTANT

- In the case of a match not being finished all undecided markets are considered void.

SETTLEMENT AND CANCELLATION RULES

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.

RUGBY UNION & LEAGUE

NAME OF MARKET

MARKET DESCRIPTION

1. 3way	Home; Draw; Away	
2. Double Chance (1X – 12 – X2)	Home or draw; home or away; draw or away	
3. Draw no Bet	Home; Away	
4. Who wins the rest of the match?	Home; Draw; Away	
5. Asian Handicap	Only x.5	
6. Winning Margins	(>14; 14–8; 7–1; 0; -1– -7; -8– -14;<-14)	
7. Matchbet and Totals	Combination of 3way and Total x.5 (Home win and under, Home win and over, Draw and under, Draw and over, Away win and under, Away win and over)	
8. Total	Only x.5	
9. Total Margins	(<28; 28–34; 35–41; 42–48; 49–55; 56–62; >62)	
10. Total hometeam	Only x.5	
11. Total awayteam	Only x.5	
12. Odd/Even	Odd; Even	
13. 1st Half – 3way	Home; Draw; Away	
14. 1st Half – Double Chance (1X – 12 – X2)	Home or draw; home or away; draw or away	
15. 1st Half – Draw no Bet	Home; Away	
16. 1st Half – Who wins the rest of the match?	Home; Draw; Away	
17. 1st Half – Asian Handicap	Only x.5	
18. 1st Half – Winning Margins	(>14; 14–8; 7–1; 0; -1– -7; -8– -14; <-14)	
19. 1st Half – Total	Only x.5	
20. 1st Half – Total Margins	(<7; 7–13; 14–20; 21–27; 28–34; 35–41; >41)	
21. 1st Half – Total hometeam	Only x.5	
22. 1st Half – Total awayteam	Only x.5	
23. 1st Half – Odd/Even	Odd; Even	
24. Handicap	(team 1; draw; team 2)	NEW
25. 1st Half – Handicap	(team 1; draw; team 2)	NEW

IMPORTANT

- All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.
- If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.
- Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death

SETTLEMENT AND CANCELLATION RULES

- If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.
- If the market was opened with a missing or incorrect red card, we reserve the right to void betting.
- If odds were offered with an incorrect-match time (more than 2 minutes), we reserve the right to void betting.
- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.
- If the team names or category are displayed incorrectly, we reserve the right to void betting.

NAME OF MARKET

MARKET DESCRIPTION

1. 4th Set - Score of game X	Which team will win the match (1-X-2) Player 1, draw, Player2
2. Set Handicap	European Handicaps for sets (e.g. Handicap 0:2, Handicap 5:0, ...) 1-X-2
3. 1st Set - Who wins the rest of the set?	Which player will win more remaining legs in 1st set?
4. 2nd Set - Who wins the rest of the set?	Which player will win more remaining legs in 2nd set?
5. 3rd Set - Who wins the rest of the set?	Which player will win more remaining legs in 3rd set?
6. 4th Set - Who wins the rest of the set?	Which player will win more remaining legs in 4th set?
7. 5th Set - Who wins the rest of the set?	Which player will win more remaining legs in 5th set?
8. 6th Set - Who wins the rest of the set?	Which player will win more remaining legs in 6th set?
9. 7th Set - Who wins the rest of the set?	Which player will win more remaining legs in 7th set?
10. 8th Set - Who wins the rest of the set?	Which player will win more remaining legs in 8th set?
11. 9th Set - Who wins the rest of the set?	Which player will win more remaining legs in 9th set?
12. 10th Set - Who wins the rest of the set?	Which player will win more remaining legs in 10th set?
13. 11th Set - Who wins the rest of the set?	Which player will win more remaining legs in 11th set?
14. 12th Set - Who wins the rest of the set?	Which player will win more remaining legs in 12th set?
15. 13th Set - Who wins the rest of the set?	Which player will win more remaining legs in 13th set?
16. 2way	Player1; Player2
17. Which team will win the set?	Player1; Player2
18. 1st Set - Asian leg handicap	Asian leg handicap for 1st set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
19. 2nd Set - Asian leg handicap	Asian leg handicap for 2nd set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
20. 3rd Set - Asian leg handicap	Asian leg handicap for 3rd set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
21. 4th Set - Asian leg handicap	Asian leg handicap for 4th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
22. 5th Set - Asian leg handicap	Asian leg handicap for 5th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
23. 6th Set - Asian leg handicap	Asian leg handicap for 6th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
24. 7th Set - Asian leg handicap	Asian leg handicap for 7th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
25. 8th Set - Asian leg handicap	Asian leg handicap for 8th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
26. 9th Set - Asian leg handicap	Asian leg handicap for 9th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
27. 10th Set - Asian leg handicap	Asian leg handicap for 10th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
28. 11th Set - Asian leg handicap	Asian leg handicap for 11th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
29. 12th Set - Asian leg handicap	Asian leg handicap for 12th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
30. 13th Set - Asian leg handicap	Asian leg handicap for 13th set in half spreads (e.g. -1.5/+1.5, 2.5/-2.5)
31. 1st Set - Who wins Xth leg	Player1; Player2
32. 2nd Set - Who wins Xth leg	Player1; Player2
33. 3rd Set - Who wins Xth leg	Player1; Player2
34. 4th Set - Who wins Xth leg	Player1; Player2
35. 5th Set - Who wins Xth leg	Player1; Player2
36. 6th Set - Who wins Xth leg	Player1; Player2
37. 7th Set - Who wins Xth leg	Player1; Player2
38. 8th Set - Who wins Xth leg	Player1; Player2

