



[CRACKMYBOOKIE.COM](https://crackmybookie.com) - SPORTS BETTING RULES

I. General Rules

1. Introduction

1.1. These Betting Rules govern the use of the Sportsbook. By placing a Bet, the End User confirms that they have read, understood, and agreed to be bound by these Betting Rules. The Betting Rules consist of the following main sections:

1.1.1. General Rules (including Definitions, Settlement logic, and Betting Integrity);

1.1.2. Sports Related Rules;

1.1.3. Esports Related Rules;

1.1.4. Esports solution betting rules;

1.1.5. Greyhound, Horse and Harness Racing rules;

1.1.6. Predictions;

1.2. The use of the Sportsbook is at all times subject to applicable laws and regulations, including those imposed by the regulatory authority overseeing the Operator and/or the Sportsbook.

1.3. crackmybookie.com reserves the right to amend these Betting Rules, as well as Sportsbook content, betting limits and maximum winnings per Bet or Market at any time. Any material changes will be communicated to End Users via the Operator's platform and will take effect upon publication, unless stated otherwise.

1.4. Severability: If any provision of these Betting Rules is found by any court or regulatory authority or other competent institution of competent jurisdiction to be invalid or unenforceable, such invalidity or unenforceability shall not affect the other provisions of these Betting Rules, which shall remain in full force and effect.

1.5. Any reference to words in the singular shall include the plural and vice versa. References to gender are non-binding and intended for informational purposes only. The purpose of these Betting Rules is to ensure that all Bets are processed and settled fairly, honestly, and in accordance with these terms.

1.6. These Betting Rules govern exclusively the betting mechanics, market settlement and related sportsbook functionality provided by the Sportsbook. Matters relating to account registration, deposits, withdrawals, KYC and responsible gambling are governed by the Operator's Terms and Conditions. These Betting Rules must be read in conjunction with the Operator's General Terms and Conditions. crackmybookie.com bears no responsibility for the content, implementation or

compliance of the Operator's General Terms and Conditions or any services provided by the Operator outside the scope of these Betting Rules.

2. Definitions

Entities and Platform

2.1. Operator – legal entity engaged in B2C (business to End User) betting activities in accordance with the licensing and legislative requirements of the jurisdiction of operation and providing betting services via its operated Website.

2.2. Sportsbook – means an online platform and all components connected to such platform (including but not limited to source code, object code, technologies, software and tools, executable applications, libraries, subroutines, widgets, plugins and other material needed among other) for the provision of fixed odds betting services.

2.3. End User – An individual who uses the services of the Sportsbook via the Website and has agreed to be bound by these Betting Rules as part of Operator's Terms and Conditions.

Betting Mechanics and Types

2.4. Bet – risk-based agreement concluded between the End User and the Operator on the outcome of an Event, Market or set of the mentioned which involves placement by the End User of a Stake, the Bet resulting in a Winning based on the Odds or a loss of the Stake, the Operator's decision being subject to Sportsbook and these Betting Rules. Bets are made on Odds and/or terms proposed by the Sportsbook.

2.5. Stake – monetary value wagered by an End User on an Event, Market or set of the mentioned forming a proposal for a Bet and in case of acceptance of the Bet - basis for calculating potential Winning or Loss in accordance with these Rules.

2.6. Odds – the coefficient as determined by the Sportsbook related to probability of outcome of an Event or Market expressed in a numeric value.

2.7. Winnings – amount of money won by the End User as a result of a Bet in case the End User predicted the Outcome of an Event or Market correctly.

2.8. Loss – The final status of a Bet where the End User's prediction is incorrect, resulting in the total or partial forfeiture of the Stake to the Operator in accordance with these Rules.

2.9. Line – The total set of Events, Markets, and Odds offered at any point in time on the Website of the Operator for fixed odds betting.

2.10. Outright (Long-term Bet) – A Bet placed on the Outcome of an entire tournament, competition, or series (e.g., Winner of the World Cup) rather than an individual match.

2.11. Related Outcomes (Dependent Outcomes) – Market selections where the Outcome of one choice directly influences or is influenced by the Outcome of another (e.g., a team to win the match and the same team to win by a specific score). Combining such Outcomes into a standard Combo Bet is prohibited unless offered via a specific feature (e.g., Bet Builder).

Event and Market Status

2.12. Event – a sports, esports, virtual sports, political, entertainment or other event (match, game etc.) taking place in a real time on which Odds are offered for fixed odds betting in the Sportsbook.

2.13. Market – A specific betting proposition or type of prediction within an Event (e.g., Total Goals, Match Result, Handicap) on which Odds are offered for fixed odds betting in the Sportsbook.

2.14. Outcome – A specific betting selection or potential scenario within a Market upon which an End

User can place a Bet (e.g., Home Win, Over 2.5 Goals).

2.15. Result – The final score, statistics, or official data of an Event or Market as declared by official sources, used to determine which Outcome(s) are winning or losing for the purpose of Bet settlement.

2.16. Abandoned Event – An Event that started but was interrupted before its natural conclusion and was not resumed within the timeframe specified in these Rules (typically 48 hours).

2.17. Postponed Event – An Event that did not start at its officially scheduled time but started at a different time eventually defined by the Organizer.

2.18. Unconditionally Determined – A Market outcome that has already occurred on the field of play and cannot be changed by any further action or by the subsequent interruption/abandonment of the Event (e.g., "First Goal Scorer" once the first goal is scored).

2.19. Runner / Non-Runner – Term defining whether a participant (player or team) has (Runner) or has not (Non-Runner) physically participated in the Event (e.g., entered the field of play, court, or ice) according to the specific rules of that sport, unless otherwise stated in specific Sport Rules (e.g., Section 12.10 for NRL).

2.20. Mercy Rule – A provision where a match ends prematurely because one competitor has a very large and insurmountable lead over the other (as per the specific league's regulations).

Data and Informational Services

2.21. Live Scoreboard – An informational tool within the Sportsbook interface showing the live score, elapsed time and other statistics of an Event.

2.22. Broadcast (Live Stream) – Any visual and/or audio transmission of an Event provided through the Sportsbook platform or Operator's Website otherwise (as applicable from case to case).

Broadcasts have informational and entertainment character only, may be subject to delays or technical inaccuracies for which neither the Sportsbook, nor Operator is responsible.

Settlement and Integrity

2.23. Settlement – The final process of determining the Outcome of a Bet based on Result of an Event or Market, and consecutive calculation as applicable of a Winning, recording of a Loss or a Refund of a Void Bet in accordance with these Rules.

2.24. Void Bet – A Bet that cannot be settled as a Winning or a Loss and is voided in accordance with the terms of these Rules. Voiding of Bets may occur in the following cases:

- (i) **Administrative/Technical:** When a Bet is declared Void or Cancelled in accordance with these Rules (e.g., due to an Abandoned Event, a Non-Runner, or an Error).
- (ii) **Market-Based:** As a natural result of the Market's logic where the Outcome leads to a tie or a "no action" scenario (e.g., Draw No Bet, or whole-number Asian Handicaps and Totals). In such instances, the Refund is a legitimate Outcome of the Bet rather than a cancellation.

2.25. Refund – The return of the original Stake of a Void Bet to the End User's account balance, but technically settled at Odds of 1.00.

2.26. Dead Heat Rule – A settlement rule applied when two or more competitors share a finishing position relevant to a Bet. In this case, the Stake is divided by the number of tied competitors before applying the Odds.

2.27. Syndicate – A group of End Users acting in concert to bypass individual limits or take advantage of an Error or insider information.

2.28. Fair Play Principle – The fundamental requirement that End Users act in good faith, fair

manner, without engagement in fraud, Syndicate, abuse of insider information, participation in match-fixing, collusion, arbitrage abuse, use of automated systems (bots) to gain an unfair advantage, abuse of Error or any other activity or method that compromises the integrity of fixed odds betting.

2.29. Error – Any mistake, technical glitch, misprint, or human error (e.g., inverted Home/Away teams, incorrect Odds, or software bugs) that results in Odds, Market parameters, or Bet settlements that differ significantly from the actual Market average or the factual Outcome of the Event.

2.30. Limit – The maximum or minimum values established by the Operator or Sportsbook regarding the amount of a Stake, the maximum Winnings per Bet or per Event, or the maximum Odds permitted for a specific selection or parlay. Limits may be general (applied to all End Users) or individual (applied to a specific End User account) and may vary depending on the sport, league or Market type.

2.31. Regular Time – refers to the scheduled duration of an Event as defined by the relevant governing body, including any stoppage or injury time where applicable, but excluding any form of Overtime, Extra Time, or Penalty Shootouts, unless otherwise explicitly stated.

3. General rules:

3.1. Any person who has not reached the legal gambling age in the applicable jurisdiction is prohibited from using the Sportsbook services or placing Bets.

3.2. In the event of any discrepancy between the English version of these Betting Rules and any other language version, the English version shall prevail.

3.3. Once a Bet is accepted and confirmed by the Sportsbook, it cannot be reversed or changed by the End User. The Operator is not responsible for misplaced or duplicated Stakes made by an End User. crackmybookie.com platform will not review any requests for alteration of Stakes for the reason of misplaced or duplicated bets.

3.4. All accepted Bets can be reviewed in the “My Bets” section of the End User interface to ensure all requested Bets were successfully accepted.

3.5. Any information provided on the Sportsbook, including but not limited to Live Scoreboards, Broadcasts (Live Streams), scores, time, statistical data, or editorial texts, is for informational and entertainment purposes only. crackmybookie.com does not warrant the accuracy, completeness or real-time nature of such information. The Operator accepts no liability for any betting decisions based on the data provided on the Sportsbook. It is the End User’s sole responsibility to remain informed about the actual circumstances of an Event or Market.

3.6. The use of any automated systems (including, but not limited to, robots, bots, scanners, or similar automated tools) to place or assist in placing Bets on the Sportsbook is strictly prohibited. Bets placed using such systems shall be Void.

3.7. The use of multiple accounts or third-party accounts for the purpose of bypassing limits, restrictions or these Betting Rules is strictly prohibited. Any Bets placed by an End User or an End User in a Syndicate in violation of this clause shall be void.

3.8. The availability of Events and Markets on the Sportsbook may vary by jurisdiction, as the offering of Sportsbook services is subject at all times to applicable laws and regulations.

3.9. crackmybookie.com uses reputable and legitimate data sources to determine results. While data sources are not always expressly disclosed, they may be provided to the End User upon reasonable

request at the Operator's discretion in the event of a dispute.

3.10. Hierarchy of Rules: In case of any contradiction, the order of precedence shall be:

- Market Rules (Specific to a certain market);
- Sport Rules (Specific to a certain sport);
- General Rules (This Section). In the absence of specific Market or Sport rules, General Rules shall apply.

3.11. Any reference to "X" within a Market description in these Rules refers to the specific numeric value defined in the crackmybookie.com offering at the time the Stake is placed.

4. Stake Placement, Bet Types & Features

4.1. General Conditions

4.1.1. All Stakes placed by an End User and all Bets accepted by the Sportsbook are subject to these Betting Rules and applicable law.

4.1.2. For a Bet to be considered valid, it must be expressly confirmed as accepted by the Sportsbook with a respective statement in the betslip and recorded in the End User's account history.

4.1.3. crackmybookie.com reserves the exclusive right, at its sole discretion, to accept or reject any Bet or Stake.

4.2. Basic Bet Types

4.2.1. Single (Ordinary) – a Bet placed on a single Outcome within or of an Event. If the choice of the Outcome in the Bet is correct, the Winning equals the Stake multiplied by the Odds.

4.2.2. Combo (Parlay/Accumulator) – A Bet combining two or more independent Market selections from one or multiple Events. All Market selections must be correct for the Bet to win and settled as winning in accordance with these Rules. If any of the Market selections loses, the entire Combo Bet is lost. Winning is calculated as: Stake × Total Odds (where Total Odds equals the multiplication of all included Odds).

4.2.3. System – A Bet consisting of multiple combinations (Combos) generated from Market selection from different Outcomes. Each combination includes a fixed number of Market selections from the total set chosen by the End User. A System Bet uses the same Stake for each combination. The End User must specify the total number of selections and the number of selections included in each combination.

4.3. Named Systems (Multi-Bets)

To simplify the placement of complex Systems, the following standard combinations are available:

- Trixie (3 Selections): 3 Doubles and 1 Treble (4 bets total)
- Patent (3 Selections): 3 Singles, 3 Doubles, and 1 Treble (7 bets total)
- Yankee (4 Selections): 6 Doubles, 4 Trebles, and 1 Fourfold (11 bets total)
- Canadian (5 Selections): 10 Doubles, 10 Trebles, 5 Fourfolds, and 1 Fivefold (26 bets total)
- Heinz (6 Selections): 15 Doubles, 20 Trebles, 15 Fourfolds, 6 Fivefolds, and 1 Sixfold (57 bets total)

- **Super Heinz (7 Selections): 21 Doubles, 35 Trebles, 35 Fourfolds, 21 Fivefolds, 7 Sixfolds, and 1 Sevenfold (120 bets total)**
- **Goliath (8 Selections): 28 Doubles, 56 Trebles, 70 Fourfolds, 56 Fivefolds, 28 Sixfolds, 8 Sevenfolds, and 1 Eightfold (247 bets total)**

4.4. Payouts and Rounding

4.4.1. If the calculated amount of Winning involves more than two decimal digits, the amount may be rounded to the nearest two decimal places in accordance with standard mathematical rounding rules.

