

BetM RACING BETTING RULES (Rules)

GENERAL RULES

1. General Rules

- 1.1. These Rules cover racing betting offered by BetM. If any additional specific rules are made for any racing or sporting events, those rules will apply to the extent of any inconsistency.
- 1.2. Bets will generally be accepted up to the official starting time of an event, unless otherwise determined by BetM or stated otherwise. A bet is deemed void (even if accepted) if it is submitted after the official starting time of an event.
- 1.3. While BetM takes all care in compiling betting information, including the publication of form, BetM cannot accept any responsibility for any errors.
- 1.4. The winner of an event or game shall be determined on the date of the event's conclusion in accordance with the event's rules and regulations. We shall not recognise any suspended games, protests, or overturned decisions for wagering purposes.
- 1.5. If a race meeting is abandoned, transferred to another venue or postponed to another date, single bets are void and wagers will be refunded. Affected multiple bets (**Multi Bets & Parlays**) will be recalculated excluding that event or leg.
- 1.6. Unless otherwise stated, all "\$"references within these Rules are defined to be Australian Dollars (**AUD**).
- 1.7. If there is an inconsistency between these Rules and the BetM Terms and Conditions, the Terms and Conditions apply.

RACING RULES

1. General

- 1.1. BetM may cancel wagers where it reasonably suspects that a Member, Members or associates of a Member or Members have manipulated a relevant totalisator pool.
- 1.2. BetM may place a limit on the payout (final odds) where there is reasonable suspicion of pool manipulation having occurred (e.g. payout no greater than 100% higher than the next best Australian tote).
- 1.3. Where there are 8 or more runners in a race, a place shall be paid on first, second and third places. If you wagered on a fixed PLACE bet when the field had 8 or more runners and the field later reduced to 7 or less runners, first, second and third places will be paid, but **deductions** may apply.
- 1.4. Where there are 7, 6 or 5 runners in a race, a place shall be paid on first and second places only.
- 1.5. Where there are less than 5 runners in a race, all betting shall be WIN only.
- 1.6. If the runner is scratched, the stake will be refunded.

2. Abandoned/Postponed and Transferred meetings:

- 2.1 Where a meeting is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the meeting, all bets stand as if the meeting was not postponed.
- 2.2 If scratchings are reinstated due to a postponed meeting at the same venue, then all bets are void.
- 2.3 Regardless of whether a “Futures event” (“All in betting”) has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.
- 2.4 In the unlikely event of an AUS/NZ race that is inadvertently offered but not being covered with a Win and Place pool from the three major Australian TABs (NSWTAB, Super-TAB and UBET), we reserve the right to cancel all bets on the race.

3. Deductions:

3.1 Deductions apply in the instance of scratching of a horse or dog before an event.

3.2 How to Calculate Deductions:

If, for example, you have \$10 to win on a 7.00 winner and total win deductions are 13c in the dollar:

- This means you will receive 87c in every dollar of the Face Value of the ticket;
- Face Value: \$10 x 7.00 = \$70;
- Reduced Face Value: \$70 x .87c = \$60.90;
- Less your \$10 outlay leaves a win profit of \$50.90.

3.3 Schedule of deductions:

The following schedule of deductions is a guide only. When you place a bet with BetM to which deductions apply, you acknowledge that actual deductions may differ from this schedule, including to reflect deductions directed by Stewards.

SCHEDULE OF DEDUCTIONS

| Dividend | Win | Three Placings | Two Placings |
|-------------|-----|----------------|--------------|
| 1.01 - 1.19 | 75 | 30 | 44 |
| 1.2 - 1.21 | 73 | 30 | 43 |
| 1.22 - 1.23 | 72 | 30 | 43 |
| 1.24 - 1.25 | 71 | 30 | 43 |
| 1.26 - 1.27 | 70 | 30 | 42 |
| 1.28 - 1.29 | 68 | 29 | 42 |
| 1.3 - 1.34 | 66 | 29 | 41 |
| 1.35 - 1.39 | 64 | 29 | 41 |
| 1.4 - 1.44 | 62 | 28 | 41 |
| 1.45 - 1.49 | 60 | 28 | 40 |
| 1.5 - 1.54 | 58 | 28 | 40 |
| 1.55 - 1.59 | 56 | 28 | 39 |

| | | | |
|-------------|----|----|----|
| 1.6 - 1.64 | 54 | 27 | 39 |
| 1.65 - 1.69 | 52 | 27 | 38 |
| 1.7 - 1.74 | 50 | 27 | 38 |
| 1.75 - 1.79 | 48 | 26 | 37 |
| 1.8 - 1.84 | 46 | 26 | 37 |
| 1.85 - 1.89 | 45 | 26 | 36 |
| 1.9 - 1.94 | 44 | 25 | 36 |
| 1.95 - 1.99 | 43 | 25 | 35 |
| 2 - 2.04 | 42 | 25 | 35 |
| 2.05 - 2.14 | 41 | 23 | 33 |
| 2.15 - 2.19 | 39 | 23 | 32 |
| 2.2 - 2.29 | 38 | 22 | 32 |
| 2.3 - 2.34 | 37 | 22 | 31 |
| 2.35 - 2.39 | 36 | 21 | 31 |
| 2.4 - 2.44 | 35 | 21 | 30 |
| 2.45 - 2.49 | 34 | 21 | 30 |
| 2.5 - 2.59 | 33 | 20 | 29 |
| 2.6 - 2.69 | 32 | 20 | 29 |
| 2.7 - 2.79 | 31 | 20 | 29 |
| 2.8 - 2.89 | 30 | 18 | 28 |
| 2.9 - 2.99 | 29 | 18 | 26 |
| 3 - 3.09 | 28 | 18 | 26 |
| 3.1 - 3.19 | 27 | 18 | 26 |
| 3.2 - 3.29 | 26 | 17 | 25 |
| 3.3 - 3.39 | 25 | 17 | 24 |
| 3.4 - 3.49 | 24 | 17 | 24 |
| 3.5 - 3.59 | 23 | 16 | 23 |
| 3.6 - 3.69 | 22 | 16 | 23 |
| 3.7 - 3.79 | 21 | 16 | 22 |
| 3.8 - 3.89 | 20 | 15 | 22 |
| 3.9 - 4.19 | 19 | 15 | 21 |
| 4.2 - 4.39 | 18 | 14 | 20 |
| 4.4 - 4.59 | 17 | 14 | 19 |
| 4.6 - 4.79 | 16 | 13 | 18 |
| 4.8 - 4.99 | 15 | 13 | 17 |
| 5 - 5.49 | 14 | 13 | 16 |
| 5.5 - 5.99 | 13 | 12 | 16 |
| 6 - 6.49 | 12 | 11 | 14 |
| 6.5 - 6.99 | 11 | 10 | 13 |
| 7 - 7.49 | 10 | 9 | 12 |

| | | | |
|-------------------|----------|----------|-----------|
| 7.5 - 7.99 | 9 | 8 | 11 |
| 8 - 8.49 | 8 | 7 | 10 |
| 8.5 - 8.99 | 8 | 7 | 9 |
| 9 - 9.49 | 7 | 6 | 8 |
| 9.5 - 9.99 | 7 | 6 | 7 |
| 10 - 11.99 | 6 | 5 | 6 |
| 12 - 14.99 | 5 | 4 | 5 |
| 15 - 16.99 | 4 | 4 | 5 |
| 17 - 18.99 | 3 | 3 | 4 |
| 19 - 30.99 | 2 | 2 | 3 |
| 31+ | 0 | 0 | 0 |

For Australian Thoroughbred racing, deductions apply to ALL runners, including emergencies.

4. Dead Heat Rule:

In the event of a **Dead Heat** (also known as a **Draw**), where such an option was not offered for betting purposes, the ticket will be paid out at face value divided by the number of Dead Heating winners of the event.

5. Errors:

5.1. Error identified PRIOR to the commencement of the event:

Subject to the BetM Terms and Conditions, if an error is identified prior to the commencement of the event and notified by BetM to the most recent contact number or email address supplied by the Member, those wagers on that event will be made void and the Member refunded. BetM will make best efforts to contact the Member prior to the commencement of the event using contact details provided by the Member. If the wager is part of a Multi Bet, the wager will then be re-calculated excluding the event to which the error relates.

5.2. Error identified AFTER the commencement of the event:

Subject to the BetM Terms and Conditions, if an error is identified only after the commencement of the event or for any other reason not notified to the Member's point of contact prior to commencement of the event, the wager on the event shall stand. The only exception to this is where BetM can demonstrate that the error was manifest or obvious, or that the Member otherwise should reasonably have been aware of the error when the wager was placed, in which case BetM reserves the right to void such wagers.

6. Incorrect Betting and General Information:

If BetM publishes, posts, or quotes any incorrect betting information for any thoroughbred, harness, or greyhound racing event, such as posting wrong odds or lines, then, regardless of the cause or source of such error, BetM has the right to void each Members' bet.

7. Account closure:

BetM reserves the right to close and/or restrict betting on any Member's Account and refund the balance of his/her Account, without further explanation (but not for the purpose of avoiding the operation of any minimum bet limit requirements).

8. Telephone calls to be recorded:

In the interests of staff and Members, all telephone calls will be recorded, and the recording used to settle all wagering disputes. If any dispute cannot be settled satisfactorily between BetM management and the Member, the matter shall be referred to a representative of the Northern Territory Racing Commission for final determination and all wagers will be adjusted accordingly.

9. Member responsibility:

When our staff repeat the odds and event to the Member, it is the responsibility of the Member to make sure that the information given is understood correctly.

10. Responsibility for errors:

BetM cannot accept any responsibility for any errors, as per **Racing General Rules Rule 1.3** above.

11. Maximum Dividend and Win Limits (Australia and New Zealand):

11.1 The maximum dividend based on BetM's product offering is \$10,001.

11.2 Without prior negotiation, the maximum payout by BetM to any one individual or entity (or group deemed by BetM to be acting on behalf of any one individual or entity) on any one race, shall be limited to:

Australian Thoroughbred Racing

A Metropolitan Venue is defined as Melbourne, Sydney, Brisbane, Canberra, Adelaide, Perth, Hobart, and Darwin

Win and Place

Metropolitan Venues = \$400,000

Non-metropolitan Venues = \$400,000

Quinella

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

Exacta

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

Trifecta

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

First Four

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

Daily Double

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

Running Double

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

Treble

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

Quadrella

Metropolitan Venues = \$20,000

Non-metropolitan Venues = \$20,000

Multi Bets

Metropolitan Venues = \$400,000

Non-metropolitan Venues = \$400,000

Australian Harness Racing:

Win and Place = \$400,000

Quinella = \$20,000

Exacta = \$20,000

Trifecta = \$20,000

First Four = \$20,000

Treble = \$20,000

Daily Double = \$20,000

Running Double = \$20,000

Quadrella = \$20,000

Multi Bets = \$400,000

Australian Greyhound Racing:

Win and Place = \$400,000

Quinella = \$20,000

Exacta = \$20,000

Trifecta = \$20,000

First Four = \$20,000

Treble = \$20,000

Daily Double = \$20,000

Running Double = \$20,000

Quadrella = \$20,000

Multi Bets = \$400,000

New Zealand Thoroughbred Racing:

Win and Place = \$100,000

Quinella = \$20,000

Exacta = \$20,000

Trifecta = \$20,000

First 4 = \$20,000

Quadrella = \$20,000

Treble = \$20,000

Daily Double = \$20,000

Running Double = \$20,000

Multi Bets = \$150,000

New Zealand Harness and Greyhound Racing:

Win and Place = \$30,000

Quinella = \$20,000

Exacta = \$20,000

Trifecta = \$20,000

First 4 = \$20,000

Quadrella = \$20,000

Treble = \$20,000

Daily Double = \$20,000

Running Double = \$20,000

Multi Bets = \$150,000

12. Maximum Total Payouts:

- 12.1 Notwithstanding any of the above Maximum Win Limits, BetM reserves the right to limit the total payout to any individual Member(s) on any bet type on any single event. BetM will advise the Member of the total payout limitation in this case.
- 12.2 If the total BetM payout on any bet type exceeds the largest relevant tote pool, BetM reserves the right to limit the total payout to Members to the amount of the largest tote pool on that particular bet type.

- 12.3 Notwithstanding any of the above Maximum Win Limits, the total payout by BetM to any individual Member/Members across all bets in any 24-hour period is limited to a total of \$1,000,000.

13. Top Fluctuation:

- 13.1 Wagers placed at Top Fluctuation are guaranteed to be paid the relevant State Official top fluctuation.
- 13.2 BetM reserves the right to limit the stake on Top Fluctuation bets and reserves the right to exclude Members from this price type at its discretion.
- 13.3 Top Fluctuation betting is available for Win Only bets on events to be advised on the BetM Website and in the App.
- 13.4 Top Fluctuation betting is available up until 45 minutes before the scheduled start time of each race.
- 13.5 If there are no official Bookmaker's prices via the APN, BetM will pay the Best Tote + BetM's Start Price as opposed to Top Fluctuation.

14. BetM Odds Types:

14.1 **Best Tote + Start Price**

- 14.1.1 Best Tote + Start Price is a market that pays the highest of the 3 dividends declared by each of the three national TABs or the State Official Starting Price, whichever is greater (Starting Price is not applicable to Place bets).
- 14.1.2 Win Bets: Best Tote applies to Win only and the Win portion of Each Way bets.
- 14.1.3 Place Bets: Unless otherwise specified, for Place only and the Place portion of Each Way bets, Place Bets are paid at **Middle Tote** (second highest dividend declared by the 3 TABs) for all races.
- 14.1.4 In the event BetM offers Best Tote + Start Price on any given New Zealand Racing, Greyhound or Harness meetings, the Starting Price will not be applicable and Place only and the Place portion of Each Way wagers will be settled according to the highest dividend declared at the time by Super-TAB.
- 14.1.5 BetM reserves the right to limit the stake on Best Tote + Start Price bets and reserves the right to exclude Members from this price type at its discretion.
- 14.1.6 In the event that not all 3 national TABs declare a dividend within a reasonable time following the official decision of Stewards on raceday, the dividend paid will be the higher of the dividend declared by Super-TAB and the official SP.

14.2 **Best Tote**

- 14.2.1 Best Tote is a market that pays the highest of the 3 dividends declared by each of the three national TABs.
- 14.2.2 Win Bets: Best Tote applies to Win only.
- 14.2.3 Place Bets: Unless otherwise specified, for Place only. Place Bets are paid at **Middle Tote** (second highest dividend declared by the 3 TABs) for all races.

- 14.2.4 In the event BetM offers Best Tote on any given New Zealand Racing, Greyhound or Harness meetings, the Place portion of Each Way wagers will be settled according to the highest dividend declared at the time by Super-TAB.
 - 14.2.5 BetM reserves the right to limit the stake on Best Tote bets and reserves the right to exclude Members from this price type at its discretion.
 - 14.2.6 In the event that not all 3 national TABs declare a dividend within a reasonable time following the official decision of Stewards on raceday, the dividend paid will be the dividend declared by Super-TAB.
- 14.3 **Middle Tote (MT):**
- 14.3.1 MT is a market that pays out using the middle odds of the 3 dividends declared by each of the 3 national TABs.
 - 14.3.2 Place Bets: For Place only for all Australian thoroughbred racing meetings, wagers will be paid at Middle Tote (second highest dividend declared by the 3 TABs).
 - 14.3.3 BetM reserves the right to limit the stake on Middle Tote bets and reserves the right to exclude Members from this price type at its discretion.
 - 14.3.4 In the event that not all 3 national TABs declare a dividend within a reasonable time following the official decision of Stewards on raceday, the dividend paid will be the dividend declared by Super-TAB.
- 14.4 **Starting Price (SP):**
- 14.4.1 "Starting Price" (**SP**) bets are the odds of a specified runner at the end of betting. Bets placed at SP are guaranteed to be paid the State Official SP.
 - 14.4.2 Where no State Official SP is provided, BetM will settle all Starting Price Win bets (Win and Win portion of Each Way) at the highest of the 3 dividends declared by each of the Australian Totes.
 - 14.4.3 BetM reserves the right to limit the stake on Starting Price bets and reserves the right to exclude Members from this price type at its discretion.
- 14.5 **Best of the Best (BOB)**
- 14.5.1 Best Of The Best is a market that pays the highest of the 3 dividends declared by each of the three national TABs or the relevant State Official Top Fluctuation, whichever is greater
 - 14.5.2 Top Fluctuation betting is available for Win Only bets on events to be advised on the BetM Website and in the App
 - 14.5.3 If there are no official Bookmaker's prices via the APN, BetM will pay the Best of the Best Price as opposed to Top Fluctuation
 - 14.5.4 Place Bets: Unless otherwise specified, for Place only and the Place portion of Each Way bets, Place Bets are paid at Middle Tote (second highest dividend declared by the 3 TABs) for all race
 - 14.5.5 In the event BetM offers Best Of The Best on any given New Zealand Racing, Greyhound or Harness meetings, the Top Fluctuation will not be applicable and Place only and the Place portion of Each Way wagers will be settled according to the highest dividend declared at the time by Super-TAB

- 14.5.6 BetM reserves the right to limit the stake on Best of the Best Price bets and reserves the right to exclude Members from this price type at its discretion
- 14.5.7 In the event that not all 3 national TABs declare a dividend within a reasonable time following the official decision of Stewards on race day, the dividend paid will be the higher of the dividend declared by Super-TAB and the official Top Fluctuation

15. BetM Bet Types:

15.1 **Quinellas, Trifectas and Exactas (“BetM Racing Exotics”)**

- 15.1.1 A **Quinella** is when two (2) runners are selected to place first and second in any order.
- 15.1.2 An **Exacta** requires that the first two (2) place getters are nominated in correct order.
- 15.1.3 A **Trifecta** requires that the first three (3) place getters are nominated in correct order.
- 15.1.4 Quinellas, Trifectas and Exactas are available for nominated Australian TAB Thoroughbred meetings. Quinellas and Trifectas are available for nominated Australian TAB Harness and Greyhound meetings. At BetM discretion Quinellas, Exactas and Trifectas are available in fixed odds for Australian and New Zealand Thoroughbred, Harness and Greyhound meetings.
- 15.1.5 Unless otherwise agreed with BetM, Quinella, Exacta and Trifecta wager payouts are subject to the Maximum Win Limits.
- 15.1.6 BetM pays the dividend and winning combinations declared by the Super-TAB dividends to a maximum payout limit(s) outlined in the Maximum Win Limits. For fixed odds exotics, the payout may be subject to deductions and dead heat rules as well as maximum payout limit(s) outlined in the Maximum Win Limits.
- 15.1.7 In the event of a jackpot, the BetM dividend is calculated by taking the Super-TAB Jackpot and dividing it by the number of \$1.00 winning units. Where the total number of winning units held by BetM is less than one, the flexi % held is multiplied over the jackpot amount to determine the dividend.
- 15.1.8 In the event of a Dead Heat, there will be as many dividends as there are correct order combinations as declared by the Super-TAB.
- 15.1.9 In the event of a Dead Heat for first, second or both, there will be as many dividends as there are correct order combinations as declared by the Super-TAB.
- 15.1.10 In the event of a Dead Heat for any or all of the place getters, there will be as many dividends as there are correct order combinations as declared by the Super-TAB.
- 15.1.11 If one of the selected runners in a Quinella, Exacta or Trifecta is scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the wager re-calculated without the scratched runner.
- 15.1.12 **Quinella Cost Calculator**

Cost in dollars for \$1 investment - halve cost for 50c bet

| Number of Selections | Cost (Box All) |
|-----------------------------|-----------------------|
| 3 | \$3 |
| 4 | \$6 |
| 5 | \$10 |
| 6 | \$15 |
| 7 | \$21 |
| 8 | \$28 |
| 9 | \$36 |
| 10 | \$45 |
| 11 | \$55 |
| 12 | \$66 |
| 13 | \$78 |
| 14 | \$91 |
| 15 | \$105 |

15.2 First Four:

- 15.2.1 A First Four Bet requires nominating the first four place getters in correct order.
- 15.2.2 Unless otherwise specified, BetM First Four payouts are based on the winning combinations as declared by Super-TAB, subject to the limits set-out in the Maximum Win Limits.
- 15.2.3 In the event of a jackpot, and there is no dividend declared by Super-TAB, and a Member of BetM has successfully nominated the first four place getters in correct order, then the dividend declared by BetM shall, subject to the Maximum Win Limits be equal to:
- (a) the total dollar amount of the pool held by Super-TAB on the jackpotted event less statutory deductions;
- divided by
- (b) the total number of winning units held by BetM on the jackpotted event.
- 15.2.4 In the event of a Dead Heat combination in the first four place getters, there will be as many dividends as there are correct order combinations as declared by Super-TAB.
- 15.2.5 If one of the selected runners in a First Four bet is scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner, and the wager re-calculated without the scratched runner.

15.3 “Flexi Bets”:

- 15.3.1 In the case of a Flexi Bet, the minimum amount that may be invested in a single bet is the greater of:
- (a) 1 cent for each combination covered by the bet; and
 - (b) \$1.00, or such other amount as BetM may determine from time to time.
- 15.3.2 Flexi Bets are available on Thoroughbred (excluding New Zealand Racing), Harness and Greyhound Quinella, Trifecta, Exacta and First Four wagers.
- 15.3.3 The amount invested on each combination covered by a Flexi Bet is determined by the total stake amount of the Flexi Bet divided by the number of combinations.
- 15.3.4 When taking Flexi Exotic Bets (Trifecta, Quinella, Exacta and First Four) the percentage is calculated by the total stake divided by the number of combinations (permutations). When scratchings occur, the number of invalid combinations (combinations which include scratched runners) multiplied by the percentage for each calculation is refunded. Where the bet has a winning combination, that combination is paid out at the initial percentage multiplied by the declared dividend, as normal.

