SPREADEX LIMITED, SPORTS FIXED ODDS BETTING RULES AND RULES BY SPORT

Effective Date: 13th October 2020

Spreadex Limited (“we”, “us”, “our”, “ours” and “ourselves” as appropriate), is licensed and regulated by the Gambling Commission, and sports fixed odds bets are offered under licence number 8835. The Gambling Commission is based at Victoria Square House, Victoria Square, Birmingham, B2 4BP.

Our registered address is Spreadex Limited, Churchill House, Upper Marlborough Road, St Albans, Herts, AL1 3UU. Company registered number 03720378.

These Sports Fixed Odds Betting Rules (“SFOBR”) and Rules By Sport, as they are amended and republished on our website from time to time, together with our Customer Agreement, govern all fixed odds bets you place with us.

The SFOBR contain a general set of rules governing settlement conditions of sports markets whereas the Rules By Sport contain settlement conditions specific to a particular sport (for example, football). In the event of a conflict between the SFOBR and the provisions in the Rules By Sport, the provisions in the Rules By Sport shall prevail.

In the event of a conflict between, on the one hand, the SFOBR and the Rules By Sport and, on the other, the provisions in our Customer Agreement, the provisions in our Customer Agreement shall prevail.

You should familiarise yourself with the SFOBR and the Rules By Sport, together with our Customer Agreement, before you place a fixed odds bet with us.

Client Money - Under the guidelines of the Gambling Commission your fixed odds balance will receive “medium protection”. Your fixed odds money will be held as trustee in a segregated bank account at Barclays or Lloyds Bank. We accept no responsibility for the solvency of Barclays and Lloyds Bank and to the extent that part or all of your money is lost by reason of the complete or partial failure of Barclays and Lloyds Bank the loss will be borne by you, and not us.

Please see Gambling Commission website for further information: www.gamblingcommission.gov.uk/Consumers/Protection-of-customer-funds.aspx

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SPORTS FIXED ODDS BETTING RULES ("SFOBR")

1. Dead Heats

(1) If a dead-heat between two selections is declared on any event by that event’s governing body half the stake is applied to the selection at full odds and the other half is lost. If a dead-heat is declared between more than two selections, the stake is proportioned accordingly.

2. Related Bets

(1) Multiplied odds do not normally apply for the same selection to win more than one event and the only bets available at the current odds are usually singles. A combined price may be available, however, which will apply to selected doubles, trebles, accumulators and so on.

For example:

• Man Utd to win the Premiership and the Champions League.
• Nadal to win all four Grand Slams.
• Phil Mickelson to win all four Major golf titles.

Please check for the combined prices available.

(2) If a multiple bet on related events is accepted in error at the individual event prices, the bet will be settled at the combined price available at the time the bet was placed.

If a combined price was not available, the stake will be split equally as singles at the individual event prices available at the time the bet was placed.

(3) If a combined price was taken for the same selection in two races/events and the selection does not take part in one of them, the bet will be settled as follows:

a. Markets offered Ante Post will be clearly marked and our Ante Post rules apply (see SFOBR: Rule 3).

b. If the bet was placed on the ‘day of event’ of the first race/event and the ‘day of event’ selection does not take part, this selection will be treated as a non-runner and the bet will become a single/multiple for the remaining Ante Post race(s)/event(s). The bet will then be settled based on the price and place terms available at the time the bet was placed (normal Ante Post bets apply).

c. When prices on different selections in the same event are advertised, these cannot be combined in accumulative bets where the outcome is related. The only exception to this is where special prices are made available, e.g. a scorecast on a football match. If such a bet is accepted in error, the bet will be settled by dividing the stake unit equally between related outcomes to create a series of single bets.

3. Ante Post Bets

(1) Ante Post Bets are accepted on the basis that the bet will stand whether the horse or selection participates or not. If the horse or selection does not run or participate in the race/event named, the bet will therefore be a loser. Even if the selection was not entered in the race, as long as there was the possibility that it could have been entered at a later stage, the bet will stand.

(2) Any bet placed on an Ante Post selection before the entries have closed will therefore stand. The only circumstances under which the selection will become void are:

a. The venue of the event is altered
b. The race/event is declared void or abandoned

c. In horseracing, a horse is balloted out, eliminated or prevented from running under Jockey Club Rules of Racing

d. In horseracing and greyhound racing, if the conditions of the race entry are changed prior to the horses or greyhounds coming under starters orders

e. A bet on an Ante Post event was placed without taking a price

(3) Where the above conditions apply to a selection in an Ante Post multiple bet, the
selection in question will be treated as a non-runner and the bet settled at the Ante Post odds laid on the remaining selections. If an Ante Post Bet is placed after entries to the race/event have closed, the bet will be voided, unless the race/event takes place on a later date at the same venue with the same rules and entries are not re-opened.

(4) Ante Post selections can be included in most types of bets, including our range of specialty bets. However, any built-in bonuses and consolations specific to certain specialty bets (such as double the odds one winner on a Lucky 15/31/63 bet) will not apply.

4. Enhanced Prices for Multiple Bets
We will sometimes offer an enhanced price for multiple bets, such as doubles or trebles. Any non-runners on such multiple bets will be treated as void selections. For example, a treble with a non-runner will be settled as a double on the remaining selections. The prices for the remaining selections will be based on the advertised prices for the individual selections at the time the bet was placed and not the enhanced prices.

5. Results
Unless stated otherwise within Sport specific rules by sport, Sports bets are settled on the result published by the official governing body immediately after the match/event is finished. Any subsequent corrections or amendments to this result will not apply for settlement purposes.

For non-sporting events, please see Rules By Sport: Rule 16

6. Non-Runners
(1) Sports bets are accepted 'all in compete or not', hence, your bet will be deemed a loser if a player or team is withdrawn before they have taken part in the event (in any way). If an event is advertised 'no-runner no bet' stakes will be refunded on a player or team withdrawn prior to the start of an event.
(2) In the event of a winning bet being placed on a sporting event when a different player or team is withdrawn, we may apply the equivalent to a Tattersalls’ rule 4(c) (for further details see Rules By Sport: Rule 2(4)) to your winnings, based on the price of the selection withdrawn.

7. Player/Team Withdrawn After the Official Start
If a player or team has taken any part in the sporting event once it has officially started and then fails to complete such an event for whatever reason, we will settle your bet as a loser.

8. Cash Out
We will endeavour to have cash out available as often as possible however, we will not be held responsible in the event that it is not available. In the case where a bet has been cashed out, but the selection later becomes void, both the opening and closing bets of the cash out will be void.

9. Cup/Trophy/Knockout Competitions
Unless other terms are advertised, outright betting will be settled on the player or team that lifts the trophy or, for knockout competitions, on the competitor who qualifies for the next round. This applies as long as the match has started and is not drawn and replayed. If the match is drawn and replayed, bets will stand and be settled on the result of the replayed match.
10. Match Odds & Handicap Betting
When odds for both match odds and handicap betting are advertised, the bet will be settled on the match odds result unless the handicap price is specifically selected at the time the bet was placed. Where only handicap betting is available the bet will be settled as a handicap bet whether selected or not.

11. Venue Changes
If your team is no longer playing at the venue advertised your bet will still stand unless the venue has been changed to the opponent’s ground. In the case of international matches the venue must remain in the same country.