39. 9th Set - Who wins Xth leg	Player1; Player2
40. 10th Set - Who wins Xth leg	Player1; Player2
41. 11th Set - Who wins Xth leg	Player1; Player2
42. 12th Set - Who wins Xth leg	Player1; Player2
43. 3th Set - Who wins Xth leg	Player1; Player2
44. Asian Set handicap	Asian handicap for sets in half spreads (e.g. -1.5/+1.5, 2.5/-2.5); Player 1 - Player 2
45. Correct score in sets	Correct score in sets (only outcomes which are possible will be sent as active)
46. Correct score in legs in set	Correct score in legs (only outcomes which are possible will be sent as active)
47. 1st Set - Total legs	Only legs in 1st set are considered
48. 2nd Set - Total legs	Only legs in 2nd set are considered
49. 3rd Set - Total legs	Only legs in 3rd set are considered
50. 4th Set - Total legs	Only legs in 4th set are considered
51. 5th Set - Total legs	Only legs in 5th set are considered
52. 6th Set - Total legs	Only legs in 6th set are considered
53. 7th Set - Total legs	Only legs in 7th set are considered
54. 8th Set - Total legs	Only legs in 8th set are considered
55. 9th Set - Total legs	Only legs in 9th set are considered
56. 10th Set - Total legs	Only legs in 10th set are considered
57. 11th Set - Total legs	Only legs in 11th set are considered
58. 12th Set - Total legs	Only legs in 12th set are considered
59. 13th Set - Total legs	Only legs in 13thset are considered
60. Total sets	Only x.5 totals
61. Asian Leg handicap	Player 1; Player 2; Leg Handicap markets *.5 (e.g. -2.5/+2.5, 0.5/-0.5, ...)
62. Total legs in match	Only x.5
63. Odd/Even sets in match	(odd; even)
64. Xth Set - Odd/Even legs	(odd; even)
65. 1st Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
66. 2nd Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
67. 3rd Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
68. 4th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
69. 5th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
70. 6th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
71. 7th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
72. 8th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
73. 9th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
74. 10th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
75. 11th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
76. 12th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg
77. 13th Set - Checkout score 40+ in Xth leg	Points which a player checks out for winning a leg