15.4 **Doubles: Running Doubles and Daily Doubles**

- 15.4.1 A **Running Double** bet type requires nominating the successful first place winning runner of two consecutive races.
- 15.4.2 A **Daily Double** bet type requires nominating the successful first place winning runner of the two nominated races on the Daily Double race card.
- 15.4.3 The Flexi Bet option may be selected for a Doubles wager subject to the minimum amount that may be invested in a single bet as set out in **Rule 15.3.1** above.
- 15.4.4 **Running Double and Daily Double wagers on Australian Gallops Races:** BetM pays the dividend declared by Super-TAB for all races. All winning dividends are subject to the Maximum Win Limits for City Gallop and Country Gallop races.
- 15.4.5 Daily Double wagers are not available on International Races.
- 15.4.6 **Harness and Greyhound Double wagers:**
BetM pays the dividend and winning combinations declared by Super-TAB for all races. All winning dividends are subject to the limits set-out in the Maximum Win Limits for City Gallop and Country Gallop races.
- 15.4.7 **Australian Races:**
If the selected runner is scratched or declared a non-runner after the wager is confirmed, that portion of the wager will be transferred to the substitute favourite as declared by Super-TAB for all races.
- 15.4.8 **International Races:**
Should a Runner selected by a Member in an International Race Double wager be scratched, that portion of the wager will be transferred to the substitute favourite as declared by Super-TAB for all races.

- 15.4.9 If a double race leg(s) is declared a no race or abandoned, BetM will pay dividends as declared by Super-TAB for all races. Should Super-TAB declare wagers are voided due to a no race then wagers will be cancelled, and the stake refunded.
- 15.4.10 In the event of a jackpot and there is no dividend declared by Home Tote TAB and a Member of BetM has successfully nominated winning Double combinations in correct order, then the dividend declared by BetM shall, subject to the Maximum Win Limits be equal to:
- (a) the total dollar amount of the pool held by Super-TAB for all races.
 - (b) the number of \$1.00 winning units held by BetM. Where the total number of winning units held by BetM is less than one, the flexi % held is multiplied over the jackpot amount to determine the dividend.

15.5 Trebles:

- 15.5.1 A **Treble** bet is available on selected races and requires nominating the successful first place winning runner of the three consecutive races listed on the Treble bet race card.
- 15.5.2 The Flexi Bet option may be selected for a Treble wager subject to the minimum amount that may be invested in a single bet as set out in **Rule 15.3.1** above.
- 15.5.3 BetM pays the Treble dividend and winning combinations declared by Super-TAB to a maximum of \$20,000.
- 15.5.4 All winning dividends are subject to the Maximum Win Limits.
- 15.5.5 All Harness and Greyhound Treble wagers:
BetM pays the dividend and winning combinations as declared by Super-TAB subject to the Maximum Win Limits for Harness and Greyhound racing.
- 15.5.6 All winning dividends are subject to the Maximum Win Limits racing.
- 15.5.7 If the selected runner is scratched after the wager is confirmed, that portion of the wager will be transferred to the substitute favourite as declared by the Super-TAB.
- 15.5.8 If a Treble race leg is declared a no race, then wagers will be subject to the result declared by Super-TAB, resulting in either the Treble wager will becoming void and the stake refunded, or the final dividend declared by Super-TAB being paid.
- 15.5.9 In the event of a jackpot and there is no dividend declared by Super-TAB and a Member of BetM has successfully nominated the winning Treble combinations then the dividend declared by BetM shall, subject to the Maximum Win Limits Greyhound racing be equal to:
- (a) the total dollar amount of the pool held by Super-TAB on the jackpotted event less statutory deductions;
divided by
 - (b) the number of \$1.00 winning units held by BetM). Where the total number of winning units held by BetM is less than one, the flexi % held is multiplied over the jackpot amount to determine the dividend.

15.6 Quadrellas:

- 15.6.1 A **Quadrella** wager (also referred to as a "**Quaddie**") requires nominating the successful first place winning runner of four consecutive races listed on the Quadrella race card.
- 15.6.2 The Flexi Bet option may be selected for Quaddie wagers subject to the minimum amount that may be invested in a single bet as set out in **Rule 15.3.1** above.
- 15.6.3 **Quaddie wagers on Australian Gallop Races:**
BetM pays the dividend and winning combinations declared by Super-TAB for all races. All winning dividends are subject to the Maximum Win Limits for racing.
- 15.6.4 **Harness and Greyhound race Quaddie wagers:**
BetM pays the dividend and winning combinations declared by Super-TAB for all races. All winning dividends are subject to the Maximum Win Limits for racing.
- 15.6.5 **Scratchings-Australian/NZ Races:**
If the selected runner is scratched after the wager is confirmed, that portion of the wager will be transferred to the substitute favourite as declared by Super-TAB for all races.
- 15.6.6 If a Quaddie race leg(s) is declared a no race or abandoned, BetM will pay dividends as declared by Super-TAB for all races. Should Super-TAB declare wagers are voided due to a no race(s) then wagers will be cancelled and the stake refunded.
- 15.6.7 In the event of a jackpot and there is no dividend declared by Super-TAB and a Member of BetM has successfully nominated the winning Quaddie combinations, then the dividend declared by BetM shall, subject to the Maximum Win Limits, be equal to:
- (a) the total dollar amount of the pool held by Super-TAB for all races on the jackpotted event less statutory deductions;
- multiplied by
- (b) the total number of winning units held by the client on the jackpotted event.

15.7 Racing Multi Bets ("All Up Betting" & "Parlays"):

- 15.7.1 Racing Multi Bet wagers are selecting a maximum of twenty-five runners in 10 different races. The odds of the runners are multiplied for the final dividend of the Multi Bet wager.
- 15.7.2 Racing Multi Bets include the stake of the original bet plus the winnings from the first race leg, bet All Up on the nominated second leg and so on.
- 15.7.3 Racing Multi Bets are either Win, Place or Single Tote (Win or Place) (depending on what bet type is selected) with a maximum of twenty-five legs and can only include one runner in the first and subsequent race legs. For an Each Way Racing Multi Bet, the cumulative stake amount for each leg is halved in each instance to allow for an equal stake for a Win and a Place for that leg.
- 15.7.4 Maximum payout for a Racing Multi Bet is \$400,000.

- 15.7.5 In the event of a runner being withdrawn LATE by order of the Stewards, all bets will be paid with that leg excluded from the Racing Multi Bet. Other legs will be paid as Stewards direct, including deductions on remaining runners if relevant.
- 15.7.6 In the event of a Multi Bet selection(s) being scratched or an event abandoned, the Multi Bet will be recalculated to a Single Bet or a Multi not including the scratched/abandoned leg.
- 15.7.7 In the event of a dead heat in one or more Multi Bet legs, standard dead heat rules apply (See **Rule 4** above).
- 15.7.8 In the event of a selection being scratched in the same race as a MultiBet selection, BetM reserves the right to apply deductions in accordance with **Rule 3** above.
- 15.8 **“Futures” Bets Australian and New Zealand Thoroughbreds, Harness and Greyhounds:**
- 15.8.1 Futures Bets are available on selected events.
- 15.8.2 With the exception of any errors applying as per **Rule 1.3** above, all bets struck prior to the Final Field being declared are accepted on an all-in basis (i.e. no refunds will apply for runners not taking their place in the Final Field and no deductions will apply).
- 15.8.3 Bets struck on a “before Nominations” basis will be eligible for a refund should the selection not be nominated for the race when first nominations close. However, no deductions will apply.
- 15.8.4 Regardless of whether a “Futures” event (All-in betting) has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.
- 15.9 **Same Race Multi (SRM)**
- 15.9.1 Same Race Multi (SRM) bets are available on all Australian thoroughbred races
- 15.9.2 Thoroughbred SRM's are available once fixed odds win prices are available for the race
- 15.9.3 SRM bets will be voided and stake fully refunded if one or more selections are scratched
- 15.9.4 If a voided SRM has been placed into a multi containing other Single/s or Same Game Multi/s, the SRM leg in the multi will be voided but the remainder of the multi will stand and odds will be revised to take into account the voided leg
- 15.9.5 Standard deductions will apply to SRM bets where scratching(s) occur after the bet has been placed
- 15.9.6 In the event of a dead heat in one or more SRM legs, standard Dead Heat Rules apply
16. **Harness Racing**
- 16.1 These rules apply to Harness Racing only. In the event of any inconsistency between the rules below and the remainder of the Racing Rules, the below rules will take priority over the remainder of the Racing Rules.

16.2 Win, Place and Each Way Wagers placed on Australian, New Zealand, and International harness racing will receive the Middle Tote dividend and be paid at the second highest dividend declared by the 3 TABs (NSW, Super-TAB and UBET).

16.3 If less than 3-TABs offer a betting market on a Harness Racing event or do not declare a dividend within a reasonable time following the official decision of Stewards on raceday, the dividend paid on the event will be the Super-TAB dividend only.

16.4 Unless otherwise agreed with BetM the maximum payout is AUD400,000. The maximum cumulative payout for exotics wagers per race is \$20,000. The maximum cumulative payout for Quaddie wagers per meeting is \$20,000. The maximum cumulative payout for daily double wagers per meeting is \$20,000. The maximum cumulative payout for treble wagers per meeting is \$20,000.

17. Greyhound Racing

17.1 These rules apply to Greyhound Racing only. In the event of any inconsistency between the rules below and the remainder of the Racing Rules, the below rules will take priority over the remainder of the Racing Rules.

17.2 Win, Place and Each Way Wagers placed on Australian, New Zealand, and International greyhound racing will receive the Middle Tote dividend and be paid at the second highest dividend declared by the 3 TABs (NSW, Super-TAB and UBET).

17.3 If less than 3-TABs offer a betting market on a Greyhound Racing event or do not declare a dividend within a reasonable time following the official decision of Stewards on raceday, the dividend paid on the event will be the Super-TAB dividend only.

17.4 Unless otherwise agreed with BetM the maximum payout is AUD400,000. The maximum cumulative payout for exotics wagers per race is \$20,000. The maximum cumulative payout for Quaddie wagers per meeting is \$20,000. The maximum cumulative payout for daily double wagers per meeting is \$20,000. The maximum cumulative payout for treble wagers per meeting is \$20,000.

18. New Zealand Racing

18.1 All BetM Win and Place wagers placed on New Zealand racing will receive the "Middle Tote" dividend and be paid at the second highest dividend declared by the 3-TABs (NSW TAB, Super-TAB and U-BET).

18.2 In the event that not all 3 national TABs declare a dividend within a reasonable time following the official decision of Stewards on raceday, the dividend paid will be the dividend declared by Super-TAB.

18.3 Exotics wagers in New Zealand will be paid the Super-TAB dividend, except where **Rule 18.4** below applies.

- 18.4 Where Super-TAB is not betting on a particular New Zealand race, BetM will pay the Win and Place and Exotic dividends declared by the New Zealand TAB. In the instance the New Zealand TAB does not declare a particular exotic dividend, all bets on this bet type will be refunded.

BetM Minimum Bet Limits

Many racing bodies have minimum bet requirements which dictate the minimum amount a wagering operator is required to accept a fixed-odds bet to win or place, subject to certain terms and conditions. BetM will comply with such requirements as apply from time to time.

As at the date of this document:

For NSW Thoroughbred events, the following minimum bet levels will be applicable for wagers made, after 9.00am AEST or AEDT (whichever is applicable) on race-day for day meetings or 2.00pm AEST or AEDT (whichever is applicable) on race-day for night meetings:

| RACE TYPE | BET (WIN AND/OR EACH WAY/*WIN & PLACE) |
|---|---|
| Metropolitan NSW Thoroughbred races | \$2,000 (*place component \$800) |
| Non-metropolitan NSW Thoroughbred races | \$1,000 (*place component \$400) |

For Victorian Thoroughbred events, the following minimum bet levels will be applicable for wagers made, after final fields are available:

| RACE TYPE | IN ANY ONE WIN, WIN/PLACE OR EACH-WAY BET | IN ANY ONE PLACE BET |
|---|--|-----------------------------|
| Metropolitan Victorian Thoroughbred races | \$2,000 | \$800 |
| Non-metropolitan Victorian Thoroughbred races | \$1,000 | \$400 |

For Queensland Thoroughbred events, the following minimum bet level will be applicable for wagers made after final field markets are opened:

| RACE TYPE | IN ANY ONE WIN, WIN/PLACE OR EACH-WAY BET | IN ANY ONE PLACE BET |
|--|--|-----------------------------|
| Metropolitan Queensland Thoroughbred races | \$2,000 | \$800 |
| Non-metropolitan Queensland Thoroughbred races | \$1,000 | \$400 |

For South Australian Thoroughbred events, the following minimum bet levels will be applicable for wagers made, after 9.00am ACST on race-day for day meetings or 2.00pm ACST on race-day for

night meetings:

| RACE TYPE | IN ANY ONE WIN, WIN/PLACE OR EACH-WAY BET | IN ANY ONE PLACE BET |
|--|--|-----------------------------|
| Metropolitan South Australian Thoroughbred races | \$2,000 | \$800 |
| Non-metropolitan South Australian Thoroughbred races | \$1,000 | \$400 |

For Tasmanian Thoroughbred events, the following minimum bet level will be applicable for wagers made, after 9.00am AEST or AEDT (whichever is applicable) on race-day for day meetings or 2.00pm AEST or AEDT (whichever is applicable) on race-day for meetings commencing after 5.00pm AEST or AEDT (whichever is applicable):

| RACE TYPE | FIXED ODDS WIN ONLY BET | FIXED ODDS PLACE ONLY BET |
|----------------------------------|--------------------------------|----------------------------------|
| Any Tasmanian Thoroughbred races | \$1,000 | \$400 |

For Thoroughbred events conducted in Canberra, the following minimum bet levels will be applicable for wagers made, after 9.00am AEST or AEDT (whichever is applicable) on race-day:

| RACE TYPE | BET (WIN AND/OR EACH WAY/*WIN & PLACE) |
|--------------------------------|---|
| Black Opal Stakes Race Meeting | \$2,000 (*place component \$800) |
| Standard Race Meeting | \$1,000 (*place component \$400) |

For Western Australian Thoroughbred events, the following minimum bet levels will be applicable for wagering made after 9.00am (AWST) on race-day for race meetings with a start time before 4.00pm (AWST) and after 2.00pm (AWST) on race-day for race meetings with a start time on or after 4.00pm on race day.

| RACE TYPE | BET TYPE (WIN AND/OR PLACE) |
|--|------------------------------------|
| Type 1 (if BetM's racing year turnover is < \$3 million) | \$1,000 (*place component N/A) |
| Type 2 (if BetM's racing year turnover is < \$3 million) | \$1,000 (*place component N/A) |
| Type 3 (if BetM's racing year turnover is < \$3 million) | \$500 |
| Type 1 (if BetM's racing year turnover is ≥ \$3 million) | \$2,000 (*place component \$800) |

| | |
|--|----------------------------------|
| Type 2 (if BetM's racing year turnover is ≥ \$3 million) | \$2,000 (*place component \$800) |
| Type 3 (if BetM's racing year turnover is ≥ \$3 million) | \$1,000 (*place component \$400) |

Where, 'Type 1' = conducted by WA Turf Club

'Type 2' = conducted on a Saturday by Bunbury Turf Club, Kalgoorlie-Boulder Racing Club Inc., Northam Race Club, and Pinjarra Race Club if the WA Turf Club does not conduct a race on a Saturday.

'Type 3' = a thoroughbred race not Type 1 or Type 2.

For NSW Harness events, the following minimum bet levels will be applicable for wagers made, after 10.00am AEST or AEDT (whichever is applicable) on race-day:

| RACE TYPE | BET TYPE (WIN AND/OR PLACE) |
|---|----------------------------------|
| Metropolitan NSW Harness races | \$1,000 (*place component \$400) |
| Non-Metropolitan NSW Harness races | \$500 (*place component \$200) |
| All NSW Harness races at that Platinum Race Meeting | \$2,000 (*place component \$800) |

For Victorian Harness events, the following minimum bet levels will be applicable for wagers made, after 10.00am AEST or AEDT (whichever is applicable) on race-day:

| RACE TYPE | STAND TO LOSE (FIXED ODDS WIN ONLY) |
|---|-------------------------------------|
| Victorian Metropolitan Meeting (Friday, Saturday or Sunday at Melton) | \$1,000 |
| Victorian Country Meeting | \$500 |

For Queensland Harness events, the following minimum bet level will be applicable for wagers made after final field markets are opened:

| RACE TYPE | BET TYPE (WIN AND/OR PLACE) |
|-----------------------------|--------------------------------|
| Any Queensland Harness Race | \$500 (*place component \$200) |

For Western Australian Harness events, the following minimum bet levels will be applicable for wagering made after 9.00am (AWST) on race-day for race meetings with a start time before 4.00pm (AWST) and after 2.00pm (AWST) on race-day for race meetings with a start time on or after 4.00pm on race day.

| RACE TYPE | BET TYPE (WIN AND/OR PLACE) |
|------------------------------|------------------------------|
| WATA harness race (if BetM's | \$500 (*place component N/A) |

| | |
|--|--------------------------------|
| racings year turnover is < \$3 million) | |
| Non- WATA harness race (if BetM's racing year turnover is < \$3 million) | \$300 (*place component N/A) |
| WATA harness race (if BetM's racing year turnover is ≥ \$3 million) | \$1,000 (*place component N/A) |
| Non- WATA harness race (if BetM's racing year turnover is ≥ \$3 million) | \$500 (*place component N/A) |

Where, 'WATA harness race' = conducted on a Friday by the Western Australian Trotting Association or a harness race conducted by the Western Australian Trotting Association, but only if a harness race was not conducted by the Western Australian Trotting Association on the day before that Saturday.

For Victorian Greyhound events, the following minimum bet levels will be applicable for wagers made from within two hours prior to the scheduled start time of the opening race of the meeting/race programme:

| RACE TYPE | BET TYPE (WIN AND/OR PLACE) |
|--|--|
| Group 1 Victorian Greyhound Race Meetings (Final Field) <ul style="list-style-type: none"> • All Group 1 races that take place at The Meadows and Sandown Park except for the Sale Cup. | \$2,000 (*place component \$1,000) (Note: total aggregated risk is \$2,000) |
| Metropolitan Victorian Greyhound Race Meetings <ul style="list-style-type: none"> • Primarily: <ul style="list-style-type: none"> ○ Sandown Park – Thursday ○ The Meadows – Saturday | \$1,000 (*Place component \$500) (Note: total aggregated risk is \$1,000) |
| Non-metropolitan Victorian Greyhound Race Meetings | \$500 (*Place component \$250) (Note: total aggregated risk is \$500) |

For Queensland Greyhound events, the following minimum bet level will be applicable for wagers made after final field markets are opened:

| RACE TYPE | BET TYPE (WIN AND/OR PLACE) |
|-------------------------------|--------------------------------|
| Any Queensland Greyhound Race | \$500 (*place component \$200) |

| RACE TYPE | BET (WIN AND/OR EACH WAY AND PLACE) |
|-----------|-------------------------------------|
| | |

| | |
|---|------------------------------------|
| Metropolitan NSW Greyhound races (Group 1 Final Field Races and Million Dollar Chase Final) | \$3,000 (*place component \$1,000) |
| Metropolitan NSW Greyhound races (All other races) | \$1,500 (*place component \$500) |
| Non-Metropolitan NSW Greyhound races | \$500 (*place component \$250) |

For NSW Greyhound events, the following minimum bet levels will be applicable for wagers made within 2 hours of the scheduled start time of the opening race of the NSW greyhound race meeting/program:

For Western Australian Greyhound events, the following minimum bet levels will be applicable for wagering made after 9.00am (AWST) on race-day for race meetings with a start time before 4.00pm (AWST) and after 2.00pm (AWST) on race-day for race meetings with a start time on or after 4.00pm on race day:

| RACE TYPE | BET TYPE (WIN AND/OR PLACE) |
|---|------------------------------------|
| Any greyhound race (if BetM's racing year turnover is < \$3 million) | \$300 (*place component N/A) |
| WAGRA greyhound race (if BetM's racing year turnover is ≥ \$3 million) | \$750 (*place component N/A) |
| Non- WAGRA greyhound race (if BetM's racing year turnover is ≥ \$3 million) | \$500 (*place component N/A) |

BetM SPORTS & NOVELTY BETTING RULES (Rules)

GENERAL RULES

1. General Rules

- 1.1. These Rules cover sports betting offered by BetM. If any additional specific rules are made for any sporting events, those rules will apply to the extent of any inconsistency.
- 1.2. Bets will generally be accepted up to the official starting time of an event, unless otherwise determined by BetM or stated otherwise. A bet is deemed void (even if accepted) if it is submitted after the official starting time of an event.
- 1.3. While BetM takes all care in compiling betting information, including the publication of form, BetM cannot accept any responsibility for any errors.
- 1.4. The winner of an event or game shall be determined on the date of the event's conclusion in accordance with the event's rules and regulations. We shall not recognise any suspended games, protests, or overturned decisions for wagering purposes.
- 1.5. Subject to Rule 2.1, if an event is abandoned, transferred to another venue or postponed to another date, single bets are void and wagers will be refunded unless a relevant contingency has been unequivocally determined prior to the abandonment, transfer or postponement (for example, if a first try scorer is known and has been officially determined prior to an abandonment). Affected multiple bets (**Multi Bets**) will be recalculated excluding that event or leg.
- 1.6. In the event of a sporting event's cancellation, all bets will otherwise stand unless the official sporting governing body declares that the event has been cancelled with no official winner, in which case bets will be void and wagers will be refunded.
- 1.7. Unless otherwise stated, all "\$" references within these Rules is defined to be Australian Dollars (**AUD**).
- 1.8. If there is an inconsistency between these Rules and the BetM Terms and Conditions, the Terms and Conditions apply.

PART 1 - SPORTING AND NOVELTY RULES: GENERAL

1. General

- 1.1. BetM reserves the right to suspend any or all betting on any sporting or novelty event at any time without notice.