4.5. Cash Out

4.5.1. “Cash Out” is an option offered by the Sportsbook that allows the End User to settle a Bet before the Event is completed on terms offered by the Sportsbook.

4.5.2. The Cash Out offer may be accepted or declined by the End User. By selecting “Cash Out,” the End User agrees to settle the Bet at the offered terms and the Bet is considered settled.

4.5.3. Cash Out may be available for both pre-match and live Bets. The Sportsbook reserves the right to offer, adjust, suspend, or withdraw Cash Out offers at any time and at its sole discretion, without providing a reason.

4.6. Bet Builder

4.6.1. Bet Builder is a Bet combining multiple selections from different Markets within the same Event. To win Bet Builder, every Outcome of selected Markets within the Bet Builder Bet must be predicted correctly.

4.6.2. Bet Builder availability remains at the Sportsbook’s sole discretion. The Sportsbook reserves the right to amend, suspend, or remove the Bet Builder feature at any time.

4.6.3. If any selection within the Bet Builder is settled incorrectly, the provisions relating to Errors under these Betting Rules shall apply.

4.6.4. If any Market selection within a Bet Builder is declared void, that Market selection will be removed from the Bet Builder, and the remaining (non-voided) Market selections will continue to stand.

4.6.5. Bet Builder Bets may be combined within Combo or System Bets, either with other Bet Builder Bets or with standard (non-Bet Builder) Bets.

4.7. Early Payout

Early Payout is a special offer that allows a Bet to be settled as a winner early if predefined settlement conditions (one or several), as listed in the special tag attached to the respective Event and Market, are met, irrespective of the actual final outcome of the Event.

- **a) Markets eligible for Early Payout will be identified accordingly. The applicable Early Payout conditions will be made available within the Sportsbook interface via special Early Payout tag (including on the Event page or “My Bets” section).**
- **b) The availability of the Early Payout tag, including applicable conditions and eligible Events or Markets, is determined solely at the discretion of the Sportsbook and may vary.**
- **c) Early Payout may apply to Single Bets and multiple Bets (including Combo, System, and Bet Builder Bets), whether consisting entirely of Early Payout selections or a combination of Early**

Payout and non-Early Payout selections. Early Payout may also be available in conjunction with certain bonus types (e.g., ComboBoost, Bet Refund, Free Money, No Risk).

- d) For Single Bets, once the Early Payout condition is met, the Bet is settled as a winning Bet regardless of the final outcome of the Event. No additional payout will be made if the original selection also wins.
- e) For multiple Bets (e.g., Combo, System, or Bet Builder Bets) containing both Early Payout and non-Early Payout selections, only the selections meeting the Early Payout conditions will be settled early. The remaining selections will continue to be settled in accordance with these Betting Rules.
- f) The Sportsbook reserves the right to suspend, modify or withdraw any Early Payout market at any time including for reasons such as technical issues, human error, betting integrity, legal compliance, or other. Bets on Early Payout markets already accepted shall remain subject to the conditions applicable at the time of acceptance of the respective Bet, unless otherwise stated in these Betting Rules.
- g) The Sportsbook reserves the right to reject or void any Bet on Early Payout markets in accordance with these Betting Rules. In such cases, the general provisions relating to void Bets shall apply.
- h) In the event of an erroneous settlement due to technical issues, human error, or game-related circumstances (including, but not limited to, VAR decisions), the Sportsbook reserves the right to correct the settlement in accordance with the general Betting Rules regarding settlement of Errors.
- i) Any matters not expressly addressed in this section shall be governed by these Betting Rules.

5. Market Types

5.1. Match (1X2)

This market allows betting on the Outcome of a Match or Event within Regular Time.

- “1” – Home Team (or the participant listed on the left side).
- “X” – Draw (the selection in the middle).
- “2” – Away Team (or the participant listed on the right side).

Example: You bet on “1” in a football match. If the score is 1:0, your bet Wins. If the score is 1:1 or 0:2, your bet Loses.

Note: Unless otherwise stated in the specific Sport Rules, this market is settled based on the Result at the end of Regular Time.

5.2. Double Chance

A Market that allows to cover two of the three possible outcomes of an Event in a single Bet.

- “1X” – Home Team wins or Draw.
- “12” – Either Home or Away Team wins.

- “X2” – Draw or Away Team wins.

Example: The Bet on "12". If the match ends 2:1 or 0:3, the Bet Wins. If it ends 1:1, the Bet Loses.

5.3. 2 Way Markets (Winner, Draw No Bet, Head-to-Head)

This Market type offers only two possible outcomes to bet on.

- The "Missing Outcome" Rule: If an Outcome occurs that was not available for selection in the Markets (e.g., a Draw occurs in a Market with only "Home" and "Away" options), the Stake is Refunded (Odds 1.00).
- Timeframe & Extra Periods: By default, Bets are settled based on Regular Time. Additional periods (Overtime, Penalties, Super Overs) are only included if explicitly stated in the Market name.
- Implicit Inclusion: Certain 2-way Markets by their nature include all stages necessary to determine a final winner, such as “To Qualify” or “To Lift the Trophy”.

Examples of Settlement:

- Example 1: Sport: Basketball. Market: Winner (incl. overtime). Team A wins 110:105. Result: Win for Team A.
- Example 2: Sport: Football. Market: Draw No Bet. The match ends 1:1. Result: Bet is Void since "Draw" was not a selection, the Stake is refunded.
- Example 3: Sport: Formula 1. Market: H2H. Driver A finishes 4th, Driver B finishes 7th. Result: Win for Driver A.
- Example 4: Sport: Football. Market: To Qualify. The match ends 1:1 in Regular Time. Team A eventually wins the Penalty Shootout and progresses to the next stage. Result: Win. Markets on tournament progression inherently include all extra stages (Overtime and Penalties) required to determine which team advances.

5.4. Totals (Over/Under)

A Bet on the total number of occurrences (goals, points, corners, bookings, rebounds, assists, fouls, etc.) in an Event. The End User predicts whether the final count will be higher (Over) or lower (Under) than the specified Line.

- 5.4.1. Standard Fractional Totals (e.g., 0.5, 1.5, 2.5): The Bet either wins or loses. *Example: Total Over 2.5 goals. 3 or more goals scored: Win. 2 or fewer: Loss.*
- 5.4.2. Whole Totals (e.g., 1.0, 2.0, 3.0): Allow for a Void if the final count exactly matches the relevant Market outcome. *Example: Total Over 2.0 goals. 3 or more: Win. Exactly 2: Void. 1 or 0: Loss.*
- 5.4.3. Asian Totals (Quarter lines: e.g., 2.25, 2.75): The Stake is automatically divided into two equal halves between the two closest half-number Market outcomes.
 - *Lines ending in .25:* One half on whole number (2.0), other half on fractional (2.5).
 - *Lines ending in .75:* One half on fractional (2.5), other half on whole number (3.0).

5.5. Handicaps

"Handicap" is a Market where a selected Outcome is adjusted by a predefined Handicap, which is added to or subtracted from the final score of the Event, Period, or Total, as applicable, to determine whether the selection Wins or Loses.

- 5.5.1. European Handicap (3-Way Handicap): Presented as a score (e.g., 0:1, 1:0). Three outcomes: Home, Draw or Away. *Settlement: Result of the Match + Handicap = Result for Settlement. No Refunds.*
- 5.5.2. Asian Handicap (Whole and Half Market selections): This is a 2-way market (no "Draw" option). *The "Void" Rule: If the Result for Settlement after applying the Handicap is exactly equal to the relevant Market selection, all Bets are Void and refunded at Odds 1.00.*
- 5.5.3. Asian Handicap (Quarter Lines: e.g., -0.75, +1.25): Stake divided into two equal halves between the two closest half-number Market selections.

5.6. Correct Score

This Market requires predicting the exact final Result of a Match or a specific part of it (e.g., 1st Half, 2nd Half, Set, or Period).

- 5.6.1. Selection List: For a Bet to win, the Result of the Match has to be equal to the potential score mentioned in the Market. "Any other score" option may be offered.
- 5.6.2. Team Order: All Scores are settled based on the official order of teams (Home Team score : Away Team score).
- 5.6.3. Regular Time: Unless explicitly stated otherwise, all Bets are settled based on the Result at the end of Regular Time.
- 5.6.4. Specific Periods: Can be offered for specific segments (e.g., Half-Time Correct Score).

5.7. Both Teams to Score (BTTS)

A Market where the End User predicts whether both Teams will score at least one goal/point each within the specified timeframe.

- 5.7.1. Market "Yes": Wins if both Teams score at least one goal/point.
- 5.7.2. Market "No": Wins if at least one team (or both) fails to score.
- 5.7.3. Score 0:0 settlement: If the match ends 0:0 in regular time, the "No" selection is deemed the winner.

5.8. Odd/Even

The Market provides betting on whether the total number of goals, points, or other specified stats will be an Odd or Even number.

- 5.8.1. Odd: Any Total Result that results in an odd number (1, 3, 5, 7, 9, etc.).
- 5.8.2. Even: Any Total Result that results in an even number (0, 2, 4, 6, 8, etc.).

- **5.8.3. The "Zero" Rule:** For settlement purposes, a total Result of zero (0) is always considered an Even number.

5.9. Period & Interval Markets

These Markets provide betting on the Outcome of specific timeframes (Halves, Quarters, Periods) or minute intervals.

- **5.9.1. Half Time / Full Time (HT/FT):** Predict the Result at half-time and the final outcome of a Match.
- **5.9.2. Independent Period Betting:** Only events occurring strictly within that timeframe count (score "resets" to 0:0).
- **5.9.3. Result at end of Period (Cumulative):** Settled based on the total Result on the scoreboard at the moment the specified period ends.
- **5.9.4. Minute Intervals:** Settled based on Results in accordance with the official Match clock.
Injury Time: Events taking place during the injury time are settled as having occurred at the final second of the last minute of that half.

5.10. Dynamic & Event Markets

- **5.10.1. Race to X:** Betting on which Team will be the first to reach a specific tally. If not reached and no "Neither" option, all Bets are Void.
- **5.10.2. Next Occurrence:** Betting on which participant will be responsible for the very next specific Event. If the Match ends before the relevant Event occurs, the Bet is Void.
- **5.10.3. Chronological Events:** Betting on which Team will be the "First" or "Next" to achieve a specific Event (e.g., First Card).

5.11. Outright & Comparison Markets

- **5.11.1. Outright (Winner):** Betting on the winner of a specific competition. Settled based on official final standings.
- **5.11.2. Place (Top Finish):** Betting on participant finishing within a specified range of positions.
- **5.11.3. Head-to-Head (H2H):** Comparison between two specific participants. Both must start for the Bet to stand.
- **5.11.4. Triple-Head:** Comparison between three listed participants. All three must start.

5.12. Special Team Markets

- **5.12.1. Team to Score First and Win:** Both conditions must be met. If Match ends 0:0, all Bets are Void.
- **5.12.2. Clean Sheet:** "Yes" if team concedes zero goals. "No" if concedes one or more.
- **5.12.3. Team to Win From Behind:** Team must trail by at least one goal at some point, but final result must be a win.

- **5.12.4. Team to Win All Halves/Periods:** Team must score more goals in every stipulated period separately.

5.13. Additional Market Definitions

- **5.13.1. Injury Time:** Refers to the amount of time displayed by the designated official.
- **5.13.2. Awards:** Settled based solely on the official Event Organizer's decision.

6. Events and Resulting

6.1. Result Determination & Finality

- **6.1.1. Informational Data:** Dates, times, live scores, clocks posted are strictly for informational purposes. Incorrectly posted dates/times are not valid reasons to void Bets (except for Late Bets).
- **6.1.2. Basis for Settlement:** All Bets settled after the Event has completed and the official Result has been announced.
- **6.1.3. No Recognition of Protests:** Only the result achieved on the field of play is recognized. Subsequent overturned decisions (due to doping, appeals) are not recognized.
- **6.1.4. Finality of Settlements:** Settled Markets are final after 72 hours from Settlement.
- **6.1.5. Changes of Venue:** If moved to neutral venue, Bets stand. If Home/Away teams are reversed, Bets are Voided.
- **6.1.6. Inclusion of Overtime:** All Match Markets DO NOT include overtime unless expressly stated.

6.2. Postponements, Cancellations, and Delays

- **6.2.1. Events not starting at scheduled time:** If delayed and no update within 12 hours, Bets are Void. If rescheduled within 12 hours and commences within 48 hours, Bets stand.
- **6.2.2. Interrupted, Postponed, or Suspended Events:** If not completed within 48 hours, Bets are Voided, with exceptions (Settled Periods, Decided Outcomes, Long-duration Events).
- **6.2.3. "Unconditionally Determined" Outcomes:** A Bet is considered Unconditionally Determined if no possible future Events can change the relevant outcome.

6.3. In-Play Scores and Period Settlement

- **6.3.1. Scores at Time of Placement:** Incorrect scores displayed during the match are not grounds for voiding Bets.
- **6.3.2. Independence of Periods:** Bets apply only to the events occurring within that period.

6.4. Draw Scenarios and Winner Markets

- **6.4.1. Outcome when "Draw" is Offered:** If event ends in a Draw, Bets on competing teams are settled as lost.

- **6.4.2. Outcome when "Draw" is NOT Offered:** If event ends in a Draw, all Bets on the relevant Market shall be voided.

6.5. Technical Issues and Forfeits

- **6.5.1. Forfeits and Walkovers:** All Bets on that Event will be void.
- **6.5.2. Errors in Names and Leagues:** Misspellings are not a reason to void Bets if the intended Event is reasonably clear.
- **6.5.3. Incorrect Match Format:** If played with incorrect number of sections, all Bets are Void.

6.6. Aggregate and Multi-way Markets

- **6.6.1. Aggregate Home/Away:** If all Events on that day/week are not played to completion, all Bets are Void.
- **6.6.2. Multi-way Betting Action:** Bets valid unless Market specifies a competitor must participate.
- **6.6.3. Multi-way Payouts:** Dead Heat rules apply if there is a tie for the final remaining position(s).
- **6.6.4. "The Field" Selection:** The named competitor must beat every other competitor. Ties result in Void.

6.7. Outright Markets, Racing, and Dead Heat Rules

- **6.7.1. Outright Betting: Non-Runner Rule (Refund).** Steward Inquiries may delay settlement. Podium Rule applies.
- **6.7.2. Dead Heat Rule:** Stake is divided by the number of tied participants.
- **6.7.2.1. Dead Heat in Combo Bets:** Dead Heat terms applied to the entire Combo Bet proportionally.
- **6.7.3. Head-to-Head (H2H) and Triple-Head Participation:** Non-Starter Rule voids Bets.
- **6.7.4. Racing Sports:** Better Position wins. If both DNF, more laps wins. Same lap = Void.
- **6.7.5. Ties in H2H Position:** Voided if no Draw/Tie option was offered.

6.8. Placeholder and Bracket-Based Resulting

- **6.8.1. Slot Priority:** Bet placed on the bracket position (slot), regardless of the team.
- **6.8.2. Confirmation of Teams:** Identity of specific participants at the time the Bet was accepted is irrelevant.
- **6.8.3. Change of Participant:** All Bets remain valid and will be settled based on the performance of the actual competitors.
- **6.8.4. Finality of Position:** If bracket is fundamentally changed, Sportsbook shall void all affected Bets.

7. Bet Acceptance, Integrity, and Prohibited Practices

7.1. Acceptance, Limits, and Right of Refusal

- **7.1.1. Discretionary Acceptance:** All Bets accepted or rejected at the Sportsbook's sole discretion.
- **7.1.2. Right to Refuse or Limit:** crackmybookie.com reserves the right to refuse, restrict, cancel, or limit any Bet.
- **7.1.3. Maximum Stake Limits:** Subject to change without prior written notice.
- **7.1.4. Suspension of User IDs:** Right to suspend acceptance of Bets from any User ID.
- **7.1.5. Live (In-Play) Delay:** Acceptance may be delayed during high-risk situations.

7.2. Errors, Software Faults, and Data Gaps

- **7.2.1. General Right to Void due to Error:** Right to void Bets or suspend Settlement.
- **7.2.2. Typographical and Visual Errors:** Bets may be voided in cases of obvious software/website Errors.
- **7.2.3. Late Bets:** Bets accepted after an Event has started (non-Live) will be declared void.
- **7.2.4. Known Outcomes:** Right to void if the Outcome was known at the time the Bet was accepted.
- **7.2.5. Obvious Errors, Limits, and Material Advantage:** Right to void Bets placed on obvious Errors or with material advantage.
- **7.2.6. Software Abuse:** Abuse of gaming software Errors is strictly prohibited. Accounts may be suspended.
- **7.2.7. System and Data Malfunctions:** Bets affected by unrecoverable transactions shall be void.
- **7.2.8. Other Incorrect Bets:** Right to void in circumstances confirming the Bet is incorrect.

7.3. Syndicate, Group, and Multiple Account Betting

- **7.3.1. Individual Betting Only:** Bet only as individuals.
- **7.3.2. Collusion and Syndicate Detection:** Right to void if reasonably suspects collusion.
- **7.3.3. Multiple Accounts and IP Identification:** Bets from multiple accounts from the same IP may be voided.

7.4. Integrity, Fixed Matches, and Arbitrage

- **7.4.1. Unfair Activity:** Right to void Bets and suspend withdrawals for up to 31 days.
- **7.4.2. Integrity and System Faults:** Markets may be suspended or voided.
- **7.4.3. Prohibition of Fixed Matches:** Zero tolerance. Bets will be cancelled and

accounts restricted.

- **7.4.4. Arbitrage Betting:** Strictly prohibited. Immediate cancellation of Bets and permanent restrictions.

7.5. General Grounds for Voiding and Sanctions

- **7.5.1. Improper Practices:** Right to declare void where there is evidence of unfair practices.
- **7.5.2. Impact of Sanctions:** Sanctions imposed after the official result will not affect Settlement.
- **7.5.3. Negative Balances:** Right to void pending Bets.

7.6. Related Contingencies (Related Outcomes)

If a Combo bet has two or more Markets with related Contingencies, the Combo Bet will be declared Void.

7.7. Bet Settings (Odds Changes)

Options may be available: Accept Any Odds Changes, Accept Higher Odds Changes, or Don't Accept Odds Changes.

8. Bonuses

8.0. Bonus-related Bets and their settlement are subject to these Betting Rules; however, the full terms governing Bonuses (including eligibility, wagering requirements, and withdrawal conditions) are determined by the Operator and set out in the Operator's Terms and Conditions.

8.1. "System Bets" are excluded from contributing toward any bonus wagering requirements.

8.2. Comboboost.

8.2.1. Number of selections = Multiplier

Number of selections	Multiplier
2	1.01
3	1.02
4	1.04
5	1.05
6	1.07
7	1.1
8	1.15
9	1.17
10	1.2
11	1.25
12	1.3
13	1.35
14	1.4
15	1.45
16	1.5
17	1.65
18	1.75
19	1.85

20	2
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8.2.2. The final bonus amount is calculated based on the final Odds of the Combo Bet once all Market selections are settled.

8.2.3. Cashed Out Bets are not eligible for Comboboost.

8.2.4. The availability and terms of ComboBoost are determined at crackmybookie.com's discretion.

8.2.5. Comboboost is available only for Market selections with minimum Odds of 1.50.

8.3. Freebet, freemoney, bet no risk

8.3.1. Freebet - In a Freebet, only the net winnings are credited by the Operator to the End User's account (the Stake is not returned).

Example: Freebet of 5 at Odds 3.5 → payout = $(5 \times 3.5) - 5 = 12.5$.

8.3.2. Freemoney - In a Freemoney Bet, both the Stake and winnings are credited.

Example: Freemoney of 5 at Odds 3.5 → payout = $5 \times 3.5 = 17.5$.

8.3.3. Bet no risk. A Bet No Risk functions as a standard Bet; however, if the Bet loses, the Stake is refunded.

II. Special Rules for Sports

1. Soccer

Soccer Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Abandoned Match:** A Match that has started but has stopped before completion and is not resumed within the timeframe defined in these Betting Rules.
- **Assist:** The final pass or touch of ball from a player that directly leads to a teammate scoring a goal.
- **Bookings:** A term referring to the disciplinary cards (yellow or red) issued by the referee to individuals during a match.
- **Booking Points:** A numerical representation of quantity of disciplinary cards shown during a match for betting purposes, calculated in accordance with the specific Market rules.
- **Corner:** A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by a player of the defending team.
- **Clean Sheet:** A Market where a team prevents the opposing team from scoring any goals during the match.
- **Free Kick:** A method of restarting play following an infringement, which can be either direct or indirect.
- **Foul:** Any infringement of the laws of the game penalized by the referee with a free kick or penalty.

- **Goal:** When the ball has completely crossed the goal line between the goal posts and under the crossbar, provided no infringement was committed by the attacking team.
- **Goal Kick:** A method of restarting play when the ball has completely crossed the goal line (outside the goal frame) having last been touched by an attacking player.
- **Injury / Stoppage Time:** Minutes added to the end of each half by the referee to compensate for time lost due to substitutions, injuries, or other stoppages.
- **Intervals:** Specific time segments of a match (e.g., 00:00 to 14:59) used for settlement of time-based markets.
- **Kick-off:** The method of starting play at the beginning of each half or restarting play after a goal is scored.
- **Neutral Venue:** A stadium where a Match is played that is not the home ground of either participating team.
- **Official Result:** The final score or Outcome of a Match as determined and officially declared by the relevant governing body or competition organizer and used for settlement purposes.
- **Overtime (Extra Time):** Two additional periods of play (usually 15 minutes each) played after Regular Time to determine a winner after a draw in the Regular Time.
- **Offside:** An infringement where a player is caught in an offside position at the moment the ball is played to them, as signaled by the referee.
- **Own Goal:** A goal credited to a player who accidentally puts the ball into their own team's net.
- **Pass:** Any intentional ball played from one player to another teammate.
- **Penalty:** A 11-meter kick awarded to the attacking team for a foul committed by the defense inside their own penalty area during Regular Time or Extra Time.
- **Penalty Shootout:** A series of kicks taken from the penalty mark after Extra Time to determine a winner in a knockout competition.
- **Postponed Match:** A Match that does not start at its officially scheduled date and time as defined in these Betting Rules.
- **Regular Time:** The standard 90-minute duration of a match (two 45-minute halves) plus any Injury/Stoppage Time added by the referee.
- **Save:** A goalkeeper preventing the ball from entering the net with any part of their body after an intentional shot from the opponent.
- **Shot:** Any clear attempt to score a goal by a player directing the ball toward the opponent's goal.
- **Shot on Target:** A goal attempt that goes into the net, or would have gone into the net but for being saved by the goalkeeper or blocked by a "last-man" defender.

- **Starting XI:** The eleven players selected by each team to begin the match on the pitch at the moment of kick-off.
- **Substitute:** A player who is included in the official Match lineup but does not start the match and may enter the field of play later to replace another player during the game.
- **Tackle:** A challenge where a player connects with the ball and successfully takes possession or clears the ball from an opponent.
- **Throw-in:** A method of restarting play when the ball has completely crossed the touchline (side-line).
- **To Qualify:** The outcome of a team or player progressing to the next round of a specific competition (includes Extra Time and Penalty Shootouts if necessary).
- **VAR (Video Assistant Referee):** An official process where the head referee reviews a decision using video footage.
- **Woodwork (Post/Crossbar):** A situation where the ball hits the goal post or the crossbar and remains in play.
- **xG (Expected Goals):** A statistical metric estimate of goal-scoring chances based on historical data.

General Soccer Rules

1.1. Bets on the Outcome of a match will be settled based on two halves of the scheduled number of minutes each (standardly 90 minutes, consisting of two halves of 45 minutes each) including any Injury/Stoppage Time added by the referee. It does not include periods of Overtime nor penalty shootouts unless expressly stated.

- **Separation of Halves:** Each half must be played to its full scheduled duration (e.g., 45 minutes).
- **Interrupted Matches:** If a match is interrupted before completion of the scheduled duration, settlement shall be governed by Rule 6.2.2 of the General Rules.
- **Completion Requirement:** For a match to be considered complete for settlement purposes, the full scheduled duration of each half must be played on the pitch.
 - 1.2. If the match format was changed, crackmybookie.com shall void all affected Bets.
 - 1.3. If a friendly match ended by referee decision earlier than the scheduled duration, crackmybookie.com reserves the right to void the bets.
 - 1.4. Own goals will not be considered for the purposes of settling "Anytime Goalscorer", "Player to score X", "Next Goalscorer" or similar player-specific goalscorer Markets and shall be ignored.
 - 1.5. If the Market was opened with a missing or incorrect red card, crackmybookie.com reserves the right to void Bets of respective Market.
 - 1.6. If an incorrect in play event or match time was displayed and had a material impact on the Odds, crackmybookie.com reserves the right to declare the respective bets Void.
 - 1.7. If a wrong score is entered in the scoreboard, crackmybookie.com reserves the right to

declare void all Bets placed during the period.

1.8. If the team names or tournament are displayed incorrectly, crackmybookie.com reserves the right to void the respective Bets.

1.9. Interval markets will be settled based on the match time as provided by the data sources.

1.10. Interval goal markets are settled based on the time the ball crosses the goal line.

1.11. The use of the Video Assistant Referee (VAR) is considered official when confirmed by the referee.

1.12. Penalty Markets will be settled based on the time at which the referee awards the penalty.

1.13. Penalties awarded but not taken are not considered.

1.14. Venue changes. If moved to neutral venue, Bets stand. If Home/Away teams are reversed, Bets are voided.

Statistical Markets Rules

1.15 Corners Markets

- 1.15.1 Settlement Sources & Priority: Based on visual evidence and/or real-time match reporting data. Only corners actually taken count.
- 1.15.2. Awarded vs. Taken Rule: Only corners actually taken count.
- 1.15.3. Re-taken Corners: Counts as a single corner.
- 1.15.4 Interval & Timestamp Logic: Determined by the timestamp when awarded.
- 1.15.5. Unconditionally Determined: Settled if outcome already determined.

1.16 Bookings (cards) markets

- 1.16.1 Settlement Sources & Priority: Based on visual evidence.
- 1.16.2. Card Counting: Yellow = 1, Red = 2. Max per player = 3 card points.
- 1.16.3. Market Duration: Settled based on cards shown during Regular Time.
- 1.16.4. Half-time and Stoppage Periods: Cards during half-time attributed to 2nd half.
- 1.16.5. Eligible Participants: Only cards to officially participating players count.
- 1.16.6. Booking Points System: Yellow = 10 pts, Red = 25 pts.
- 1.16.7. Intervals and Timestamps: Based on time card is shown.
- 1.16.8. Exceptions for Specific Markets: For Next Carded Team, every card = 1.
- 1.16.9. Natural Conclusion: Settled if outcome determined.
- 1.16.10. Bookings 1X2: Yellow = 1, Red = 2, Max = 3.

1.17 Team Stats Markets

- 1.17.1. Priority of Sources: 1. Official, 2. WhoScored, 3. 365 Scores, 4. Sofascore.
- 1.17.2. General Settlement Logic: 1X2, Total Markets.

- 1.17.3. Offsides: Counted only if officially awarded.
 - 1.17.4. Shots: Total attempts.
 - 1.17.5. Shots on Goal: Attempts that go in or would have gone in.
 - 1.17.6. Throw-ins: Total number awarded and taken.
 - 1.17.7. Fouls: Any infringement whistled.
 - 1.17.8. Saves: Intentional intervention by goalkeeper.
 - 1.17.9. Goal Kicks: Total number awarded and taken.
 - 1.17.10. Total Passes: Includes successful and unsuccessful.
 - 1.17.11. Specials and Combo Markets: Each element settled per source priority.
- 1.18 Expected Goals (xG) Markets**
- 1.18.1. Definition: Measures quality of scoring chances.
 - 1.18.2. Reference Source: Data from Fotmob.
 - 1.18.3. Settlement Precision: Absolute values in hundredths.
 - 1.18.4. Market Types: Full Time xG, 1st Half xG.

Player Props Markets

- 1.19. Player goals: Valid only for starters. Own goals do not count.
- 1.20. Player assists: Valid only for starters. No assist for own goals, direct free kicks, direct corner goals, or penalties.
- 1.21. Player shots: Valid only for starters. Includes all attempts.
- 1.22. Player shots on goal: Valid only for starters.
- 1.23. Player cards: Valid only for starters. Yellow = 1, Red = 2.
- 1.24. Player passes: Valid only for starters. Crosses, Throw-ins, Goal Kicks NOT counted.
- 1.25. Player tackles: Valid only for starters.
- 1.26. Special Player Markets: If any player not in starting lineup, Bets Void.
- 1.27. Anytime Goalscorer: Valid if enters at any time. Own goals ignored.
- 1.28. First Goalscorer: Valid if enters before first goal. Own goals ignored.
- 1.29. Last Goalscorer: Void if substituted out before last goal.
- 1.30. Next Goalscorer: Void if enters after designated goal.
- 1.31. Player to score 2 or more: Any Participation rule.
- 1.32. Player to receive a Card: Any Participation rule. Cards only while active on field.
- 1.33. Total VAR / Video Review: Only officially confirmed via visible actions.
- 1.34. Post or Crossbar (Woodwork): Counted only if ball remains in play.
- 1.35. Medical Team Entry: Counted only if referee grants permission.
- 1.36. Next Scoring Type: Free kick, Penalty, Header, Shot, Own Goal, No Goal.
- 1.37. Will be scored a headed goal: Own goals excluded.
- 1.38. Penalty Shootout Markets: Only successfully converted penalties count.
- 1.39. First to happen / Last to happen: Chronological order.

- 1.40. Clean Sheet: Yes = zero goals. No = one or more.
1.41. Which team will win the rest: Score 0-0 at time of bet.
1.42. Bore Draw: If 0-0, eligible losing Bets voided.

2. Tennis

Tennis Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Ace:** Legal serve untouched by receiver.
- **Abandonment:** Match stopped before completion.
- **Break Point:** One point away from winning game.
- **Double Fault:** Two consecutive illegal serves.
- **Game:** Scoring unit within a set.
- **Match Tie-break:** Special tie-break instead of final set.
- **Retirement:** Player withdraws mid-match.
- **Set:** Sequence of games.
- **Tie-break:** Deciding game at 6-6.
- **Walkover:** Player withdraws before match.

General Tennis Rules

- 2.1.1. Change of Circumstances: Bets remain valid despite changes.
2.1.2. Delays and Interruptions: Unsettled Markets pending.
2.1.3. Incorrect Information: Right to void.
2.2.1. Match Tie-break: Settled as 3rd set.
2.2.2. Game Counting: Tie-break counts as one game.
2.2.3. Penalty Points: Bets on specific game/point stand.
2.3.1. Retirement/Walkover/Abandonment: Unsettled Markets Voided.
2.3.2. Walkover: All Bets Voided.
2.3.3. Natural Conclusion: Settled if outcome determined.
2.4.1. Statistical Markets: Based on official data.
2.4.2. Retirement/Disqualification: Statistical Markets Voided if not determined.
2.4.3. Break Points: Only converted ones count.
2.4.4. Match Tie-break: Statistics count toward totals.
2.4.5. First to occur: Settled as soon as occurs.
2.4.6. Most Stats: Void if Match not completed.
2.5.1. Change of Match Format: Match/Set Winner stand; Totals/Handicaps Voided.
2.6.1. Tie-break in Match (Yes/No): Standard tie-break.
2.7.1. Set Betting: Void if match not completed.
2.8.1. Current/Next Game Winner: Void if player retires during game.
2.9.1. Specific Point Betting: Predict designated point winner.

3. Basketball

Basketball Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **2-Point / 3-Point Field Goal:** Shots inside/beyond arc.
- **Assist:** Pass leading to made field goal.
- **Box Score:** Official statistical record.
- **Buzzer Beater:** Shot made as clock expires.
- **Double-Double / Triple-Double:** Double digits in two/three categories.
- **Overtime (OT):** Extra period(s).
- **Rebound:** Gaining possession after missed shot.
- **Regular Time:** Four quarters, excluding OT.
- **Runner:** Any player who enters court.

General Basketball Rules

- 3.1. Overtime (OT) Settlement:** Based on Regular Time unless stated.
- 3.2. Abandoned Matches:** Unsettled Markets Void. Natural Conclusion exception.
- 3.3. Postponements & Venue Changes:** 48-Hour Rule. Venue change stands if Home designation unchanged.
- 3.4. Incorrect Time/Scoreboard:** Right to void.
- 3.5. Draw/Tie Result & Qualification OT:** Based on Regular Time.
- 3.6. General Settlement Logic for Statistics:** Based on official box score.
- 3.7. Rebounds:** Excludes Team Rebounds.
- 3.8. Fouls:** Excludes coach/bench technical fouls.
- 3.9. Assists:** Official statisticians.
- 3.10. Steals:** Official statisticians.
- 3.11. 2-Points & 3-Points:** Counts shots made, not points.
- 3.12. Basketball Player Props:** Includes OT. Participation rules apply.
- 3.13. Winning Margin (incl. overtime):** Based on final score.
- 3.14. Race to X Points (incl. overtime):** First to reach target.
- 3.15. Largest Lead in Game (incl. overtime):** Maximum point difference.
- 3.16. First Three-Pointer (incl. Overtime):** First successful 3-point field goal.
- 3.17. Highest Scoring Quarter / Half:** Excludes OT.
- 3.18. First Point Method (incl. Overtime):** Free Throw, 2-Point, or 3-Point.
- 3.19. Last Point Method (incl. overtime):** Free Throw, 2-Point, or 3-Point.
- 3.20. Game Winning Buzzer Beater:** Shot putting team in lead as clock expires.

4. American Football

American Football Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- Assisted Tackle / Solo Tackle: Sum equals "Total Tackles."
- Drive: Continuous offensive plays.
- Field Goal: 3 points.
- Fumble: Loss of possession.
- Interception: Defensive catch.
- Overtime (OT): Extra period.
- Passing/Rushing/Receiving Yards: Net yardage.
- Punt: Kick to relinquish possession.
- Sack: Tackling QB behind line.
- Safety: 2 points.
- Touchdown (TD): 6 points.

General American Football Rules

- 4.1. Overtime (OT) Settlement: Excludes OT unless stated.
- 4.2. Delays and Interruptions: Unsettled Markets pending.
- 4.3. Abandoned or Postponed Matches (NFL Week Rule): Void unless completed within NFL weekly schedule.
- 4.4. Incorrect Information/Score: Right to void.
- 4.5. Time Errors: Right to void.
- 4.6. Settlement Sources: TV broadcast and official associations (e.g., nfl.com).
- 4.7. Segment Logic: Settled on score of that period.
- 4.8. Abandonment & Natural Conclusion: Unsettled Markets Void.
- 4.9. Money Line Tie Rule: Void if tie.
- 4.10. Touchdowns: Based on official box score.
- 4.11. Field Goals Made: Only successful ones.
- 4.12. Odd/Even Markets: Zero is Even.
- 4.13. American Football Player Props: Includes OT. Runner rules apply.
- 4.14. First Offensive Drive Markets: Based on first possession.
- 4.15. Team to Score Xth Touchdown: Settled when confirmed.
- 4.16. Next Touchdown Scorer (incl. Overtime): Void if no further TD.

5. Ice Hockey

Ice Hockey Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- Bench Minor Penalty: Team penalty.
- Double-Minor Penalty: 4 minutes (two minors).
- Empty Net Goal: Goal with goalie pulled.

- Minor Penalty: 2 minutes.
- Penalty Shootout: One goal added to winner's score.
- Power Play: Numerical advantage.
- Puck Line: +/- 1.5 goals.
- Regular Time: Three 20-minute periods.
- Shorthanded Goal: Goal while serving penalty.
- Shot on Goal: Puck attempt resulting in goal or would have.

General Ice Hockey Rules

- 5.1. Regular Time Settlement: Regular Time only unless stated.
- 5.2. Penalty Shootout Logic (+1 Goal): One goal added to winner's score.
- 5.3. Abandonment and Natural Conclusion: Unsettled Markets Void.
- 5.4. Postponement and Rescheduling (48-Hour Rule): Void if not resumed in 48 hrs.
- 5.5. Error Corrections and Voiding Rights: Void for Live Events, Incorrect Score, Time, Information.
- 5.6. Settlement Sources: TV broadcast and official associations (e.g., nhl.com).
- 5.7. Overtime Default for Statistics: Regular Time only unless stated.
- 5.8. Shots on Goal: Excludes post/crossbar and blocked shots.
- 5.9. Minor Penalties: Count by number awarded. Double-Minor = two.
- 5.10. Power Play Goals: Shorthanded Goals do not count.
- 5.11. Ice Hockey Player Props: Includes OT but excludes Shootouts.
- 5.11.11. Anytime Goalscorer: Regular Time only. Excludes OT.

6. Baseball

Baseball Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- At Bat (AB): Official turn at batting.
- Double-Header: Two games same day (separate events).
- Extra Innings: Additional periods.
- Inning: Top and bottom half.
- Mercy Rule: Early end if insurmountable lead.
- Money Line: Outright winner (includes extra innings).
- Pitcher Strikeout (K): Three strikes.
- Run Batted In (RBI): Action causes run to score.
- Run Line: +/- 1.5 runs.
- Starting Pitcher: Throws first pitch.

- **Total Bases:** Bases from hits only.

General Baseball Rules

- 6.1. **Innings and Extra Innings:** Most Markets include Extra Innings.
- 6.2. **Minimum Play and Mercy Rule Logic:** At least 9 full innings (or 8.5 if home leading).
- 6.3. **Pre-Match Winner Market (4.5/5 Innings Rule):** Official if at least 5 full innings.
- 6.4. **Postponement, Rescheduling and Interrupted Games:** Unstarted Void. Interrupted: 48-hr rule.
- 6.5. **Abandonment:** 48-hr rule.
- 6.6. **Error Corrections:** Void if incorrect score/status.
- 6.7. **Settlement Sources:** TV broadcast and official associations (e.g., mlb.com).
- 6.8. **Baseball Player Props:** Includes Extra Innings.
 - 6.8.1. **Participation:** Must be in starting lineup.
 - 6.8.2. **Starting Pitcher Requirement:** Must start and throw at least one pitch.
- 6.8.7. **Batter Hits:** Singles + Doubles + Triples + Home Runs.
- 6.8.8. **Batter Home Runs:** Total home runs.
- 6.8.9. **Pitcher Strikeouts:** Total batters struck out.
- 6.8.10. **Batter Total Bases:** 1, 2, 3, or 4 bases from hits only.

7. Handball

Handball Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **7-Metre Throw (Penalty):** Direct shot from 7-metre line.
- **Fast Break:** Quick offensive move.
- **Free Throw:** Restart after infringement.
- **Overtime (Extra Time):** Two 5-minute periods.
- **Regular Time:** Two 30-minute halves.
- **Shootout (7-Metre):** Penalty throws to determine winner.

General Handball Rules

- 7.1. **Regular Time Settlement:** End of Regular Time (60 mins).
- 7.2. **Postponement and Rescheduling (48-Hour Rule):** Void if not resumed in 48 hrs.
- 7.3. **Abandonment and Natural Conclusion:** Unsettled Markets Void.
- 7.4. **Error Corrections:** Right to void.
- 7.5. **Venue Change:** Stand if neutral. Void if Home/Away reversed.
- 7.6. **Match Outcome Markets:** End of Regular Time.
- 7.7. **Half Markets:** Strictly that half.
- 7.8. **Race to X Goals:** Void if target not reached.
- 7.9. **Race to X Goals (Half-Specific):** Goals in that half only.
- 7.10. **Disciplinary Markets:** Regular Time only.

8. Volleyball

Volleyball Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Extra Points:** After tie at limit.
- **Golden Set:** Excluded from standard markets.
- **Match Tie-break:** Fifth set to 15 points.
- **Set:** Unit of play.

General Volleyball Rules

- 8.1. Settlement Timing:** When point/element confirmed.
- 8.2. Postponement and Abandonment (48-Hour Rule):** Void if not resumed in 48 hrs.
- 8.3. Golden Set Exclusion:** Excluded.
- 8.4. Official Points Deductions:** Taken into account.
- 8.5. Error Corrections:** Right to void.
- 8.6. Point and Set Handicaps:** After final point confirmed.
- 8.7. Over/Under (Totals):** As soon as determined. Integer Lines Void if exact.
- 8.8. Correct Score Markets:** After last point of period confirmed.
- 8.9. Set Extra Points:** "Yes" at 24-24 (or 14-14 in Set 5).
- 8.10. Lead After "Y" Points:** When Y-th point confirmed.
- 8.11. Race to "X" Points:** Once target reached.
- 8.12. Numbered Point Winner:** After designated point played.

9. Beach Volleyball

General Beach Volleyball Rules

- **Extra Points:** After 20-20 (Sets 1-2) or 14-14 (Set 3).
- **Golden Set:** Excluded.
- **Match Tie-break:** Third set to 15 points.
 - 9.1. Settlement Timing:** When point/element confirmed.
 - 9.2. Postponement and Abandonment (48-Hour Rule):** Void if not resumed in 48 hrs.
 - 9.3. Golden Set Exclusion:** Strictly excluded.
 - 9.4. Official Points Deductions:** Taken into account.
 - 9.5. Error Corrections:** Right to void.
 - 9.6. Point and Set Handicaps:** After final point confirmed.
 - 9.7. Over/Under (Totals):** As soon as determined. Integer Markets Void if exact.
 - 9.8. Correct Score Markets:** After final point of period confirmed.
 - 9.9. Set Extra Points:** "Yes" at 20-20 (or 14-14 in Set 3).
 - 9.10. Lead After "Y" Points:** Exactly after Y-th point.
 - 9.11. Race to "X" Points:** Immediately once line reached.
 - 9.12. Numbered Point Winner:** Immediately after point confirmed.

10. Futsal

Futsal Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Accumulated Fouls:** After 5 fouls, 10-meter free kick.
- **Clocked Time:** Stops when out of play.
- **Kick-in:** Restart when ball crosses touchline.
- **Overtime (Extra Time):** In knockout competitions.
- **Penalty Shootout:** Kicks to determine winner.
- **Regular Time:** Two 20-minute halves.

General Futsal Rules

- 10.1. **Regular Time Settlement:** End of Regular Time (40 mins).
- 10.2. **Postponement and Rescheduling (48-Hour Rule):** Void if not resumed in 48 hrs.
- 10.3. **Abandonment and Natural Conclusion:** Unsettled Markets Void.
- 10.4. **Error Corrections:** Right to void.
- 10.5. **Disciplinary and Penalty Errors:** Right to void if market open after significant Event.
- 10.6. **Half Markets:** Strictly that half.
- 10.7. **Team to Score Next Goal:** Own goals count.

11. Badminton

General Badminton Rules

- **Extra Points:** At 20-20, until two-point lead or 30-point cap.
- **Game:** Best of 3.
 - 11.1. **Settlement Timing:** When point/element confirmed.
 - 11.2. **Postponement and Abandonment (48-Hour Rule):** Void if not resumed in 48 hrs.
 - 11.3. **Retirement and Undecided Markets:** Unsettled Markets Void.
 - 11.4. **Official Points Deductions:** Taken into account.
 - 11.5. **Error Corrections:** Right to void.
 - 11.6. **Match Markets:** After final point confirmed.
 - 11.7. **Game-Specific Markets:** After last point of game confirmed.
 - 11.8. **Dynamic Game Markets:** When point/game element confirmed.

12. Rugby Union and Rugby League

Rugby Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Conversion:** Kick after try (2 pts).

- Drop Goal: Kicked through posts after touching ground (3 pts).
- Extra Time: Additional periods in knockout.
- Penalty Goal: Kick after penalty (3 pts).
- Penalty Try: Foul play preventing try (5 or 4 pts).
- Regular Time (80 Minutes): Scheduled 80 mins including injury time.
- Try: Grounding ball in in-goal area (5 or 4 pts).

General Rugby Rules

- 12.1. Regular 80 Minutes Settlement: End of 80 minutes.
- 12.2. Postponement and Rescheduling (48-Hour Rule): Void if not resumed in 48 hrs.
- 12.3. Abandonment: All Markets Void. Natural Conclusion exception.
- 12.4. Error Corrections: Right to void.
- 12.5. Venue Change: Stand if home/away unchanged.
- 12.6. Team and Match Totals: End of Regular Time.
- 12.7. Penalty Tries Logic: Team Markets count, Player Markets do not.
- 12.8. Drop Goal Markets: Regular Time only.
- 12.9. General Participation: Must take part.
- 12.10. Australian NRL and State of Origin Specific Rule: Lost if part of match-day squad.
- 12.11. Tryscorer Abandonment Rules: Void if abandoned before Half Time.
- 12.12. Anytime Tryscorer: Anytime during Regular Time.
- 12.13. First Tryscorer / Team First Tryscorer: Penalty Tries ignored.
- 12.14. Last Tryscorer: Penalty Tries ignored.
- 12.15. Player to Score 2+ Tries / Hat-trick: Penalty tries do not count.

13. Rugby Sevens

General Rugby Sevens Rules

- 13.1. Regular Time Settlement: Bets on all Markets are settled based on the result at the end of Regular Time (standardly 14 or 20 minutes of play, depending on the tournament phase). This includes any added stoppage time but does not include extra time or sudden death unless the market specifically states "incl. Overtime."
- 13.2. Postponement and Rescheduling (48-Hour Rule): Bets on all Markets on a postponed or cancelled match will be Void if the Event is not started and not resumed within 48 hours of the original scheduled start time.
- 13.3. Abandonment: If a match is abandoned before the completion of Regular Time, Bets on all Markets that have not reached a Natural Conclusion will be Void.
- 13.4. Error Corrections: If an incorrect match time was displayed, and this significantly influenced the correctness of the Odds, crackmybookie.com reserves the right to void the affected Bets.
- 13.5. Tournament Changes: If the duration of the halves is changed from the standard after the Markets have opened, all Bets on the relevant Markets will stand provided the change was made by the official governing body.

Rugby Sevens Statistical & Market Rules

13.6. Half Markets (1st & 2nd Half): 1st Half settled based on the result of the first half only. 2nd Half settled based on points scored in the second half only (starting from 0-0), excluding extra time.

13.7. Penalty Tries Logic: Team Markets count. Player Markets do not count.

13.8. First/Last Team to Score: If abandoned, Last Team to Score Markets are Void.

13.9. Tryscorer Markets (Anytime / First / Last): Any player who takes any part in the match is a "Runner." If a Penalty Try is scored, it is ignored for player-specific markets.

14. Darts

Darts Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Bullseye:** Outer bull = 25 points, Inner bull = 50 points. Counts as Red for settlement.
- **Checkout:** Final throw(s) reducing score to zero.
- **Leg:** Single game of darts.
- **Set:** Specific number of Legs.
- **Walkover:** Win awarded before match starts.
- **180 (Maximum):** Three darts in triple-20.

General Darts Rules

14.1. Match Result and Completion: Settled at end of match. If started but not finished, unsettled Markets Void.

14.2. Postponement and Abandonment (48-Hour Rule): Void if not completed within 48 hours or a Walkover.

14.3. Error Corrections: Right to void for Incorrect Score, Participants, or Match Time/Odds.

Darts Market Rules

14.4. Set and Leg Handicaps: Settled after match is completed.

14.5. Over/Under (Totals): Settled at end of match. Integer Lines Void if exact.

14.6. Next Leg / Next Set Winner: Settled immediately upon completion.

14.7. Checkout Color: Bullseye (50 points) counted as Red.

14.8. Most 180s (1X2): Void if match not finished. Draw or Void for 2-way markets if tied.

15. Snooker

Snooker Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Century Break:** 100+ points in a single visit.
- **Frame:** Single unit of play.
- **Free Ball:** Nominated colored ball as a red.
- **Pot:** Hitting ball into pocket.

- Re-rack: Restart frame from beginning.
- Walkover: Win awarded before match starts.

General Snooker Rules

- 15.1. Match Completion and Retirement: Settled at end of match. Unsettled Markets Void if retired.
- 15.2. Postponement and Abandonment (48-Hour Rule): Void if not completed within 48 hours.
- 15.3. Re-rack Logic: Markets determined prior to re-rack stand. Others settled on restarted frame.
- 15.4. Error Corrections: Right to void for Incorrect Score, Participants, or Time/Odds.

Snooker Market Rules

- 15.5. Frame-Related Markets: Void if frame not completed unless determined.
- 15.6. Century Break (100 Break) Markets: Void if abandoned unless already recorded.
- 15.7. Pot First Ball / Potted-Color Markets: No fouls or "free balls" considered.
- 15.8. Match Totals and Handicaps: Void if match not completed unless Natural Conclusion.

16. Table Tennis

Table Tennis Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- Extra Points (Deuce): After 10-10 tie.
- Game: Played to 11 points.
- Points Deduction: Official penalty.
- Retirement: Player withdraws mid-match.

General Table Tennis Rules

- 16.1. Settlement Timing and Finality: Settled as soon as point/element confirmed.
- 16.2. Postponement and Abandonment (48-Hour Rule): Void if not completed within 48 hours.
- 16.3. Retirement and Undecided Markets: Unsettled Markets Void.
- 16.4. Official Points Deductions: Taken into account.
- 16.5. Error Corrections: Right to void for Incorrect Score, Participants, or Time/Odds.

Table Tennis Market Rules

- 16.6. Point and Game Handicaps: Settled after final point or when determined.
- 16.7. Over/Under (Totals): Settled as soon as Line reached. Integer Lines Void if exact.
- 16.8. Correct Score Markets: After last point confirmed. Void if game not played.
- 16.9. Game Extra Points: "Yes" once score reaches 10-10.
- 16.10. Lead After "Y" Points: Settled exactly after Y-th point.
- 16.11. Race to "X" Points: Settled immediately once target reached. Void if target not reached.
- 16.12. Numbered Point Winner: Settled immediately after point confirmed.

17. Bowls

Bowls Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- End: Unit of play.

- **Jack:** Target ball.
- **Match:** Competition between players/teams.
- **Set:** Group of ends.
- **Tie-break:** Additional ends to determine winner.
- **Walkover:** Win awarded before match starts.

General Bowls Rules

17.1. Settlement Timing and Finality: Settled based on official score confirmed by governing body.

17.2. Postponement and Abandonment (48-Hour Rule): Void if not completed within 48 hours.

17.3. Retirement and Walkovers: Unsettled Markets Void.

17.4. Error Corrections: Right to void for Incorrect Score, Participants, or Time/Odds.

Bowls Market Rules

17.5. Match and Set Winner: Settled based on final official result.

17.6. Race to "X" Points: Void if target not reached.

17.7. Set Handicaps and Totals: Void if Line not reached.

18. Cricket

Cricket Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Boundary:** Four (4 runs) or Six (6 runs).
- **Delivery:** Single ball bowled.
- **Dot Ball:** No runs scored.
- **Duck:** Dismissed for zero runs.
- **Extra:** Runs not scored off bat.
- **First Class Match:** Three or more days' duration.
- **Innings:** Team's turn to bat.
- **Limited Overs:** Fixed number of overs (e.g., T20, ODI).
- **Natural Conclusion:** Innings ends naturally.
- **Over:** Six legal deliveries.
- **Super Over:** Extra period to determine winner.

General Cricket Settlement Rules

18.1. Match Result and Adverse Weather: Settled based on official match result including DLS method.

18.2. Postponement (48-Hour Rule): Void if not completed within 48 hours.

18.3. Super Over Exclusion: Statistics during Super Over do not count toward match totals.

Format-Specific Thresholds (Minimum Play)

18.4. Limited Overs Thresholds: At least 80% of scheduled overs must be completed.

18.5. First Class / Test Match Thresholds: Void if fewer than 200 overs bowled for drawn matches.

Market-Specific Rules

18.6. Boundary Markets: Only boundaries scored from the bat count.

18.7. Extras and Wides: Includes Wides, No-Balls, Byes, and Leg Byes.

18.8. Delivery and Over Markets: Hierarchy: Wicket > No Ball > Wide > Bye/Leg Bye > Runs.

18.9. Partnership Markets: Fall of Wicket, Next Man Out.

Player Prop Rules

18.10. Participation and Substitutions: Must be in Starting XI or enter as official.

18.11. Top Batter / Top Bowler: Highest score or most wickets. Dead Heat rules apply.

18.12. Player Dismissal Methods: Bowled, Caught, LBW, Run Out, Stumped, Other.

18.13. Player Performance Scoring: 1 pt/run, 10 pts/catch, 20 pts/wicket, 25 pts/stumping.

Specialized Markets

18.14. Session Betting: At least 20 overs must be bowled.

18.15. Bingo / Mayhem / Lottery: Designated over must be completed.

18.16. Non-Runner Allocation: Specific values added for abandoned matches.

18.17. Milestones: 100+ score counts as both 50 and 100.

19. Squash

Squash Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Extra Points:** At 10-10 tie.
- **Game:** Played to 11 points.
- **Penalty Point:** Awarded for code violation.
- **Retirement:** Player withdraws mid-match.

General Squash Rules

19.1. Settlement Timing: Settled as soon as point confirmed.

19.2. Postponement and Abandonment (48-Hour Rule): Void if not completed within 48 hours.

19.3. Retirement, Forfeit, and Disqualification: Unsettled Markets Void.

19.4. Points Deductions and Penalty Points: Taken into account for unsettled Markets.

19.5. Error Corrections: Right to void for Incorrect Score, Participants, or Time/Odds.

Squash Market Rules

19.6. Point and Game Handicaps: Settled when Line determined.

19.7. Over/Under (Totals): Void if not completed unless determined. Integer Lines Void if exact.

19.8. Correct Score Markets: Settled after last point confirmed.

19.9. Game Extra Points: "Yes" once score reaches 10-10.

19.10. Lead After "Y" Points: Settled immediately after Y-th point.

19.11. Race to "X" Points / Numbered Point Winner: Void if target not reached.

20. Aussie Rules Football

Aussie Rules Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Behind: 1 point.**
- **Goal: 6 points.**
- **Overtime (Extra Time): Additional periods in knockout matches.**
- **Regular Time (80 Minutes): Four 20-minute quarters plus stoppage time.**

General Aussie Rules Rules

20.1. Regular Time Settlement (80 Minutes): Result at end of 80 minutes.

20.2. Match Winner (2-Way) & Overtime Logic: Include Overtime if played. Draw Void if no Overtime format.

20.3. Postponement and Abandonment (48-Hour Rule): Void if not resumed within 48 hours.

20.4. Error Corrections: Right to void for Time errors >2 mins or Incorrect Participants.

Aussie Rules Market Rules

20.5. Handicap and Totals: End of Regular Time only. Void if abandoned.

20.6. Quarter and Half Markets: Based on result of that specific quarter/half.

20.7. Highest Scoring Quarter / Half: Dead Heat rules apply if tie.

20.8. First Team to Score: Goal or Behind.

20.9. Half-Time / Full-Time (Double Result): Void if abandoned before 80 minutes.

21. Boxing

Boxing Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Decision: Result by judges' scorecards.**
- **DQ (Disqualification): Loser declared for breaking rules.**
- **Go the Distance: Completes all scheduled rounds.**
- **KO (Knockout): Unable to stand before count of ten.**
- **No Contest: Stopped due to accidental injury/outside interference.**
- **TKO (Technical Knockout): Referee/doctor/corner stops fight.**

General Boxing Rules

21.1. Official Result and Finality: Based on official result declared at end of bout.

21.2. Postponement and Abandonment (48-Hour Rule): Void if not within 48 hours.

21.3. No Contest: All Bets Void.

21.4. Changes to Scheduled Rounds: Total Rounds, Exact Round, Method of Victory, Inside Distance Voided. Match Winner valid.

21.5. Failure to Answer the Bell: Opponent wins in previous round.

Boxing Market Rules

21.6. Match Winner (2-Way vs. 3-Way): 2-Way Void if Draw. 1X2 includes Draw.

21.7. Total Rounds (Over/Under): "Half-Round" = 1 min 30 sec.

21.8. Method of Victory: KO/TKO/DQ, Decision, Draw. DQ counts as KO/TKO.

21.9. Winner & Exact Round: Loss if Technical Decision.

21.10. Will the Fight Go the Distance? Technical Decision = NOT gone the distance.

22. MMA

MMA Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Decision: Judges' scorecards.**
- **KO (Knockout): Rendered unconscious/unable to defend.**
- **No Contest: Stopped due to accidental injury/outside interference.**
- **Submission: Tapping out or verbal submission.**
- **TKO (Technical Knockout): Referee/doctor/corner stops fight.**
- **Technical Decision: Stopped due to accidental injury after sufficient rounds.**

General MMA Rules

22.1. Settlement Timing and Finality: Based on official result declared immediately after fight.

22.2. Failure to Answer the Bell: Opponent wins in previous round.

22.3. Postponement and Abandonment (48-Hour Rule): Void if not within 48 hours.

22.4. Withdrawals and Substitutions: All Bets Void.

22.5. No Contest: All Bets Void.

22.6. Changes to Scheduled Rounds: Total Rounds, Winner & Exact Round, Winning Method Voided.

MMA Market Rules

22.7. Match Winner (2-Way vs. 3-Way): 2-Way Void if Draw.

22.8. Total Rounds (Over/Under): "Half-Round" = 2 min 30 sec.

22.9. Winning Method: KO/TKO, DQ (counts as KO/TKO), Submission, Decision.

22.10. Winner & Exact Round: Decision/Technical Decision = Loss.

22.11. Will the Fight Go the Distance? Technical Decision = NOT gone the distance.

23. Golf

Golf Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **2-Ball / 3-Ball: Lowest score in group.**
- **Dead Heat: Tied players.**
- **First Round Leader: Leads after 18 holes.**
- **Make/Miss the Cut: Qualify for final rounds.**

- Play-off: Extra holes.
- Tournament Outright: Winner of entire tournament.

General Golf Rules

23.1. Player Participation (Tee-off Rule): Deemed played once teed off. Withdrawals after tee-off = Loss.

23.2. Result Finality and Trophy Presentation: Based on official results at time of trophy presentation.

23.3. Delays and Suspensions: Markets remain unsettled.

23.4. Abandonment and Reduction of Holes: Unsettled Markets Void if abandoned. Reduced format settled on official result.

Golf Market Rules

23.6. Tournament Winner (Outright): Winner awarded the trophy.

23.7. Match-ups (2-Ball, 3-Ball, 4-Ball): 2-Ball Void if tie. 3-Ball Dead Heat rules.

23.8. Place Markets: Dead Heat rules apply.

23.9. Finishing Position of a Named Player: Tied position counts.

23.10. End of Round Leader: Dead Heat rules.

23.11. Miss the Cut: Settled at end of 2nd round.

23.12. Group Betting: Dead Heat rules.

23.13. Hole and Stat Markets: Penalty strokes included.

24. Motorcycle Racing

Motorcycle Racing Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- Classification: Official final positions.
- DNF (Did Not Finish): Started but failed to finish.
- DNS (Did Not Start): Did not start warm-up lap.
- Podium: Top three finishers.
- Pole Position: First grid position.
- Warm-up Lap: Lap before race start.

General Motorcycle Racing Rules

24.1. Official Result and Podium Presentation: Based on official classification at podium presentation.

24.2. Postponement and Abandonment (48-Hour Rule): Void if not within 48 hours.

24.3. Race Start and Participation: Started once warm-up lap begins.

24.4. Interrupted Races: Settled based on official result declared by governing body.

Motorcycle Racing Market Rules

24.5. Race Winner: Based on podium presentation.

24.6. Top X Finish Markets: Dead Heat rules apply. Void if abandoned before official determination.

24.7. Head-to-Head (H2H) Match-ups: Both must start. DNF = other wins.

24.8. Group Betting: Dead Heat rules apply.

24.9. Prop Markets: Fastest Lap and Pole Position.

25. Athletics

Athletics Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Did Not Start (DNS):** Does not cross start line.
- **Disqualification (DQ):** Removed for technical violation.
- **Final:** Deciding race/attempt.
- **Heat/Qualifying:** Preliminary rounds.
- **Medal Ceremony:** Official presentation of medals.
- **Personal Best (PB) / Season Best (SB):** Best results.

General Athletics Rules

25.1. Official Result and Finality: Based on official results at time of medal ceremony.

25.2. Postponement and Abandonment (48-Hour Rule): Void if not within 48 hours.

25.3. Participation (Non-Runner No Bet): DNS = All Bets Void.

Athletics Market Rules

25.4. Event Winner: Wins gold medal or finishes first.

25.5. Top X Finish Markets: Dead Heat rules apply.

25.6. Head-to-Head (H2H) Match-ups: Higher finishing position wins.

25.7. Group Betting: Dead Heat rules apply.

25.8. Special Markets (Records/Stats): Based on official ratification.

26. Winter Sports

(Alpine Skiing, Biathlon, Cross-Country Skiing, Ski Jumping, Nordic Combined, Freestyle, Snowboarding)

Winter Sports Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Classification:** Official final ranking.
- **DNF (Did Not Finish):** Started but failed to finish.
- **DNS (Did Not Start):** Did not cross start line.
- **Gate/Start Line:** Official starting point.
- **Medal/Podium Ceremony:** Official award presentation.
- **Run/Heat:** Single timed attempt.

General Winter Sports Rules

26.1. Official Result and Finality: Based on official results at time of medal/podium ceremony.

26.2. Postponement and Abandonment (48-Hour Rule): Void if not within 48 hours.

26.3. Athlete Participation: DNS = Void. DNF = Loss.

26.4. Interrupted Events: Based on official result if declared.

Winter Sports Market Rules

26.5. Event Winner: Based on official classification.

26.6. Podium Finish (Top 3) / Top X Finish: Dead Heat rules apply.

26.7. Head-to-Head (H2H) Match-ups: Both must start.

26.8. Group Betting: Dead Heat rules apply.

26.9. Shooting Markets (Biathlon): Based on official shooting statistics.

27. Formula 1

Formula 1 Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- **Classification:** Official final ranking.
- **DNF (Did Not Finish):** Retires and does not cross finish line.
- **DNS (Did Not Start):** Does not start formation lap.
- **Formation Lap:** Lap to starting positions.
- **Overtaking:** Passing another car for position.
- **Pit Lane Start:** Starting from pit lane.
- **Podium Presentation:** Trophy ceremony.
- **Retirement:** Forced to stop racing.

General Formula 1 Rules

27.1. Official Result and Podium Presentation: Based on official result at podium presentation.

27.2. Postponement and Abandonment (48-Hour Rule): Void if not within 48 hours.

27.3. Race Start and Participation: Started once formation lap begins.

27.4. Dead Heat Rule: Applied if multiple winners exceed expected.

Formula 1 Specific Rules

27.5. Head-to-Head (H2H) and Group Betting: Both must start. Most laps completed wins if both DNF.

27.6. Team Markets: Highest-ranked car of the team.

27.7. Overtaking Markets: Pass must be maintained until end of lap.

27.8. Retirement Rules: Does not cross finish line. DQ is not a retirement.

27.9. Pit Stop Markets: First car to enter pit lane.

27.10. Fastest Lap Markets: Based on official FIA timings.

27.11. Total Finishers: Passes finish line after winner completes final lap.

28. Chess

Chess Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only.*

- **Castling:** King and Rook move.
- **Checkmate:** King in check with no legal move.
- **En Passant:** Special pawn capture.
- **Move:** Full turn (White completes turn).
- **Pawn Promotion:** Pawn reaches 8th rank.
- **Stalemate:** No legal moves but King not in check (Draw).

General Chess Rules

28.1. General Notes: Single game unless stated. Unfinished games Void if not determined.

28.2. Move Counting Logic: Counted when White makes a move.

28.3. Will there be a checkmate? Won if physical checkmate. Lost if draw/resignation/timeout/stalemate.

28.4. Total number of castlings: Combined both players.

28.5. First move: Specific first move (e.g., e4, d4).

28.6. First piece to move: Pawn or Knight.

28.7. First captured piece: Type of piece removed first.

28.8. Will there be a pawn promotion? Won if any pawn promoted.

28.9. Will there be an en passant? Won if capture occurs.

28.10. Will there be a stalemate? Won only if official stalemate.

28.11. Who will have more pieces at the end? Count remaining pieces. Equal = Draw.

28.12. Final number of pieces: Combined total left.

28.13. Number of checks: Total checks given.

28.14. Total moves: Based on counting logic.

28.15. Checkmate before move {X}: Won if checkmate strictly before move X.

28.16. Game will end before move {X}: Won if result happens before move X.

28.17. First to check: Which player delivers first check.

28.18. Who will finish higher in the final standings? Based on official leaderboard.

28.19. Who will win more games with White? Draw if equal.

28.20. Who will win more games with Black? Draw if equal.

28.21. Total number of wins combined: Sum of wins.

28.22. Player Total Wins (Individual): Total wins by player.

28.23. Player Total Wins with White / Black: Specific color wins.

28.24. Player Total Points & Milestones: Win = 1, Draw = 0.5, Loss = 0.

29. Kabaddi

Kabaddi Glossary of Terms (A-Z)

Important Note: *This glossary is provided for informational and navigational purposes only.*

- **All Out:** Entire team put out (2 extra points).

- Empty Raid: No points scored or lost.
- Raider: Attacking player.
- Raid Points: Points earned by raider.
- Successful Raid: Raider scores and returns safely.
- Super Raid: 3+ points in a raid.
- Super Tackle: Successful tackle with 3 or fewer defenders (2 points).
- Tackle Points: Points for stopping raider.
- Technical Points: Awarded by officials.

General Kabaddi Rules

- 29.1. Official Result and Data Sources: Based on official league websites (e.g., ProKabaddi.com).
- 29.2. Regular Time (40 Minutes): Two 20-minute halves. Excludes Overtime.
- 29.3. Postponement and Abandonment (48-Hour Rule): Void if not within 48 hours.
- 29.4. Error Corrections: Right to void for Incorrect Score/Time or Participants.

Match and Half Markets

- 29.5. 1X2 (Match Result): End of regular time (40 mins).
- 29.6. Totals (Over/Under) & Handicaps: Final total points at end of 40 mins.
- 29.7. Individual Team Totals: Includes Raid, Tackle, All Out, and Technical points.
- 29.8. 1st Half Markets: Score at conclusion of first 20 minutes.

Specific and Prop Markets

- 29.9. Total Tackle Points: Points earned specifically through Tackles.
- 29.10. Total Super Raids: Combined number of Super Raids.
- 29.11. Total Super Tackles: Combined number of Super Tackles.
- 29.12. Total Successful Raid Points: Sum of touch and bonus points.
- 29.13. Total Successful Tackle Points: Total points through successful stops.
- 29.14. H2H Successful Raid Points (1X2): Which team/player records more. Dead Heat rules apply.

30. Cycling

Cycling Glossary of Terms (A-Z)

Important Note: This glossary is provided for informational and navigational purposes only.

- Classification: Official ranking.
- DNF (Did Not Finish): Starts but fails to finish.
- DNS (Did Not Start): Does not cross start line.
- General Classification (GC): Primary ranking in multi-stage race.
- Peloton: Main group of riders.
- Podium: Top three finishers.

- **Stage:** Individual day of racing.
- **Time Trial:** Race against the clock.

General Cycling Rules

- 30.1. Official Result and Podium Presentation:** Based on official classification at podium presentation.
- 30.2. Postponement and Abandonment (48-Hour Rule):** Void if not within 48 hours.
- 30.3. Participation and Race Start:** Started once crosses start line. DNS = Void. DNF = Loss.

Cycling Market Rules

- 30.4. Race / Stage Winner:** First to cross finish line.
- 30.5. Head-to-Head (H2H) Match-ups:** Both must start. Rider who finished wins if other DNF.
- 30.6. Classification Markets (Jerseys):** Based on official final standings.
- 30.7. Top X Finish Markets:** Dead Heat rules apply.
- 30.8. Team Classification:** Based on official final standings.

III. Esports Special Rules

Definitions & Interpretations

- **Tournament Organizer:** The individual, entity, or consortium responsible for planning, coordinating, managing, and executing an esports tournament.
- **Map or Game:** One discrete playable segment of a match.
- **Round:** A sub-unit of a map or game.
- **Match:** The full contest.
- **Key/Significant Event:** Any in-game action that meaningfully changes the competitive status (kills, objectives, etc.).
- **Game Crash:** Unintended termination/failure of game software.
- **Restart:** Round reset before completion and played again.
- **Replay:** Match/map/round played again in full.
- **Integrity Violation:** Cheating, bug abuse, match-fixing, prohibited substances, etc.
- **Technical Loss (Tech Loss):** Loss awarded for no-show, rule violation, technical malfunctions, etc.

General Rules Applicable to Esports

- 1.0. These Esports Betting Rules supplement the General Sportsbook Rules.**
- 1.1. In case of contradictions:** game-specific rules > esports general rules > general sportsbook rules.
- 1.2. All markets settled based exclusively on official in-game scoring systems, logs, public data sources, and tournament statistics. Primary sources:**

- Dota 2: dota2.com, dotabuff.com, dltv.org, cyberscore.live
- Counter-Strike 2 (CS2): hltv.org
- League of Legends: gol.gg
- Valorant: vlr.gg
- Overwatch: playoverwatch.com
- Call of Duty: callofduty.com
- All esports (general): liquipedia.net
 - 1.3. Information displayed is for informational purposes only. Minor typographical errors do not impact bet validity.
 - 1.4. If a match is paused/postponed and not rescheduled within 24 hours, bets are voided.
 - 1.5. Team name changes retaining the same roster: bets stand. Full team change (>50% roster replaced): bets void.
 - 1.6. If stand-ins are allowed and match produces official result, bets stand. If >50% of starting roster replaced, bets void.
 - 1.7. Conclusive evidence of Integrity Violation affecting outcome: bets voided. Exception: if team disqualified for all matches, only void matches with clear evidence.
 - 1.8. Technical Loss: Bets determined before Technical Loss stand. Undecided Match Winner and match-level markets voided.
 - 1.9. All markets consider overtime unless stated otherwise.
 - 1.10. Official format change (e.g., Bo5 to Bo3): map-level markets valid, match-level markets voided.
 - 1.11. If match played before scheduled start time, bets placed after actual start are voided.
 - 1.12. Annulled period: Live bets within annulled period voided. Bets before annulled period stand.
 - 1.13. If map starts with fewer players than required, bets on that map/match voided.
 - 1.14. If match is pre-recorded, bets voided.
 - 1.15. If broadcast/data feed interrupted, result must be verified within 24 hours or bets voided.
 - 1.16. In-game events (First Blood, etc.) determined exclusively by in-game logs.
 - 1.17. If specific in-game event does not occur, bets on that market void.
 - 1.18. References to violence/weapons are purely descriptive of in-game context.

Rules Applicable to Esports Outrights

- 2.1. If team/participant does not take part, bets voided. If they compete in at least one match, bets stand.
- 2.2. If tournament start postponed, Sportsbook may void or allow bets. If rescheduled within 7 days, bets stand.
- 2.3. If tournament cancelled, bets voided.
- 2.4. If team uses approved stand-ins, bets stand. If >50% roster replaced, outright bets voided.
- 2.5. Multiple winners: dead-heat rule applies.
- 2.6. If tournament format changed after markets offered, bets may be voided.

2.7. If player replaced before playing any match, bets voided. If after playing at least one match, bets stand.

General Markets for Esports

- Winner: Bet on match winner.
- 1x2: Winner with Draw option.
- X map winner: Winner of specified map (incl. overtime).
- Map Handicap: Team wins after applying map handicap.
- Total Maps: Over/Under total maps played.
- Correct score (in maps): Exact final map score.
- Team N wins at least one map: Yes/No.
- Odd/even maps: Total maps odd or even.
- Both to win a map and Team N to win a match: Both conditions met.
- Both to win a map: Each team wins at least one map.
- Leading after 2 maps: Team 1, Team 2, or Draw.
- Match winner & total maps: Combined market.
- X map - round handicap: Team wins map after applying round handicap.
- X map - total rounds: Over/Under total rounds in map.
- Total rounds: Over/Under total rounds across all maps.
- Rounds handicap: Team wins match after applying round handicap.
- X map - will there be overtime: Yes/No.
- X map - odd/even rounds: Total rounds odd or even.
- X map - correct score: Exact final round score (excl. overtime).
- X map - first pistol round winner: Winner of first pistol round.
- X map - second pistol round winner: Winner of second pistol round.
- X map - winner & total rounds: Combined market.
- X map - pistol rounds correct score: Exact score of pistol rounds.
- X map - winner & 1st pistol round winner: Combined market.
- X map - Team N total rounds: Over/Under Team N rounds.
- X map - winning margin: Margin of victory in rounds.

- X map - to be scored 1:1: Yes/No.
- X map - race to N rounds: First to win N rounds.
- X map - 1st half round handicap: 1st half round handicap.
- X map - winner & 1st half - 1x2: Combined market.
- X map round N - winner: Winner of specific round.
- X map - race to N kills: First to reach N kills.
- X map - first blood: Team to achieve first kill.
- X map - Player N total headshots: Over/Under headshots.
- X map - Player to get (nr.)+ kills: Player kills target.
- X map - kill handicap: Team kills after applying handicap.
- X map - winner & map duration: Combined market.
- X map - winner & total kills: Combined market.
- X map - match winner & map winner: Combined market.
- Draw no bet: Team wins, Draw = Void.
- X map - kills draw no bet: More kills, Tie = Void.
- Kills draw no bet: More kills across all maps, Tie = Void.
- X map - Team N total kills: Over/Under Team N kills.
- Team N total kills: Over/Under Team N kills across all maps.
- X map - Team N kill range: Team N kills within range.
- X map - kill range: Total kills within range.
- Total kills: Over/Under total kills across all maps.
- Kills 1x2: Team 1, Team 2, or Draw.
- X map - kill handicap within 15 minutes: Kills at 15:00 after handicap.
- X map 1st half - 1x2: Winner of 1st half.
- X map 2nd half - 1x2: Winner of 2nd half.
- X map - who will make kill № N: Team credited with Nth kill.
- X map - duration: Over/Under map duration.
- X map - total kills: Over/Under total kills in map.
- X map - kills odd/even: Odd/Even kills.

- **Double chance: Two specified results.**
- **X map - kills 1x2: Team 1, Team 2, or Draw.**
- **X map - most kills Player 1 vs Player 2: Who gets more kills.**
- **X map - Player N total kills: Over/Under player kills.**
- **Kills handicap: Team kills after handicap across all maps.**
- **X map - 1x2 (excl. overtime): Regulation time result.**
- **X map - Team N to win both pistol rounds & win the map: Combined market.**

General Outright Markets

- **Winner: Tournament winner.**
- **To Reach Final: Qualify for final.**
- **Not To Win The Tournament: Yes/No.**
- **Not To Reach The Final: Yes/No.**
- **Group X Winner: Finish first in group.**
- **Highest Placement - Team 1 vs Team 2: Higher final placement. Same stage = Void.**
- **Total Number of 2-Map Series in Playoffs: Over/Under.**
- **Total Playoff Maps: Over/Under.**
- **Most Picked Hero: Most picks. Dead-heat rules.**
- **Most Banned Hero: Most bans. Dead-heat rules.**
- **Most Popular Hero (Picks + Bans): Combined total. Dead-heat rules.**
- **Total Heroes Not Picked or Banned: Over/Under.**
- **Region of Winner: Region of tournament winner.**
- **MVP: Most Valuable Player.**
- **Winners Group: Group of tournament winner.**
- **Top 3 Finish: Top three positions.**

Esports Game Specific Rules

3.1. Counter-Strike 2 rules:

- **3.1.1. If player disconnects and teams play 3+ full rounds 4v5, bets on affected markets voided.**
- **3.1.2. Round restarted: Bets stand, settled on official score.**

- 3.1.3. Formats (MR12, MR8, etc.) determined by official tournament rules.
- 3.1.5. CS2 Duels: Wrong Odds/Players voided. Stream issues voided. Game Crashes voided. Round restarts stand. Player absent voided. Internet issues voided.
- CS2 Markets: Zeus kill, Knife kill, Molotov kill, HE grenade kill, Rounds ending with defuse/detonation, AWP kills, Headshots, Highest HLTV Rating (Team/Player), HLTV MVP, Most Played Map, Highest T/CT Win %.

3.2. Dota 2 rules:

- 3.2.1. Map starts with fewer than 10 competitors: voided.
- 3.2.2. Disconnect within first 10 mins and not replaced within 4 mins: voided. After 10th min: settled.
- 3.2.3. Walkover within first 10 mins: voided. After 10th min: settled.
- 3.2.4. Dota 2 Duels: Wrong Odds/Players voided. Stream issues voided. Game Crashes voided. Neutral Creep Kills count as kills. Internet issues voided. Simultaneous Deaths determined by game log. Incorrect Heroes Selected: if Significant Event occurred, voided.
- Dota 2 Markets: Nth Aegis, Nth Barracks, Nth Tower, First Roshan, Nth Kill, Mega Creeps, Ultra Kill, Beyond Godlike, Rampage, Total Roshans, Team N Roshans, Roshans Handicap, Roshans 1x2, Roshan Range, Total Towers, Team N Towers, Towers Handicap, Towers Draw No Bet, Towers 1x2, Tower Range, Total Barracks, Barracks Handicap, Barracks Draw No Bet, Barracks 1x2, Total Intelligence Heroes, Role of First Picked Hero, Melee Hero First, Draw First Blood within N mins, Total Melee Heroes Radiant, Primary Attribute Last Picked Hero, Support Killed First, Support First Blood, First Black King Bar, Total Range Heroes Dire, Most Bounty Runes, Occurrence Time of 10th Kill.

3.3. Valorant rules:

- 3.3.1. Disconnect and 3+ rounds 4v5: voided.
- 3.3.2. Round Restarts: Bets stand.
- 3.3.3. Formats determined by official rules.

3.4. League of Legends rules:

- 3.4.1. Fewer than 10 competitors: voided.
- 3.4.2. Disconnect within first 10 mins and not replaced within 3 mins: voided.
- 3.4.3. Walkover within first 10 mins: voided.
- LoL Markets: Nth Baron, Nth Inhibitor, Quadra Kill, Penta Kill, Total Turrets, Will (Type) Dragon be Slain, Nth Dragon Type, Dragon Soul Type, Total Barons, Total Dragons, Nth Dragon, Total Inhibitors, Both Teams to Slay a Dragon/Baron, Both Teams to Destroy an Inhibitor, Which Team to Score Quadra/Penta Kill, Team N Total Barons/Turrets/Dragons/Inhibitors, Turrets/Dragons/Inhibitors Handicap, Draw No Bet, 1x2, Range, Team N Range.

- 3.5. King of Glory: Fewer than 10 competitors: voided. Disconnect within first 6 mins: voided. Walkover within first 6 mins: voided.
- 3.6. Mobile Legends: Bang Bang: Same rules as 3.5.
- 3.7. Wild Rift: Same rules as 3.5.
- 3.8. Battle Royale (Free Fire, PUBG, Fortnite, Apex, Warzone): Round winner = last alive. Round markets: Round X Winner, Top 3 Finish in Round X.
- 3.9. Deadlock: Fewer than 10 competitors: voided. Disconnect within first 8 mins: voided. Walkover within first 10 mins: voided.
- 3.10. Rainbow Six: Siege: Disconnect and 2+ rounds 4v5: voided. Round Restarts: Bets stand.
- 3.11. GeoGuessr: Based on official results on [geoguessr.com](https://www.geoguessr.com).
- 3.12. Call of Duty: Formats vary. Round Handicap only on round-based modes.
- 3.13. Marvel Rivals: Disconnect within first 2 mins: voided.
- 3.14. Crossfire: Disconnect and 2+ rounds 4v5: voided. Round Restarts: Bets stand.
- 3.15. Tekken: Winner, X map winner (first to 3 KO's), Map Handicap, Total Maps, Correct Score.
- 3.16. Street Fighter: Winner, X map winner (first to 2 KO's), Map Handicap, Total Maps, Correct Score.
- 3.17. Overwatch 2: Disconnect within first 2 mins: voided.
- 3.18. Rocket League: Abandoned within first 2 mins: voided. Markets: Winner, X map winner, Map Handicap, Total Maps, Correct Score.
- 3.19. Age of Empires / Starcraft / Warcraft III: Abandoned within first 10 mins: voided.
- 3.20. Standoff 2: Disconnect and 3+ rounds 4v5: voided. Round Restarts: Bets stand.
- 3.21. FC 26: Settled per General and Soccer Rules. Wrong Odds/Players voided. Camera Failure: settled markets stand, unsettled voided. Stream Issues: voided if entire match; settled before interruption stand. Critical Malfunctions: restart if no Key Event; void if Key Event occurred. Nameplate/Gamepad issues do not void.
- 3.22. NBA 2K26: Settled per General and Basketball Rules. Wrong Odds/Players voided. Wrong Teams/Players: restart if no Significant Event; void if occurred. Camera Failure: settled stand, unsettled voided. Stream Issues: same as FC 26. Critical Malfunctions: same as FC 26. Nameplate/Gamepad issues do not void.
- 3.23. Cricket 24: Settled per General and Cricket Rules. 5-over format informative only. Wrong Odds/Players voided. Wrong Teams/Players: restart if no Significant Event; void if occurred. Camera Failure: same as FC 26. Stream Issues: same as FC 26. Critical Malfunctions: same as FC 26. Nameplate/Gamepad issues do not void.

IV. Esports Solution Betting Rules

1. General Rules

- 1.1.1. Right to cancel bets on incorrect Odds or during technical malfunctions.
- 1.1.2. All bets settled once outcome unconditionally determined.
- 1.1.3. Video streaming availability not guaranteed.
- 1.1.4. Terms of Section III do not apply here.

1.2 Market Definitions

- 1.2.1 Match (1X2): Home, Draw, Away.
- 1.2.2 Correct Score: Exact final/partial score.

- 1.2.3 Over/Under (Totals): Over or Under specified Line. If exact, Void.
- 1.2.4 Odd/Even: Odd (1, 3, 5) or Even (0, 2, 4). Zero is Even.
- 1.2.5 Half Time / Full Time: HT result and FT result.
- 1.2.6 Period Betting: Outcome of specific period.
- 1.2.7 Draw No Bet (DNB): 1 or 2 only. Draw = Void.
- 1.2.8 Handicap: Handicap added/subtracted. Exact = Void.
- 1.2.9 Asian Handicap: Stake split equally (e.g., -1.75 = -1.5 and -2.0).
- 1.2.10 Double Chance: 1X, 12, X2.
- 1.2.11 Team to Score First and Win: Both must happen. 0-0 = Void.
- 1.2.12 Quarter/Half/Period X (Score During Period): Strictly within period.
- 1.2.13 Result at End of Quarter/Half/Period X: Cumulative result.
- 1.2.14 Race to X Points/Goals: First to reach. Not reached = Void.
- 1.2.15 Winner of Point X/Goal X: Participant who scores it.
- 1.2.16 Team to Win All Halves/Periods: More goals in each half.

2. eSports Rules

- 2.1 eSoccer: 2x3, 2x4, 2x6, 2x15 mins. Includes injury time. Excludes Overtime/penalties. gP rules: Goal = +1.0, Shot = +0.2.
- 2.2 eSoccer: Volta: 2x3 mins. Includes injury time and Overtime. Excludes penalty shootouts.
- 2.3 eSoccer: Penalty: 5 shots per team. Sudden death if tied.
- 2.4 eSoccer: X-Battle FC: 2x30 secs. Excludes Overtime.
- 2.5 eBasketball: 4x6 mins. Excludes Overtime.
- 2.6 eBasketball: Blitz: 1x1 min. Excludes Overtime.
- 2.7 eFighting (Injustice, Mortal Kombat): Health Bar (two bars), First Damage, Clash, Supermove, Will There Be Mercy, Finish Him Method, Winner HP Left.
- 2.8 eCricket: 2 innings, 5 overs each.
- 2.9 eCricket: Super Over: 1 over per team.
- 2.10 eCricket: X-Battle Bats: 10 rounds, 1 hit per round.
- 2.11 eShooter: CS2 (MR15): First to 8 rounds.
- 2.12 eShooter: CS2 (BO3): Best of 3 maps.

- 2.13 eHorse Racing: 8-24 runners, 800-3200 meters.
- 2.14 eTennis: General Rules.
- 2.15 eVolleyball: 1 set to 25 points.
- 2.16 eBoxing: 1 round of 2 mins.
- 2.17 eKabaddi: 2 halves of 5 mins.
- 2.18 eVaquejada: 4 rounds, 4 attempts each.
- 2.19 eMMA: 1 round.
- 2.20 eAmerican Football: 4x2 mins. Excludes Overtime.
- 2.21 eFootvolley: Best of 3 sets to 11 points.
- 2.22 eTeqball: Best of 3 sets to 12 points.
- 2.23 elce Hockey: 3x3 mins. Excludes Overtime. gP rules apply.
- 2.24 eTable Tennis: Best of 5 (11 pts) or Best of 7 (7 pts).

V. Greyhound, Horse and Harness Racing Rules

1. General

- 1.1. Settled based on official declaration of result by racing authority.
- 1.2. Dead Heat: Payout divided by number of Dead Heating winners.
- 1.3. Not liable for errors in racing data.

2. Market Specific Rules

- 2.1. Win Betting: Dead heat rules apply.
- 2.2. Place Betting:

- 2.2.1. 8+ runners: Pay first, second, third. Deductions apply if reduced.
- 2.2.2. Dead heat rules apply.
- 2.3. Top 2 Betting:
- 2.3.1. Pays on 1st or 2nd.
- 2.3.2. Valid only on races with 5+ runners.
- 2.3.3. Dead heat rules apply.

3. Settlement & Cancellation Rules

- 3.1. Scratchings: Stake refunded.
- 3.2. Abandoned/Postponed/Transferred: Single bets Void. Combo Bets recalculated.
- 3.2.2. Rescheduled within 48 hours at same venue: Bets stand.

- 3.2.3. Scratchings reinstated due to postponement: Bets Void.

3.3. Deductions: Applied to face value of winnings. Combined deduction rate calculated by summing individual rates.

Odds <i>from</i> (>, more than)	Odds <i>to</i> (<=, less or equal)	Market "Win" (%)	Market "Top 2" (%)	Market "Place" (%)
1.00	1.01	76	40	26
1.01	1.02	75	40	26
1.02	1.03	75	40	26
1.03	1.04	73	40	26
1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26
1.08	1.09	72	40	26
1.09	1.10	72	40	26
1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26
1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26
1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25
1.45	1.50	55	37	25
1.50	1.55	53	36	24
1.55	1.60	51	36	24
1.60	1.65	49	35	24
1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22
1.95	2.00	40	32	22
2.00	2.05	40	32	22
2.05	2.10	39	31	22
2.10	2.15	37	31	21
2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21

2.35	2.40	33	29	20
2.40	2.45	31	28	20
2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18
2.80	2.90	27	25	18
2.90	3.00	26	25	18
3.00	3.10	25	24	17
3.10	3.20	24	23	17
3.20	3.30	23	22	16
3.30	3.40	22	22	16
3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15
3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14
4.60	4.80	15	17	13
4.80	5.00	15	17	13
5.00	5.50	13	15	12
5.50	6.00	12	15	12
6.00	6.50	11	14	11
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7
9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5
12.00	13.00	4	6	4
13.00	14.00	4	6	4
14.00	15.00	3	4	3
15.00	16.00	3	4	3
16.00	17.00	3	4	3
17.00	18.00	2	3	2
18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	~	0	0	0

3.4. Errors: Right to void for incorrect betting information.

3.5. Acceptance After Race Start: Single bet Voided. Combo bet leg Void, remaining legs stand.

3.6. Other: Late withdrawals by stewards: Deductions apply. Official stewards decision on race day stands.

VI. Predictions

General Rules

1.1. Scope: Politics, Arts, Entertainment, Science, Sporting milestones.

1.2. Specific Market Rules (Tooltips): Settlement criteria provided in tooltips. Tooltip prevails over General Rules.

1.3. Sources and Settlement: Official sources specified in tooltip. If unavailable, reputable sources used.

1.4. Postponement and Cancellations: If cancelled/indefinitely postponed >1 year, all unsettled bets Void (Refunded).