78. 1st Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
79. 2nd Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
80. 3rd Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
81. 4th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
82. 5th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
83. 6th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
84. 7th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
85. 8th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
86. 9th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
87. 10th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
88. 11th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
89. 12th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
90. 13th Set - Total Darts in Xth leg	Number of darts used by both player for winning a leg
91. 1st Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
92. 2nd Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
93. 3rd Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
94. 4th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
95. 5th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
96. 6th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
97. 7th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
98. 8th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
99. 9th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
100.10th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
101.11th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
102.12th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
103.13th Set - checkout colour in Xth leg	Colour of the double a player hits to win a leg
104. Most 180s	(Player1; draw; Player2); Busted 180s are not considered
105.1st Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
106.2nd Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
107.3rd Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
108.4th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
109.5th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
110.6th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
111.7th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
112.8th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
113.9th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
114.10th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
115.11th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
116.12th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered

117.13th Set - Most 180s	(Player1; draw; Player2); Busted 180s are not considered
118.Total 180s	(over; under); Busted 180s are not considered
119.Total 180s of Player 1	(over; under); Busted 180s are not considered
120.Total 180s of Player 2	(over; under); Busted 180s are not considered
121.1st Set - Total 180s	(over; under); Busted 180s are not considered
122.2nd Set - Total 180s	(over; under); Busted 180s are not considered
123.3rd Set - Total 180s	(over; under); Busted 180s are not considered
124.4th Set - Total 180s	(over; under); Busted 180s are not considered
125.5th Set - Total 180s	(over; under); Busted 180s are not considered
126.6th Set - Total 180s	(over; under); Busted 180s are not considered
127.7th Set - Total 180s	(over; under); Busted 180s are not considered
128.8th Set - Total 180s	(over; under); Busted 180s are not considered
129.9th Set - Total 180s	(over; under); Busted 180s are not considered
130.10th Set - Total 180s	(over; under); Busted 180s are not considered
131.11th Set - Total 180s	(over; under); Busted 180s are not considered
132.12th Set - Total 180s	(over; under); Busted 180s are not considered
133.13th Set - Total 180s	(over; under); Busted 180s are not considered
134.1st Set - Total 180s Player 1	(over; under); Busted 180s are not considered
135.2nd Set - Total 180s Player 1	(over; under); Busted 180s are not considered
136.3rd Set - Total 180s Player 1	(over; under); Busted 180s are not considered
137.4th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
138.5th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
139.6th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
140.7th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
141.8th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
142.9th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
143.10th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
144.11th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
145.12th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
146.13th Set - Total 180s Player 1	(over; under); Busted 180s are not considered
147.1st Set - Total 180s Player 2	(over; under); Busted 180s are not considered
148.2nd Set - Total 180s Player 2	(over; under); Busted 180s are not considered
149.3rd Set - Total 180s Player 2	(over; under); Busted 180s are not considered
150.4th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
151.5th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
152.6th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
153.7th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
154.8th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
155.9th Set - Total 180s Player 2	(over; under); Busted 180s are not considered

156.10th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
157.11th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
158.12th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
159.13th Set - Total 180s Player 2	(over; under); Busted 180s are not considered
160.1st Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
161.2nd Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
162.3rd Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
163.4th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
164.5th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
165.6th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
166.7th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
167.8th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
168.9th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
169.10th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
170.11th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
171.12th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
172.13th Set - Any player to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
173.1st Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
174.2nd Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
175.3rd Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
176.4th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
177.5th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
178.6th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
179.7th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
180.8th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
181.9th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
182.10th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
183.11th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
184.12th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
185.13th Set - Player 1 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
186.1st Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
187.2nd Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
188.3rd Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
189.4th Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
190.5th Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
191.6th Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
192.7th Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
193.8th Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered
194.9th Set - Player 2 to score a 180 in Xth leg	(yes; no); Busted 180s are not considered

- 195. 10th Set - Player 2 to score a 180 in Xth leg (yes; no); Busted 180s are not considered
- 196. 11th Set - Player 2 to score a 180 in Xth leg (yes; no); Busted 180s are not considered
- 197. 12th Set - Player 2 to score a 180 in Xth leg (yes; no); Busted 180s are not considered
- 198. 13th Set - Player 2 to score a 180 in Xth leg (yes; no); Busted 180s are not considered
- 199. 1st Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 200. 2nd Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 201. 3rd Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 202. 4th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 203. 5th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 204. 6th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 205. 7th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 206. 8th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 207. 9th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 208. 10th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 209. 11th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 210. 12th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 211. 13th Set - Highest scoring player on 1st visits of Xth leg (Player1; draw; Player2); Which player scores more points in their first visit of a leg
- 212. 1st Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 213. 2nd Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 214. 3rd Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 215. 4th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 216. 5th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 217. 6th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 218. 7th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 219. 8th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 220. 9th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 221. 10th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 222. 11th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 223. 12th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores
- 224. 13th Set - Total points on 1st visit of Xth leg (over; under); Total points the player throwing first in a leg scores

IMPORTANT

- In the case of a match not being finished all undecided markets are considered void.