2. Abandoned/Postponed and Transferred Sporting Events:

- 2.1 Where an event is postponed and rescheduled to take place at the same venue (if generally held at a venue rather than remotely) within 48 hours of the original scheduled start time of the event, all bets stand as if the event was not postponed.
- 2.2 If withdrawn Teams or participants are reinstated due to a postponed event at the same venue, then all bets are void.
- 2.3 Regardless of whether a "Futures event" ("All in betting") has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.

3. Dead Heat Rule

- 3.1 In the event of a tie/draw/dead heat where no "Draw" option was offered by BetM on such outcome, wagers will be paid at face value of the ticket (total payout figure including the initial stake) divided by the number of competitors drawing for that placing.
- 3.2 In the event for which Each Way betting is available, place ties will be paid such that the Place portion of the face value of the ticket is multiplied by the remaining number of places available and divided by the number of competitors tying for those available number of placings.
- 3.3 In the event of a tie/dead heat where "Draw" odds were offered by BetM, then all Win and/or Place wagers are unsuccessful and the Draw option is the successful wager. Where the Draw option is offered, the bet is decided on the result at the end of normal time for all sports or novelty events unless stated otherwise.

4. All in Betting

"All in" means that regardless of whether or not a particular competitor or Team or member of a Team starts or completes the event on which a bet is placed, all bets stand and no refunds will be payable.

5. Team To Win Both Halves

For the purposes of "Team To Win Both Halves" bets, the first and second half scores are treated as two separate events in their own right and the Team selected must score more goals/points than the other Team in each of the two halves (as opposed to where a Team leads in the first and second half of the match overall). A draw in either half will result in bets on the Team selected resulting as a loss. This is distinct from the Half Time/Full Time market which is explained in these Rules further below.

6. Half Time/Full Time

For the purposes of "Half Time" or "Full Time" bets, the Teams to be selected are the Team which will win the first half (i.e. the Team which will actually be in the lead at half time) and which Team will win the match overall. Where BetM offers two-way betting on the final result, without a Draw price, then bets will be settled on the eventual winner of the match, including any overtime/extra-time played.

7. Errors:

- 7.1 Error identified PRIOR to the commencement of the event.

Subject to the BetM Terms and Conditions, if an error is identified prior to the commencement of the event. BetM will endeavour to notify the Member using the most recent contact number or email address supplied by the Member; and those wagers on that event will be made void and the Member refunded. If the wager is part of a Multi Bet, the wager will then be re-calculated excluding the event to which the error relates.

- 7.2 Error identified AFTER the commencement of the event:

Subject to the BetM Terms and Conditions, if an error is identified only after the commencement of the event or for any other reason not notified to the Member's point of contact prior to commencement of the event, the wager on the event shall stand. The only exception to this is where BetM can demonstrate that the error was manifest or obvious, or that the Member otherwise should reasonably have been aware of the error when the wager was placed, in which case BetM reserves the right to void such wagers.

8. Incorrect Betting and General Information:

If BetM publishes, posts, or quotes any incorrect betting information for any sports or novelty event, such as posting wrong odds or lines, then, regardless of the cause or source of such error, BetM has the right to void each Members' bet.

9. Account closure:

BetM reserves the right to close and/or restrict betting on any Member's Account and refund the balance of his/her Account, without further explanation.

10. Telephone calls to be recorded:

In the interests of staff and Members, all telephone calls will be recorded, and the recording used to settle all wagering disputes. If any dispute cannot be settled satisfactorily between BetM management and the Member, the matter shall be referred to a representative of the Northern Territory Racing Commission (**NTRC**) for final determination and all wagers will be adjusted accordingly. The NTRC's Gambling Dispute Form can be accessed at <https://nt.gov.au/industry/gambling/gambling/complain-about-a-bookmaker-or-betting-exchange-operator/gambling-dispute-form>.

11. Member responsibility:

When a Member is making a bet on their Account via the telephone, the Member is responsible for providing the correct Account details (including Account number and password). It is also the responsibility of the Member to make sure that the information given to BetM's staff or representatives is understood correctly.

When a bet is made by a Member via the telephone, it will be repeated to the Member. A bet will be deemed to have been accepted and will stand when a Member either:

- (a) indicates agreement with a bet after it has been read-back to the Member; or
- (b) has the details of the bet read-back to them in full and does not disagree with or correct the intended bet details prior to the conclusion of the telephone call for any reason.

In the event that a telephone call in which a bet is being placed is interrupted or cancelled prematurely for any reason (including a mobile phone dropping out) *before* the details of a given bet or bets have been read-back to the Member in full, then any unconfirmed bet will be deemed not to have been entered into. In such circumstances, it is the responsibility of the Member to contact us promptly to confirm the bet the Member wishes to make.

12. Responsibility for errors:

BetM cannot accept any responsibility for any errors, as per **Sporting General Rules Rule 1.3** above.

13. Maximum dividends and payouts:

- 13.1 Unless agreed otherwise in writing with BetM (who may determine to agree or not to agree in its absolute discretion), the total winnings payable to any Member (or group deemed by BetM to be acting on behalf of any one Member) on any bet type (including a Multi Bet) is limited to A\$250,000.
- 13.2 Unless agreed otherwise in writing with BetM (who may determine to agree or not to agree in its absolute discretion), the total winnings payable to any Member (or group deemed by BetM to be acting on behalf of any one Member) in relation to bets resulting within any 24 hour period (including Multi Bets) is limited to A\$1,000,000.

- 13.3 The maximum dividend payable on any bet type (including a Multi Bet) is 10,001:1.

PART 2 - SPORTING EVENTS

14. Athletics

- 14.1 All bets on non-runners that have failed to compete in any qualifying event in the competition will be voided and stakes refunded.
- 14.2 All bets on athletics events assume that everyone listed is a runner and that all bets are All in, compete or not, unless otherwise stated.
- 14.3 For Head-to-Head/Match/Group Betting, all competitors must start for bets to stand. If either competitor does not start, all bets are void.
- 14.4 For bets on one athlete v The Field (where "The Field" comprises all other unnamed runners) then all named athletes must start for bets to count.
- 14.5 For Head-to-Head Handicap betting, both competitors must start for bets to be valid. If either competitor does not start, all respective bets are void. Applicable handicaps are applied to the competitor's results prior to settlement.
- 14.6 In the event of a disqualification, the medal/podium ceremony will count as the final result and determine settlement of bets. In the absence of a medal ceremony, bets will be settled on a first past the post basis.
- 14.7 The final medals table will be used to settle bets on how many medals a country may win. Any subsequent changes to the medals table will not be taken into consideration.
- 14.8 For the Olympic Games all events will be settled on the official IOC results.
- 14.9 For all other athletics, all events will be settled on the official IAAF results.
- 14.10 For match and group betting, bets will be settled on the highest finisher in the final of the relevant event and is decided on official Olympic/IAAF results. If none of the nominated athletes make the final, the winner will be deemed to be the athlete who progressed furthest by round and if still undecided then by time achieved in the round in which both were eliminated. All bets are void if any athlete in a match/group bet fails to compete.

15. Australian Rules Football

- 15.1 All bets shall be settled on official AFL results only. For settlement purposes, for AFL markets referring to "Team A" and "Team B", the Team listed first in the event name is considered the Home Team, even if the game takes place at a neutral venue. For example, for "Team A v Team B" or "Team A at Team B", Team A is the Home Team.
- 15.2 The statistics used by the AFL website (www.afl.com.au) will be the statistics used for payout purposes on all AFL markets unless otherwise stated.
- 15.3 Payouts are based on the official declared result, but conditions may apply to specific betting options (e.g., end of the "Normal Time" where extra time is included may be an extension of the Normal Time, etc.). Regular season Home and Away matches will be settled at the Normal Time without any extra time played. In the event of a Draw where no Draw option is offered, the Dead Heat rule will apply. For any AFL Finals matches or any other AFL

Competition which includes extra time, markets will be settled on the completion of extra time, unless the Draw is offered in the market.

- 15.4 Where Draw options are offered in the market, the bet is decided on the result at the end of Normal Time (i.e. if there is extra time, an extension of Normal Time is not included). For Margin betting, the Draw option is always offered, although in other betting options where the Draw option is not offered, the Dead Heat Rule applies. In Quarter-by-Quarter markets for the purposes of betting, the "Draw at the end of any Quarter" market is one competitor only. Tribets are settled as any Team under in the case of a draw when no extra time is played. If extra time is played, all other markets will be settled at the end of extra time. Fourth quarter markets will be settled at the end of the fourth quarter, and not include extra time.
- 15.5 For match winners and goal kicking options, statistics used by the AFL website (www.afl.com.au) will be the statistics used for payout purposes. For 1st Goal Scorer (Game/1st Quarter only), if the selected Player is not in the starting 22, all wagers on that selection will be refunded. For bets on first goal scorer of the match, the goal does not need to be scored in the 1st Quarter. For bets on the first goal scorer of a quarter markets, if no goal is scored in that quarter, then the bets are refunded.
- 15.6 For bets on the Premiership/Minor Premiership/Make Grand Final markets, the bets are All in Betting. Any Team which has points deducted due to breaches of rules and regulations will be "Deemed A Starter" for resulting purposes. Any loss of Awards/Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.
- 15.7 For bets on who is the Top 4/Top 8, any Team which has points deducted due to breaches of rules and regulations will be Deemed A Starter for resulting purposes (i.e. All in, any decision made by the AFL regarding penalties is final).
- 15.8 Least Wins (Wooden Spoon) is paid on the Team which has the least number of premierships points for the season. If there is a tie for least premierships points, the Team with the lowest % will be deemed the "winner" for resulting purposes. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. Betting is All in and Win Only.
- 15.9 For Miss 4/Miss 8 betting purposes, any Team which has points deducted due to breaches of rules and regulations will be Deemed A Starter. If at the time a breach is announced, the loss of points means only one eventually can occur (i.e. Miss the 8 must occur) then all bets on that competitor are void and monies refunded. All decisions made by the AFL regarding penalties are final.
- 15.10 For the Premier State market, payouts will be determined by the home state of the Team that wins the Grand Final.
- 15.11 For Brownlow Medal bets, Outright bets will be paid on official results as presented on the night of the Brownlow Medal count. If there is a tie for the Brownlow Medal Winner, the Dead Heat rules apply. Any changes to the winner or the medal at a later date are ignored for betting purposes. Betting is All in only. For Groups/Head to Heads/Novelty markets, in the event of a tie between two or more Players, the Dead Heat rule applies.

- 15.12 For Coleman Medal markets, Win and Place will be paid on the Player who kicks the most goals in the AFL regular season and is awarded the Coleman Medal by the AFL. In the event of a tie between two or more Players, the Dead Heat Rule applies. Any changes to the winner or the medal at a later date are ignored for betting purposes. If the Coleman Medal is not awarded due to extraneous circumstances such as a reduction of season length or abandoned season, bets will be voided.
- 15.13 For Norm Smith Medal bets, Outright bets will be paid on official results as presented on the day of the Grand Final. Any changes to the winner or the medal at a later date are ignored for betting purposes. Betting is All in only. For Groups/Head to Heads/Novelty markets, in the event of a tie between two or more Players, then the Dead Heat rule applies. If no winner is awarded bets will be void.
- 15.14 Time of First Goal bets, if successful, are paid out on the time of First Goal, with the timing as per the official AFL website. The time of the goal is resulted on the running clock and any time on is included. The bet will be settled as a loss if no goals are scored.
- 15.15 Time of First Goal ("X" Quarter) bets, if successful, will be settled as a loss if no goals are scored in the relevant quarter.
- 15.16 For Player Most Disposals (Group), Most SuperCoach/AFL Fantasy Points (Group) and Most Goals betting, bets are refunded if a Player is not in the starting 22.
- 15.17 For any Player Head to Heads, i.e. Most Disposal/Most Goals/Most SuperCoach Points/Most AFL Fantasy Points, all bets void if one or both of the Players are not in the starting 22.
- 15.18 For any Over/Under Player markets (including SuperCoach and AFL Fantasy points), all bets are void if the Player is not in the starting 22.
- 15.19 The results for SuperCoach markets are as per "Herald Sun SuperCoach Points".
- 15.20 For AFL Fantasy markets, the Results are as per afl.com.au.
- 15.21 For SuperCoach/AFL Fantasy betting, please note scores may change slightly straight after completion of match and markets will be resulted on final official scores.
- 15.22 For any "To get X or more disposals" or "Pick Your Own Disposal" market (e.g. Patrick Cripps to get 20 or more disposals), all bets are void if the Player is not in the starting 22.
- 15.23 For any "To score X or more goals" or "Pick Your Own Goal" market (e.g. Lance Franklin to score 2 or more goals), all bets are void if the Player is not in the starting 22.
- 15.24 If one or more legs of a Multi Bet are voided, that leg will be voided and odds re-calculated on the remaining legs. If one or more legs are voided in a Same Game Multi, the bet will be cancelled and stake refunded.
- 15.25 If a Player was selected to play and was injured during the game, the bet/leg of any Multi Bet or Same Game Multi Bet stands.

16. Badminton

All Badminton bets will be settled in accordance with the official website for each tournament or the tournament's governing body.

17. Bandy

The settlement of the markets for each match is based on the results provided by the organising federation. All the markets will be settled according to the result at the end of the regular time (90 minutes), unless stated.

18. Baseball

These rules encompass all baseball games offered for betting. MLB games will use these rules if no rule exists in the MLB specific section. For definition purposes, World Baseball is considered to be any league where the governing body is outside of the United States.

- 18.1 All settlements on the Official Results are based on the results and statistics provided by the relevant league's governing body (e.g. Major League Baseball (MLB), Korean Baseball (KBO) etc.). Markets will be settled in accordance with relevant league's governing body results.
- 18.2 For settlement purposes, the Team listed first in the event name is considered the Home Team, even if the game takes place at a neutral venue. For example, for "Team A v Team B" or "Team A at Team B", Team A is the Home Team. For all MLB games inclusive of playoffs, in the event of a venue change all bets are void unless unequivocally determined.
- 18.3 If there are No Listed Pitchers (including for MLB), all bets stand regardless of a pitching change. Listed Pitchers should be considered indicative only.
- 18.4 For Double Headers (excluding MLB), for games scheduled at the start of the game to only 7 innings, normal baseball rules apply with all markets settled as per the relevant league's governing body website.
- 18.5 8.5 Innings Rule (excluding Spring Training) for all markets, unless otherwise stated, require a minimum of 9 innings play for bets to stand (8.5 innings should the Home Team be ahead).
- 18.6 Extra innings, where applicable, count for settlement purposes.
- 18.7 All Outright markets include playoffs where applicable.
- 18.8 Should a Mercy Rule be in play, it will be applied for settlement purposes.
- 18.9 In the event of Double Headers in the Australian Baseball League (**ABL**), all Game #1 games are 7 inning games and are priced and settled accordingly. If Game #1 of a Double Header goes to extra innings, causing Game #2 to be shortened to less than the scheduled 9 innings, all bets on the run line and total market for Game #2 will be void. All Head-to-Head bets on Game #2 will stand.
- 18.10 Listed pitchers are not relevant to World Baseball markets and bets on such markets will stand regardless of whether any listed pitchers start. If a game ends in a tie, Money Line (not applicable to Money Line excl. Extra Innings) will be settled as a void with all other markets settled as per the result.
- 18.11 The following rules apply only to Major League Baseball (MLB) specifically:

- 18.11.1 Temporarily Suspended Matches: Subject to the BetM Terms and Conditions, if a game is suspended and continued to a conclusion the following day (local time), then all bets will stand and will not be considered abandoned (see General Rules Rule 1.5 and Sporting Rules Rule 2.1). If a suspended game is resumed more than 36 hours after the original start time, all existing bets will be void unless they have been unequivocally determined prior to the game's suspension. In the case of a suspended MLB Playoff game, all bets will stand until the game is completed, if the game is completed within 48 hours (see General Rules Rule 1.5 and Sporting Rules Rule 2.1).
- 18.11.2 Double Headers: Where a 7-inning game is shortened (not cancelled or abandoned) after the first pitch (i.e. called due to rain) the following settlement rules will apply:
- Money Line is settled per the "4.5 Innings Rule";
 - Markets unequivocally determined before the game was shortened will be settled as already determined (e.g.: 1st innings total runs scored if game gets called in 3rd inning); and
 - All other markets (including but not limited to Run Line and Total Runs) will be void unless a minimum of 7 innings' play, or 6.5 innings should the home Team be leading at the commencement of the bottom of the 7th inning.
- 18.11.3 4.5 Innings Rule/Shortened Matches (excluding Spring Training): In the event of a shortened game, results are official after 5 innings of play, or 4.5 innings should the Home Team be leading coming to bat in the bottom of the 5th inning. Should a game be called, the winner is determined by the score after the last full inning completed (unless the Home Team score a tie or take the lead in the bottom half of the inning, in which the winner is determined by the score at the time the game is suspended).
- 18.11.4 For Spring Training Games, markets will be settled in accordance with official MLB results. This includes any differing in rules for Spring Training, such as shortened innings or 5 inning games. See MLB's website for more info.
- 18.12 The following MLB Specific Markets exclude Spring Training markets and are settled as the following:
- 18.12.1 Money Line bets are settled as per the 4.5 Innings Rule;
- 18.12.2 Run Line Markets are settled as per the 8.5 Innings Rule;
- 18.12.3 Total Runs Markets are settled as per the 8.5 Innings Rule, with the exception of when a result has already been determined;
- 18.12.4 Double Markets (Money Line, Run Line / Total) are settled as per the 8.5 Innings Rule;
- 18.12.5 Double Results are settled on the score at the end of the 5th inning plus the final score as per the 8.5 Innings Rule;
- 18.12.6 Tri-Bet Markets: Settled as per the 8.5 Innings Rule;
- 18.12.7 Odd/Even Markets: Settled as per the 8.5 Innings Rule. In the event a result of zero is arrived at, that shall be considered an even number for settlement purposes;
- 18.12.8 Winning Margin Markets are settled as per the 8.5 Innings Rule;

- 18.12.9 Team to Score First Markets are settled on the first run of the game irrespective of a full game being completed. Where a double is offered, the 8.5 Inning Rule applies. Includes extra innings;
- 18.12.10 Team to Score Last Markets: Settled as per the 8.5 Innings Rule. Includes extra innings;
- 18.12.11 Highest Scoring Half of Match (inclusive of extra innings), settled as per the 8.5 Innings Rule. For the purposes of this rule, the first "half" of a match shall be deemed to be the first 5 innings and the second "half" shall be deemed to be all other innings which take place during the match (including additional innings);
- 18.12.12 Highest Scoring Innings are settled as per the 8.5 Innings Rule. Dead Heat rules apply in the event of a tie. Should the highest scoring inning occur in extra innings, innings 1-9 will be considered losers;
- 18.12.13 Inning of First / Last Score are settled as per the 8.5 Innings Rule (unless, in the case of the first score, the result has already been unequivocally determined). Should the first or last score occur in an extra inning, innings 1-9 will be considered losers;
- 18.12.14 Inning / Half Inning Markets are settled if the relevant inning or half inning of the game are fully completed, unless in the case of a total runs market, a result has already been determined;
- 18.12.15 3 / 5 / 7 Inning Markets are settled if the specified number of innings are completed, unless the home Team holds the lead and the bottom of the inning would not change the result for Team specific markets;
- 18.12.16 1st Half Markets are settled following the completion of 5 innings. The 4.5 Innings Rule applies for shortened games where the results of markets have already been fully determined. If a game has extra innings, 1st half markets will still be settled off the 1st 5 innings result;
- 18.12.17 Lead After / Race To Markets are settled on the score at the end of the specified period, or once the required number of runs have been scored;
- 18.12.18 Hits Markets are settled as per the 8.5 Innings Rule. In the case of specific inning / half inning markets, the stated period must have been completed for bets to stand unless the result has already been determined;
- 18.12.19 Regular Season Win Totals are settled if a Team plays at least 98% of games originally scheduled (as of Opening Day of the regular season), unless the outcome has previously been unequivocally determined. For example, in a shortened 60 game season, at least 59 games must be played for bets to stand (unless previously unequivocally determined). In a 162-game season, 159 games must be played for bets to stand (unless previously unequivocally determined);
- 18.12.20 Regular Season Specials, unless otherwise stated, will be settled should Teams play at least 50% of regular season games originally scheduled (as of Opening Day of the regular season). Dead Heat rules apply if multiple Players tie for the league lead. In the event that less than 50% of regular season games are played (as scheduled on Opening Day of the regular season), all regular season specials bets (unless otherwise stated) will be void, regardless if they have been determined or not.

- 18.13 Where a specified Player is listed under a market pertaining to a certain league/Team, he or she will be deemed a Player in that Team/league for the purpose of the result regardless of any inter-league/Team trade which may occur.
- 18.14 For Pitcher Markets, if a Player does not throw a pitch, bets will be voided.
- 18.15 For Batter Markets (Hits/Runs etc.), if Player does not record a plate appearance, bets will be voided.
- 18.16 For To Hit a Home Run & Home Run / Match Winner Double a Player must record at least 1 plate appearance for bet to stand.
- 18.17 For Player to Record a Hit Markets, listed Players must record at least 1 plate appearance for bets to stand. Once a Player has recorded a plate appearance, bets on all subsequent hits markets (2+ hits, 3+ hits etc.) will stand regardless of the number of plate appearances that Player ultimately records in the game.
- 18.18 For Player Total Strikeouts, listed Pitchers must start for bet to stand. If a Player does not throw a pitch, bets will be voided.
- 18.19 For Player to Record RBI Markets/Player to Record Run(s) Markets, Players that do not record a plate appearance will be voided.
- 18.20 For Player to Record Total Bases Markets, the Total Bases refers to the number of bases gained by a batter through their hits only. Walks, steals, sacrifices, and other non-hit advancements do not count as a total base.
- 18.21 For To Hit First Home Run, betting is All in. Players that do not record a plate appearance will be voided.
- 18.22 For Series Betting, when the full number of scheduled matches is not played, or one of the matches is postponed/abandoned and is not played within the original scheduled series dates then bets on this market will be void. If there is a series for which we did not offer a price for the draw and the series ends in a draw, the Dead Heat rules apply.
- 18.23 For World Series, League and Division Winners, markets will all be settled in accordance with the official MLB ruling regardless of season length.

19. Basketball – Aus/Other

These Rules apply to FIBA tournaments, European, Australian, Central American, South American, African and Asian Basketball Leagues.

- 19.1 Payouts will be based on the official final score, overtime (an extension of normal time) included, unless otherwise specified.
- 19.2 Official results will be from official FIBA sites or www.nbl.com.au.
- 19.3 Overtime does not count for Normal Time Markets. In the event that a match finishes in a draw/tie, bets will be settled as a Push.
- 19.4 Overtime does not count for Quarter Markets. Results are based on the total score for that relevant quarter. The entire quarter must be played for bets to stand.

- 19.5 For Half Markets, results are based on the total score for each half only of regular time (excluding any overtime). The entire half must be played for bets to stand.
- 19.6 For Points Race Markets, the result is determined by the Team to achieve the specified total first. A “neither” selection is offered and overtime does not count towards the total of these markets.
- 19.7 For Double Result (Halftime/Fulltime) bets, the result is determined by the score at half time and full time (not including overtime).
- 19.8 For Highest Scoring Markets, in the event that two or more quarters and/or halves result with the same high score, Dead Heat rules will be applied.
- 19.9 For Overtime, bets will be settled as a win if, at the end of regular time, the match finishes in a draw/tie, regardless of whether or not overtime is played.
- 19.10 For Player Performance Markets, all bets stand once a Player takes the court, irrespective of game time played and final totals will be inclusive of overtime. Should a Player not take any part, all bets will be void. For series related props the same rules apply.
- 19.11 In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- 19.12 If one or more legs are voided in a Multi Bet, that leg will be voided and odds re-calculated on the remaining legs. If one or more of legs are voided in a Same Game Multi Bet, the bet will be cancelled and the stake refunded.
- 19.13 If a Player was selected to play and was injured during the game, the bet/leg of any Multi Bet or Same Game Multi Bet stands.
- 19.14 Outright markets include all playoff/tiebreak matches organised and sanctioned by the league’s governing body unless specified in a blurb.

20. Basketball-US

- 20.1. For settlement purposes the Team listed first in the event name is considered the Home Team, even if the game takes place at a neutral venue. For example, “Team A v Team B” or “Team A @ Team B” means Team A is the Home Team.
- 20.2. Payouts will be based on the official final score, overtime (an extension of normal time) included, unless otherwise specified.
- 20.3. Official Results: Official results will be from a combination of www.nba.com and www.donbest.com.
- 20.4. The Push Rule applies for all markets where a draw/tie occurs and a Draw price is not offered. The stake on a single bet is returned and the selection is treated as a non-runner in any multiple bets.
- 20.5. All Outright markets include playoffs and any official governing organisation tie-breaks where applicable.

- 20.6. For Quarter Markets, results are based on the score for the relevant quarter, overtime does not count.
- 20.7. For Second Half Markets, results are based on the score for second half, inclusive of overtime.
- 20.8. For Margin Markets, results are based on final score inclusive of overtime except for instances where a draw option exists in the market. In the instance where a draw option exists in a margin market the result will be based on the score at the end of normal time.
- 20.9. For Double Result (Half time/Full time), bets results are based on the score at Half time and Full time, inclusive of overtime.
- 20.10. For Race Markets, results are determined on the Team to achieve the specified total first. A "neither" selection is offered.
- 20.11. For Highest Scoring Half, only normal time will be considered. The first half will be the sum of the results of the first and second quarters where applicable. The second half will be the sum of the results of the third and fourth quarters where applicable.
- 20.12. For Tri-Bet Markets, results are determined on final score inclusive of overtime.
- 20.13. For Player Performance Markets, all bets stand once a Player takes the court, irrespective of game time played and final totals will be inclusive of overtime. Should a Player not take any part, all bets will be void. For series related props the same rules apply.
- 20.14. For Series Markets, a series must come to a natural conclusion for bets to stand.
- 20.15. For Regular Season Wins bets, a Team must complete 70 games for bets to stand. All NBA Regular Season Wins bets will be voided if the relevant Team does not complete at least 70 games, or unless the outcome has been unequivocally determined prior to the interruption or shortening of the season.
- 20.16. For "Most Season Wins" bets the result is based on the Team with the most Regular Season wins. The Push rule applies in the event of a tie.
- 20.17. For First Basket bets, the outcome is based on the first score of the game, inclusive of free throws, as per official NBA box score. Should a Player listed not start the game, all bets on the Player selected will be void otherwise betting is All in. In the event of a tie at the end of the first quarter, First Basket / First Quarter Double bets are resulted as a loss.
- 20.18. For First Team Basket Scorer bets, the results are based on the first scorer from each Team, inclusive of Free Throws. Should a Player listed not start the game, all bets on the Player selected will be void otherwise betting is All in.
- 20.19. If one or more of legs are voided in a Multi Bet, that leg will be voided and odds re-calculated on the remaining legs. If one or more legs are voided in a Same Game Multi Bet, the bet will be cancelled and the stake refunded.
- 20.20. If a Player was selected to play and was injured or ejected during the game, the bet/leg of a Multi Bet or Same Game Multi Bet stands.
- 20.21. For To Make The Playoffs bets, the results are settled on the Final 8 Teams in the Playoffs for Each Conference, after any possible Play-In Tournament has concluded (i.e. Teams that lose in any Play-In tournament are not considered to have made the Playoffs).
- 20.22. For NBA Player Awards bets, the results are settled on the official winners announced by the NBA in each category. The Dead Heat rules apply.

- 20.23. For Playoff Round Most Points/Assists/Rebounds/Threes bets, the results are determined on the Player with the highest statistical average per category throughout the Playoff Round. The Player must play a minimum of 4 games, or the bet will be void.

21. Bowls

- 21.1. For a Same Game Multi Bet, if the Player was selected to play and was injured or ejected during the game, the bet/leg stands.
- 21.2. For Outright Betting, for Non-runners, stakes will be refunded on Players or Teams withdrawn prior to the start of an event.
- 21.3. For Match betting, in the event of a match starting but not being completed then Match bets will be void. In such circumstances, all other markets will be void unless their result has already been unequivocally decided.
- 21.4. For To win Xth End bets, In the event of an end being a tie, then all bets will be void.

22. Boxing

- 22.1. Results will be based on the official result at ringside. Results are not official for betting purposes until verified by officials at the fighting venue. If for some reason this cannot be clarified, then and only then will reference will be made to www.boxrec.com for settlement purposes. Should an official or unofficial sanctioning body overturn a fight decision based on an appeal, suspension, lawsuit, drug testing result, or any other fighter, the sanction will not be recognised for betting purposes. In the event of a draw when the Draw option is not offered, the Dead Heat rule will apply.
- 22.2. Should a contest be postponed, bets will stand for 48 hours in accordance with Sporting Rules Rule 2.1 above. If the contest is not rescheduled at the same venue within 48 hours as per Rule 2.1, all single bets are void and wagers will be refunded. Affected Multi Bets will be recalculated excluding that event or leg.
- 22.3. In the event of a "no contest" being declared during the bout, all bets will be made void, with the exception of selections where the outcome has already been determined.
- 22.4. Should there be a substitution for one of the boxers, bets on the original contest will be void.
- 22.5. Should there be a change in the advertised contest, e.g. a contest changes from a title fight to a non-title fight, bets will stand.
- 22.6. If an event is changed to an "Exhibition Fight" or a fight where "Unofficial Judges" declare the winner, then all bets will be made void on the event.

Round Betting

- 22.7. Where a boxer fails to answer the bell for the next round, their opponent shall be deemed to have won the contest in the previous round.
- 22.8. Should for any reason the scheduled number of rounds be changed before the commencement of the contest, all round-by-round bets will be void.
- 22.9. Where a contest finishes before the completion of the scheduled number of rounds and the winner is decided by the judges' scorecards (technical decision/technical draw), then all round bets will be deemed losers.
- 22.10. If the contest goes to the scorecards, then all round bets will be deemed losers.

- 22.11. Where a contest finishes before the scheduled number of rounds due to an accidental injury and the winner is not determined by the judges' scorecards, all bets will be void, unless the result has already been determined.
- 22.12. For Total Rounds settlement purposes where half a round is stated then 1 minute 30 seconds of the respective round will define the "half" to determine under or over. If the number of rounds for a fight is changed after this market has been set, then all bets will be void.
- 22.13. For Will the Fight Go the Distance market, should the scheduled number of rounds change, this market will be made void. In the result of a technical decision, the fight will have been deemed NOT to have gone the distance (the scheduled number of rounds).

Method of Victory

- 22.14. Market will be settled according to the official result as declared at ringside with the exception of a Technical Draw. Should this be announced given an accidental injury within the first four rounds forcing an early stoppage, the market will be settled as void.
- 22.15. Knockout (KO) is when the boxer does not stand up after a ten count. Technical knockout (TKO) is the three knockdown rule or if the referee steps in when it is decided that a fighter cannot safely continue to fight. If a fighter fails to answer a bell for the next round then this will also be deemed a TKO. For betting purposes, KO/TKO option also includes disqualification (DSQ) and retirement (RTD).

Technical Decision/Draw

- 22.16. If a fight is scheduled for more than four rounds and an accidental foul occurs causing an injury severe enough for the referee to stop the fight after four rounds have occurred, the fight will result in a technical decision or TD awarded to the boxer who is ahead on the score cards at the time the fight is stopped.
- 22.17. If the injury occurs from an accidental injury within the first 4 rounds, all bets will be made void UNLESS the result has already been determined, or if the judges' scorecards are used to determine a winner.
- 22.18. If an intentional foul causes an injury and the injury results in the fight being stopped in a later round, the injured boxer will win by technical decision if he is ahead on the score cards.
- 22.19. For betting purposes, betting on rounds or group of rounds is for a fighter to win by KO, TKO or disqualification during that round or group of rounds. In the event of a technical decision before the end of the fight, all bets will be settled as a win by decision. Round bets will be deemed losers.
- 22.20. If an intentional foul causes an injury and the injury results in the fight being stopped in a later round, the fight will result in a "technical draw" if the injured boxer is behind or even on the score cards. This will result in a draw being deemed the winner for betting purposes.
- 22.21. In the event of a draw when the Draw option is not offered, the Dead Heat Rule will apply.
- 22.22. For settlement purposes, a knockdown is defined as a fighter being KO'd or receiving a mandatory eight count (anything deemed a slip by the referee will not count).

Prize Fighter

- 22.23. Match bets will be settled on the result announced in the ring. If any result is announced incorrectly at ringside but subsequently corrected, then bets will be settled on the correct winner.

- 22.24. Outright bets will be settled on the winning boxer who lifts the trophy. If a substitute is introduced during the tournament, all Outright bets will stand and an Outright price will be quoted for the new boxer. All Outright bets on boxers who withdraw during the tournament due to injury or cuts (having fought on the card) will be deemed losing bets.
- 22.25. Outright bets will be void on any named boxer who does not start the tournament. This rule does not apply to the reserve fighters.
- 22.26. Either reserve (on the night) will be listed for all Prize Fighter tournaments. This is priced on a compete or not basis and all bets on this selection will stand whether or not a reserve fighter competes.
- 22.27. In the event of a draw when the Draw option is not offered, the Dead Heat rule will apply.

23. Cricket

- 23.1. If a match or innings is curtailed through external factors and there is no further play, bets placed will be settled in accordance with our relevant rules for the respective market. If a match venue is changed then bets will stand provided the home Team is still designated as such and the match is re-scheduled within 48 hours (as per General Rules Rule 1.5 and Sporting Rules Rule 2.1).
- 23.2. If the Home and Away Team for a match are reversed, then bets placed on the original listing will be void.
- 23.3. All tournament and match markets will be settled on the official tournament results/match scorecards listed on ICC website. If there is no result available, then the website www.cricinfo.com will be used for settlement purposes. A batsman who retires from an innings will not be considered as a wicket for settlement purposes. If the concussion rule is activated in a Cricket Australia sanctioned match while a Player is batting, all markets relating to that Player will be settled based on that Player being "retired hurt". If the concussion rule is activated prior to that Player batting or bowling, they will be void from relevant markets.
- 23.4. The term "innings reaching its natural conclusion" refers to an innings which has not been completed due to being closed by external factors such as rain or bad light. A Team being bowled out or declaring is considered to be reaching its natural conclusion.
- 23.5. If a match is cancelled before any play has taken place, then all bets will be void, unless the match is replayed within 48 hours of its advertised start time, in this case the bets will stand.
- 23.6. For Limited Over Matches, Match bets will be settled according to the winner determined by official competition rules (including the case where matches are shortened due to adverse weather conditions or decided a bowl off), unless the winner is determined by the toss of a coin or the drawing of lots, in which case all Match bets will be void.
- 23.7. If the match is tied and the official competition rules do not determine a winner, the Dead Heat rules will apply to bets on the Outright result, unless the outcome is settled by a bowl off or super over, in which case the result of the bowl off or super over will stand for Match betting. If the competition rules determine the winner by a toss of a coin or drawing of lots or higher seeding resulting from a previous round, then bets will be void.
- 23.8. For Test Matches & County Championship Matches, if a match is abandoned due to weather before a ball has been bowled then all bets will be void. If a match is abandoned for any reason other than weather, then bets on the Outright result will be void. If a match where

BetM did not offer a Draw price ends in a draw, then bets on the match result will be void. If a match ends in a tie, the draw would be deemed a loser and the Dead Heat rules will apply to bets on the other selections for the Outright result. If either side forfeits their first innings, then all bets specifically relating to the first innings will be void.

- 23.9. For Sheffield Shield Matches, if a match where we did not offer a price for the draw ends in a draw then bets will be settled on the Team that has the most points awarded to them in the match. Should the number of points awarded to each Team be equal, bets will be void.
- 23.10. For Series Betting, when the full number of scheduled matches is not played then we reserve the right to void any speciality markets relating to the series as a whole. If a series where we didn't offer a price for the draw ends in a draw, then bets on the series result will be void.
- 23.11. For Team Total Runs, in matches where we offer betting on the Team Total Runs for both Teams then all bets placed on the second innings runs will stand regardless of the score achieved by the side batting first, provided neither Teams innings is reduced by more than 20% when the bet was struck.
- 23.12. If a Team's innings in a test match or county championship match lasts less than sixty overs due to external factors, then bets on this market will be void. This does not apply if the innings has reached its natural conclusion (e.g. due to a bowl out or declaration).
- 23.13. For limited overs matches, this market will be settled on the final score achieved by the batting side including any extras or penalty runs awarded during the innings. Should there be a reduction in the scheduled overs, then settlement will still apply provided the reduction is no more than 20% of the entire innings allocation at the time the bet was struck, including any overs the Team has already faced. Should the reduction be greater than 20% then all bets shall be void regardless of the final total made by the Team. If a Team is due to face less than 10 overs, then all bets will be void should there be any reduction in overs whatsoever.
- 23.14. For Top Team Batsman / Runscorer (Series) bets, all in betting applies. (i.e. if a Player does not take part in the series, bets placed on that Player will stand). If Players score the same number of runs, then the Dead Heat rules will apply.
- 23.15. For Top Team Batsman / Runscorer (Match) bets, in a 2-innings match (test match or county championship), this market applies to the first innings only, unless otherwise stated.
- 23.16. Depending on the type of match, the following minimum overs must be bowled in that Teams innings for bets to stand:
 - Test Matches - 50 overs
 - County Championship - 50 overs
 - 50 over match - 25 overs
 - 40 over match - 20 overs
 - 20 over match - 10 overs
- 23.17. In all cases, bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any Player not named in the starting eleven are void. Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such Players are losers.
- 23.18. If Players score the same number of runs then dead heat rules will apply. For Limited overs matches – should the winner already be unequivocally decided even if the

innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction

- 23.19. For Batsman Match bets / Trios / Threesomes, these markets will be settled on the number of runs scored in the first innings of a match only. If any of the Players named in the market are not named in the starting XI then the market will be void. Bets stand even if a batsman does not reach the crease but is named in the starting XI. Dead heat rules will apply if two or more of the named batsmen score the same number of runs (such number of runs being higher than the number of runs scored by each other batsman named in the market).
- 23.20. For Top Team Bowler / Wicket Taker (Series) bets, all in betting (i.e. if a Player does not take part in the series, bets placed on that Player will stand). In the event of Players taking the same number of wickets, dead heat rules will apply.
- 23.21. Top Team Bowler / Wicket Taker (Match) bets, in a 2-innings match (test match or county championship), this market applies to the first innings only, unless otherwise stated. Depending on the type of match the following minimum overs must be bowled in that Team's innings for bets to stand:
- Test Matches – 50 overs;
 - County Championship – 50 overs;
 - 50 over match – 25 overs;
 - 40 over match – 20 overs; and
 - 20 over match – 15 overs.
- 23.22. In all cases bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any Player not named in the starting eleven are void. Players named in the starting eleven that do not bowl are deemed to have taken part and bets on any such Players are losers. In the event of Players taking the same number of wickets, the Dead Heat rules will apply. In the case that no wickets are taken, the market will be voided.
- 23.23. In the event that the only wicket(s) taken for the innings is a Run Out, the market will be void.
- 23.24. For Twenty20 Big Bash Matches, if a Player is replaced at the Halfway point of the first innings and has already bowled at least one Over; they will be deemed to have taken part and will be settled accordingly. If they're subbed out without having bowled an Over, bets will be void.
- 23.25. For Bowler Match bets / Trios / Threesomes, unless otherwise stated these markets will be settled on the number of wickets taken in the first innings of a match only. All participants in the Match bet must bowl at least one ball for bets to stand. In the event of Players taking the same number of wickets where there was no draw price offered, dead heat rules will apply (such number of wickets being higher than the number of wickets taken by each other bowler named in the market).
- 23.26. For Player Runs (Over/Under)/Player Alternate Runs (Over/Under)/Player Fours (Over/Under)/ Player Sixes (Over/Under), the market to be settled on the Players' final score, regardless of any reduction in overs. At least one ball must be bowled while a batsman is at the crease (facing or not) for bets to stand. If the batsman finishes the innings not out as a result of a declaration, the Team reaching the end of its allotted overs or the Team reaching its target, the Player's "not out" score will count for settlement purposes. If a batsman does not bat, bets on that batsman will be void. If a batsman is not in the starting 11, bets on that

batsman will be void. If a batsman retires hurt but returns later, the total runs scored by that batsman in the innings will count for settlement purposes. If the batsman does not return later, the final result, for settlement purposes, will be as it stood when the batsman retired.

- 23.27. For To score 10/20/30/40 Runs bets, markets will be settled if the Players are included in the starting eleven regardless of whether the Player reaches the crease. If the Player is not included in the starting eleven, all bets on these selections will be void.
- 23.28. For Player to Hit a Six bets, bets on this market will stand if the Player is included in the starting eleven, regardless of if the Player reaches the crease. Bets placed on any Player not named in the starting eleven are void. For the avoidance of doubt, Players running six do not count for this market. Please note this is separate to Player Over/Under Sixes markets.
- 23.29. For To Score a Fifty bets refers to individual Players to score a Fifty. Bets on this market will stand if the Player is in the starting eleven, regardless of if the Player reaches the crease. Any Players not listed in the starting eleven will have all bets on them void.
- 23.30. For Number of Runs Per Session bets, results are determined by the total number of runs scored in the course of the session regardless of which Team(s) has scored the runs. For example, if there is a change of innings during the session then it is the combined number of runs scored during the session that is the result. There are three sessions per day in Test Cricket. The first session is from the start of play in the morning until lunch is called. The second session is from lunch until tea is called. The third session is from tea until the close of play. If less than 20 overs are bowled in any particular session, then bets on number of runs scored in that session will be void. Extras (wides, no-balls, byes and leg byes) do count towards the number of runs scored.
- 23.31. In Day Test matches for Number of Runs Per Session bets, the first session is from the start of play in the morning until lunch is called. The second session is from lunch until tea is called. The third session is from tea until the close of play. If less than 20 overs are bowled in any particular session, then bets on number of runs scored in that session will be void. In Day/Night Test matches, the first session is from the start of play until tea is called. The second session is from tea until dinner is called. The third session is from dinner until the close of play. If less than 20 overs are bowled in any particular session then bets on number of runs scored in that session will be void.
- 23.32. For Number of Wickets Per Session bets, results are settled on the total number of wickets lost in the session regardless of which Team loses them. If less than 20 overs are bowled in the session, then all bets on the market shall be void. Players retiring out/hurt do not count as wickets.
- 23.33. For Runs Per Specified Number of Overs (e.g. 1st 15 Overs) bets, the full number of specified overs must be played for bets to stand, unless the innings has reached its natural conclusion or further play cannot affect the result. Any change in fielding restrictions due to a reduction in scheduled overs will not affect the settlement of this market. These rules do not apply to the 6 Over Runs market (see below).
- 23.34. For 6 Over Runs bets, this market will be settled on the total number of runs after 6 overs providing that all 6 overs have been bowled in the relevant innings or if the innings has reached its natural conclusion. In the instance of 6 overs not being completed, then all bets will be void. For example, if a match is reduced to 10 overs, bets on this market will stand providing at least 6 overs are completed or the innings reaches its natural conclusion but would be void in a 5 over match.

- 23.35. For Highest Score First 5/10/15 Overs, if either Team's innings in a limited overs match is reduced due to external factors, then bets on this market will be void unless the result was already unequivocally determined before any reduction in overs was announced. Bets will stand if the innings is shortened due to it reaching its natural conclusion. In a two-innings match, this market only applies to the first innings. In the event of a tie with no selection offered, all bets will be settled as a dead heat.
- 23.36. For Highest Opening Partnership bets, for Limited Overs Matches, bets on this market will stand regardless of any reduction in overs providing at least one over is completed in each innings. In a four-innings match this market only applies to the first innings from each Team. In the event of a tie, then the "tie" selection is the winner and all other bets are losing bets. If we do not offer a tie selection, then all bets will be settled as a dead heat. In the event of a batsman retiring hurt, this market will be settled at the score when the first wicket falls.
- 23.37. For Next Man Out bets, should no further wickets be taken in the innings then bets on this market will be void. If either of the batsmen retires hurt/retires out, then bets on this market will be void and a new market will be made.
- 23.38. For Method of Dismissal/Next Wicket Caught bets, should no further wickets be taken in the innings then bets on this market will be void. For settlement purposes, a batsman retiring hurt/retiring out does not count as a wicket. In this instance bets will be settled on the next wicket to fall post this. Where "caught and bowled" is not offered as a selection, the wicket will be resulted as "caught".
- 23.39. For Team to hit the most sixes/Team to hit the most sixes and win the match bets if either Team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void regardless of how many sixes are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.
- 23.40. For Super Over/Any additional overs above the allotted amount bets, in a limited overs competition which employs a super over (or other such initiative) to determine the winner of a match in the event of a tie, runs scored in the Super over are not included in the settlement of any runscorer or wicket taker markets (e.g. Batsmen Total Runs, Team Total Runs, Top Team Runscorer, Batsmen Match bets, Top Team Bowler). In addition to this, any fours or sixes hit in a Super Over will not be included in the Settlement of "Team to score most fours/sixes", "Six and Out", "Total number of fours/sixes", "Team Total fours/sixes", or Player fours/sixes markets.
- 23.41. For Next Over, Over/Under and Odd/Even Runs bets, each index of this market will be settled on the total number of runs achieved in the over, including any extras awarded. In the event of an over not being completed, all bets on that particular index shall be void. This does not apply if the innings reaches its natural conclusion, e.g. declaration, Team all out, etc.
- 23.42. For Four in x Over bets, this refers to a boundary four to be hit in the named over. The runs must come off the bat. For the avoidance of doubt, Players running four and boundaries which are counted as extras do not count for this market.
- 23.43. For Over/Under Total Match Sixes/Fours, if either Team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs, then all bets on this market shall be void regardless of how many sixes/fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.

- 23.44. For First Over, Over/Under Total Runs bets, bets will be settled on the total number of runs scored in the first over of the first innings of the match. All bets shall be void if the first over is not fully completed due to external factors unless the result is already unequivocally determined at such time as the reduction in overs takes place. For Limited Overs Matches, First Over Runs will be settled on the score at the end of the first over regardless of any reductions in overs.
- 23.45. For Team of Top Batsman bets, For Test Matches and County Championship Matches, this market will be settled on the overall top score achieved in the first innings of either side. Should either side face less than their allocated overs at the time the bet is placed in the first innings for any reason other than the innings reaching its natural conclusion (declaration, Team all out) then all bets on this market shall be void. For limited overs matches, all bets shall be void should there be any reduction to either side's innings before or after the commencement of play.
- 23.46. For Team leading after First innings bets, in the case of the Team batting second facing less than 20 overs in their innings for any reason other than the innings reaching its natural conclusion then all bets on this market shall be made void. In the event of a tie, the Dead Heat rules will apply.
- 23.47. For Total Match Runouts bets, if either Team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void, unless the result is already unequivocally determined at such time as the reduction in overs takes place. Bets will stand if either innings is shortened due to it reaching its natural conclusion.
- 23.48. For Max Runs/Over - 1st Innings bets, the market will be settled on the greatest number of runs scored (including any extras) in any one over of the first innings. Bets will be deemed void should there be any reduction in overs prior to commencement of play. This market(s) refer to the innings of the Team that bats first only.
- 23.49. For Fall of Next Team Wicket bets, the market will be settled on the score at the fall of the next wicket, regardless of any reduction in overs. At least one ball must be bowled while a batsman is at the crease (facing or not) for bets to stand. If the batting Team reaches the end of its allotted overs, reaches its target, innings is curtailed due to external factors or declares before the specified wicket falls, the next Team wicket will be deemed to have fallen for the total score achieved by the batting side. For settlement purposes, a batsman retiring does not count as a wicket.
- 23.50. For Team Wicket Lost bets, in a limited overs match the market will be settled on the number of wickets lost by the Team in their innings. Should the innings be shortened due to any reason other than it reaching its natural conclusion then all unequivocally decided bets will be settled while all others shall be void. In a test match this market refers to the total number of wickets lost by the Team in its second innings only.
- 23.51. For Highest Score After First Over bets, in relation to For Limited Overs Matches, bets will be settled regardless of any reductions in overs providing the first over of each innings is completed.
- 23.52. For Team Total Match Sixes/Fours bets, the market shall be void should there be any reduction in overs of the innings of the Team in question unless the market has been unequivocally decided prior to any reduction in overs being announced.

- 23.53. For Century/50 In Match bets, the market is settled on if an individual scores a century/50 in the match. Market void should there be any reduction in overs due to external factors unless the market has been unequivocally decided prior to any reduction in overs being announced.
- 23.54. For Most Run Outs bets, the market will be settled provided neither side loses more than 20% of their initial allocation of overs due to external factors unless the market has been unequivocally decided prior to any reduction in overs being announced.
- 23.55. For Bowler Match Wickets bets, the market will be settled for any bowler named in the starting eleven regardless of the number of overs they bowl provided the overs of the batting side are not reduced by any more than 10% of their initial allocation unless the market has been unequivocally decided prior to any reduction in overs being announced.
- 23.56. For Innings Extras bets, the market shall be void should the innings in question be reduced by more than 10%.
- 23.57. For 50/100 First Innings bets, the market shall be settled as "Yes" should any one Player score a 50/100 in the course of the first innings. Depending on the type of match, the following minimum overs must be bowled for that Team's innings for bets to stand:
- T20 matches – At least 16 overs for each Team; and
 - 50 Over Matches – at least 40 overs for each Team.
- 23.58. Bets will stand if the innings reaches its natural conclusion in less than the above requirement. In the case of test matches Bets are struck on the 1st innings of the match and settlement is determined by the Team batting 1st (as opposed to both Teams).
- 23.59. For Highest Series Single Innings Score bets, the market will be settled on which Team scores the highest score in a single innings of the test series. In the event of a tie, the market will be dead heated.
- 23.60. For Player Performance Markets bets, points will be awarded to the Player in the following manner:
- 1 point per run scored with the bat;
 - 10 points per catch taken in the field;
 - 20 points per wicket taken with the ball; and
 - 25 points per stumping carried out by the wicket keeper.
- 23.61. In first class matches, a ball must be bowled in the third innings of the match for bets to stand. For limited overs matches, all bets shall be void if there is any reduction to either side's innings before or after the commencement of play, unless this reduction is caused by the innings reaching its natural conclusion (as opposed to external factors) or the bet has already been unequivocally decided.
- 23.62. For 1st Innings Margin bets, the market will be settled on the difference in the Team total runs scored in the 1st Innings of the test match. If a Team's innings in a test match or county championship match lasts less than sixty overs due to external factors, then bets on this market will be void. This does not apply if these innings have reached their natural conclusion (e.g. due to a bowl out or declaration).
- 23.63. For First Man Out bets, should the opening batsman for the specified Team differ from the selections offered in the market, bets will be made void. Should no wicket fall in the innings, bets will be made void.

- 23.64. For 1st/2nd Innings Bowled Out bets, the market will be settled as “Yes” if the Team in question lose all their wickets inside the allotted overs. If a Player retires hurt, and all other wickets are lost, the innings will be determined to be bowled out. The market will be settled as “No” if the Team is not out at the conclusion of the innings. If there is any reduction in overs, except for the innings reaching its natural conclusion, then all bets on the market shall be void.
- 23.65. For Margin betting, if the match is tied and goes to a super over, the market will be settled as a tie. If either Team’s innings in a limited overs match is reduced by more than 10% due to external factors, then bets on this market will be void.
- 23.66. For Six and Out bets, the Market will be settled on if a Player hits a “six” and also takes a wicket. Players named in the starting eleven that do not bat/bowl are deemed to have taken part and bets on any such Players are losers. Bets placed on any Player not named in the starting eleven are void. Should the innings be shortened due to any reason other than it reaching its natural conclusion, then all unequivocally decided bets will be settled while all others shall be void. In the case of a game going to a super over, any sixes or wickets hit/taken during this period do not count for the purpose of settlement.
- 23.67. For First/Second Innings Highest 5 Over period bets, if either Team's innings in a limited overs match is reduced due to external factors, then bets on this market will be void. For Limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction.
- 23.68. For Runs Scored at loss of 4 wickets bets, the Market will be settled on the total number of runs scored at the fall of the 4th wicket. If the 4th wicket doesn't fall, the market will be settled on whatever score the Team is on at the end of their innings.
- 23.69. For Six in X Over bets, this refers to a boundary Six to be hit in the named Over. The runs must come off the bat. For the avoidance of doubt, Players running six and boundaries which are counted as extras do not count for this market. In the event of an over not being completed, all bets on that particular index shall be void unless the market has been unequivocally decided to the market not being completed. This does not apply if the innings reaches its natural conclusion e.g. declaration, Team all out, etc.
- 23.70. For To Win the Match/Top Team Runscorer Double bets, in a 2-innings match (test match or county championship), the top Team runscorer part of this market applies to the first innings only. Depending on the type of match, the following minimum overs must be bowled in that Teams’ innings for bets to stand:
- Test Matches - 50 overs;
 - County Championship - 50 overs;
 - 50 over match - 25 overs;
 - 40 over match - 20 overs; and
 - 20 over match – 10 overs.
- 23.71. For Top Team A/B Runscorer double/Top Team Runscorer/Top Team Wicket Taker Double bets, in a 2-innings match (test match or county championship), this market applies to the first innings only, unless otherwise stated. Depending on the type of match, the following minimum overs must be bowled in that Teams’ innings for bets to stand:
- Test Matches - 50 overs;

- County Championship - 50 overs;
- 50 over match - 25 overs;
- 40 over match - 20 overs; and
- 20 over match - 10 overs.

- 23.72. In all cases bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any Player not named in the starting eleven are void. Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such Players are losers. The Dead Heat rules apply.
- 23.73. For Limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction
- 23.74. For Player of the Match bets, the market will be settled on the official Player of the Match awarded at the post match presentation. Should more than one Player be awarded Player of the match then these selections will be settled as a dead heat. Players not in the starting XI will be settled as void.
- 23.75. For Team to hit the most Fours/Team to hit the most fours and win the match bets, if either Team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs, then all bets on this market shall be void regardless of how many fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.
- 23.76. For Race to Ten Runs bets, the bets stand unless either of the listed Players do not open the batting, then all bets are void. Bets stand, regardless of which of the listed Players faces the 1st ball. If neither Player reaches 10 runs, then the option Neither is the winner. In weather affected matches, if neither of the batsmen reaches 10 runs and either are Not-Out, then bets are void. If neither of the batsmen reaches 10 runs and both are Out, then Neither is the winning option.
- 23.77. For Top Tournament Wicket Taker bets, all in betting applies (i.e. if a Player does not take part in the series, bets placed on that Player will stand). In the event of Players taking the same number of wickets, the Dead Heat rules will apply.
- 23.78. For Top Tournament Runscorer bets, the bets are all in betting applies (i.e. if a Player does not take part in the series, bets placed on that Player will stand). If Players score the same number of runs, then the Dead Heat rules will apply.
- 23.79. For Total Match Boundaries bets, if either Team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void regardless of how many sixes/fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion. For the avoidance of doubt Players running four do not count for this market.
- 23.80. For Direction of First Boundary bets, the market is settled on the direction of the first boundary that comes off the bat (given as runs to the batsman).
- 23.81. For Wickets Lost After "X" Overs bets, the market is settled on how many wickets have been lost at the overs stated in the index. If the game reaches a natural conclusion without reaching the number of overs named in the index, then all bets will be settled on the number of wickets lost at the end of play. If the innings is shortened for any reason other than reaching

its natural conclusion, then all bets will be void unless unequivocally decided prior to the shortening of the innings.

- 23.82. For Top Match Batsman bets, based on the type of match the following minimum overs must be bowled in both innings for bets to stand:
- 50 over match - 25 overs; and
 - 20 over match - 10 overs.
- 23.83. In all cases, bets will stand if the innings reaches its natural conclusion in less than the above requirement. Bets placed on any Player not named in the starting eleven are void. Players named in the starting eleven that do not bat are deemed to have taken part and bets on any such Players are losers. If Players score the same number of runs, then the Dead Heat rules will apply.
- 23.84. For Limited overs matches, should the winner already be unequivocally decided even if the innings were to be played out to its natural conclusion, the market will be settled as normal despite any reduction in overs.
- 23.85. For X Team to Score Runs bets, the market is separate to Team Total Runs and will be settled on the total runs scored by the respective Team regardless of any reductions in overs. In matches where we offer betting on the Team Total Runs for both Teams then all bets placed on the second innings runs will stand regardless of the score achieved by the side batting first.
- 23.86. For To Score X Amount of Runs bets, the markets will be settled if the Players are included in the starting eleven regardless of whether the Player reaches the crease. If the Player is not included in the starting eleven, all bets on these selections will be void.
- 23.87. For To Take X Amount of Wickets, the markets will be settled if the Players are included in the starting eleven regardless of whether the Player bowls or not. If the Player is not included in the starting eleven, all bets on these selections will be void. For the avoidance of doubt, Players taking a wicket via a runout or stumping do not count for this market. Players must take a wicket via an act of bowling.
- 23.88. For To Hit X Amount of Sixes bets, the bets on this market will stand if the Player is included in the starting eleven, regardless if the Player reaches the crease. Bets placed on any Player not named in the starting eleven are void. For the avoidance of doubt, Players running six do not count for this market.

24. Cycling

- 24.1. Payouts will be based on the podium positions. In the event of a disqualification, the podium presentation will count as the "weigh-in" and this will determine the settlement of bets. If there is no podium presentation, bets are settled on the first published official result from the relevant governing or organising body (on the website of the relevant governing or organising body or as otherwise reasonably determined).
- 24.2. Bets will be refunded on riders withdrawn prior to the start of an event or stage. Any subsequent disqualification or failure to complete an event or stage will not void a bet.
- 24.3. Head-to-heads will be settled upon the cyclist achieving the highest placing in the specified event/stage. In the event that one or both cyclists do not start the event/stage, then bets will be deemed void. If both cyclists start but fail to finish a specific event/stage, then bets will be

deemed void. If both cyclists start a specific event/stage and only one fails to finish, then the cyclist who completes the specific event/stage will be deemed the winner.

- 24.4. Futures/Outrights are settled on official results. Should the event be postponed for longer than 48 hours without being rescheduled at the same venue (see Sporting Rules Rule 2.1) all bets will be void. Should the number of rounds/stages of the event be significantly shortened/changed or the location of the event is changed, all bets will be void.
- 24.5. **For Keirin Racing**, Dead heat rules apply. The Outright winner will be the winner of the event Final.

25. Chess

All matches are settled off official tournament results.

26. Darts

- 26.1. In the event of a match starting but not being completed, the Player progressing to the next round will be deemed the winner (or in the case of the final, the Player declared the winner). This only applies to the Match betting market. Handicap bets and other markets will be void unless a winning market has already been established
- 26.2. If a match is postponed, bets will be void unless the match is rescheduled and takes place within 48 hours (see Sporting Rules Rule 2.1).
- 26.3. If the advertised number of legs or sets in a match is altered, then any events already determined (e.g. the first game) will be settled accordingly. Match betting will also stand so long as the match was decided by competitive play and not by default or walkover. All other bets will be made void.
- 26.4. Outright bets placed are “non-Player no bet”, all bets on non-players will be void.
- 26.5. For Individual Player Averages, all bets are void if the match is not completed.
- 26.6. For First/Final Leg Winning Double (Colour) the Bull counts as red. The leg must be completed for bets to stand.
- 26.7. For Doubles and/or Triples involving Highest Checkout, most 180s and Win/Lose Matches, each of the aspects of the bet must have been won Outright for the bet to be deemed successful (and settled as a winning bet). For the avoidance of doubt, the bet will be deemed unsuccessful (and settled as a losing bet) if the selected Player’s highest checkout is the same as their opponent, the selected Player scores the same number of 180s as their opponent and/or the match is tied.
- 26.8. For Darts Daily Specials, all scheduled matches must take place, otherwise all bets are void.
- 26.9. For Player to get the Highest Checkout bets, if the match is not completed then all bets are void. If the Players tie, the bets are void if BetM does not offer a Draw option.
- 26.10. Official match sheets will be used for settlement purposes.
- 26.11. In the event of a match not taking place or is cancelled, bets on this match are deemed void and wagers will be refunded.
- 26.12. Futures/Outrights are settled on official results. Should the event be postponed for longer than 7 days all bets will be void. Should the number of rounds/stages of the event be significantly shortened/changed or the location of the event is changed, all bets will be void.

27. Elections

- 27.1. All in betting applies to every market unless stated.
- 27.2. When betting is offered on Next Party Leaders/Next Prime Minister/ Next President or similar, odds are offered on the basis of "All in, run or not" unless otherwise stated. No stakes will be refunded for reasons of ineligibility, failure to stand, withdrawal, or any other eventuality. "Temporary" or "caretaker" leaders installed in advance of any scheduled leadership contest or official selection process will not count. The winner of any such election or process will count as the "Next Leader", irrespective.
- 27.3. Accumulative ("multi") bets accepted in error will be settled as singles with the stake apportioned.
- 27.4. A single selection taken from our range of political bets may be combined in accumulative bets with selections taken from non-political events. Doubles combining the UK and American elections, or elections from different, non-related jurisdiction may be accepted.
- 27.5. BetM may utilise projected information data and information to settle markets, for example, election returns, news projections, and early data before swearing in may be utilised to settle markets.
- 27.6. The Dead Heat rules may apply when considering markets with "most seats".
- 27.7. For Australian Politics:
 - 26.7.1 Coalition refers to the Liberal Party and National Party.
 - 26.7.2 BetM pays on the party that is sworn in. BetM may settle wagers at the time of swearing in.
 - 26.7.3 BetM may also utilise projected information data and information to settle markets, for example, election returns, news projections, and early data before swearing in may be utilised to settle markets.
 - 26.7.4 Additional information or rules for markets may be advertised in the market's blurb for the purposes of settlement.
- 27.8. For UK/European Politics:
 - 26.8.1 Bets on who will win the UK General Election will be based on the party that wins the most seats. The speaker, if seeking re-election, will not count.
 - 26.8.2 Where other specialty bets are advertised, rules will be displayed on website.
- 27.9. For US Politics:
 - 26.9.1 The market for the 2024 Presidential Election will be settled according to the candidate that has the most projected Electoral College votes won at the 2024 presidential election. In the event that no Presidential candidate receives a majority of the projected Electoral College votes, this market will be settled on the person chosen as President in accordance with the procedures set out by the Twelfth Amendment to the United States Constitution. Faithless electors will not count.
 - 26.9.2 This market will be settled once both the projected winner is announced by the Associated Press and the losing candidate concedes. If the losing candidate does not concede, or if there is any uncertainty around the result (for instance, caused by recounts and/or potential legal challenges), then the market will be settled on the winner decided by Congress, on the date on which the Electoral College votes are counted in a joint session of Congress.

- 26.9.3 This market will be void if an election does not take place in 2024. If more than one election takes place in 2024, then this market will apply to the first election that is held.
- 26.9.4 If there is any material change to the established role or any ambiguity as to who occupies the position, then BetM may determine, using its reasonable discretion, how to settle the market based on all the information available to it at the relevant time.
- 26.9.5 BetM reserves the right to wait for further official announcements before the market is settled.
- 26.9.6 Additional candidates may be added to this market on request. If any candidate withdraws for any reason, including death, all bets on the market will stand.
- 26.9.7 The markets offered for 2024 Presidential Election Candidate Nominations for nominees for the President or Vice President of a U.S. Political party are All in markets. Selections for these markets may be added at any time, up until the final roll call at the convention for the respective parties.
- 26.9.8 Bets on Party nominees for President and/or Vice President will be settled based off the candidate who attains the requisite number of delegates at the respective party's National convention, and will be settled according to the final roll call at these conventions. Should a nominee for President and the Vice President change following these conventions due to any circumstance, the market will remain settled as per the nominee selected at the official nominating conventions.

28. Entertainment

- 28.1. "Entertainment" is BetM's description for wagers on, normally, non-sporting events such as current affairs, including but not limited to Beauty Pageants, Reality Television programs, Poker Tournaments, and any other entertainment markets we may determine to offer at any given time.
- 28.2. Wagers on these "Special" markets are available as single wagers only, unless otherwise stated on the site.
- 28.3. Specific rules and conditions relating to each individual "Specials" market will be displayed on site as these markets become available.
- 28.4. The maximum payout on any wager which includes a selection, or selections, from a "Specials" market is at the Bookmakers discretion, unless otherwise stated for a particular event. This maximum applies to the payout to any one customer, in any one day.
- 28.5. In the case of an event not taking place or is cancelled, bets on this event are deemed void and wagers will be refunded.
- 28.6. If a television show event (such as Reality Television) doesn't take place or isn't broadcast for the first time in the year it was first scheduled to be held, bets will be void.

29. Esports

- 29.1. Where the esports match involves Maps, esports matches can be played best of 1, 2, 3 or 5 Maps depending on the esports and tournament with the winner of the match (Match betting) winning more Maps. A draw will occur if each Team win an equal number of Maps.
- 29.2. All esports bets will be settled in accordance with the official results of the match/tournament/race (as applicable and following any extension of normal time where required unless otherwise specified) as declared by the official organiser, administrator or

governing body as officially published on the website for the applicable organiser, administrator or governing body. All decisions of relevant esports officials stand.

- 29.3. BetM makes every effort to ensure that no errors are made in listing esports Player and Team names. All bets will stand where it is reasonably practicable that the misspelled Player/Team name refers to the correct Player/Team. If there is an obvious error, then Sporting Rules Rule 7 will apply.
- 29.4. In the event of a change in the number of Maps (for those esports involving Maps) to be played, all bets will be void except for Match bets (provided that an official result is declared) and first Map bets.
- 29.5. If an esports race, tournament, match or Map is not completed due to retirements or disqualifications, all bets will be void except those bets on completed esports matches (as applicable) or Maps which will stand. All bets will stand on a completed esports race, tournament or match where there has been any retirements or disqualifications.
- 29.6. All bets will stand on a retired or disqualified Player except where the esports race, tournament, match or Map is not completed.
- 29.7. If an esports race, tournament or match is postponed, all bets will stand as long as the esports race, tournament or match commences within 48 hours of the initial scheduled time (and at the same venue if applicable (i.e. if not playing remotely) (See Sporting Rules Rule 2.1)). If the esports race, tournament or match is cancelled or commences after this period, all bets will be void. If an esports race, tournament or match does not take place or is cancelled, all bets on this race, tournament or match will be void. In the event that an esports race, tournament or match is abandoned or not completed, all bets will be voided unless the outcome has been unequivocally decided. BetM may, in its absolute discretion, void any bets placed after the earlier of the official start time of the esports race or tournament (as published on the relevant official website) or the actual start time if started early.
- 29.8. If a Player of an individual esports (i.e. not a Team event) withdraws prior to the start of their first race or match, all bets on that Player will be void. If there is a replacement Player or "stand in" for any Team in an esports race, tournament or match, all bets will stand. If an esports Team name changes (usually, but not limited to, sponsorship changes) but the roster or Team members remain the same (subject to Rule 28.7 above), all bets will stand.
- 29.9. If a race, match or Map is stopped and restarted from the beginning with the approval or the relevant administrator or official due to connectivity or technical issues which are not Player related, then all undecided markets will be void.
- 29.10. For Match betting, if a Draw occurs, bets are void. The Dead Heat rules do not apply.
- 29.11. For Handicap betting, a handicap in esports can be Maps or other counting measures related to the match. Map handicap refers to the Handicap between Maps in an event and Counter-Strike matches handicap markets refer to the handicap of Rounds played.
- 29.12. For Tournament Match betting, in a match involving only two Teams/Players, both Teams/Players must start the match in the tournament for bets to stand. If both Players progress to the same round of the tournament, all bets will be void.
- 29.13. For First Kill/Blood Market betting, bets will be settled based on the Team that is able achieve the first kill in the respective Map.

- 29.14. For First Inhibitor betting, bets will be settled based on which Team destroys the first Inhibitor in the relevant Map.
- 29.15. For First Dragon betting, Bets will be settled based on which Team kills the first dragon in the relevant Map. If no Dragon is killed in the relevant Map, this market will be voided and all bets cancelled.
- 29.16. For First Baron betting, bets will be settled based on which Team kills the first baron in the relevant Map. If no Baron is killed in the relevant Map, this market will be voided and all bets cancelled.
- 29.17. For 2-Way Most Kills betting, Bets will be settled based on which Team records the most kills in the relevant Map. If Teams are tied on the same number of kills then this market will be voided and all bets cancelled.
- 29.18. When playing Dota 2, for First Aegis Markets, bets will be settled based on which Team picks up the 1st Aegis of the respective Map. If the Aegis is not picked up at All in a Map, this market will be voided and all bets cancelled.
- 29.19. When playing FIFA:
- 28.19.1 Match betting 3-Way relates to regular time only inclusive of injury time. Extra Time & Penalties do not count. Draw No Bet betting is settled upon regular time only inclusive of injury time. Should a draw occur, bets are void.
- 28.19.2 Double Chance betting refers to a double chance bet which allows a bet to cover two of the three possible outcomes in the match with one bet. For example:
- Home Team and draw - Your bet is a winner if the home Team wins or draws the match;
 - Away Team and draw - Your bet is a winner if the away Team wins or draws the match; or
 - Home Team and away Team - Your bet is a winner if the home Team or the away Team wins the match.

30. Handball

The settlement of the markets for each match is based on the results provided by the organising federation. If Overtime is played it will not count for any markets unless otherwise stated.

31. Golf

- 31.1. All markets will be settled on result as posted by official tour site on the day, at the completion of the event. Any subsequent disqualification or amendment of result will be ignored for settlement purposes.
- 31.2. Should a tournament be shortened, or otherwise affected due to weather conditions, the trophy presentation will govern settlement, including tournament groups, matches, place only, top 10 and all other 72-hole markets provided at least 36 holes of the event have been completed. Should 36 holes not be completed then all bets on that event will be void except markets that have already been decided, i.e. "first round 3-balls". Should there be no further play after a bet is struck that bet will be void. In the event of a postponed event all bets stand. In the event of tournament not taking place or is cancelled, bets on this tournament are deemed void and wagers will be refunded.

- 31.3. When more than one Player shares the same lowest score in a tournament and there is no play-off, win and place bets are settled by the normal dead heat method outlined in the 'settlement of bets' section. In the event of a play-off the result of the play-off will determine the winner of the tournament only. Even if three or more contestants take part, such a play-off has the sole purpose of deciding the winner of the tournament and the relative finishing positions of unsuccessful contestants is not affected. For each way bets, dead heat rules apply. For example, if each-way terms quoted for a tournament are for the first 4 places, the 3 Players tying for third place will be deemed to have dead-heated for third, fourth and fifth place with 1/3 stake lost and 2/3 stake settled at full place odds for each way bets on those Players.

In the event of a tie/draw where no Draw option was offered by BetM on such outcome, the Dead Heat rules apply. If a revised tournament Outright betting includes Players who have completed their round and the tournament winner is presented with the trophy after the rest of the field have completed that round, bets placed on those Players will be deemed void, provided another round is not fully completed. Outright bets placed are "non-Player no bet", all bets on non-Players will be void. . Any Players who withdraw after they have completed 3 holes or more are considered as Players and are therefore losers, except for Outright betting where bets placed on Players after they have teed-off are void, provided that the Player takes no further part in the event after the bet is placed, e.g. bets placed after the second round and the Player withdraws before the third round. Such bets on the withdrawn Player are void.

- 31.4. In Tournament group betting, the winner will be the Player with the highest placing at the end of the tournament. Players missing the cut will be eliminated. If all listed Players miss the cut, the Player with the lowest score at the cut will be deemed the winner. Players must complete 3 holes or more for bets to stand.
- 31.5. In Tournament Match betting the winner will be the Player with the highest placing at the end of the tournament. If both Players miss the cut, then the one with the lowest score will be deemed the winner. If a Player withdraws or is disqualified after making the cut, when his opponent has already missed the cut, the disqualified Player is deemed the winner. If a Player withdraws or is disqualified before the cut is made, the other Player is deemed the winner.
- 31.6. In the event of a tie in tournament groups, the Dead Heat rules apply. In the event of a tie in tournament Match betting, stakes are refunded. In the event of a listed Player being withdrawn prior to the first round then the market will be void. In the event of a listed Player being withdrawn/disqualified prior to both Players teeing off in the event, then that match is void.
- 31.7. In 2/3 ball betting, the winner will be the Player in the pairing or group with the lowest score over 18 holes. Should a Player in the 2/3 ball not tee-off all bets in that 2/3 ball are void. Should a Player retire during the round, however, he will be deemed to have played. In the event of a 2/3 ball being rearranged, all bets in that 2/3 ball will stand as per original pairings/groups. If a Player posts a score but is later disqualified, all bets will be settled on the score that the Player initially signs for that round. Signing of the card is deemed as the weigh-in and subsequent disqualification or amendment of result will be ignored for settlement purposes.
- 31.8. Odds for a tie are offered in 2 ball betting, therefore in the event of a tie, bets on both Players are losers and bets on the tie are winners. The Dead Heat rules apply in the event of a tie in 3 ball betting. Any tournament that applies the Stableford scoring system, the highest point

scorer during the round will be deemed the winner. Players must complete 3 holes or more for bets to stand.

- 31.9. When more than one Player shares the same lowest score in a tournament and there is no play off, win bets are settled by the Dead Heat rules. In the event of a play-off, the result of the play-off will determine the winner of the tournament only. Even if three or more contestants take part, such a play-off has the sole purpose of deciding the winner of the tournament and the relative finishing positions of unsuccessful contestants is not affected.
- 31.10. Bets on Players to make/miss the cut will be settled on the official result posted on the tour sites. Players who are disqualified or withdraw before they complete 36 holes are deemed to have missed the cut.
- 31.11. Any Player who makes the cut or the modified cut (MDF) for the PGA Tour will be settled as having made the cut (according to the www.pgatour.com leader board). Should 36 holes not be completed, then all bets on this market will be void. Players who are disqualified or withdraw subsequent to posting a score equal to or better than the official cut mark (after they have completed 36 holes) will be deemed to have made the cut. Players must complete 3 holes or more for bets to stand.
- 31.12. In "Mythical 2/4/6 Ball" betting, the Player/group with the lowest score over 18 holes is the winner. Should a Player in the 2/4/6 ball not tee-off, all bets in that 2/4/6 ball are void. If a Player starts his round but withdraws or is disqualified during any part of the round however, the Player (or the Player's group in the case of 4 balls and 6 balls) is deemed to be a loser. If a Player posts a score but is later disqualified, all bets will be settled on the score that the Player initially posts for that round. Odds for a tie are offered in mythical 2/4/6 ball betting, therefore, in the event of a tie bets on both Players/groups are losers and bets on the tie are winners. A 2-ball handicap result is calculated by, e.g., Golfer A (+3) v Golfer B (-3) shots. If "A" scores 70, and "B" scores 72, then Golfer B wins by one shot on the handicap. Players must complete 3 holes or more for bets to stand.
- 31.13. Mythical Ryder Cup pairings Players must play 36 holes. If a Player misses the cut, bets on that pairing are deemed a loser, otherwise if more Players in a pairing make the cut than the other pairing, then they are deemed winners. If a Player is disqualified after 36 holes, bets on that pairing are a loser. If a Player is disqualified after 36 holes from both pairings, bets are settled as a tournament Match bet between the remaining 2 Players. If a Player withdraws after 36 holes, bets on that pairing are deemed a loser. If a Player withdraws after 36 holes from both pairings, bets are settled as a tournament Match bet between the remaining 2 Players. Pairings with the lowest combined scores are deemed winners.
- 31.14. The finishing position is decided by result posted by the governing body of that tournament (i.e. PGA Tour, European Tour, etc.). For example, if a Player finishes in a tie for a position such as tied 10th, he is deemed to have finished 10th. If a Player is disqualified, retires, is injured or withdraws, they will be deemed to have finished last. Should 36 holes not be completed then all bets on this market will be void. Players must complete 3 holes or more for bets to stand.
- 31.15. For Place Only/Top 10 Finish/Top 20 Finish, the Dead-Heat rules apply.
- 31.16. If a Player begins the 1st round of a 36-hole tournament but withdraws or is disqualified at any time during the two rounds of the 3-ball, they are deemed to be a loser. If a Player posts a score for the second round of the 3-ball but subsequently withdraws or is disqualified, all bets will be settled on the score that the Player initially posts for the two rounds.

- 31.17. For Big "X" v The Field bets, if any of the Players quoted as part of the Big "X" are non-runners, bets will be void on this market. BetM reserves the right to apply a deduction to this market should the price of the field be sufficiently affected by withdrawals.
- 31.18. For 72-hole Handicap betting, if a Player misses the cut, they are automatically deemed a loser. For results, the handicap is deducted from the Players' final score. For example, if McDowell shoots a total of 284 for tournament, 4 shots are deducted and the net total score on the handicap is 280. Should the tournament be reduced to 36 holes or less, then all bets on this market will be void. If a Player is disqualified/withdraws during the tournament, bets will be deemed a loser.
- 31.19. For "Group" betting, Players must complete at least 3 holes for bets to stand. Bets on any Player who does not complete at least 3 holes will be void. Should a Player withdraw or be disqualified during the round, however, they will be deemed to have played if they have completed 3 or more holes.
- 31.20. Matchplay Matches must be completed for bets to stand. Otherwise, they will be void.
- 31.21. For Amateur Golf Leading qualifier bets, this market will be settled on the Player who is officially awarded the "leading qualifier" prize as stated on www.gui.ie. The Dead Heat rules will not apply.
- 31.22. For Team Matchplay Events (i.e. Ryder Cup) if the original structure/format of an event changes after the tournament starts, BetM reserves the right to void the bet.
- 31.23. For Total Majors won/ To win a Major bets, the Player must play all four majors for bets to stand.

32. Netball

- 32.1. Overtime counts for the settlement of Match betting, Handicap betting, Total Goals, Home Team Total Goals and Away Team Total Goals. The Dead Heat rules will apply for Match betting if no overtime is played. All other markets will be settled according to the result at the end of regular time.

33. NFL Gridiron / American Football

- 33.1. Games are official after 55 minutes of play. Overtime counts for all markets unless stated otherwise.
- 33.2. All settlements are based on results and statistics provided by the relevant league's governing body:
- www.nfl.com;
 - www.cfl.ca; and
 - www.ncaa.org.
- 33.3. For Handicap betting, the result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. For example, Minnesota +3 v Green Bay -3 will have the result Minnesota 27-34 Green Bay. In this case, Green Bay wins on the handicap. In the event of the scores being level following the handicap being applied, the result is a Push and all stakes are refunded.
- 33.4. All Outright markets include playoffs where applicable.

- 33.5. For Player Proposition bet markets, only when a Player is listed on NFL.com as “inactive” for the match are the selections voided.
- 33.6. For Quarter and Half bets markets, for bets based on the specific quarters or halves, the entire period of play must be played unless the result is already determined, except second half markets which do include overtime if played. The fourth quarter does not include overtime.
- 33.7. Handicap betting Overtime counts for match Handicap betting. Overtime does not count on quarter or half specific markets. In the event of a tie, stakes are refunded. For quarter and half betting the entire period must be played for bets to stand.
- 33.8. Match betting Overtime counts. In the event of a tie following Overtime, all stakes are refunded.
- 33.9. For Total Points bets, Overtime counts for all total match / Team total and prop points markets. Overtime does not count for total points on quarter and half specific markets. In the event of total points being exactly the nominated line, all stakes are refunded, unless a price for the exact amount is quoted. For quarter and half betting, the entire period must be played for bets to stand.
- 33.10. For revised half time markets, markets that are revised at half time for the second half of that match include Overtime. In the event of a tie, all stakes are returned.
- 33.11. For First Offensive Play bets, the result is determined by where the first offensive play from scrimmage takes place. In the event of the kick off being returned for a touchdown, bets stand for the following kick off. In the event of a turnover, the result is determined where the first offensive play takes place from with respect to the receiving Team's yard line. In the event of a false start penalty on the first offensive play, bets stand for the next offensive play that takes place without a false start penalty.
- 33.12. For First Turnover/First Team To Commit a Turnover bets, for results purposes, only an interception or a fumble counts. A punt or “turnover on downs” does not qualify as a turnover for settlement purposes. In the event of an abandoned game, stakes are returned unless a turnover has already taken place.
- 33.13. For First Team/Last Team To Score and First Touchdown Scorer bets, in the event of an abandoned game, bets stand on scores that have taken place already and Overtime counts for these markets. First touchdown scorers are all in betting. Touchdown scorers are offered with the option of others on request. Only when a Player is listed on NFL.com as “inactive” for that match are the selections voided. For touchdown scorer markets, the winning selection is the Player who possesses the ball in the endzone. For example, on a pass touchdown play, the receiver in the endzone is graded as the winner, not the quarterback or pass thrower.
- 33.14. First Penalty bets are settled on the first penalty called, regardless of a Team accepting or declining the penalty.
- 33.15. For Futures/Season Prop Bets to stand, unless otherwise stated, Teams must play all 17 regular season games in NFL, their nominated regular season in College Football (whether that be 12 or 13 games) and all 18 games in the CFL, unless the outcome has unequivocally been determined prior to the interruption of the season. For season long Player prop bets, the nominated Player must be in one game during the regular season for bets to stand.

34. Field Hockey

- 34.1. The settlement of the markets for each match is based on the official results provided by the relevant organising federation. In the event of a match not taking place, bets on this match are deemed void.
- 34.2. Overtime (including any subsequent shootout) will only count for 2-Way Match betting. All other markets will be settled according to the result at the end of the regular time.

35. NHL Ice Hockey/American Ice Hockey

- 35.1. All settlements are based on official results and statistics provided by the relevant league's governing body at www.nhl.com.
- 35.2. Overtime (including any subsequent shootout) counts for all markets unless stated otherwise. All Outright markets include playoffs where applicable. Games must go for 55 minutes for bets to stand.
- 35.3. When the Draw option is included, payouts are based on the score at the end of normal time (extra time, i.e. an extension of normal time, is not included.) In handicap and Totals betting, extra time is included.
- 35.4. When the game total is regarded as a "flat" number (for example, seven), and if the total score lands on that number, all wagers are void and wagers will be refunded.
- 35.5. All Game Total Over/Under betting includes overtime (penalty shootouts included.) Penalty shootouts equate to a value of 1.
- 35.6. At least 15 minutes of official time must elapse in the third period for any bets to have action.
- 35.7. 60-minute markets are settled on 60 minutes of play. Overtime and shootout goals are not included.
- 35.8. 65-minute markets are inclusive of all Overtime and shootout goals where applicable, and the one goal rule applies to these markets.
- 35.9. For First Goalscorer/Anytime Goalscorer bets, Overtime counts for these markets. Goals scored in a penalty shootout do not count for settlement purposes. Goalscorer markets are offered with the option others on request. In the event of an abandoned game, bets stand on scores that have taken place already.
- 35.10. For Grand Salami betting, the total number of goals in all of the respective evenings matches are included (including Overtime). In the event of a match not being played or not being deemed a result, all bets are void for this market.
- 35.11. For Game Totals/Period Totals/Team Totals/Odd&Even bets, the full game total result is the combined goals for both Teams inclusive of overtime and shootouts (with shootouts counting as 1 goal). At least 15 minutes of official time must elapse in the third period for bets to have action, unless the total is already over. In the event of the totals' goals being the exact quote where no exact price is offered, all stakes are refunded. Period goals only apply to that specific period and the entire period must be played. The Dead Heat rules operate where applicable. For third period lines, overtime does not count. Home/Away total goals markets include Overtime for settlement purposes.
- 35.12. Overtime counts for all Proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the third period for bets to have action.

- 35.13. A Line bet is a bet where a handicap is given to a selection. The result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. For example, Tampa Bay +1.5 v Calgary -1.5 has the result Tampa Bay 2-3 Calgary. In this case, Tampa Bay wins on the handicap. Overtime counts for all lines.
- 35.14. For Player(s) Proposition bets, the respective Player(s) must start for bets to have action. Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the third period for bets to have action.
- 35.15. For Team to Score Xth Goal bets, the winner will be the Team to score the specified goal number first. This market does not include Overtime or shootouts.
- 35.16. Double Result bets are settled on the score of the game at the end of the 1st and 3rd Periods.
- 35.17. For Race to Xth Goal bets, the winner will be the Team to achieve the number of specified goals first.
- 35.18. Number of Goals/Total Goals Odd/Even bets include overtime for settlement purposes.

36. European Ice Hockey & IIHF International competitions

- 36.1. The settlement of the markets for each match is based on the results provided by the organising federation. In the event of a match not taking place, bets of this match are deemed void.
- 36.2. Overtime (including any subsequent shootout) will only count for 2-Way Match betting. All other markets will be settled according to the result at the end of regular time.
- 36.3. Should a match be abandoned, all markets will be voided unless the outcome has been unequivocally decided.
- 36.4. Pick the Score betting is based on the score at the end of normal time (i.e. extra time - an extension of normal time - is not included.).
- 36.5. In case of a match being cancelled or postponed it will be voided unless it takes place within 48 hours of the initial scheduled starting time at the same venue (see Sporting Rules Rule 2.1).
- 36.6. For Grand Slam Betting, all of the day's games set down for decision must reach their official conclusion, or bets are void and wagers will be refunded. This does not apply if the total is exceeded without all games being played to their official conclusion.
- 36.7. Medal Events Including but not limited to Summer/Winter Games, Championship Events, and Commonwealth championship events.
- 36.8. Podium/Dias positions determine the standing for the settlement of wagers. Post Podium/Dias, BetM does not recognise overturned decisions for betting purposes.
- 36.9. **Overview of Specific Markets**
 - 35.9.1 Period Markets are settled on the exact score of the specified period. For settlement purposes the 3rd period does not include any overtime played. Dead heat rules apply to the Highest Scoring Period market.
 - 35.9.2 Double Result bets are settled on the score of the game at the end of the 1st and 3rd periods.

35.9.3 Race to Xth Goal bet results are determined by the Team to achieve the number of specified goals first. Should neither Team reach the target, pre-Match bets will be pushed. Does not include Over-time or Shootout.

36.10. Overtime (including any subsequent shootout), counts for all markets unless stated otherwise.

37. Motor Racing

37.1. All race bets are settled on the official race organisers classification at the time of the podium presentation, with subsequent disqualifications disregarded.

37.2. All Outright and future markets will be settled as per the official competition ruling. If there is no result or winner, bets on this event are deemed void.

37.3. Overtime (including any subsequent shootout) will only count for 2-Way Match betting.

38. Formula 1/ Indy Car

38.1. All F1 race bets are settled on the official FIA classification at the time of the podium presentation, with subsequent disqualifications disregarded.

38.2. Indycar results are settled on the official results from Indycar.com. Subsequent disqualifications will be disregarded.

38.3. For F1 Sprint Race Weekends bets, unless otherwise stated, all F1 Grand Prix markets will be settled on results of the main weekend race. Sprint Race markets will be explicitly called out.

38.4. All drivers who complete 90% of the race laps are deemed as classified finishers in line with the official FIA classification. All drivers are given a ranking, however, and for the purpose of match and positional betting, this ranking shall apply.

38.5. All qualifying wagers are action once a driver starts qualifying. Drivers must start qualifying for action on qualifying wagers. Subsequent penalties or demotions will not affect the grading of wagers. The start of the race is deemed to be the signal to start the warm up lap. All drivers are in play from this point on.

38.6. For race Match betting the driver who finishes in the highest position is deemed the winner, both drivers must start the race in order for the wager to be considered "action". In the event of both drivers failing to complete the race, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of laps, wagers will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers.

38.7. Bets on the Formula One Championship and Constructors Championship will be settled in line with the official FIA results immediately following the podium presentation of the final race of the season, with subsequent disqualifications disregarded. The drivers' and constructors' championship titles are awarded to the driver and constructor who score the most points over the course of the season. In the case of a dead heat for a championship place then the driver or constructor with the higher number of superior race results will be awarded the place.

38.8. F1 Qualifying consists of three sessions whereby the five slowest drivers from each of the first two sessions will drop out leaving the remaining drivers to compete in the third session for the top places on the grid. Qualifying betting will be settled as the fastest lap posted during this third qualifying session. If for some reason Q3 does not take place, then BetM will settle

bets if the grid is formed based on times from Q1 or Q2. In the event a Sprint race format is used, qualifying betting will be settled on the session to determine the grid for the sprint race. Sprint race winner will be settled on the winner of the "Sprint race" session with subsequent penalties not affecting settlement. All bets will be void if the grid is formed based on any other criteria. With respect to all bets on qualifying, either Outright or Match betting, the official times as recorded by the FIA will apply for the settlement of bets. Any subsequent penalties or demotions imposed shall be disregarded.

- 38.9. From the formation of any race market, bets are considered to be non-driver no bet. Any bets on drivers who fail to take part in the race for any reason other than non-qualification shall be deemed void..
- 38.10. First driver to retire is a bet on which driver will be the first to retire from the race. Bets are in play when the signal to start the warmup lap is made. Bet settlement will be determined by which lap number a driver retires on. Should more than one driver retire on the same lap then the Dead Heat rules apply.
- 38.11. First Car to retire bets are bets on which car will be the first to retire from the race. Bets are in play when the signal to start the warmup lap is made. Bet settlement will be determined by which lap number a car retires on. Should more than one car retire on the same lap then the Dead Heat rules apply.
- 38.12. One-lap Wonders bets are bets on how many drivers will retire from the race before they complete one lap proper of the race (not the warmup lap). The bet begins with the signal to start the warmup lap. Warmup lap retirees are included as 1st lap retirements.
- 38.13. For Quinella and Exacta bets, both drivers must finish in the first two in the race. If there is any other finishing position or retirement, then the bet is a loser. The outcome is based on the result at the time of the podium presentation. Subsequent disqualifications do not affect bets. If a driver is not in position to start the formation lap, bets involving that driver are void.
- 38.14. For Leader After The First Lap bets, for settlement purposes the winner is deemed to be the driver leading the race as they cross the start/finish line after one classified race lap (warmup laps are not included). In the event of one lap not being fully completed, all bets will be void. If the race starts under the safety car, all bets will be void.
- 38.15. A Safety Car Period is defined as the need for the Safety Car to run in front of the leading car during a specified race. Should the race start under the Safety Car, then all bets concerning the Safety Car market will be settled as Yes. If the race finishes under safety car conditions but the safety car has not had time to get to the front of the leading car, this market will be settled as Yes. Virtual Safety Car (VSC) periods do not count.
- 38.16. For any Group Betting bets, the winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified, then the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retired on the same lap, then the Dead Heat rules apply. Drivers are grouped together for betting purposes only. Bets will be settled on the official FIA result at the time of the podium presentation.

39. V8 Supercars / NASCAR

- 39.1. For Outright betting, any drivers who fail to qualify for the race will be deemed as non-runners. The official V8's/NASCAR winner of the race will be settled as the winner for betting purposes which includes all races that are halted prematurely.

- 39.2. For Driver Head-to-Head bets, all match ups will be settled as per the official result. If one driver fails to complete the race, the other driver will be deemed the winner. Where both drivers fail to complete the race, the number of laps completed will determine the winner. If both drivers fail to complete on the same lap, the official placings as assigned by the controlling authority will determine the result. Both drivers must start the race for bets to stand. In the event of a replacement driver all bets are void.
- 39.3. The market will be settled on the fastest times according to www.v8supercars.com.au. If qualification leads to a (top ten) shootout, then the winner of the shootout will be deemed the winner of the qualification market with any subsequent disqualifications/penalties disregarded.

40. WRC

All race bets are settled on the official WRC classification at the time of the podium presentation, with subsequent disqualifications disregarded.

41. Moto GP/ World Superbikes / British Superbikes

- 41.1. All race bets are settled on the official classification as defined by the official race organisers and will not be affected by any subsequent demotions or enquiries.
- 41.2. All qualifying wagers are action once a rider starts qualifying. Riders must start qualifying for action on qualifying wagers. Subsequent penalties or demotions will not affect the grading of wagers.
- 41.3. For Head-to-Head bets to qualify, both riders must start and at least one of them must complete the qualifying race for bets to stand.
- 41.4. For Race Head-to-Head bets, both riders must start for bets to stand. In the event of both riders failing to complete the race, the rider completing more laps will be deemed the winner. If both riders have completed the same number of laps, wagers will be graded as no action. Subsequent penalties or demotions will not affect the grading of wagers.
- 41.5. For Group Betting bets, the winner is the rider achieving the highest placing at the time of the podium presentation. If all riders in the group fail to be classified, then the rider completing the most laps will be deemed the winner. If all riders in the group fail to be classified and two or more riders retire on the same lap, then the Dead Heat rules apply. Riders are grouped together for betting purposes only. Bets will be settled on the official race organisers result at the time of the podium presentation.

42. Novelty Rules

- 42.1. BetM defines Novelty Betting as any of the following categories:
- Entertainment;
 - Novelty Bets;
 - Current Affairs,
 - Weather,
 - Music,
 - Hollywood,
 - Pageant Novelties; Sports Novelties; and
 - Any other novelties markets we may determine to offer at any given time.

- 42.2. Any bet inadvertently accepted after the betting has closed or where the event was resolved or at a stage where the customer could have any indication of the outcome will be voided.
- 42.3. Should a contestant be eliminated from a show, removed by producers or leave of their own accord, they will be settled as a loser. Should that same contestant be re-admitted at a later date, they will be treated as a new contestant and previous bets will not stand.
- 42.4. Elimination/Eviction markets apply only to official eliminations/evictions. Any contestant leaving of their own accord or removed by producers will not be treated as the next eliminated/evictee for betting purposes. BetM reserves the right to void all bets placed on an elimination/eviction market should the initial line up for elimination/eviction be changed.
- 42.5. BetM reserves the right to add others to any market at any time.
- 42.6. BetM is not responsible for the way in which producers conduct their shows. Any late changes to methods of elimination/eviction, addition or subtraction of contestants or any other factors affecting the market are beyond our control.
- 42.7. Any disputes concerning any entertainment market will be referred to producers for clarification and their decision will be treated as final.
- 42.8. BetM reserves the right to suspend any market at any time.
- 42.9. For the purposes of our markets, we will define an elimination/eviction as the permanent exclusion from the show of a contestant or contestants. Therefore, fake eliminations/evictions will not be considered as winners. Therefore any bets placed on a stipulated elimination/eviction (e.g. first/next) will run until a person is seen to egress the show with no immediate prospect of return.
- 42.10. BetM reserves the right to apply the Dead Heat rules (including deductions) on any event where more winners are declared than were originally specified.
- 42.11. In the event of the series being cancelled before an official winner is declared, bets will be settled as a dead heat between the contestants that have not been eliminated. Outright bets on contestants already eliminated will be treated as losing selections.
- 42.12. Bets on TV shows will be void if the show is not broadcast in the calendar year originally scheduled for broadcast.
- 42.13. All bets on an awards ceremony will be void if the awards ceremony is declared cancelled by organisers or not held in the original scheduled calendar year.

43. Rugby League

- 43.1. Unless otherwise stated, all Rugby League bets are settled on 80 minutes' play. The Dead Heat rule applies to Head-to-Head betting.
- 43.2. NRL and Super League matches will be settled on the official declared result including any extra time.
- 43.3. All markets other than excluding "Extra Time", "Highest Scoring Half" and "Half With Most Tries" will be settled at the completion of any extra time.
- 43.4. If the result of a match after extra time is a draw, then the Dead Heat Rule will apply to all bets where a result has not occurred. All winning margin bets, including Big Win Little Win, will be deemed unsuccessful bets as neither Team has won the match.

- 43.5. For Premiership/Minor Premiership/Make Grand Final bets, the betting is All in Betting. Any Team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.
- 43.6. For Top 4/Top 8 betting, for betting purposes, any Team which has points deducted due to breaches of rules and regulations will be Deemed A Starter for resulting purposes, which means All in and any decision made by the NRL regarding penalties is final.
- 43.7. For Least Wins (Wooden Spoon) bets, the result is determined by the Team which has the least wins for the season. A draw is considered as half a win. In the event of more than one Team having the same number of wins, the position will be determined by the worst "For and Against". Points deducted because of breaches of rules and regulations are excluded for resulting purposes. Betting is All in and Win Only.
- 43.8. For Miss 4/Miss 8 betting, for betting purposes any Team which has points deducted due to breaches of rules and regulations will be Deemed A Starter. If at the time a breach is announced, the loss of points means only one eventuality can occur (ie Miss the 8 must occur) then all bets on that competitor are void and monies refunded. All decisions made by the NRL are final.
- 43.9. For handicap/Line and Totals betting where the value selected is a whole number (e.g. 6.0), and the result lands on that number, then all wagers related to that line number will be refunded, and any such bet will be deemed an excluded leg for the purpose of any applicable Multi Bet, which will be recalculated excluding that leg. The same rules apply for State of Origin and any other Rugby League match where extra time is played.
- 43.10. For First and Last Scoring Plays and First Points betting, if the match remains scoreless after normal and any extra time, then single wagers are void and wagers will be refunded. Affected Multi Bets will be recalculated excluding that event or leg.
- 43.11. For First/Last/Anytime Tryscorer Betting, all wagers are refunded on Players not in the official starting 17. Bets will stand on all Players named in the 17-Player squad, regardless of whether they take the field. All bets will be refunded on any Player named as an 18th Player Injury substitute. In the event of a Penalty Try being the first/last try scored, we pay on the Penalty Try option if offered. If the Penalty Try option is NOT offered, the Player who would have scored the Try if not for foul play, will be deemed to have scored the try for resulting purposes.
- 43.12. For First Try Scorer Insurebet bets, if the Player fails to score the first try but does score a try in the match then the bet stake is returned.
- 43.13. For First 2nd Half Try Scorer bets, if the Player is included in his Team's match day 17-man squad, all bets will stand regardless of whether the Player is on the field for the first 2nd half try or not.
- 43.14. For Most Tries Head to Head options, both Players must be in starting 13 for bets to stand. If no try is scored or level on tries, "tie" wins.
- 43.15. For Time of First Try Betting, payouts are based on the official NRL (or relevant league) clock or website.
- 43.16. For Statistics Markets, bets on tackles or metres-based markets on Players not in starting 13 will be void. For group betting on tackles and metres markets, if one or more Players from

the group is not in the starting 13, bets will be void. All statistical based bets will be paid within 24 hours of the last game of that round in accordance with official statistics from NRL.com.

43.17. For Player Performance bets, the scoring rules are as follows:

- 4 points per point scored;
- 10 points per try assist;
- 1 point per 10 run metres (rounded down to nearest 10);
- 5 points per line break; and
- 1 point per tackle.

Bets on all Player Performance markets will be voided in any Player is not in the starting 13. Settlement based on NRL.com statistics.

43.18. If one or more of legs are voided in a Multi Bet, that leg will be voided and odds re-calculated on the remaining legs. If one or more legs are voided in a Same Game Multi Bet, the bet will be cancelled and the stake refunded.

43.19. If the Player was selected to play and was injured or ejected during the game, the bet/leg stands for a Multi Bet or Same Game Multi Bet.

43.20. For Premiership Winning Region bets, payouts will be determined by the designated region of the Team that wins the Grand Final as described in the betting market.

43.21. For Top Team Tryscorer bets, if any Player changes Teams during the Season, their Team Tryscorer tally only relates to tries scored for a designated Team and is not the cumulative tally across multiple Teams.

43.22. For Clive Churchill Medal bets, Outright bets will be paid on official results as presented on the day of the Grand Final. If any Player changes Teams during the course of a Season, bets will stand.

44. Rugby Union

44.1. Premiership/Minor Premiership/Make Grand Final betting is All in Betting. Any Team which has points deducted due to breaches of rules and regulations will be Deemed A Starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.

44.2. For Top4/Top8 betting purposes, any Team which has points deducted due to breaches of rules and regulations will be Deemed A Starter for resulting purposes, which means which means All in and any decision made by the Australian Rugby Union regarding penalties is final.

44.3. For Least Wins (Wooden Spoon) betting, the bet is paid on the Team which has the least wins for the season including byes. In the event of more than one Team having the same number of wins, the position will be determined by for and against. Points deducted because of breaches of rules and regulations are included for resulting purposes. In leagues where "golden point" is not applicable, the Wooden Spoon will be settled on the Team with the least number of wins. Where a situation arises that a Team with least wins does not finish last then the result will be settled on the official table. Betting is All in and Win Only.

44.4. For Miss 4/Miss 8 bets, for betting purposes, any Team which has points deducted due to breaches of rules and regulations will be Deemed A Starter. If at the time a breach is announced, the loss of points means only one eventuality can occur (i.e. Miss the 8 must

occur) then all bets on that competitor are void and monies refunded. All decisions made by the competition governing body are final.

- 44.5. Outright markets which states “regular season” are deemed to mean the official standings of Teams after all matches of the predetermined season are played and before any playoff matches have commenced.
- 44.6. All markets are settled at the end of normal time except for Head-to-Head, Line, to Win in Extra Time, or any other market that is expressly stated as being resulted at the end of any Extra Time. To win in Extra Time, if there is no winner following extra time the Dead Heat rules will apply to bets on this market.
- 44.7. The following Betting Events and/or Betting Markets include any extra time unless otherwise stated:
 - 44.7.1. Super Rugby Pacific, Bunnings NPC matches, Rugby 7’s matches (except where a “Draw” at the end of Normal Time is a Selection in any Betting Option). For the avoidance of doubt, Betting Markets relating to the second half will not include any extra time and Match betting Markets (where a Draw is a Selection) will not include any extra time; and
 - 44.7.2. If the result of a match after Golden Point/Super Time/Sudden Death extra time is a draw, then the Dead Heat Rule will apply to all bets where a result has not occurred. For all winning margin markets, including Big Win Little Win, where a “Draw” selection was not offered as a selection, bets will be deemed unsuccessful bets as neither Team has won the match.
- 44.8. For matches that have extra time that is not resulted on the first points scored in the extra time period, and where the Draw option is offered, the wager is decided on the result at the end of normal time (i.e. extra time - an extension of normal time – is not included). Where the Draw option is not offered, the Dead Heat rule applies. In handicap and Totals betting, where the line or total is a whole number, if the score lands on the line or total all wagers are void and wagers will be refunded, unless a handicap Draw option is offered. Affected Multi Bets will be recalculated excluding that event or leg.
- 44.9. For First and Last Scoring Plays bets and First Points markets, if the match remains scoreless after normal and any extra time, then single wagers are void and wagers will be refunded. Affected Multi Bets will be recalculated excluding that event or leg.
- 44.10. For First/Last/Xth Try Scorer bets, in the event of a penalty try being scored, we will pay out on the penalty try option if we have offered it as a selection (whether in first try scorer, last try scorer or Xth try scorer markets). If the penalty try option is not offered then we will (for first try scorer markets), pay out on the basis of the second try where the first try is in fact a penalty try and (for last try scorer markets), pay out on the basis of the penultimate try where the last try is in fact a penalty try. For Xth Try Scorer markets, if the penalty try option is not offered, we will void any bets placed on the Xth try to be scored by a particular Player if that try is in fact a penalty try.
- 44.11. For First 2nd Half Tryscorer bets, substitutes will be void if the first 2nd half try is scored before they come on.
- 44.12. For Most Tries Head-to-Head options, both Players must be in starting 22/23 for bets to stand. If no try is scored or level on tries, “tie” wins.

- 44.13. For Time of First Try betting, payouts are determined by the official website.
- 44.14. For all Rugby 7s events, all bets are settled on the result at the end of any extra time except for Winning margin markets and 3-way Match betting, which will be settled at the end of regular time. Double Result will be settled after extra time.
- 44.15. For Position to Score First Try bets, in the event of a Penalty Try being the first try scored, we pay on the position of the next tryscorer for the position of the first try. For Position To Score Xth Try betting in the event of a Penalty Try, we pay on the position to score the next try (i.e if the first try scored in a match is a penalty try and the second try is scored by a "forward", then a forward will be deemed the winner for both the first and second tries). If there is no try scored after the penalty try, then this market will be void for both markets.
- 44.16. For Tryscorer Matchbets/Kicker Matchbets/To Score the Most Points, both Players must be in the starting 15 for bets to stand. If there is no "Draw" option offered and the result is a tie then all bets will be void.
- 44.17. For Best Kicking Percentage/Kicker Matchbets/To Score the Most Points, bets will be void if both Players do not attempt at least 1 placed kick at goal.
- 44.18. For Player Total Points/Perfect Kicking record, bets will be void if a Player does not attempt at least 1 placed kick at goal.
- 44.19. For Top Tryscorer/Top Team Tryscorer/Top Points Scorer, the Dead Heat rules apply.
- 44.20. For Regular Season Team Matchbets the Dead Heat rules apply.

45. Snooker

- 45.1. Outright markets are offered on a Nonrunner no bet basis. Ante-Post bets on any Player who takes part in a qualifying tournament but fails to qualify for the main tournament will be classed as losers.
- 45.2. Futures/Outrights are settled on official results.
- 45.3. In the event of a match starting but not being completed, the Player progressing to the next round or being officially awarded the victory will be deemed the winner for settlement purposes.
- 45.4. Where revised Match betting is offered (between sessions), 1 frame of the following session must be completed for bets to stand.
- 45.5. In Handicap betting, the handicap will only be allotted to one Player/Team, and then the result will be determined.
- 45.6. For In-running markets, to Pot the First Ball of Xth Frame, fouls do not count toward settlement. Re-racks will not count towards settlement unless a ball was not potted in the original frame. Player to pot first ball refers to the Player who pots the first ball legally, excluding balls potted when the shot incurs a foul.
- 45.7. For total points Xth frame, in the event of a re-rack, only points scored in the completed frame will count towards settlement.
- 45.8. For Tournament highest break bets, only one break per Player will count towards settlement of this market (e.g. Player A scores 141 and 140 in the tournament, only the 141 will count towards settlement).

- 45.9. In the event of a Player being awarded a frame due to non-appearance of opposing Player, to win 1st frame, to win Xth frame and all related markets to that frame will be settled as void. Frame betting, Handicap betting, total frames, race to three frames & 1st 4 & 6 frames and Outright/correct score will be settled as normal.
- 45.10. For Next Four Frames, Outright and Correct Score and Next Session Outright/Correct Score bets, if Four Frames/Next Session are not completed due to the match result having been determined before this point, then bets will be deemed void unless already determined as a losing bet. If all frames are not completed due to time constraints, bets will be settled when play resumes and settlement point is reached.
- 45.11. If a foul is committed in any frame and is then followed by a re-rack, the foul will count for settlement purposes.
- 45.12. For Stage of Elimination bets, the Player must play one shot in the tournament for bets to stand.
- 45.13. Official match sheets will be used for settlement purposes.

46. Soccer

- 46.1. All soccer bets will be settled in accordance with the official results published on relevant governing body's websites or where this is unavailable from publicly available data providers.
- 46.2. All bets placed on soccer are based on the result at the end of regular time (including stoppage time i.e. 90 minutes plus stoppage time) unless otherwise specified. The only exceptions are for matches that are played for a lesser duration (e.g. 60, 70 or 80) as agreed by the laws of the competition in which they are competing or agreed by both sides prior to kick-off. In such cases, if the match is played in the traditional format of two halves, all bets will be settled at the end of the agreed game length which includes time added on by the referee for stoppages whether the game length is advertised by BetM or not. If the game is played in an unusual format (e.g. 3 or 4 periods) then all half markets will be voided but all other markets will be settled on the basis of the score at the end of the match (including any time added on by the referee for stoppages).
- 46.3. Any outcome that is reviewed and overturned by the VAR (Video Assistant Referee) will be considered as final (e.g. the outcome will not count towards the total goals, cards, corners, shots on goals, throw ins, free kicks etc.).
- 46.4. Handicap betting results are determined by adding or removing a specific number of goals (i.e. the handicap) to a Team's score at the end of regular time (i.e. 90 minutes plus stoppage time). The number of goals to be added or removed to a Team's score is denoted by a "+" or "-", followed by the number of goals in brackets. For example:
- the Team with the (+1.0) handicap needs to either draw or win to be considered the winning selection;
 - the Team with the (-1.0) handicap needs to win by 2 or more goals to be considered the winning selection; or
 - if the Team with the (-1.0) handicap wins by exactly 1 goal, draw (-1.0) will be the winning selection.
- 46.5. There are three varieties of Asian Handicap Markets that BetM may offer, these are Whole Ball handicaps, Half Ball handicaps and Split Ball handicaps. The number of goals to be

added or removed to a Team's score is denoted by a "+" or "-", followed by the number of goals in brackets.

- 46.6. For bets on a Whole Ball Handicap market, if the score falls directly on the handicap line the stake of the bet will be returned. For example, France (-1.0) or Australia (+1.0). Australia (+1.0) is selected with the result being a France win 1-0. The adjusted score applying the handicap is 1-1, in this case the stake of the bet is returned to the customer. The handicap is applied to the result of the match at the end of regular time and the Team with the most goals after the handicap has been applied will be the winner. For example, France (-1.5) or Australia (+1.5). France (-1.5) will be settled as a winner if France wins by 2 or more goals. Australia (+1.5) will be settled as a winner if France wins by exactly 1 goal. The match is a draw at the end of regular time or if Australia win the match.
- 46.7. Split Ball Handicap betting results are determined by applying two separate handicaps (a Half Ball Handicap and a Whole Ball Handicap) to a Team's score at the end of regular time. The stake is then split in half and placed on each listed handicap. For example, a Split Ball handicap market is offered, France (-1.5, -2.0) or Australia (+1.5, +2.0). The option France (-1.5, -2.0) means that half the stake is on France (-1.5) and half is on France (-2.0). The option Australia (+1.5, +2.0), however, means that half the stake is on Australia (+1.5) and half is on Australia (+2.0).
- 46.8. For First/Last/Anytime Goalscorer Bets/Markets, own goals, goals scored in extra time or goals scored in a penalty shootout do not count for settlement purposes. Bets taken on first goalscorer markets will be void if that Player does not take part in the game or if they come on after the first goal is scored. Bets on last/anytime goalscorer markets will be void if that Player does not take part in the game or does not come on as a substitute. Each-way first goalscorer bets will be settled on the first goal, second goal, third goal, fourth goal and fifth goal only. If less than five goals are scored in any given match, BetM will settle bets on those goals that are scored.
- 46.9. Each-Way Bets on no goalscorer, last goalscorer, first Team goalscorers and scorecasts markets are not accepted. If any such bets are taken in error, then the full stake will be invested as a Win Only Bet.
- 46.10. For Insurebet First Goalscorer bets, the price offered is for the Player to score the first goal of the match. If the Player fails to score the first goal of the match but does score a goal in the match then the bet stake is returned.
- 46.11. For Scorecasts bets to win, both the Player who will score the first goal and the correct score after regular time must be selected (i.e. 90 minutes play plus any stoppage time). If the Player selected does not take part in the game or comes on after the first goal is scored, the bet will be refunded. If a match is abandoned after the first goal has been scored, the bet will be refunded. If no goals have been scored before abandonment, the bet will be void. If all goals in a match are own goals, all bets will be refunded.
- 46.12. The Goal Minutes market is resulted on the time in minutes when each goal is scored. For example, a goal scored at 23mins 25seconds will be settled as the 24th minute.
- 46.13. All injury/stoppage time goals will be counted as either 45th minute for injury/stoppage time at the end of the first half or 90th minute for injury/stoppage time at the end of the second half.
- 46.14. For bets on Team Goal Minutes, own goals count for the Team that are awarded the goal.

- 46.15. First & Anytime Assists markets will be settled on results taken from [whoscored.com]. In the case where [whoscored.com] do not offer a result for the assist of the 1st goal, then the betting will apply for the 2nd goal and continue on to the 3rd goal (etc.) until an assist is awarded for a goal. If a Player wins a penalty or a free kick that leads to a goal it does not count as an assist. Bets taken on first assist will be void if that Player does not take part in the game or if they come on after the first goal is scored (and where an assist is awarded for that goal).
- 46.16. For the first assist market only, if a Player enters the field of play after the first goal is scored (and where an assist is awarded for that goal), the bet will be voided. If a Player is sent off or substituted before the first goal is scored (and where an assist is awarded for that goal) bets on that selection are deemed as losers.
- 46.17. As determined by whoscored.com settlement guidelines, "goal assist" means the final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal. If the final touch is deflected by an opposition Player, the initiator is only given a goal assist if the receiving Player was likely to receive the ball without the deflection having taken place. Own goals, directly taken free kicks, direct corner goals and penalties do not get an assist awarded.
- 46.18. For Wincast bets to win, both the Player to score and the match result at the end of regular time must be selected. If the selected Player takes no part in the match, then all bets will be void regardless of the match result.
- 46.19. Double Chance bets allows a bet to cover two of the three possible outcomes in a football match with one bet. The Double Chance bets include the following:
- Home Team and draw - The bet is a winner if the home Team wins or draws the match;
 - Away Team and draw - The bet is a winner if the away Team wins or draws the match; or
 - Home Team and away Team - The bet is a winner if the home Team or the away Team wins the match.
- 46.20. For Man of the Match bets, any Player who takes the field for any part of a match will be considered as a runner for settlement purposes. Only Players not in the squad or unused substitutes will be considered non-runners and bets on these Players will be void.
- 46.21. For Bookings bets, bookings of managers, coaches or Players who are yet to participate in the game do not count. Both yellow and red cards count for booking markets. If a Player is shown 2 yellow cards (and therefore a red card) or a Player is shown a yellow followed by straight red card it will be settled as a total of 2 cards. Any bookings made during half time will count, however, bookings made after the final whistle in regular time do not count. Only bookings in regular time (i.e. 90 mins play plus any stoppage time) count.
- 46.22. For First Booking bets, if more than one Player is booked in the same incident, the first Player to be shown a card by the match referee shall be deemed the winner. If the selected Player does not take part in the game or comes on after the first card has been awarded, the bet will be void. Booking times will be settled on the time the card is shown and not when the foul or offence took place.
- 46.23. For Player to be Booked bets, Players will be considered a runner and bets will stand if a Player takes any part in the match, but does not include a Player who does not take the field.

46.24. Card Index Match Bet refers to which Teams gets the most Card Index points during the match during regular time. Card Index bets are settled as follows:

- Yellow card = 10 points; and
- Red card = 25 points.

If a Player is shown a yellow card and subsequently sent off, this counts as 35 points. Maximum booking points a single Player can receive in one match is 35 points.

46.25. Half Time Result Bets are settled on the result of a match at half-time including All injury and stoppage time.

46.26. Number of Goals bets includes own goals in the total number of goals and are counted toward the Team the goal was awarded to.

46.27. Corners bets refers to bets on the number of corners taken and not number of corners awarded. If a corner is re-taken, it will only count as one corner. For time of corner markets, the time that the corner is actually successfully taken will count and not the time it was awarded. For Odd or Even Corner markets, 0 is counted as an even number. Multi Corners refers to number of 1st half corners multiplied by number of 2nd half corners. Team Multi Corners refers to number of 1st half Team corners multiplied by number of 2nd half Team corners. Markets for Race to X Corners bets will be settled on whatever Team reaches X corners first. For example, race to 3 Corners will be settled on the first Team to take 3 corners in the match.

46.28. Sack Race betting applies to the next manager to leave their position as manager by any means whether it's by resigning or getting "sacked". Any manager placed on "gardening leave" will be considered for settlement purposes to have left their position. If no manager leaves before the final Premier League match of the current season, then the selection No Manager To Leave will be treated as the winner in this market and all other selections will be losers.

46.29. For a Goal selection, a goal will be deemed to have been scored when the referee awards the goal. Own goals scored will count towards settlement of this market. For a Free Kick selection, a free kick will be deemed to have been awarded the moment a referee signals any of the following:

- a direct free kick following a foul;
- an indirect free kick following a foul or offside offence; and
- a penalty kick, but not a corner or drop ball.

46.30. Each selection below will be deemed to have been awarded the moment a referee signals for the award of that selection:

- a "corner" selection;
- a "goal kick" selection; or
- a "throw in" selection.

46.31. Soccer Same Game Multi applies to soccer bets placed prior to the commencement of the game only.

46.32. Transfer Specials are markets involving Players to transfer or not to transfer by set dates. For these markets, loan deals do count as transfers for settlement purposes. If a Player does not move club within the set dates, bets placed on that Player to move club will stand and will be settled as losers. In such circumstances, any bets placed on the Player to stay at his

or her club will be settled as winners. If a Player signs for a club that isn't quoted in the market, all bets placed on that Player to move to a specified club will stand and will be settled as losers. Extra clubs can be added to markets by customer request.

- 46.33. The Player in question in Transfer Specials must belong and be registered to the club offered before the set date passes. Any pre-contracts or other similar agreements that confirm business will be completed at a date later than specified in the market will not count for settlement purposes.
- 46.34. For Next Manager bet markets (club or country), caretaker and interim managers will not count unless they complete at least 10 competitive games, after which they will then be deemed the permanent manager.
- 46.35. For Shots on Target/Shots bets, the final determination of [whoscored.com] will be used to determine the number of shots on target. All bets settled on result after 90 mins regulation time unless otherwise stated. For any bets involving a given Player or Team to achieve a number of shots, the final determination of [whoscored.com] will be used to determine the number of shots.
- 46.36. All bets will be settled on result after 90 mins regulation time unless otherwise stated. Bets on Player Shot markets will be void if the Player doesn't start the match, nor come on as a substitute within 90min (+) injury time. Bets will stand if the Player takes part in any of the 90min (+) injury time.

47. Surfing

- 47.1. Stakes will be refunded on surfers withdrawn prior to the start of an event. . Wagers are paid on the official results stated by the governing body.
- 47.2. For Heat betting, round matchups and tournament matchups, all surfers must start for bets to stand.

48. Swimming

- 48.1. Betting on the winner of an event is offered on an all-in basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
- 48.2. Payouts will be based on podium placing. BetM does not recognise overturned decisions for betting purposes.
- 48.3. For head-to-head match-ups, both competitors must start the event.

49. Squash

- 49.1. A match will be deemed to have begun once the first serve has been struck.
- 49.2. If a Player is given a walkover, bets on that match are void.
- 49.3. In the event any of the named Players in a match change before the match starts, all bets on that match will be void.
- 49.4. All results will be settled in accordance with the official result from the official website for each tournament, or the tournaments' or competitions' governing body.
- 49.5. Stakes will be refunded on Players or Teams withdrawn prior to the start of an event.

50. Table Tennis

- 50.1. In the event any of the named Players in a match change before the match starts, all bets on that match will be void.
- 50.2. All results will be settled in accordance with the official result from the official website for each tournament, or the tournaments' or competitions' governing body.
- 50.3. Stakes will be refunded on Players or Teams withdrawn prior to the start of an event.

51. Tennis

- 51.1. All tennis bets will be settled in accordance with publicly available information, including the official website for each tournament or tournaments or governing body (e.g. www.wtatennis.com, www.atpworldtour.com, www.daviscup.com www.fedcup.com www.itftennis.com).
- 51.2. For Grand Slam events, this refers to the official website of the relevant tournament, or alternatively such other source reasonably determined by BetM.
- 51.3. In the event of a Player being given a walkover, bets on their match are deemed void.
- 51.4. In the event of a change in the number of sets to be played, Match bets, first set market bets will stand, all other markets will be void.
- 51.5. For Total Games/Handicap games related markets, a tie-break is counted as one game. In the event of forfeited points or games, these will count for final settlement. In the event of retirement, all Total games/Handicap games related bets will be void unless the match has reached an unconditional conclusion whereby if the match was completed in its entirety, the outcome of the relevant bet would have been guaranteed. See the following examples below:
 - Example 1: If a customer places a bet on Over 18.5 Total Match games and a retirement occurs with the score line 7-6 5-0, this bet will be deemed a Winner as should the match have reached its natural conclusion, it was guaranteed to reach at least 19 total match games. Conversely, all bets on Under 18.5 Total Match games will be deemed a Loser. Bets whereby the outcome is not guaranteed (eg. Over 19.5 Total Match Games) will be void.
 - Example 2: If a customer places a bet on Player A +6.5 games in the match handicap market and a retirement occurs with the score line 6-2 6-7 (12 games to 9), this bet will be deemed a Winner, as should the match have reached its natural conclusion, Player A was guaranteed to lose no more than 3 games (total game deficit) to Player B. Conversely, all bets on Player B -6.5 games will be deemed a Loser. Bets whereby the outcome is not guaranteed (eg. Player A +2.5 games) will be void.
- 51.6. In some competitions, matches that reach one set all are decided by a Champions tie-break. If a match is decided by a Champions tie-break then the Champions tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Champions tie-break. Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void. For the purpose of bets taken relating to Total Games or game handicaps for the match, the Champions Tie-Break will be considered to be one game.
- 51.7. In the event of a tournament format (e.g. round robin), where a Player winning a match does not necessarily mean that they progress to the next round, the Player declared the official

winner of the match by the relevant tournament governing body will be settled as a winner should a retirement occur after the completion of the first set.

51.8. Unless stated otherwise by BetM, where a handicap is attributed to an entire market (e.g. the market is entitled "Game handicap 3.5") and there is no handicap attributed to any individual selection within that market, the relevant handicap will be applied to the first named selection. See the following examples below:

- Example 1: If a market is titled "Game handicap 3.5" – Player A (first Player listed in match) is attributed the handicap value of 3.5 games. Conversely, Player B (second Player listed in match) is attributed the opposite of this value which in this case would be -3.5 games (Absolute difference between Player B games won & Player A games won must be greater than or equal to 4 games for this selection to be deemed a Winner).
- Example 2: If a market is titled "Set handicap -1.5" – Player A (first Player listed in match) is attributed the handicap value of -1.5 sets (Absolute difference between Player A sets won & Player B sets won must be greater than or equal to 2 sets for this selection to be deemed a Winner, e.g. Player A wins 2-0 in a 3 set match or Player A wins 3-0 or 3-1 in a 5 set match). Conversely, Player B (second Player listed in match) is attributed the opposite of this value which in this case would be +1.5 sets.

51.9. In the event of a Player withdrawing or a match being incomplete, deductions may apply to the Quick Multi Bet type for tennis. Deductions will be calculated on the price of the voided leg(s) at the jump time of that event

51.10. For Aces Betting, in the event of both Players serving the same number of aces, all bets on Player with Most Aces markets will be void. In the event of a retirement or disqualification, all bets on Player with the Most Aces markets will be void Bets pertaining to Player or Match Total Aces will also be void unless the results have already been determined.

51.11. For Outright Betting, if a Player pulls out of the tournament before starting their first match, Outright bets on that Player are void. Once a Player starts their first match of the tournament, they are considered All in and will be settled as Win or Loss.

51.12. In the case of "Head-to-Head" markets:

51.12.1. If the first set of a given match is completed then all Customer bets shall stand and the player that progresses to the next round (or is awarded the match by the umpire) shall be deemed the winner for the purposes of resulting; and

51.12.2. If the first set of a given match is not completed owing to (without limitation) the disqualification or withdrawal of one of the players, then:

- All bets shall be voided and the amount of those bets shall be refunded to the Customer; and
- The payout in respect of any affected Multi-Leg Bets will be recalculated to take account of the voided leg or leg

52. UFC/MMA

52.1. Prices are offered for each fighter to win the fight or for there to be a draw. If a draw is not offered then the dead-heat rules will apply to any draw other than a "technical draw".. Bets

will be settled on the official result announced in the ring. If a disqualification is declared, Match betting bets will be settled as win & loss respectively. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).

52.2. In the event a fight is cancelled or of a “no contest” being declared (including where there is a “technical draw”) all bets will be made void.

52.3. Method of Victory/How fight will End/Method and Round Combo bets will be settled upon the official results announced in the Octagon. For these markets, “Draw” includes a majority draw. In the event of a disqualification or no contest the market will be void. For the purpose of this market, a win by TKO/KO may include:

- Referee stoppage while fighter is standing;
- Referee stoppage while fighter is on the canvas;
- Stoppage by doctor;
- Stoppage by corner; and
- Fighter retires due to injury.

For the purposes of this market a submission includes the following:

- Referee stoppage due to tap out from submission hold;
- Referee stoppage due to technical submission;
- Fighter verbal submission;

52.4. For the purposes of this market a win by points includes unanimous decision, technical decision, majority decision and split decision.

52.5. For Round Betting/What Round Will Fight End bets, if a fighter withdraws in the period between rounds the fight is deemed to have ended in the previous round for the purpose of “Round Betting” settlement. Should the scheduled number of rounds be changed before the fight, all “Round Betting” bets will be made void. Bets are deemed losers in both markets if the fight ends in a decision. If the fight is stopped early and ends in technical decision, the market will be settled as finishing in the last round which started.

52.6. For Total Rounds bets, for the purposes of settlement, where a half round is stated then 2 minutes 30 seconds of the respective round will define the “half” to determine under or over. If the fight is stopped at exactly 2 minutes and 30 seconds of the designated round, bets on this market will be void.

52.7. For Fight of the Night/Performance of the Night bets, the Dead Heat rules will apply if three or more of the named fighters are awarded Performance of the Night, or if two or more of the named fights are awarded Fight of the Night.

52.8. For Quickest Fight of the Night bets, this market is settled on the official times from www.ufc.com and the winner is settled as whichever fight finishes in the least amount of time. The Dead Heat rules apply if two fights finish after the same amount of time.

52.9. For Takedown/Strike/Knockdown markets, these statistics will be settled off results posted by <http://www.ufcstats.com/>.

52.10. For Will The Fight Go The Distance bets, the market is settled on whether or not all scheduled rounds in the fight will be completed. If the fight is stopped before the end of the last scheduled round and a technical decision is declared, the “no” selection will be the winning selection and bets on “yes” will be losses.

53. Volleyball/Beach Volleyball

- 53.1. Markets will be settled as per BetM's official stat providers, or alternatively such other source/s reasonably determined by BetM.
- 53.2. For competitions whereby a Golden Set is played to determine which Team/Player progresses, the Golden Set will not count towards settlement of an individual match. Golden Set will only apply to tournament/Outright betting.

54. Water Polo

- 54.1. The settlement of the markets for each match is based on the results provided by the relevant organising federation. In the event of a match not taking place, bets on this match are deemed void.
- 54.2. Overtime (including any subsequent shootout) will only count for 2-Way Match betting. All other markets will be settled according to the result at the end of the regular time.

55. Olympics and Commonwealth Games

- 55.1. All wagers are settled as per result at medal/podium ceremony. In the event of a disqualification, the medal/podium ceremony will count as the final result and determine settlement of bets. For the Olympic Games all events will be settled on the official IOC results at the time of the medal/podium ceremony only.
- 55.2. All bets will be settled according to the Rules for the relevant sport and/or the relevant Sports Betting Rules.
- 55.3. The Dead Heat rules may apply to Olympics markets.
- 55.4. All Medal markets (including, but not limited to Gold Medal markets, To Win a Medal markets, Country Totals, and Most Medal markets) offered for the Paris 2024 Olympic Games are All in markets. If any country withdraws from the 2024 Olympics at any stage after bets have been/may be placed, all bets placed on and markets for that country's athletes or Teams are void. Should the Paris 2024 Olympic Games not occur at All in 2024, all Country Medal and Medal Totals markets will be void.
- 55.5. For any Basketball events, all Player Prop bets will be settled off www.fiba.basketball/. All other bets will be settled according to the European Basketball Rules.
- 55.6. For any Rugby 7s events, all bets will be settled according to the Rugby 7s rules.
- 55.7. For Hockey events, Match betting will be settled based on the result at the end of 60 minutes. In the event of a Two-Way Match betting/to qualify market being offered then this will be settled on whichever Team progresses. All other markets will be settled at the end of regular time.

56. Winter Olympics/Sports

- 56.1. These rules are incorporated into and form part of the BetM Rules, Terms & Conditions and apply to Alpine Skiing, Biathlon, Bobsleigh, Cross Country Skiing, Curling, Figure Skating, Freestyle Skiing, Luge, Nordic Combined, Speed Skating, Skeleton, Ski Jumping, and Snowboarding.
- 56.2. All Medal markets for the Winter Olympics (including, but not limited to Gold Medal markets, To Win a Medal markets, Country Totals, and Most Medal markets) offered for the Milan 2026 Winter Olympic Games are All in markets. If any country withdraws from the 2026 Winter

Olympics at any stage after bets have been/may be placed, all bets placed on and markets for that country's athletes or Teams are void. Should the Milan 2026 Winter Olympic Games not occur at all in 2026, all Country Medal and Medal Totals markets will be void.

- 56.3. All wagers are settled as per results at the medal/podium ceremony. In the event of a disqualification, the medal/podium ceremony will count as the final result and determine settlement of bets. For the Winter Olympic Games, all events will be settled on the official IOC results at the time of the medal/podium ceremony only.
- 56.4. All bets will be settled according to the Rules for the relevant sport and/or the relevant Sports Betting Rules.
- 56.5. For Curling events, at least one end will need to be completed for bets to stand. If at conclusion of the 10th end the match finishes in a tie, any additional ends will count for all markets.
- 56.6. For Bobsleigh events, bets will be settled on the winning driver and Nationality combination. Any win bets placed on the winning nationality, but a losing driver will be deemed losers.

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Revision history

| No | Version | Date of revision | Changes and Reference |
|----|---------|------------------|---|
| 1 | 1.0 | 29 March 2022 | Racing betting rules |
| 2 | 1.1 | 19 April 2022 | Addition of Maximum dividend and win limits |
| 3 | 1.2 | 14 June 2022 | Minor amendments to win limits |
| 4 | 2.0 | 5 October 2022 | Additional of Sports betting rules Introduce the maximum dividends and payouts (13) Expanded boxing event change rules (22.6) |
| 5 | 2.1 | 10 October 2022 | Expanded Event Abandoned Rules (1.5) Link to NTRC Disputes Form (10) Expanded Member Responsibility Rules (11) |
| 6 | 2.2 | 20 March 2023 | Rule updates for SRM (15.9), Parlays (1.5, 15.7), BOB (14.5) and Tennis (51.12) |