12. Abandoned and Postponed Events
(1) If an event is abandoned before full time, all bets on the match outcome will be voided unless an official result is declared by the official governing body of the event. Bets on all markets which have been unconditionally determined will stand (for example in football matches, first goal scorer bets will stand if a goal has been scored). What constitutes full time is determined by the rules of the specific sport; please refer to any special rules or terms in relation to that sport. Full Time in relation to football is a defined term and appears in the Glossary of Terms at the end of this document.
(2) If an event is postponed, then unless otherwise stated within the sport specific rules, all bets will be void if not rescheduled within 24 hours of the original start time.
(3) If an event is cancelled all bets will be void.

13. Matchbetting (Selection v Selection)
This bet is based on one selection or more beating another according to the specific conditions advertised. If a selection in the matchbet does not take part the bet will be void. If the selections dead heat, dead heat rules apply. We will apply half your stake to the selection at full odds and you will lose the other half.

14. Each-way betting
An each-way bet is a bet of twice the selected unit stake. It contains one bet for the selection to Win and one bet for the selection to Place. For example a £5 Each Way bet will have £5 on the ‘Win’ and £5 on the ‘Place’ (a total stake of £10). If your selection wins, both the ‘Win’ and ‘Place’ parts of your bet will pay out. If your selection only places, you will lose the ‘Win’ part of your bet (losing one half of your total stake) but get paid out on the ‘Place’.

The place part of your bet will be settled in accordance with the place terms advertised for the event. The odds for the ‘Place’ are given as a fraction of the odds for the ‘Win’ and will be displayed on each event page along with the number of places we offer in that particular market. In horse racing, how many places we pay out on can differ from race to race as shown below:

<table>
<thead>
<tr>
<th>No of Runners/Type of Race</th>
<th>Place Terms</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-4 runners</td>
<td>No place betting allowed</td>
</tr>
<tr>
<td>5-7 runners</td>
<td>1st and 2nd at 1/4 odds</td>
</tr>
<tr>
<td>8+ runners</td>
<td>1st, 2nd and 3rd at 1/5 odds</td>
</tr>
<tr>
<td>12-15 runners in handicaps only</td>
<td>1st, 2nd and 3rd at 1/4 odds</td>
</tr>
<tr>
<td>16+ runners in handicaps only</td>
<td>1st, 2nd, 3rd and 4th at 1/4 odds</td>
</tr>
</tbody>
</table>

The fraction of the odds and number of places will also vary between outright markets in...
sports such as football or golf etc. Each-way multiple bets (doubles, trebles etc) are settled on a win-to-win and place-to-place basis, i.e. win returns from one selection form the win stake on the next selection, and the place returns from one selection form the place stake on the next selection. If your selection is involved in a ‘dead heat’ with another selection then your bet will be subject to ‘dead heat rules’ as outlined on our rules.

Please Note: Non-runners in an event may affect the Each-Way terms of your bet. For example, if your bet is placed in an 8 runner race, and a horse later withdraws reducing the field to 7, the Each-Way terms will change from 1/5 odds on the first 3 places to 1/4 odds on the first 2 places only.

15. Maximum Payouts
(1) The maximum daily payouts on any bet, or bets, including Ante Post, are as detailed below in this rule 14(3)-14(7). The maximum payout limits apply to individual events. The limits below refer to the total return on the bet, excluding the original stake. In the event that a multiple bet has been placed which involves events with different maximum payout limits, the lowest limit will apply.
(2) All maximum payout limits apply to any one customer, or group of customers acting together, who have backed the same combination of selections, including where placed in a series of bets, at a range of prices, over a number of days using different betting accounts and/or across different betting channels. Should we have reason to believe that a number of bets have been placed this way, the total payment of all those bets combined will be limited to one single maximum payout.
(3) Horse Racing
Racing in Great Britain & Ireland where all selections are covered by a Full Service £500,000
Racing in all other countries covered by a Full Service £100,000
Racing in Great Britain & Ireland where all selections are NOT covered by a Full Service £50,000
Racing in all other countries NOT covered by a Full Service £10,000
Ante Post £500,000
(4) Greyhound Racing
All greyhound racing £25,000
(5) Football
English Premier League, English Championship, Leagues 1 & 2, English FA and League Cup matches, Internationals, UEFA Champions League, Spanish La Liga Primera, £500,000
Scottish Premier League, Conference National Division, UEFA Europa League, Italian Serie A, German Bundesliga 1, French Le Championnat £250,000
All other football £100,000
(6) Other Sports Betting
American football £300,000
Cricket, golf, rugby union, rugby league £250,000
Darts, snooker, tennis, motor sports, boxing, baseball, basketball, ice hockey £100,000
Any other unnamed sport £25,000
(7) Non-sports Betting
Non sport, specials and novelty bets £10,000
RULES BY SPORT

1. Football

(1) Acceptance of Bets:
   i. All football bets will be settled on the score at the final whistle at the end of Full Time. In matches where penalty shoot outs or extra time are due to take place, all bets are settled on 90 minutes unless the individual market specifically states otherwise.
   ii. For matches played at neutral venues, the team listed on the left in the match fixture are classed as the ‘home’ team for settlement purposes.

(2) Postponed/Re-Arranged Matches:
   If a match is postponed and rescheduled to take place within 24 hours of the original start time, the bet on the match will stand unless it has been cancelled by mutual consent prior to kick off. If the match does not take place within 24 hours of the original start time the bet will be void.

(3) Divisional Betting:
   Final league placings will be used to determine settlement, irrespective of what happens in the divisional play-offs. Bets on ‘who will win’ a League will be settled on the team who lift the trophy. In the event that a team does not complete all of its fixtures, bets will still stand.

(4) Correct Score Betting:
   Settlement of bets will be based on the final score of a particular match, or on a number of matches, at the end of Full Time.

(5) Double Result (Half Time/Full Time betting):
   Double result (Half Time/Full Time) bets are settled based on the result of the match at both Half Time and Full Time. Bets will be void if the match is abandoned prior to the completion of 90 minutes play.

(6) Goalscorer Bets:
   In the event of uncertainty about who scored a goal, the result will be determined in accordance with SSBR Rule 5 ‘The Result’:
   (The official result is final for settlement purposes. The official result will be reasonably determined by ourselves by reference to the publicly available evidence. The podium position in Grand Prix racing and the medal ceremony in athletics and any similar official ceremony or presentation in other sports are to be treated as the official result.
   Where in our reasonable judgement no official result is available, the result will be:
   (i) Determined by an independent authority whose verdict shall be final for all purposes, or
   (ii) Otherwise be reasonably determined by ourselves by reference to the publicly available evidence.
   Bets will provisionally be settled by reference to the publicly available evidence, but if the result which is determined as set out above differs from the result used for provisional settlement, settlement may be retrospectively adjusted so as to reflect the result so determined.
   Final settlement of bets will occur as follows:
   (a) Bets on markets scheduled to be completed within one day will be finally settled within three days of the day on which the underlying event is completed.
   (b) Bets on markets scheduled to be completed over a period of two or more days will be finally settled as soon as is practicable after the underlying event is completed.
   There will be no adjustment to the makeup of any the markets under (a) and (b) of this rule after the final settlement.

   i. Own goals are ignored for the settlement of goalscorer bets. Bets on a player who does not take to the pitch will be void.
   ii. First goalscorer - All bets on a player who takes no part in the match or who comes on as a substitute after the first goal has been scored will be void. If a match is
abandoned before the first goal is scored, all bets are void. This includes ‘no goalscorer’ bets. If the match is abandoned after the first goal is scored, all bets will stand. If the only goal scored before the end of Full Time is an own goal, then ‘no goalscorer’ will be deemed to have been the outcome.

iii. Last goalscorer - Bets on a player stand as long as they take to the pitch, regardless of whether they were on the pitch when the last goal was scored. If the only goal scored within 90 minutes is an own goal, then ‘no goalscorer’ will be deemed to have been the outcome.

iv. Anytime goalscorer - Bets on a player stand as long as they take to the pitch. In the event of an abandoned match all bets will be void, irrespective of whether or not the named player has scored.