SETTLEMENT AND CANCELLATION RULES

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a match is not completed all undecided markets are considered void.
- Bullseye counts as red check out colour

NAME OF MARKET

MARKET DESCRIPTION

1. 2way	(player 1; player 2)
2. Who will win frame x?	(player 1; player 2)
3. Asian frame handicap	Asian frame handicap in half spreads (e.g. -1.5/+1.5, -2.5/+2.5)
4. Total frames	over; under
5. Who wins the rest of the match?	(player 1; player 2)
6. Correct score	Correct score in frames (only outcomes which are possible will be sent as active)
7. Leader after [frames] frames	(player 1; draw; player 2)
8. Frame X - Player to pot first ball	(player 1; player 2)
9. Frame X - Player to pot last ball	(team 1; player 2)
10. Frame X - Race to 30	(player 1; player 2)
11. Frame X - Player with highest break	(player 1; player 2)
12. Frame X - Asian Point handicap [spread]	(player 1; player 2)
13. Race to [frames] frames	(player 1; player 2)
14. Frame X - First colour potted	(yellow,green,brown,blue,pink,black)
15. Frame X - Last points scored	(red,yellow,green,brown,blue,pink,black,foul)
16. Frame X - Odd/even number of points	(odd; even)
17. Frame X - Will there be a foul	(yes; no)
18. Frame X - Any player with a break 50+	(yes; no)
19. Frame X - Player 1 with a break 50+	(yes; no)
20. Frame X - Player 2 with a break 50+	(yes; no)
21. Frame X - Any player with a break 100+	(yes; no)
22. Frame X - Player 1 with a break 100+	(yes; no)
23. Frame X - Player 2 with a break 100+	(yes; no)
24. Frame X - Highest break	(0-49,50-99,100-119,120-146,147+)
25. Frame X - Total points [points]	(over; under)
26. Match will go to a deciding frame	(yes; no)
27. Odd/Even number of frames	(odd; even)
28. Correct score after X frames	(CS:1,CS:2,CS:3,CS:4,CS:5,...CS:36)
29. Any player to win next X consecutive frames ([first]-[last])	(player 1; none; player 2)

IMPORTANT

- In the case of a retirement of a player or disqualification all undecided markets are considered void.
- In case of a re-rack settlement stays if the outcome was determined before the re-rack
- No fouls or free balls are considered for settlement of any Potted-Colour market
- In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined

SETTLEMENT AND CANCELLATION RULES

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a match is not completed all undecided markets are considered void.