7) Related Bets in One Match:
Bets within the same match (e.g. correct score, first player to score etc) are sometimes offered with a price reflecting the related contingency. Where an accumulative bet on related outcomes has been accepted in error it will be settled by splitting the stake into equal single bets on the individual markets.

(8) Time of Acceptance of Football Bets:
On markets advertised as ‘non-live’ we will usually only accept bets before or up to the advertised kick off time. However we may choose to accept bets on these markets within the first few minutes of a match if there has been no action that would in our reasonable opinion significantly affect the outcome of the bet.

(9) Scorecasts and Wincasts:

i. Winning bets will have successfully predicted both the player who will score first or anytime in a selected match and also the score or result at the end of Full Time.

ii. In the event that the player portion of the bet (e.g. to score first or anytime) would be deemed to be voided under rule 6 above, then the entire bet is voided.

iii. As own goals do not count for first goalscorer purposes, in the event that the first goal is an own goal the scorecast will be settled on the next goalscorer and correct score of the game.

iv. If a match is abandoned prior to the completion of Full Time and a goal has been scored, scorecast bets will be settled as first goalscorer single bets. In the event that no goal has been scored, all bets will be void.

(10) Total Goals Odd or Even:
All bets will be settled on whether the total number of goals scored before the end of Full Time will be an odd or an even number. Zero goals will be considered to be ‘even’ for the purpose of this market.

(11) Bookings Index:

i. Settlement is determined by adding the points per card issued before the end of Full Time whereby a yellow card is 10 points and a red card is 25 points. A maximum of 35 points can be awarded per player.

ii. The market is for the completion of Full Time; any bookings that take place in extra time do not count for betting purposes. Cards cancelled by the referee during the course of the match, cards shown to non-active players or non playing staff and cards shown before kick off, or after the final whistle do not count.

(12) Number Of Corners:
Bets are settled on the total number of corners taken before the end of Full Time. Corners awarded but not taken will not count for settling purposes.

(13) Last Team To Score:
Settlement is based upon the team scoring the last goal in a match before the end of Full Time. Own Goals do count for the Last Team to Score market. For Example, if Manchester United are playing Arsenal and the last goal is an own goal by a Manchester United player, Arsenal would be the winner in the ‘last team to score’ market.
(14) Time of First Goal:
   i. For settlement purposes the 1st minute of the game will be from 1 second to 59 seconds, the 2nd minute from 1 minute to 1 minute 59 seconds and so on. For example, if a bet is placed on the first goal to be scored between 1 and 10 minutes and the first goal is scored at 10 minutes 49 seconds; the bet will be a loser as this falls within the 11 to 20 minutes category.
   ii. If the match is abandoned after the first goal has been scored then all bets will stand. If no goal has been scored at the point of abandonment, then all bets will be void.
(15) Penalty Shoot Outs:
   All penalty shootout markets apply only to the result of a penalty shootout. Penalties scored before the completion of Full Time and/or Extra Time will not count for the purposes of this market. In the event that a match does not go to a penalty shootout, all bets on these markets will be void.
(16) Half Time Betting:
   All bets relating to just the first half are settled on the result of the match at Half Time. In the event that the match is abandoned prior to Half Time, bets will be void. However, if the match is abandoned during the half-time interval or during the second half, all bets will stand.
(17) Over/Under Goal Line:
   Bets are settled on whether there will be more or less total goals scored before the end of Full Time than the handicap goal-line stated. If we are offering a “whole number” goal line and the total number of goals equals the goal-line, stakes will be refunded.
(18) Highest Scoring Team:
   These are bets on who will score the most goals on a given match day from a specified group of matches and only the named teams count for betting purposes. In the event of a tie, the winner will be deemed to be the team who scores earliest in their match. If any game is postponed or abandoned, then all bets are void.
(19) Highest Scoring Game:
   These are bets on which game will produce the most goals on a given match day from a specified group of matches. In the event of a tie, the game that produces the earliest goal will be deemed the winner. If any game is postponed or abandoned, then all bets are void.
(20) Matchbets Between Two Players:
   For matchbets between two players (e.g. which player will be booked first, or which player will score more goals) both players must start the match for bets to stand.
(21) Extra Time Betting:
   i. Extra time betting will be based on the scheduled period of play during Extra Time.
   ii. All extra time betting markets will start from the beginning of extra time and not include normal time.
(22) Total Yellow Cards In Game:
   i. The settlement of markets involving the incidence of cards shown to players during an individual match may be provisionally settled by reference to the publicly available evidence, but if the official result as declared by the event’s governing body differs from the result used for provisional settlement, settlement will be retrospectively adjusted so as to reflect the official result.
   ii. A player receiving a red card as a consequence of receiving a second yellow card will in all cases be deemed to have been shown one yellow card and one red card.
   iii. Bookings markets are settled by reference to cards shown during the first or second half of the match including injury time but excluding extra time.
   iv. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers) do not count.
v. Any card shown after the Full Time whistle has been blown shall be disregarded. If after the final whistle a card shown during a game is rescinded, or reduced to a yellow card from a red card, that will not affect the settlement of any markets involving bookings on the game in question.

vi. Markets which involve the time of yellow and red cards will be settled by reference to the time at which the relevant card is shown.

(23) To Win Both Halves:
On such bets the match is treated as two separate 45 minute ‘mini-games’ and the team selected must score more goals than the other team in each of the two halves. For example, if a match finishes 1-0, one of the halves must have been 0-0 and one must have been 1-0. Therefore, as the winning team did not actually win both halves, bets on that team would be settled as losers.

(24) League Top Goal Scorer:
Bets placed on a player to be the top scorer in a given league are based on games played in the regular season only. Any goals scored in subsequent play-off games do not count for betting purposes.

2. Racing
(1) Results:
   i. All bets placed on UK and Irish horse racing will be settled on the Official Result.
   ii. Horse racing bets placed on non-UK/Irish meetings are settled on the official result declared by the racecourse judge and confirmed by the ‘Weighed-In’ announcement.
   iii. If a winner is disqualified after the official result is announced, the disqualification will not affect the settlement of bets. This rule applies to both UK/Irish and non-UK/Irish meetings.

(2) Amendments After the Official Result:
The Official Result will count for settlement purposes. Where a result is amended after the Official Result, for example as a result of a successful appeal, the amendment will be ignored.

(3) Walkovers/Void Races:
All bets on races declared a walkover or declared ‘void’ by the event’s governing body will be void, win or lose.

(4) Withdrawals/Non-Runners:
Where a horse is withdrawn, or adjudged not to have started, and therefore declared a non-runner, stakes on that selection will be refunded (Ante Post bets are the exception to this). Bets on the remaining runners in that race will be subject to a deduction based on Tattersalls Rule 4(c) (see below). This reduction will be determined by the nonrunner’s price as quoted by us at the time it was declared a non-runner. Once industry board/show prices are available the reduction will be determined by the board/show price at the time the horse was withdrawn. Bets on horses in subsequent markets that then have one or more withdrawn horses will have a deduction calculated on the prices applicable to that market at the time of the withdrawal.

Tattersalls Rule 4(c)
Price at time of withdrawal and amount deducted in the £ from winnings:
1/9 or shorter - 90p
2/11 to 2/17 - 85p
1/4 to 1/5 - 80p
3/10 to 2/7 - 75p
2/5 to 1/3 - 70p
8/15 to 4/9 - 65p
8/13 to 4/7 - 60p
4/5 to 4/6 - 55p
20/21 to 5/6 - 50p
Evens to 6/5 - 45p
5/4 to 6/4 - 40p
13/8 to 7/4 - 35p
15/8 to 9/4 - 30p
5/2 to 3/1 - 25p
10/3 to 4/1 - 20p
9/2 to 11/2 - 15p
6/1 to 9/1 - 10p
10/1 to 14/1 - 5p
over 14/1 - No deduction

In the event of there being two or more withdrawals in one event, the total deduction shall not exceed 90p in the pound.

(5) Disqualified Horses:
If a horse is disqualified for any reason, all bets on that horse are losing bets.

(6) Abandoned, Cancelled or Postponed Races:
If a race is cancelled, abandoned or declared void all bets on that race will be void. If a race is postponed but takes place on the original day, all bets on that race will stand.

(7) Aggregate Winning Distances:
   i. Such bets are based on a prediction on the sum of the winning margins (distance between first and second placed horses) of each race at a particular meeting. For example, if a market is offered on “Ascot Distances” and the six races at the Ascot meeting are won by 3 lengths, 1 length, 2 lengths, 1 length, 1 length and 2 lengths, the total for the meeting would be 10 lengths.
   ii. We may offer bets on whether or not the total will be over or under a given value or in a certain range or bracket. Winning bets will be those placed on the correct bracket.
   iii. For races won by less than a length, the following will be awarded:
      a. Nose = 0.05 lengths
      b. Short head = 0.1 lengths
      c. Head = 0.2 lengths
      d. Neck = 0.3 lengths
   iv. The maximum winning distance for a National Hunt race (including National Hunt Flat races) is 30 lengths. The maximum winning distance for a flat race is 12 lengths. In the event of a walkover, the distance awarded will be 5 lengths for a Flat race and 12 lengths for a National Hunt race.
   v. For the avoidance of doubt, the winning distance in a race will be the officially declared distance between the first two horses that have completed the race and followed the correct course. Any subsequent disqualification, stewards’ enquiry or amendment shall affect bets only if:
      a. it determines that one or more horses failed to complete the correct course, or
      b. the judge amends the official distances.
   vi. The settlement of bets will only be affected if such a disqualification or amendment takes place on the day of the race.
   vii. If a meeting has a race abandoned or declared void, then all bets on aggregate winning distances will be void.

(8) Favourites Index:
   i. The ‘favourites index’ market relates to the aggregate performance of favourites over the course of a race meeting.
   ii. The scoring system is as follows:
      a. Win = 25 points
b. 2nd = 10 points
c. 3rd = 5 points
d. No points are allocated for a fourth place finish or worse.

iii. In the event of joint or co-favourites, the favourite will be the one with the lowest racecard number. If no starting price is returned, the runner with the lowest price as published in the Racing Post will be deemed the favourite.

iv. If there is a dead heat for any placing, the points for these runners will be added together and divided equally between the number of positions. Bets will be settled on the official result, after the weighed-in signal.

v. When a meeting has one or more races abandoned or declared void by the event’s governing body, then all bets will be void unless a winning bet has already been unconditionally settled, in which case all bets stand.

vi. If the favourite is withdrawn at the start of the race and no new market is formed, points will be awarded dependent on the price of the favourite at the time of withdrawal:
   a. Evens or less = 15 points
   b. 11/10 to 9/2 = 10 points
   c. 5/1 or bigger = 5 points

(9) Favourites Over/Under line:
In the event of a meeting being abandoned, all fixed odds bets on the favourites line will be voided, unless a bet has reached settlement.

(10) Place betting:
   i. In the event of a horse being withdrawn, not under starter’s orders, stakes on that selection will be returned.
   ii. Bets for the remaining horses in the race will be subject to a deduction based on Spreadex’s place only price of the withdrawn horse(s) at the time of the withdrawal. Please see the following table.

Place Only Rule 4 (Deductions) Table:

<table>
<thead>
<tr>
<th>Price Range</th>
<th>2 Place</th>
<th>3 Place</th>
<th>4 Place</th>
</tr>
</thead>
<tbody>
<tr>
<td>1/9 or shorter</td>
<td>45p</td>
<td>30p</td>
<td>20p</td>
</tr>
<tr>
<td>2/11 to 2/17</td>
<td>40p</td>
<td>30p</td>
<td>20p</td>
</tr>
<tr>
<td>1/4 to 1/5</td>
<td>40p</td>
<td>25p</td>
<td>20p</td>
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<td>3/10 to 2/7</td>
<td>35p</td>
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<td>2/5 to 1/3</td>
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<td>8/15 to 4/9</td>
<td>30p</td>
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<td>8/13 to 4/7</td>
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<td>4/5 to 4/6</td>
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<td>20/21 to 5/6</td>
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<td>15p</td>
<td>10p</td>
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<tr>
<td>Evens to 6/5</td>
<td>20p</td>
<td>15p</td>
<td>10p</td>
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<td>5/4 to 6/4</td>
<td>20p</td>
<td>15p</td>
<td>10p</td>
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<td>13/8 to 7/4</td>
<td>15p</td>
<td>10p</td>
<td>10p</td>
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<tr>
<td>15/8 to 9/4</td>
<td>15p</td>
<td>10p</td>
<td>no deductions</td>
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<tr>
<td>12/5 to 3/1</td>
<td>10p</td>
<td>10p</td>
<td>no deductions</td>
</tr>
<tr>
<td>10/3 to 4/1</td>
<td>10p</td>
<td>no deductions</td>
<td>no deductions</td>
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<tr>
<td>9/2 and over</td>
<td>no deductions</td>
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<td>no deductions</td>
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iii. The number of places being paid shall remain constant e.g. If we are originally paying three places and the race is reduced to 7 or less runners we shall still pay 3 places. The only exception to this is when the number of runners is equal to or less than the number of places on offer. In this instance all bets are void. Normal dead-heat rules apply.
iv. Double Result concession does apply to this market.

(11) "Betting without ...":
   i. Where we offer prices on an event without a nominated selection, for settlement purposes the finishing position of the ‘without’ selection will be ignored.
   ii. Any each-way terms advertised are settled on the actual number of runners who take part in the race, excluding the ‘without’ selection.

(12) Insurance (2 places)
   i) Price offered is for the horse to win the race. If the horse finishes second, the bet stake is returned.
   ii) In the event of a horse being withdrawn, not under starter’s orders, stakes on that selection will be returned. Bets for the remaining horses in the race will be subject to a deduction in accordance with Tattersall’s Rule 4(c) based on the win price of the withdrawn horse(s) at the time of withdrawal, (see rule 2.(4)). In the event of non-runners the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void.

(13) Insurance (3 places)
   i) Price offered is for the horse to win the race. If the horse finishes second or third, the bet stake is returned.
   ii) In the event of a horse being withdrawn, not under starter’s orders, stakes on that selection will be returned. Bets for the remaining horses in the race will be subject to a deduction in accordance with Tattersall’s Rule 4(c) based on the win price of the withdrawn horse(s) at the time of withdrawal, (see rule 2.(4)). In the event of non-runners the number of places paid will remain the same, unless the number of runners in the race is equal to or less than the number of places paid, in which case all bets will be void.

(14) Forecast Betting
   i) Forecast bets are only accepted in races with at least three runners. If there are less than 3 runners in a race then all forecasts for that race will be void.
   ii) If one horse finishes alone and no forecast dividend is returned then all forecast bets nominating that horse to finish first will be settled as a win single at SP. All other forecast bets in the race are settled as losers.
   iii) Should any forecast contain a non-runner then the total stake will be placed as a win single on the other selection at SP.
   iv) In a combination forecast where a selection becomes a non-runner, any selection with the non-runner will become a win single at SP. The remaining forecasts will stand. For example a £1 combination forecast on A, B, and C where C is a non-runner would become a £1 reverse forecast on A and B and £2 win single on horse A and B at SP.

(15) Tricast Betting
   i) Tricast bets are accepted on handicaps with 8 or more runners.
   ii) If one of the horses selected in a tricast becomes a non-runner then that bet becomes a forecast on the remaining two selections.
   iii) If two of the selected horses become non-runners then the bet will be settled as a win single at SP on the remaining selection.

3. Greyhound
   (1) Greyhound bets are settled on the official result announced at the conclusion of the event. If a winner is disqualified after the official result is announced, the disqualification will not affect the settlement of the bet.
   (2) Withdrawals:
      If a greyhound is withdrawn from a race, all bets placed on that race prior to the withdrawal will be settled at starting prices.
   (3) Re-Run Greyhound Races:
      Bets placed on a Void Race, which is later re-run, will be settled as follows:
a. Single Bets (Including single forecasts and tricasts) and multiple bets: All bets stand.
b. Show prices and early prices: Bets taken at prices on a void race will revert to starting prices for the re-run.
(4) Multiple bets involving abandoned races:
   If a multiple bet includes selections in a void race which is not re-run, then all selections from that race will be treated as non-runners.
(5) Reserve Greyhounds:
   Bets placed on a greyhound which is replaced by a reserve greyhound will be void.

4. American Football
(1) Bets will be settled on the official result, including overtime, as declared by the National Football League.
(2) If a match is abandoned before the end of a game (including during overtime played) all outright bets will be void, unless 55 minutes of play has taken place or an official result is declared by the National Football League. All other markets will be void, except for those which have been unconditionally determined (for example first touchdown scorer bets will stand if a touchdown has been scored).
(3) Matchbetting:
   Where odds for both outright and handicap betting are available, all bets are settled on the outright price, unless the handicap price has been specifically selected. All bets are void in a match if fewer than 55 minutes of the match are completed. Overtime counts except for bets specifically on the results at the end of the second quarter and at the end of the fourth quarter.
(4) Winning Margins:
   This is based on predicting the margin of victory by any given team in a match.
   Winning margin betting is from scratch.
(5) First Touchdown Scorer:
   Bets are accepted ‘all in play or not’, the exception to this being any bets placed on “inactive/ not active” players will be deemed void. Players are considered “in-active/ not active” if they are listed as such on the official match gamebook. Bets on players coming under the heading ‘did not play’ are losing bets.
(6) Season Interruptions or Amendments: If the schedule is curtailed or amended, outright bets will be settled based on the official result provided by the National Football League. If no winner is stated, bets will be deemed void.

5. Athletics
(1) Bets will be settled on the podium position result regardless of any subsequent disqualifications.
(2) If there is no podium ceremony, we will settle bets on the result immediately declared by the governing body of the event irrespective of any subsequent enquiry.
(3) If an athletics event is cancelled for any reason prior to the event, all bets will be void.
(4) If a market is advertised ‘non runner no bet’, stakes will be refunded on athletes withdrawn prior to the start of the event. If a market is not advertised ‘non runner no bet’, then bets are accepted ‘all in compete or not’. Therefore bets placed on an athlete who withdraws before they have taken part in the event (in any way) will be settled as losers.
(5) The total medal tally will be determined by the official result as published by the governing body of the event.
6. Baseball
(1) Bets will be settled according to the official result as declared by the governing body of the event.
(2) If a game is abandoned or postponed the following rules apply:
   If postponed and replayed more than 24 hours after scheduled start time or cancelled with no replay all bets are void.
   i. If postponed and replayed 24 or fewer hours after scheduled start time at same venue all bets stand on the replay.
   ii. If postponed and replayed 24 or fewer hours after scheduled start time at different venue all bets stand on the replay as long as the original home team is still at home. Otherwise all bets will be void.
   iii. If abandoned after the match has started and before 4 innings played, all bets are void.
   iv. If abandoned after 4 innings have been completed but 5 innings have not been completed, all bets on the winner market are settled if the home team is winning, otherwise all bets will be void. Total runs and Handicap markets will be void.
   v. If abandoned after 5 innings have been completed but 8 innings have not been completed, all bets on the winner market are settled as determined by the score at the end of the last completed innings. Total runs and Handicap markets will be void.
(3) All match bets will include extra innings if played, unless otherwise stated.
(4) In games with ‘listed pitchers’, if either listed pitcher does not start the game and throw at least one pitch, then all bets on the game will be void. It is the client’s responsibility to ensure they are aware of any relevant pitcher changes.
(5) Total & Handicap Betting:
   When betting on total runs (over/under) or run-lines the game must go to 9 innings (8 if the home team is ahead) to stand.

7. Basketball
(1) If a match is abandoned before the end of a game (including during overtime played) all bets will be void, unless there are 5 or fewer scheduled minutes of the match remaining. Any bets which have been unconditionally determined will stand (for example First Half Match Odds will stand if the first half is complete).
(2) All full game markets include Overtime unless explicitly stated. Any markets related to a specific period (e.g. 2nd half, 4th quarter) do not include Overtime.
(3) All bets on 2-way match odds will be void in the event of a tie. Any bets on a full-match or period Handicap or total points line where the market settles exactly on the line will be void. Period (Half/Quarter) odds markets will be settled as a dead-heat in the event of a tie.
(4) All long-term bets will be settled according to the official classification and rules of the tournament governing body (e.g. NBA, FIBA).

8. Boxing/Martial Arts
(1) The official start of the fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the event’s governing body immediately after the end of the fight. Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.
(2) Postponed/Canceled Contest:
   If a fight is postponed and rescheduled to take place within 24 hours of the original start time then all bets will stand. If the fight does not take place within 24 hours then all bets will be void.
(3) Contestant Replaced:
   If one of the contestants is replaced by a substitute, bets on the original bout will be
void.

(4) Failure to Come Out for a Round:
   If a fighter fails to come out for the next round, bets will be settled on his opponent
   having won the bout in the previous round.

(5) If there is a change to scheduled number of rounds, bets based on the number of
   rounds or referring to a specific round will be void and all other bets will stand.

(6) If a fight is stopped before the scheduled number of rounds has been completed,
   or if a fighter is disqualified and a points decision is awarded, bets will be settled on
   the round in which the fight was stopped. If a fighter withdraws or is disqualified between
   rounds, then bets will be settled based on the previous round.

(7) Bets which nominate ‘to win on points’ will be settled as winners only if the full
   number of rounds has been completed. If a points decision is awarded due to a
   disqualification, then bets nominating ‘to win on points’ will be settled as losers.

(8) Where a Total Rounds market is offered with a half point option, e.g. over under
   2.5 rounds, then the over/under on that round will be determined by the midpoint of the
   round length, e.g. a 3 minute round is ‘over’ once 1:30 has elapsed. A marked ending on
   exactly the midpoint point of the round is considered a push.

(9) Where an ‘Exact Method of Victory’ Market is offered, settlement will be based on
   the official declared result. If no method is declared in the ring, Boxrec.com results will be
   used to settle all markets. The following definitions will apply:

   Knockout (KO) - When a boxer is knocked down and unable to get to their feet before
   the count from the referee reaches 10.

   Technical Knockout (TKO) - When the referee intervenes to stop the fight while the boxer
   is still standing but is deemed to be in immediate danger and/or is unable to defend
   themselves. TKO is also the method of result when a boxer’s corner ends the fight/throws in
   the towel during a round.

   Retirement (RTD) - When a boxer is unable to continue/get off their stool in between
   rounds in time for the start of the next round.

   Disqualified (DQ) – When a boxer is disqualified during a bout by the referee for excessive
   fouling or for violating other rules.

   Technical Decision (TD) - Decision is on scorecard points between the judges. Technical
   Decision is settled by the judges’ scorecards at any time other than at the end of the
   scheduled rounds.

   Unanimous Decision (UD) - Decision is on scorecard points between the judges.
   Unanimous Decision is defined as boxer A scoring more points than boxer B on all three of
   the judges' scorecards.

   Majority Decision (MD) - Decision is on scorecard points between the judges. Majority
   Decision is defined as boxer A scoring more points than boxer B, on two of the judges’
   scorecards, but the third judge scoring equally for both boxers (a draw).

   Split Decision (SD) - Decision is on scorecard points between the judges. Split Decision is
   defined as boxer A scoring more points than boxer B on two of the judges’ scorecards,
   but the third judge scoring boxer B as the winner.

9. Cricket

(1) Matchbetting:
   i. Bets will be settled on the official result. All bets on a match will be void if the
      match is officially declared as a ‘no result’. If a match is affected by external factors (such
      as bad weather) and is not declared as a ‘no result’, bets will be settled based on the
      official competition rule according to the event’s governing body (this includes matches
      where the result is determined by the Duckworth-Lewis method, or where the scheduled
      number of overs is reduced.) The Duckworth Lewis method is the system used to adjust
      the scores in the event of a delay (such as due to rain) during one-day matches, in
order to leave the balance of the match unaltered. The system uses the number of overs each team have still to receive and the number of wickets they have in hand in order to determine a revised target or reach an official result.

ii. If a match venue is changed from that advertised, bets will stand as long as the venue has not been changed to the opponent’s ground (or in the case of international matches, as long as the venue remains in the same country).

iii. If the result of a Test Match or County Championship match is a tie (i.e. where all innings have been completed and both teams have the same score), the draw will be deemed a loser and dead heat rules will apply to bets on each team for the outright result (See SFOBR: Rule 1 above). If the result of a one day or Twenty20 match is a tie, and no winner is declared by the official competition rules, SFOBR: Rule 1 above shall apply. If a winner is declared by competition rules, for example a Super Over or Eliminator Over, then the winner of this will be deemed the winner of the match.

iv. If a match is postponed and rescheduled to take place within 24 hours from the original start time, bets on that match will stand unless cancelled by mutual consent. If the replayed match does not take place within 24 hours of the original start time, all bets on the original match will be void.

v. If the result of a one day or Twenty20 match is a tie, and no winner is declared by the official competition rules, then dead heat rules apply. If a winner is declared by competition rules, for example a Super Over, most boundaries or previous results, then the winner of this will be deemed the winner of the match.

(2) Series Betting:

i. If a series is postponed for any reason before the scheduled number of games have taken place, then the team that is ahead at the time will be deemed the winner for settlement purposes. This rule also applies for the settlement of top series run scorer and top series wicket taker bets.

ii. Bets on the series correct score betting will be void if the scheduled number of matches is not completed.

iii. Bets on the series top batsman/top bowler are taken ‘all in play or not’.

(3) Method of Next Dismissal:

i. The result of the market is determined by the method of the next dismissal of the team batting.

ii. If either batsman retires for any reason after your bet is placed then the bet is settled on the next dismissal. If there is no further dismissal after your bet is placed and before the innings close, then your bet will be void.

(4) Fall of Next Wicket:

The result of this market is determined by the total innings runs a team has scored at the fall of the named wicket (for example “3rd wicket”). If either batsman retires for any reason then the bet is settled on the total at the fall of the next wicket. If there is no dismissal before the innings close, due to the team declaring or reaching their target, or the match ending, then bets will be settled based on the total number of innings runs at the close of the innings. All open bets shall be void if 50 full overs are not bowled unless one team has won, is dismissed or declares prior to that point.

(5) Most Team Sixes:

Bets stand as long as there is an official result and this is not ‘no result’. If both teams score the same number of sixes, then SFOBR: Rule 1 above will be applied.

(6) Player Matchbets:

Both players must be in their team’s starting lineup for the bet to stand.

(7) Top Batsman:

i. This market is settled based on the batsman with the highest individual score in an individual innings. Top batsmen bets for test matches apply only to the first innings of each team. There will be a separate market for each team in the match, i.e. each batsman is
only compared against his own team-mates. If a batsman retires and does not resume his innings, his score will stand. Bets placed on any player not in the starting eleven will be void. Bets placed on a player in the starting eleven stand, whether they bat or not. If two or more players tie as top batsman, dead heat rules apply. Super Overs do not count.

ii. Top batsman bets will be void if there is insufficient play in the innings as follows:
   a. In test matches top batsman bets will be void if fewer than 50 overs are bowled in the innings and the team does not declare and is not all out.
   b. In one day matches (other than Twenty20 matches) top batsman bets will be void if fewer than 20 overs are bowled in the innings and the team is not all out and has not reached a target to win the match.
   c. In Twenty20 matches top batsman bets will be void if fewer than 6 overs are bowled in the innings and the team is not all out and has not reached a target to win the match.

(8) Innings Runs:
   i. The result of this market is determined by the total number of runs scored by a team in the course of an innings.
   ii. Unless the result of the band has already been determined, Innings runs bets will be void if there is insufficient play in the innings as follows:
      a. In test matches innings runs bets will be void if fewer than 50 overs are bowled in the innings and the team does not declare and is not all out.
      b. In one day matches (other than Twenty20 or T10 matches) innings runs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet is placed and the team is not all out and has not reached a target to win the match.
      c. In Twenty20 matches innings runs bets will be void if the scheduled number of overs for the innings is reduced by 3 or more overs after the bet is placed and the team is not all out and has not reached a target to win the match.
      d. In T10 matches innings runs bets will be void if there is any reduction in the scheduled number of overs after the bet is placed and the team is not all out and has not reached a target to win the match.

(9) Batsman Runs:
   i. The result of this market is determined by the total number of runs scored by a named batsman in the course of an innings.
   ii. Only runs attributed to the named batsman count. Extras (wides, no-balls, etc.) that occur whilst that batsman is batting do not count as runs accrued by that batsman.
   iii. If a batsman retires hurt but returns to bat later then the total number of runs scored by the batsman during the innings is the final result.
   iv. If a batsman retires hurt and does not re-emerge to bat during that innings then the score amassed before injury is the final result.
   v. Unless the result of the band has already been determined, Batsman runs bets will be void if there is insufficient play in the innings as follows:
      a. In test matches batsman runs bets will be void if fewer than 50 overs are bowled in the innings and the team does not declare and is not all out.
      b. In one day matches (other than Twenty20 or T10 matches) batsman runs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet is placed and the team is not all out and has not reached a target to win the match.
      c. In Twenty20 matches batsman runs bets will be void if the scheduled number of overs for the innings is reduced by 3 or more overs after the bet is placed and the team is not all out and has not reached a target to win the match.
      d. In T10 matches batsman runs bets will be void if there is any reduction in the scheduled number of overs after the bet is placed and the team is not all out and has not
reached a target to win the match.

(10) Session Runs (Test Match Only):
The total number of runs scored in the selected session determines the result of this market. A minimum of 20 overs must be bowled in the session for bets to stand.

(11) Total Match Sixes and Total Match Wides:
Bets on Total Match Sixes and Total Match Wides will be void if there is insufficient play in the match. In One Day and Twenty20 matches bets will be void if 20% or more of the scheduled overs are lost, in either innings, unless settlement of bets is already determined. Sixes and wides in matches decided by a Super-Over, will not count for settlement purposes. In Test and County Championship matches, the whole match counts. Only a shot which clears the boundary for a six will count as a six. Any other scenario in which six runs are scored will not count.

10. Darts
(1) If a player does not start a match (no darts thrown) then all bets on that match will be declared void.
(2) If a match starts (at least one dart is thrown) but is not completed then all bets on the match result will be void. All other bets will be settled by SFOBR11
(3) Highest Checkout:
If the result is a tie then dead heat rules will be applied.
(4) Postponement: Bets on matches that are delayed from the original scheduled start, but still completed in the relevant tournament and format at a later time, will stand.

11. Golf
(1) All bets will be settled on the official result regardless of the number of rounds played (for example if they are reduced due to bad weather). Handicap bets will be void if there is a reduction in the number of holes played.
(2) If a tournament is abandoned, any bets placed after the last completed round will be void.
(3) If a price on the match being tied was not offered, then, SFOBR: Rule 1 above will apply.
(4) If a player withdraws before they have teed off in a tournament, then bets on the player will be void. If a player withdraws after they have teed off in a tournament then bets on that player will stand.
(5) Tournament, match and group betting will be settled on the player achieving the highest placing at the end of the tournament including any play-off holes played. This will apply, even if both (or all) players ‘miss the cut’.
(6) Tournament Group Betting:
If one of the players in a group does not tee off in the tournament, then any group bets placed on that specific player will be void. We will apply the equivalent to a Tattersalls’ rule 4(c) (see Rule By Sport: Rule 2(4)) to the remaining players in the group.
(7) Tournament Matchbetting:
If one player is disqualified or withdraws, after both players have teed off and prior to the completion of two rounds, their opponent is deemed the winner, even if the opponent fails to make the cut. If both players make the cut and a player is disqualified or withdraws during the 3rd or 4th rounds, then their opponent is deemed the winner for settlement purposes. A player will be deemed the winner of a matchbet if they are disqualified or withdraw after making the cut and their opponent has failed to make the cut. If both players are either disqualified or they withdraw before the official cut; then the match bet is void, regardless of when the players are disqualified or when they withdraw.
(8) Player Handicap Outright Betting:
If a player tees off and then misses the cut, is disqualified, or withdraws, bets on
that player will be settled as losers. Only the scheduled 72 holes count; play-off holes are ignored. If the tournament is reduced to fewer than 72 holes then all bets on the handicap betting market are void. Only the players listed on the handicap list count for betting purposes. In the event of a tie (once the score has been adjusted for the handicap) dead heat rules under clause 1 above will be applied.

(9) 2, 3 & 4 Ball Betting
In 2 ball betting a price will be offered for a tie. In 3 & 4 ball betting if the players involved have an identical score at the end of the round, the result will be a tie and dead heat rules will be applied. Bets stand once the players have teed off on their first hole. If a player does not tee off then bets on the 2, 3 or 4 ball they were due to take part in are void. If a round is abandoned, bets on that round are void.

12. Motor Racing
(1) The start of any motor race is the signal to start the warm-up lap. Bets will be void on drivers not on the grid for the warm-up lap, or ready to start from the pit lane.
(2) Bets on an individual race will be settled based on the podium presentation result. Any changes after the presentation will not change the settlement.
(3) If a race is abandoned and no official result is declared by the relevant governing body, all bets on that race will be void, unless that bet has been unconditionally settled. E.g. a matchbet where one driver has already completed more laps than the other driver.
(4) Tournament (Drivers’ and Constructors’) Championship Betting:
This will be settled based on the points tally immediately after the podium presentation of the final Grand Prix of the season. This will not be affected by any subsequent enquiries which then take place.
(5) Match (Head to Head) Betting:
If one driver in a matchbet does not complete the race, then the other driver wins the matchbet. If both drivers in a matchbet fail to complete the race then the driver completing the most laps wins the matchbet. If both drivers in a matchbet fail to complete the race and complete the same number of laps then the matchbet is void.
(6) Group Betting:
If one or more of the drivers do not finish the race in a group bet, the winner will be the driver who has completed the most laps or finished the first out of the group.
(7) Qualifying Betting Markets:
Bets on race qualifying will be settled based on official qualifying times recorded by the FIA (or appropriate governing body for other motor racing) immediately after the qualifying session finishes. Grid position penalties will not affect the settlement of bets on race qualifying.

13. Rugby League and Union
(1) All bets are settled at the end of the second half of the match, that being the end of 80 minutes of play. Any extra time does not affect the settlement of a bet, unless such a bet is on an extra time betting market.
(2) Where odds for both outright and handicap betting are available, all bets will be settled on the outright price unless the handicap price has been specifically selected. However, where only handicap betting is available all bets will be settled on the advertised handicap price and conditions.
(3) If a handicap bet results in a tie when there was not a price quoted for the tie, then all bets will be void. If a price was quoted for the tie, then bets on both teams will be losing bets and bets on the handicap tie will be winning bets.
(4) Winning margin/correct score betting is from scratch.
(5) If a match is abandoned either before it starts or before the end of the second half, then all bets will be void except for those where the outcome has already been
unconditionally determined, for example first try scorer where a try has been scored.
(6) If a match is moved to a venue other than that advertised, bets will still stand as long as the new venue is not the opponent’s ground (or in the case of international matches, as long as the new venue is in the same country).
(7) Tryscorer Betting:
   Bets on a player stand as long as they take the pitch (in the case of First Tryscorer/First Team Tryscorer they must take the pitch before the first try is scored).
Rugby Union: Penalty Tries are ignored for the purposes of tryscorer betting
Rugby League: If a penalty try is awarded to a player then they will be considered the Tryscorer for the purposes of settling tryscorer bets. Otherwise, if the penalty try is not awarded to a player then they will be ignored for the purposes of tryscorer betting.
(8) Extra Time Betting:
   Extra time in relation to this rule only is defined as any scheduled period of play between the end of the second half and the end of the match. Extra time does not include penalty shootouts. All extra time betting markets, start from the beginning of extra time and ignore events in normal time. For example, if the game finishes 15-15 at the end of normal time, and there are 12 points scored in extra time, then the extra time total points market will be settled as 12.

14. Snooker
(1) A snooker match is deemed to have started with the break for the first frame, even if there is a subsequent re-rack in the first frame.
(2) If a player fails to start a tournament or match, all bets on that player, or on matches involving that player, will be void.
(3) Re-Rack:
   In the event of a re-rack, bets will be settled on markets for which a result has already been determined in the frame (e.g. first ball potted). Bets placed before the start of the frame will stand on any markets for which a result has not been determined and will be settled once a result has been determined. Points scored in the re-racked frame before the re-rack do not carry over. Bets placed after the break of the frame (and since any previous re-rack) but before a re-rack will be void.
(4) Correct Frame/Total Frame Betting:
   If a match is completed without one player winning sufficient frames to win the match based on the scheduled number of frames (for example due to the withdrawal or disqualification of a player during a match), then all bets on correct frame and total frame markets will be void.
(5) Matchbetting:
   If one player withdraws or is disqualified after the match has already started, the player progressing to the next round will be considered the winner. If the match has not yet started all bets will be void.
(6) First Colour Potted:
   Balls potted as free balls or on a foul stroke are ignored. The colour must be one of yellow, green, brown, blue, pink or black.
(7) Postponement: Bets on matches that are delayed from the original scheduled start, but still completed in the relevant tournament and format at a later time, will stand.

15. Tennis
(1) A tennis match is deemed to have started with the first serve of the match.
(2) Once a player’s first match in a tournament has begun, outright tournament bets on them will stand. If the player then withdraws for any reason, outright bets on the player will be settled as losers.
(3) In the event of a change to playing surface, venue or change from indoor court to
outdoor and vice versa, all bets stand.

(4) Matchbetting:
If a player withdraws or is disqualified before the start of a match, then all bets will be void. In the event of a match starting but not being completed then all bets will be void unless after the start of the match a player is disqualified, in which case the player progressing to the next round or being awarded the victory will be considered the winner.

(5) Postponement: Bets on matches that are delayed from the original scheduled start, but still completed in the relevant tournament and format at a later time, will stand.

(6) Correct Set/Total Set/Total Game Betting:
   i. If a match is completed without one player winning sufficient sets to win the match based on the scheduled number of sets (for example due to the withdrawal or disqualification of a player during a match), then all bets on correct set, total set and total game markets will be void.
   ii. A tie-break counts as one game.

(7) Next Game Score:
Tie breaks do not count. If bets are taken on the outcome of the next game and this game is a tie-break, then bets will be void. If a game is not completed on the day it began, then bets on the score of that game will be void. If a game is interrupted but is completed on the day it began, then bets on the score of the game will stand. If a game is not completed for any reason, then bets on the score of the game will be void. There are eight possible results for a game:
   i. Server wins to love
   ii. Server wins to 15
   iii. Server wins to 30
   iv. Server wins to deuce
   v. Receiver wins to love
   vi. Receiver wins to 15
   vii. Receiver wins to 30
   viii. Receiver wins to deuce
If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However if a game is completed by the awarding of a penalty game by the umpire, the game shall be void.
This market is available for single bets only and no multiples.

(8) Handicap Betting:
If a match is completed without one player winning sufficient sets to win the match based on the scheduled number of sets (for example due to the withdrawal or disqualification of a player during a match), then all handicapped bets will be void.

16. Winter Sports
(1) These winter sports rules cover winter sports including cross country skiing, alpine skiing, ski jumping, biathlon, together with any other sports which we may from time to time define on our website as being winter sports. Podium positions will count as official results, regardless of any subsequent disqualifications. If there is no podium ceremony, settlement will be determined in accordance with the official result declared by the relevant governing body of the event at the end of the event.
(2) If a competitor or team does not start a race or tournament then bets placed on that competitor or team are considered to be losing bets. Stakes will not be refunded on selections in this case.
(3) SFOBR: Rule 1 above applies to bets on an event where there is more than one winner, or the result is a draw or tie when no draw or tie price has been available.
(4) Postponed or Abandoned Events:
   a. If, for any reason, an event (other than an Olympic or world championship
event) is postponed or abandoned all bets on that event will be void unless the event is completed within 24 hours of the original start time, or an official result is declared within 24 hours by the governing body.

b. If, for any reason, an Olympic or world championship event is postponed or abandoned then all bets on that event will be void unless the event is completed before the closing ceremony of the games.

(5) Head to Head Betting:
If either or both competitors in a head to head bet, do not start then all bets are void. If a competitor involved in a head to head bet starts a competition but is forced to withdraw after starting, then the other competitor will be considered to have won the head to head. If neither competitor completes the event, then head to head bets are void and all stakes are refunded.

(6) Shooting Head to Head Betting:
Both competitors involved in a shooting head to head bet have to finish the race for the bet to stand.

(7) Nordic Combined Head to Head Betting:
Both skiers must start both sections of the event (ski jumping and cross country) or bets will be void.

(8) Ski jumping Head to Head Betting:
One valid jump is enough for a competitor to achieve a result for the event, qualification included.

17. Specials
(1) Specials are bets on non-sporting events such as television shows, politics, current affairs or financial matters. They will be governed by the specific rules displayed on our website for those markets.
(2) Bets on “Special” markets are available as singles only, unless otherwise stated on our website.

18. Politics
US Presidential Election
(1) For the purposes of settling, the presidential candidate with the most votes in a state or congressional district will receive all the Electoral College Votes for that state or congressional district. This is regardless of any subsequent faithless electors supporting alternative candidates or abstaining. For example, if the Republican Candidate wins the most votes in Florida they will receive all 29 Electoral College Votes for Florida even if one or more of their 29 pledged electors subsequently breaks faith and votes for somebody else or not at all. Settlement is at the point the public vote is known.

GLOSSARY OF TERMS
The following terms apply to the individual sport under whose sub-heading they appear in this section:

Football
Extra Time: This denotes the period of play which takes place after Full Time but which does not include any penalty shoot outs.
Full Time: This denotes the period of play after 90 minutes plus any time added by the Referee for injuries and other stoppages but does not include scheduled extra time, or penalty shoot-outs, if played.
Half Time: This denotes the period of play after 45 minutes plus any time added by the Referee for injuries and other stoppages.
**Greyhound Racing**
Ante Post Bets: Bets which are placed on a greyhound prior to the semi-finals of the competition.
Full Service Races: Races for which full details (shows of betting, official off times and results) are broadcast by satellite and terrestrial media.

**Horse Racing**
Ante Post Bets: Bets which are placed on a horse prior to the final declarations for the race on which the bet is based.
Official Result: The result as declared by the governing body of the event immediately after the official weigh in.
Non-Runner: A horse which has been declared as a non-runner to Wetherbys.
Full Service Races: Races for which full details (shows of betting, official off times and results) are broadcast by satellite and terrestrial media.
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