TABLE TENNIS

NAME OF MARKET

MARKET DESCRIPTION

1. Total	Over; Under
2. 2way	Home; Away
3. Which player will win the set?	Home; Away
4. Asian Handicap	Handicap markets *.5 (e.g. -2.5/+2.5, 0.5/-0.5, ...)
5. 1st Set - Asian Handicap	Asian Handicap markets for 1st set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
6. 2nd Set - Asian Handicap	Asian Handicap markets for 2nd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
7. 3rd Set - Asian Handicap	Asian Handicap markets for 3rd set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
8. 4th Set - Asian Handicap	Asian Handicap markets for 4th set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
9. 5th Set - Asian Handicap	Asian Handicap markets for 5th set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
10. 6th Set - Asian Handicap	Asian Handicap markets for 6th set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
11. 7th Set - Asian Handicap	Asian Handicap markets for 7th set (e.g. -2.5/+2.5, 0.5/-0.5, ...)
12. 1st Set – Which player will win race to X points?	a. X in 3, 5, 7, 9 b. Which team will reach X points first?
13. 2nd Set – Which player will win race to X points?	a. X in 3, 5, 7, 9 b. Which team will reach X points first?
14. 3rd Set – Which player will win race to X points?	a. X in 3, 5, 7, 9 b. Which team will reach X points first?
15. 4th Set – Which player will win race to X points?	a. X in 3, 5, 7, 9 b. Which team will reach X points first?
16. 5th Set – Which player will win race to X points?	a. X in 3, 5, 7, 9 b. Which team will reach X points first?
17. 6th Set – Which player will win race to X points?	a. X in 3, 5, 7, 9 b. Which team will reach X points first?
18. 7th Set – Which player will win race to X points?	a. X in 3, 5, 7, 9 b. Which team will reach X points first?
19. 1st Set – Who scores Xth point?	a. X in 5, 10, 15, 20 b. Which team will score the Xth point in the 1st set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
20. 2nd Set – Who scores Xth point?	a. X in 5, 10, 15, 20 b. Which team will score the Xth point in the 2nd set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
21. 3rd Set – Who scores Xth point?	a. X in 5, 10, 15, 20 b. Which team will score the Xth point in the 3rd set c. If a set ends before the Xth point is reached, this market is considered void (cancelled)

TABLE TENNIS

22. 4th Set – Who scores Xth point?
- a. X in 5, 10, 15, 20
 - b. Which team will score the Xth point in the 4th set
 - c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
23. 5th Set – Who scores Xth point?
- a. X in 5, 10, 15, 20
 - b. Which team will score the Xth point in the 5th set
 - c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
24. 6th Set – Who scores Xth point?
- a. X in 5, 10, 15, 20
 - b. Which team will score the Xth point in the 6th set
 - c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
25. 7th Set – Who scores Xth point?
- a. X in 5, 10, 15, 20
 - b. Which team will score the Xth point in the 7th set
 - c. If a set ends before the Xth point is reached, this market is considered void (cancelled)
26. How many sets will exceed score limit?
(in sets – best of 5)
- In how many sets at least one team exceeds the 11 points scoring limit
27. How many sets will exceed score limit?
(in sets – best of 7)
- In how many sets at least one team exceeds the 11 points scoring limit
28. Final Result (in sets - best of 5)
- 3:2, 3:1, 3:0, 0:3, 1:3, 2:3
29. Final Result (in sets - best of 7)
- 4:3, 4:2, 4:1, 4:0, 0:4, 1:4, 2:4, 3:4
30. Number of sets (best of 5)
- 3, 4 or 5
31. Number of sets (best of 7)
- 4, 5, 6 or 7
32. 1st Set - Total
- Only points in 1st set are considered
33. 2nd Set - Total
- Only points in 2nd set are considered
34. 3rd Set - Total
- Only points in 3rd set are considered
35. 4th Set - Total
- Only points in 4th set are considered
36. 5th Set - Total
- Only points in 4th set are considered
37. 6th Set - Total
- Only points in 4th set are considered
38. 7th Set - Total
- Only points in 4th set are considered
39. 1st Set - Odd/Even
- Only points in 4th set are considered
40. 2nd Set - Odd/Even
- Only points in 4th set are considered
41. 3rd Set - Odd/Even
- Only points in 4th set are considered
42. 4th Set - Odd/Even
- Only points in 4th set are considered
43. 5th Set - Odd/Even
- Only points in 4th set are considered
44. 6th Set - Odd/Even
- Only points in 4th set are considered
45. 7th Set - Odd/Even
- Only points in 4th set are considered

IMPORTANT

- In the case of a match not being finished all undecided markets are considered void.

SETTLEMENT AND CANCELLATION RULES

- If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.

NAME OF MARKET

MARKET DESCRIPTION

1. Xth Set - Who will win the set?	Home; Draw; Away
2. Xth Set - Handicap	Home; Draw; Away
3. 2way	Home; Away
4. Asian Set handicap	Asian handicap for sets in half spreads (e.g. -1.5/+1.5, 2.5/-2.5); Team1 - Team2
5. Xth Set - Who will win the Xth end?	Home; Away
6. Xth Set - Draw no Bet	If match ends in a draw after regular time, all bets are considered void
7. Xth Set - Asian Handicap	Asian Handicap markets for [setNr] (e.g. -2.5/+2.5, 0.5/-0.5, ...)
8. Xth Set - Which team wins race to X points?	Which team will reach x points first? (x in 5, 7, 9) If a set ends before the Xth point is reached, this market is considered void (cancelled)
9. Xth Set - Which team scores Xth point	Which team will score the Xth point in a specific set? (x in 5, 7, 9) If a set ends before the Xth point is reached, this market is considered void (cancelled)
10. Total sets	Only x.5 totals
11. Correct score	Fixed results (CS:1,CS:2,CS:3,CS:4,CS:5,CS:6,CS:7,CS:8,CS:9,CS:10)
12. Xth Set - Home total	Over; Under
13. Xth Set - Away total	Over; Under
14. Xth Set - Exact points in end	Exact number of points with fixed outcomes (0, 1, 2, 3, 4)
15. Xth Set - Odd/Even	Only games of set n (current set) are considered
16. Xth Set - Total for end X	Only points in a specific end are considered (e.g. 0.5, 1.5, ...)
17. Xth Set - Total	Only points in a specific set are considered (e.g. 3.5, 4.5, 5.5, ...)

IMPORTANT

- In case of a retirement and walk over of any player all undecided bets are considered void.
- If a match is interrupted and continued within 48h after initial start time, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

SETTLEMENT AND CANCELLATION RULES

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a player retires all undecided markets are considered void.

CRICKET T20 & ODI

NAME OF MARKET

MARKET DESCRIPTION

1. Match winner, including super over	(team 1; team 2)
2. Total runs	(over; under)
3. Total runs hometeam	(over; under)
4. Total runs awayteam	(over; under)
5. Runs hometeam	(1:1; 1:2; 1:3; 1:4; 1:5; 1:6; 1:7; 1:8; 1:9;)
6. Runs awayteam	(1:1; 1:2; 1:3; 1:4; 1:5; 1:6; 1:7; 1:8; 1:9;)
7. Odd/Even number of runs	(odd; even)
8. Number of runs in highest scoring over?	(1:1; 1:2; 1:3; 1:4; 1:5; 1:6)
9. Which will have the highest scoring over?	(team 1; draw; team 2)
10. Will there be a superover?	(yes; no)
11. Which team will lead after x overs	(team 1; draw; team 2)
12. Total runs hometeam after x overs	(over; under)
13. Total runs awayteam after x overs	(over; under)
14. Runs hometeam after x overs	(1:1; 1:2; 1:3; 1:4; 1:5; 1:6; 1:7; 1:8; 1:9;)
15. Runs awayteam after x overs	(1:1; 1:2; 1:3; 1:4; 1:5; 1:6; 1:7; 1:8; 1:9;)
16. Total runs hometeam for over x in innings x	(over; under)
17. Total runs awayteam for over x in innings x	(over; under)
18. Odd/Even number of runs hometeam for over x in innings x	(odd; even)
19. Odd/Even number of runs awayteam for over x in innings x	(odd; even)
20. Total runs hometeam in delivery x of over x in innings x	(over; under)
21. Total runs awayteam in delivery x of over x in innings x	(over; under)
22. Next dismissal	(caught; bowled; LBW; Run out; Stumped and others)
23. Next dismissal (caught / not caught)	(caught; not caught)
24. Will there be a tie?	(yes; no)

IMPORTANT

- All markets do not consider super overs unless otherwise mentioned
- Penalty runs are not considered in any over or delivery market (markets for multiple overs are not considered for this rule)
- Twenty 20: all scheduled overs must be played for undecided markets to be settled unless the innings has reached its natural conclusion
- ODIs: a minimum of 90 % of the entire overs allocated for an innings must be played at the time the bet was struck for markets to be settled unless the innings has reached its natural conclusion

SETTLEMENT AND CANCELLATION RULES

- If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time
- If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are considered void
- In the event of an over not being completed, all undecided markets on this specific over are considered void unless the innings has reached its natural conclusion e.g. declaration, team all out, etc.
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting