

# Cloakbook LLC

---

## Wager Type Rules

---

**VERSION: 1.1**

**Revision Date: 2/8/23**

## Contents

AMERICAN FOOTBALL .....	4
Football Futures .....	9
Football Player Props .....	12
AUSTRALIAN RULES FOOTBALL .....	15
AUTO RACING .....	16
Auto Racing Futures .....	19
BASEBALL .....	20
Baseball Futures .....	23
Baseball Player Props .....	25
BASKETBALL .....	26
Basketball Player Props .....	31
Basketball Futures .....	33
BOXING .....	37
MMA .....	38
CYCLING .....	39
CRICKET .....	40
DARTS .....	41
GOLF .....	42
ICE HOCKEY .....	43
Ice Hockey Player Props .....	48
Ice Hockey Futures .....	49
LACROSSE .....	52
MOTORCYCLE SPORT .....	53
Motorcycle Futures .....	56
OLYMPICS .....	57
RUGBY .....	58
SOCCER .....	61
Soccer bookings card .....	73
Soccer Penalties .....	75
Soccer specials .....	76

Soccer Player Props.....	78
Soccer match specials.....	81
Soccer Futures.....	85
Soccer Futures Specials.....	90
TENNIS.....	92
Tennis Futures .....	95

# AMERICAN FOOTBALL

## *Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins), 2 (the away team wins). In case of a tie even at the end of over time, the bet will be declared a refund.

## *Head-to-Head Handicap (spread)*

Betting on which team will win the match by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example: Betting on (H.-8.5) Home, the bet will be won if the home team wins the match with a margin of at least 9 points. Betting on (H.-8.5) Away, the bet will be won if the away team wins the match or loses it by conceding maximum 8 points to its opponent.

## *Head-to-Head (Three-Way Money line)*

Betting on the outcome of the game in the regular time. Three outcomes are offered: 1 (the home team will win), X (the game will end in a tie), 2 (the away team will win).

## *Head-to-Head (Three-Way Money line) 1<sup>st</sup> Half:*

Betting on the outcome of the 1st half of the match. Three outcomes are offered: 1 (the home team will win), X (the game will end in a draw), 2 (the away team will win).

## *Over/Under (spread)*

Betting on the total number of points scored during the match being higher (Over) or lower (Under) than the offered spread.

## *Over/Under Home Team (spread)*

Betting on the total number of points scored by Home team during the match being higher (Over) or lower (Under) than the offered spread.

## *Over/Under Away Team (spread)*

Betting on the total number of points scored by Away team during the match being higher (Over) or lower (Under) than the offered spread.

## *Over/Under Touchdown*

Betting on the total number of touchdowns made during the match will be higher (Over) or lower (Under) the offered spread.

## *Top Player*

Betting on who will be the top player in the match. The names of some players and the "other" entry will be on the list of possible selections. Selecting the "other" entry, the bet will be won if the selected top player will not be among the listed names.

## *Head-to-Head Handicap 1st Half (spread)*

Betting on which team will complete the 1st half with higher score by adding or deducting the spread indicated in the bet to/from the result at the end of the 1st half. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-4.5) Home, the bet will be won if the home team completes the 1st half with a winning margin of at least 5 points; betting on (H.-4.5) Away, the bet will be won if the away team completes the 1st half with a higher score or loses it by conceding maximum 4 points to the opponent.

#### *Over/Under 1st Half*

Betting on the total number of points scored at the end of the first half being higher (Over) or lower (Under) than the offered spread.

#### *Over/Under 2nd Half*

Betting on the total number of points scored at the end of the second half being higher (Over) or lower (Under) than the offered spread.

#### *Over/Under 1st quarter*

Betting on the total number of points scored at the end of the first quarter being higher (Over) or lower (Under) than the offered spread.

#### *Over/Under 2nd quarter*

Betting on the total number of points scored at the end of the 2nd quarter being higher (Over) or lower (Under) than the offered spread.

#### *Over/Under 3rd quarter*

Betting on the total number of points scored at the end of the 3rd quarter being higher (Over) or lower (Under) than the offered spread.

#### *Over/Under 4th quarter*

Betting on the total number of points scored at the end of the 4th quarter being higher (Over) or lower (Under) than the offered spread.

#### *H2H Yards - Quarterback (QB)*

Betting on which of the two QB will throw passes for the highest number of yards.

#### *H2H Yards - Running back (RB)*

Betting on which of the two RB will run the highest number of yards.

#### *Odd/Even*

Betting on the number of points scored during the game being odd or even. The results at the end of the regular playing time are valid for the betting purposes. If the match will end 0-0, the winning selection will be Even.

#### *Odd/Even RT*

Betting on the number of points scored during the regular time of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 1st Half*

Betting on the number of points scored during the 1st half of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 2nd Half*

Betting on the number of points scored during the 2nd half of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 1st quarter*

Betting on the number of points scored during the 1st quarter of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 2nd quarter*

Betting on the number of points scored during the 2nd quarter of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 3rd quarter*

Betting on the number of points scored during the 3rd quarter of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 4th quarter*

Betting on the number of points scored during the 4th quarter of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even Home*

Betting on the number of points scored during the match by the home team being odd or even. The results at the end of the regular playing time are worth for betting purposes. If the meeting ends 0-0, the winning selection will be Even.

#### *Odd/Even Away*

Betting on the number of points scored during the match by the away team being odd or even. The results at the end of the regular playing time are worth for betting purposes. If the meeting ends 0-0, the winning selection will be Even.

#### *Overtime*

Betting on an overtime after the finish of regular time.

#### *Highest Scoring Quarter*

Betting on the quarter the highest number of points being made. In case of an equal merit, the Ex Aequo rule applies (Article 11 in the General Rules section).

#### *Draw No Bet (Two-way money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the match will be finish draw the bets will be refunded.

#### *Draw No Bet (Two-way money line) 1st half*

Betting on the winner of the first half. Two possible outcomes are offered: 1 (the hometeam wins

the first half), 2 (the away team wins the first half). If the first half will be finish draw the bets will be refunded.

*Draw No Bet (Two-way money line) 2nd half*

Betting on the winner of the second half. Two possible outcomes are offered: 1 (the home team wins the second half), 2 (the away team wins the second half). If the second half will be finish draw the bets will be refunded.

*Draw No Bet (Two-way money line) 1st quarter*

Betting on the winner of the 1st quarter of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the match will be finish draw the bets will be refunded.

*Draw No Bet (Two-way money line) 2nd quarter*

Betting on the winner of the 2nd quarter of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the match will be finish draw the bets will be refunded.

*Draw No Bet (Two-way money line) 3rd quarter*

Betting on the winner of the 3rd quarter of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the match will be finish draw the bets will be refunded.

*Draw No Bet (Two-way money line) 4th quarter*

Betting on the winner of the 4th quarter of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the match will be finish draw the bets will be refunded.

*Three-way money line 1st Quarter*

Betting on the outcome of the first quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in a tie situation). Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

*Three-way money line 2nd Quarter*

Betting on the outcome of the second quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in a tie situation). Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

*Three-way money line 3rd Quarter*

Betting on the outcome of the third quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in a tie situation). Possible breaks during the match will have no influence on the

outcome of the bets of this type, even if as a result of such break will result in a replay.

#### *Three-way money line 4th Quarter*

Betting on the outcome of the Fourth quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in a tie situation). Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

#### *Three-way money line 1st Half*

Betting on the outcome of the first half of the match. Three possible outcomes are offered: 1 (at the end of the first half of the match the home team is ahead), 2 (at the end of the first half of the match the away team is ahead), X (at the end of the first half of the match the two teams are in a tie situation). Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

#### *Head-to-Head Handicap 1st Quarter (spread)*

Betting on which team will be leading at the end of the 1st quarter of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the 1st quarter of the game). The handicap, both positive and negative, is always associated with the home team. Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

#### *Head-to-Head Handicap 2nd Quarter (spread)*

Betting on which team will be leading at the end of the 2nd quarter of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the 1st quarter of the game). The handicap, both positive and negative, is always associated with the home team. Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

#### *Head-to-Head Handicap 3rd Quarter (spread)*

Betting on which team will be leading at the end of the 3rd quarter of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the 1st quarter of the game). The handicap, both positive and negative, is always associated with the home team. Po Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.



#### *Head-to-Head Handicap 4th Quarter (spread)*

Betting on which team will be leading at the end of the 4th quarter of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the 1st quarter of the game). The handicap, both positive and negative, is always associated with the home team. Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

#### *Head-to-Head Handicap 1st half (spread)*

Betting on which team will be leading at the end of the 1st half of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the 1st quarter of the game). The handicap, both positive and negative, is always associated with the home team. Possible breaks during the the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

#### *Head-to-Head Handicap 2nd half (spread)*

Betting on which team will be leading at the end of the 2nd half of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the 1st quarter of the game). The handicap, both positive and negative, is always associated with the home team. Possible breaks during the match will have no influence on the outcome of the bets of this type, even if as a result of such break will result in a replay.

## Football Futures

#### *Winning Overall (championship winner)*

Betting on the competitor winning the first position at the end of the competitions. If a competitor does not take to the competition and its winning share is equal to or less than 5, the operator might declare all bet types affected by this event refund. In case of a tie, the winner will be determined by the same criteria used by the competent authorities, considering the best positions during the competition.

#### *Head-to-Head Overall*

Betting on the competitors selected ranking the best position at the end of competition. If a competitor does not take part in the competition, the related bets will be declared refund. In case of equal points, the winner will be determined by the same criteria used by the competent authorities, considering the best positions during the competition.

#### *Winner*

Betting on the selected competitor among a list winning the event.

#### *No Winner*

Betting on the competitor losing the competition.

### *Top 2*

Betting on the 2 teams that go to the championship game.

### *Yes/No*

Betting on a selected event happening or not.

The wager types above described are used for the following event category:

### *Winning*

Betting on the selected team winning the tournament at the end of the regular season or, where provided, the playoffs.

### *Winning League*

Betting on the selected team winning the league at the end of the regular season or, where provided, the playoffs.

### *Division Winning*

Betting on the selected team winning will win the division at the end of the regular season or, where provided, the playoffs.

### *Top Scorer*

Betting on the selected player being the top scorer at the end of the indicated competition (regular seasons/playoffs), according to the official count taken from the official reference websites. Any point scored in other competitions will not be considered for this bet type. If the selected player takes the field once, in the league he/she belongs to, the bet will be valid, otherwise it will be declared a refund.

### *Head-to-Head scorers*

Betting on which among two players specified in the bet will score more points during the indicated tournament. Any points scored in other competitions will not be considered for this bet type. If both players score the same number of points, bets of this type will be declared a refund.

### *Head-to-Head teams*

Betting on which among the two teams specified in the bet will get the best position at the end of the regular season (therefore without considering the playoffs) according to the official ranking.

### *Most Valuable Player of the Tournament (MVP)*

Betting on which player will be elected most valuable player (MVP) of the event. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared a refund.

*Best coach*

Betting on who will be elected best coach of the year in the championship he/she belongs to. Only the official website of the competition will be taken into consideration for reporting purposes.

*Over/Under Regular Season Wins*

Betting on whether the number of wins of a particular team during the regular season (excluding playoffs, playouts or other) will be higher (Over) or lower (Under) the indicated spread. The bet will be declared a refund in case the number of matches played by the selected team will not be the same as expected in the calendar fixed/published at the beginning of the championship.

*To reach the playoffs*

Betting on if the "X" team will reach the playoffs or not.

*Regular Season Wins*

Betting on the exact number of wins at the end of the regular season for an "X" team

*Draft "X" Overall Pick*

Betting on which player will be drafted as "X" Overall Pick

*Draft 1st drafted Quarterback*

Betting on which Quarterback will be the first drafted

*Draft 1st drafted Running Back*

Betting on which Running Back will be the first drafted

*Draft 1st drafted Wide Receiver*

Betting on which Wide Receiver will be the first drafted

*Draft 1st drafted Offensive Lineman*

Betting on which Offensive Lineman will be the first drafted

*Draft 1st drafted Defensive Lineman*

Betting on which Defensive Lineman will be the first drafted

*Draft 1st drafted Linebacker*

Betting on which Linebacker will be the first drafted

*Draft 1st drafted Cornerback*

Betting on which Cornerback will be the first drafted

*Draft 1st drafted Safety*

Betting on which Safety will be the first drafted

*Draft "X" Round - Number of Quarterbacks*

Betting on how many Quarterbacks will be draft in the "X" round

*Draft "X" Round - Number of Running Backs*

Betting on how many Running Back will be draft in the "X" round

*Draft "X" Round - Number of Wide Receivers*

Betting on how many Wide Receiver will be draft in the "X" round

*Draft "X" Round - Number of Offensive Linemen*

Betting on how many Lineman will be draft in the "X" round

*Draft "X" Round - Number of Defensive Linemen*

Betting on how many Defensive Lineman will be draft in the "X" round

*Draft "X" Round - Number of Linebackers*

Betting on how many Linebacker will be draft in the "X" round

*Draft "X" Round - Number of Cornerbacks*

Betting on how many Cornerback will be draft in the "X" round

*Draft "X" Round - Number of Safeties*

Betting on how many Safeties will be draft in the "X" round

*Draft "X" Round - Number of Tight Ends*

Betting on how many Safeties will be draft in the "X" round

*Draft "X" Round - Number of Defensive Players*

Betting on how many Defensive Players will be draft in the "X" round

*Draft "X" Round - Number of Offensive Players*

Betting on how many Offensive Players will be draft in the "X" round

*Draft "X" Round - Number of ACC Players*

Betting on how many ACC Players will be draft in the "X" round

*Draft "X" Round - Number of Big 10 Players*

Betting on how many Big 10 Players will be draft in the "X" round

*Draft "X" Round - Number of Big 12 Players*

Betting on how many Big 12 Players will be draft in the "X" round

*Draft "X" Round - Number of PAC 12 Players*

Betting on how many PAC 12 Players will be draft in the "X" round

*Draft "X" Round - Number of SEC Players*

Betting on how many SEC Players will be draft in the "X" round

*Draft Position - Player "X"*

Betting on what position player "X" will be drafted

Team to win Coin Toss  
Betting on which team will win Coin Toss

Coin Toss Outcome  
Betting on the outcome of coin toss

Jersey Number of 1st Match Touchdown Scorer  
Betting on the number of the shirt of the player who will make the first touchdown will be over or under compared to the expected spread

Jersey Number of Last Match Touchdown Scorer  
Betting on the number of the shirt of the player who will make the last touchdown will be over or under compared to the expected spread

Team to Have First Coaches Challenge  
Betting on which team will have the first Coaches Challenge

Over/Under Touchdown Team  
Betting on the total number of touchdowns made by "x" team during the match will be higher (Over) or lower (Under) the offered spread.

Largest Lead of the Game  
You have to predict if the greatest gap of points between the two teams during the match will be over or under compared to the pre-established spread

Special Team or Defensive Touchdown Scored?  
Betting if Special Team or Defensive will score a Touchdown

Successful 2 Point Conversion  
Betting if there will be a 2 point Conversion

Team to Score Longest Touchdown  
Betting on which team will score the Longest Touchdown

1st Scoring Play  
Betting on the method and the team of 1st scoring Play

Will either Team score a safety?  
Betting if at least one Team will score a Safety

Team "X" will win both Halves?  
Betting if Team "X" will win both Halves

Team "X" Total Punts  
You have to predict if the total number of punts of team "X" will be over or under compared to the pre-established spread

First Team to Get a First Down?

Betting on which team will get the First Down

Longest Touchdown scored

You have to predict if the number of yards of the longest touchdown will be over or under the predetermined spread.

Shortest Touchdown scored

You have to predict if the number of yards of the shortest touchdown will be over or under the predetermined spread.

Longest Field Goal scored

You have to predict if the number of yards of the longest field goal will be over or under the predetermined spread.

Shortest Field Goal scored

You have to predict if the number of yards of the shortest field goal will be over or under the predetermined spread.

Total Punts

You have to predict if the total number of punts will be over or under compared to the pre-established spread

Score in Final 2 Minutes of 1st Half?

Betting if there will be a score in the final 2 minutes of 1st half

Position of MVP

Betting on which position of the player that will win the MVP

Team to have the Longest Successful Field Goal

Betting on which team will have the longest successful Field Goal

Team to have most Successful Field Goals

Betting on which team will have the most successful Field Goals

Any Field Goal or Extra point attempt to hit uprights or crossbar

Betting if Any Field Goal or Extra point attempt to hit uprights or crossbar

Team to call 1st timeout

Betting on which Team will call 1st timeout

Team "X" to win coin toss and win the game

Betting if team "X" will win coin toss and win the game

Team to obtain most first downs

Betting on which team will obtain most first downs

Team with Longest Drive (by Yards)

Betting on which team will have the longest Drive by Yards

Team "X" to have a successful 2 point conversion  
Betting if team "X" will have a successful 2 point conversion

Will Opening Kickoff to Be a Touchback?  
Betting if Opening Kickoff will be a Touchback.

Will First Kickoff of Team "x" Be a Touchback?  
Betting if First Kickoff of Team "X" will be a Touchback.

Team to record Most Sacks  
Betting on which team will record most sacks

Team to record First Sack  
Betting on which team will record first sack

Total Accepted Penalty Yards  
You have to predict if the number of accepted penalty yards will be over or under the pre-established spread

## Football Player Props

### *Three-way money line Players*

Betting on which among two selected players in the bet will score more touchdown, or whether they will achieve the same number of touchdown (X). If even just one of the players takes the field for less than 1 minute, the bet will be declared a refund. The players can belong to the same team or to 2 different teams not necessarily facing each other in the same match.

### *Head-to-Head Handicap Players*

Betting on which among two selected players will score more touchdown by adding or deducting the spread offered by the operator to/from the final result. The handicap, both positive and negative, is always associated with the first indicated player. If even just one of the players has to take the field for less than 1 minute, the bet will be declared a refund. The players can belong to the same team or to 2 different teams that are not necessarily facing each other in the same match.

### *Over & Under Passing TD (Specials-Match/Season/Playoff)*

Betting on the total number of Passing TD made by the selected player in the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player takes part in at least one game action; on the contrary, in the event that the player does not take part in any matches, the selection will be declared a refund (share 1). official websites of each competition will be considered valid for the reporting purposes.

### *Over & Under Receiving TD (Specials-Match/Season/Playoff)*

Betting on the total number of Receiving TD made by the selected player in the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player takes part in at least one game action; in case the player does not take part in any matches, the selection will be declared a refund (share 1). official websites of each competition will be considered valid for the reporting purpose.

*Over & Under Receiving Yards (Specials-Match/Season/Playoff)*

Betting on the total number of Receiving Yards made by the player selected in the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) will be higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player takes part in at least one game action; in case the player does not take part in any matches, the selection will be declared a refund (share 1). official websites of each competition will be considered valid for the reporting purposes.

*Over & Under Receptions (Specials-Match/Season/Playoff)*

Betting on the total number of Receptions made by the player offered in the course of the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, in case the selected player takes part in at least one game action; in case the player does not take part in any matches, the selection will be declared a refund (share 1). official websites of each competition will be considered valid for the reporting purposes.

*Over & Under Rushing TD (Specials-Match/Season/Playoff)*

Betting on the total number of Rushing TD made by the player offered in the course of the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) will be higher (Over) or lower (Under) than the spread offered by the operator. The bet being considered valid for payment purposes, if the selected player took part in at least one game action; in case the selected player takes part in at least one game action; in case the player does not take part in any matches, the selection will be declared a refund (share 1). official websites of each competition will be considered valid for the reporting purposes.

*Over & Under Rushing Yards (Specials-Match/Season/Playoff)*

Betting on the total number of Rushing Yards made by the player offered in the course of the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, in case the selected player takes part in at least one game action; in case the player does not take part in any matches, the



selection will be declared a refund (share 1). the official websites of each competition will be considered valid for the reporting purposes.

#### *Anytime Touchdown scorer*

Betting on the selected player scoring at least one Touchdowns during the game. If the selected player does not take the field, the bet will be declared a refund. If the player takes the field (even after the match has started) but does not score any Touchdown, the bet will be lost.

#### *First Touchdown scorer*

Betting on the selected player scoring the first touchdown of the game. If the selected player does not take part in the match or takes the field after the first touchdown of the match has already happened, the bet will be declared a refund. If the selected player takes part in the match but does not score any Touchdown, the bet will be lost, even if the player was replaced before the first Touchdown was scored.

#### *Last Touchdown scorer*

Betting on the selected player scoring the last *Touchdown* of the match. If the selected player does not take the field, the bet will be declared a refund. If the selected player, despite taking the field, does not score the last *Touchdown*, the bet will be lost, even if he/she is replaced or expelled before the last *Touchdown* is scored.

## AUSTRALIAN RULES FOOTBALL

#### *Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins), 2 (the away team wins). In case of a tie even at the end of over time, the bet will be declared a refund.

#### *Head-to-Head Handicap (spread)*

Betting on which team will win the match by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example: Betting on (H.-8.5) Home, the bet will be won if the home team wins the match with a margin of at least 9 points. Betting on (H.-8.5) Away, the bet will be won if the away team wins the match or loses it by conceding maximum 8 points to its opponent.

#### *Head-to-Head (Three-Way Money line)*

Betting on the outcome of the game in the regular time. Three outcomes are offered: 1 (the home team will win), X (the game will end in a tie), 2 (the away team will win).

#### *Head-to-Head (Three-Way Money line) 1<sup>st</sup> Half:*

Betting on the outcome of the 1st half of the match. Three outcomes are offered: 1 (the home team will win), X (the game will end in a draw), 2 (the away team will win).

#### *Over/Under (spread)*

Betting on the total number of points scored during the match being higher (Over) or

lower (Under) than the offered spread.

*Winner*

Betting on the competitor listed for the event winning the event.

*No Winner*

Betting on the competitor losing the competition.

*Yes/No*

Betting on a selected event happening or not.

## AUTO RACING

*Winning (Race)*

Betting on a selected driver winning the race. In case the driver doesn't take part in the race, bets accepted are considered lost.

*Winning Team*

Betting on which is the winner team.

*1st and 2nd Position*

Betting on 2 selected racers ending the competition in 1st and 2nd position in the exact order. if one or both drivers are not taking part in the race the bets affected are considered lost.

*1st or 2nd Position*

Betting on 2 selected racers ending the competition in 1st and 2nd position in whatever order. if one or both drivers are not taking part in the race the bets affected are considered lost.

*Podium (Race)*

Betting on a selected racer entering the podium at the end of the race (1st, 2nd or 3rd position). if the racer is not taking part in the race the bets affected are considered lost.

*Top X (Race)*

Betting on the selected driver ending the competition in the top X positions.

In order to be considered a top X, the driver must complete at least 90% of the laps compared to the winner. If a driver does not participate in the race, bets accepted on him/her will be considered lost.

*Head-to-Head (Money line Race)*

Betting on the best positioned at the end of the event, among 2 drivers. In the case of retirement/disqualification of the 2

- at the same lap, bet around them 2 will be refunded.
- different lap, the count will be done around the one retiring later.

in case one or both drivers are unable to take part into the race, the bet will be refunded.

### *Best of Three*

Betting on which one among 3 selected drivers will reach the best position during the race. In case any of these drivers withdraw or is disqualified at the same lap together with another one selected, they both are considered equals in result. If one or more drivers selected in the bet is unable to take part in the race, the bet will be refunded.

### *Best of the Group*

Betting on which one among 4 selected drivers will reach the best position during the race. In case any of these drivers withdraw or is disqualified at the same lap together with another one selected, they both are considered equals in result. If one or more drivers selected in the bet is unable to take part in the race, the bet will be refunded.

### *Winning (Pole)*

Betting on a selected driver reaching the first in line during the qualifying session. In case the driver selected is unable to take part in the competition, bets will be considered lost.

### *1st and 2nd Place (Pole)*

Betting on 2 selected drivers reaching the 1st and 2nd position, in the order selected, at the end of the qualifying session. If any of the drivers selected doesn't take part in the competition, bets accepted are considered lost.

### *Podium (Pole)*

Betting on a selected driver reaching one of the top 3 positions at the end of the qualifying session. If a driver doesn't take part in the competition, bets accepted are considered lost.

### *Head to Head (Money line)(Pole)*

Betting on who among 2 drivers selected will reach a better position during a qualifying session.

### *Rank/No Rank (Props)*

Betting on selected driver ranking or not, accordingly with an official source coming from any competent sport regulatory body, such as FIA and published at the end of the competition. In order to be considered ranked the driver should complete at least 90% of the laps, compared to the winner.

### *Over/Under Ranked (Props)*

Betting on the spread (Under/Lower or Over/Higher) of the number indicated in the bet compared to the number of drivers ranked at the end of the competition according to an official source, i.e. FIA.

### *No Points*

Betting on a selected driver finishing the race with 0 points/score or lower than 11 position.

### *Fastest Lap*

Betting on the driver scoring the fastest lap during the race. Bet is considered lost if

the driver doesn't take part to the race for any reason.

#### *1st Withdrawn*

Betting on the 1<sup>st</sup> driver withdrawing the race. If two or more drivers withdraw at the same time, they will be considered equal, independently from the withdrawal order. A disqualified ending the race due to a crash is also considered withdrawn. If a driver does not take part into the race, bets accepted will be considered lost.

#### *1st Lap not Completed*

Betting on the number of drivers not completing the first lap of the race. If a driver does not participate in the race, bets accepted will be considered lost.

#### *Safety Car*

Betting on the safety car entering the track at least 1 time during the race.

#### *Leader after 1st Lap*

Betting on the car leading the race at the end of the first lap. In case the first lap isn't completed the bet will be refunded. In case the car isn't taking part into the race, bets will be lost.

#### *First Constructor Withdrawn*

Betting on the first team withdrawing the competition at least with one car. In 2 or more cars/drivers withdraw during the same lap, bet is considered drawn, regardless of any order.

#### *Triplete Yes/No (Hat Trick)*

Betting on a driver matching the 3 following best score in the competition: win the qualification session, the race and scoring the fastest lap in the same race.

#### *Winning Team (Pole)*

Betting on the team scoring the first position at the end of the qualification session.

#### *Winning (Free Practice)*

Betting on a selected driver winning a practice session. In case the driver doesn't take part to the session, bets are considered lost.

#### *Both Cars Points*

Betting on a team ranking both cars in the top 10 in the same race. In case one of the 2 drivers doesn't take part to the race, the bets are refunded.

#### Three-way money line *Team Podium*

Betting on which of 2 selected teams will position more drivers in the top 3 at the end of the race or qualification session. In case of same number of drivers bet is considered drawn.

- *Example 1:* if the final result of a race is 1st Hamilton (Mercedes) 2nd Rosberg (Mercedes) 3rd Vettel (Ferrari), the final result of the Three-way money line between Mercedes and Ferrari is 1 (2 Mercedes drivers, 1 Ferrari driver on the podium).

- *Example 2:* if the final result of a race is 1st Hamilton (Mercedes) 2nd Bottas (Williams) 3rd Vettel (Ferrari), the final result of the Three-way money line between Mercedes and Ferrari is X (1 Mercedes driver, 1 Ferrari driver on the podium).

#### *Exact Number Team Podium*

Betting on the number of drivers positioned in the top 3 for the selected team.

- *Example 1:* if the final result of a race is 1st Hamilton (Mercedes) 2nd Rosberg (Mercedes) 3rd Vettel (Ferrari), the winning outcome of the Correct Score between Mercedes and Ferrari is 2-1 (2 Mercedes drivers, 1 Ferrari driver on the podium).
- *Example 2:* if the final result of a race is 1st Hamilton (Mercedes) 2nd Bottas (Williams) 3rd Rosberg (Mercedes), the winning outcome of the Correct Score between Mercedes and Ferrari is 2-0 (2 Mercedes drivers, 0 Ferrari drivers on the podium).
- *Example 3:* if the final result of a race is 1st Ricciardo (Red Bull) 2nd Bottas (Williams) 3rd Grosjean (Lotus), the winning outcome of the Correct Score between Mercedes and Ferrari is 0-0 (0 Mercedes drivers, 0 Ferrari drivers on the podium).

#### *Yes/No*

Betting on a detailed event happening or not.

## Auto Racing Futures

#### *Winning World Constructors' Championship*

Betting on a selected team scoring highest at the end of the season. If one or more of the team's drivers doesn't take part in the first official practice session and the winning share is equal or less than 5, the operator might declare all bet type influenced and refund the event.

If all the team's drivers take part in the first official practice session of the season, all bet types influenced by this event will stay valid.

#### *Winning World Drivers' Championship*

Betting on a selected driver winning the Championship season.

If the selected driver does not take part in the first official practice session of the season and the share of the championship drivers is equal to or less than 5, the operator might declare all bets on him/her refunded. If the selected driver takes part in the first official practice session of the season, all bet on him/her will remain valid.

#### *Head to Head Final - World Drivers' Championship*

Betting on which of the 2 drivers selected in the bet will reach the highest position in

the World Championship for that season. In case the two drivers get the same number of points in the general ranking, official criteria by the authorities, such as FIA, will be applied to appoint the winner and validate or not the bet.

## BASEBALL

### *Head-to-Head (Money line)*

Betting on the team winning the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the match ends draw, all bets are refunded.

### *Head-to-Head Handicap (Spread)*

Betting on which team winning the match by adding or deducting the spread indicated in the bet to/from the final result. The handicap, both positive and negative, is always linked to the home team. Example: betting on (H.-2.5) Home, the bet will be won if the home team wins with a margin of 3 runs or more; betting on (H.-2.5) Away mean that the bet will be won if the away team wins the match or loses it by two runs or more.

### *Over/Under (Totals)*

Betting on the total number of runs happening during the match higher (Over) or lower (Under) the spread reported in the bet.

### *Over/Under "X" inning (Totals)*

Betting on the total number of runs happening during the "X" Inning higher (Over) or lower (Under) the spread reported in the bet.

### *Head-to-Head "X" inning (Money line)*

Betting the winner of the inning. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the inning ends in a draw, all bets related to this type will be declared refund.

### *Three-way money line*

Betting on the final outcome of the game. Three outcomes are offered: 1 (the home team will win), X (the game will end draw), 2 (the away team will win).

### *Odd/Even*

Betting on the total number of runs in the match (including extra innings) being odd or even.

### *First Team to Score*

Betting on which of the two teams will score the first point

### *Last Team Score*

Betting on which of the two teams will score the last point

### *Asian Handicap After 1st Inning*

Betting on which team will win the match after 1st inning by adding or deducting the

spread indicated in the bet to/from the final result. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-2.5) Home, the bet will be won if the home team wins with a winning margin of 3 or more runs; betting on (H.-2.5) Away, the bet will be won if the away team wins the match or loses with a maximum two runs

*Over/Under After 1st Inning*

Betting on the total number of runs obtained after 1st inning being higher (Over) or lower (Under) the spread reported in the bet

*Home First Scorer & Win*

Betting on the home team scoring the first point and winning the game

*Away First Scorer & Win*

Betting on the away team scoring the first point and winning the game

*Team Highest Scorer Inning.*

Betting on which team will have the highest score Inning

*Over/Under After 5th Inning*

Betting on the total number of runs after 5th inning being higher (Over) or lower (Under) the spread offered.

*Odd/Even After 5th Inning*

Betting on the total number of runs in the match after 5th inning being odd or even.

*Odd/Even After 1st Inning*

Betting on the total number of runs in the match after 1st inning being odd or even.

*Odd/Even Home FT*

Betting on the total number of runs for Home team in the match (including extra innings) being odd or even

*Odd/Even Away FT*

Betting on the total number of runs for Away team in the match (including extra innings) being odd or even

*Extra Inning Yes/No*

Betting on the event of extra inning happening or not.

*Multi Runs FT*

Betting on the exact number of runs during the match.

*Team with Most Hit*

Betting on the team reaching the highest number of hits during the match

*Over/Under Hit*

Betting on the total number of hits obtained during the match being higher (Over) or

lower (Under) the spread offered.

#### *Over/Under Hit Home*

Betting on the total number of hits obtained during the match by home team being higher (Over) or lower (Under) the spread offered.

#### *Over/Under Hit Away*

Betting on the total number of hits obtained during the match by home team being higher (Over) or lower (Under) the spread offered.

#### *After 5th Inning / FT*

Betting on which among the two teams leading after the fifth inning and winning the game.

#### *AH after 5th Inning*

Betting on which among the 2 teams will win the match after 5th inning by adding or deducting the spread indicated in the bet to/from the final result. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-2.5) Home, the bet will be won if the home team wins of 3 or more runs; betting on (H.-2.5) Away, the bet will be won if the away team wins the match or loses it by maximum two runs.

#### *H/H & Over/Under FT*

Betting on which team will win the match and if the total number of runs obtained during the match will be higher (Over) or lower (Under) the spread offered.

#### *Winning Margins FT*

Betting on difference in points between the two teams at the end of the match.

#### *Over/Under Home FT*

Betting on the total number of runs during the match by home team higher (Over) or lower (Under) the spread offered.

#### *Over/Under Away FT*

Betting on the total number of runs obtained during the match by Away team higher (Over) or lower (Under) the spread offered.

#### *European Handicap FT*

Betting on the outcome (1, X, 2) of the match considering the handicap (spread) indicated in the bet. The handicap is deducted from the home team if negative and from the away team if positive.

#### *Home Tie Away RT*

Betting on the winner of the match. three possible outcomes are offered: 1 (the home team wins), X (the match will end draw) 2 (the away team wins).

## **Baseball Futures**

#### *Winning Overall (championship winner)*



Betting on the team scoring the first position at the end of the championship. If a competitor does not take to the competition and its winning share is equal to or less than 5, all the bets affected will be refunded. In case of a tie, the winner will be determined by the same criteria used by the competent authorities.

#### *Head-to-Head Overall*

Betting on which among the two competitors will reach the best position at the end of competition. If a competitor does not take part in the competition, the related bets will be refunded. In case of same number of points, the winner will be determined by the same criteria used by the competent authorities.

#### *Winner*

Betting on which of the teams will win the competition.

#### *No Winner*

Betting on a specific team not winning the competition.

#### *Top 2*

Betting on the selected 2 teams that go to the Championship series

#### *Yes/No*

Betting on a specific event happening or not within the competition.

The wager types above reported are used for the following event category:

#### *Winning*

Betting on a selected team winning the regular season tournament or playoffs, in case.

#### *Winning League*

Betting on the selected team winning the regular season league or playoffs.

#### *Division Winning*

Betting on a selected team winning the regular season division or playoffs.

#### *Top Scorer*

Betting on a selected player scoring the top at the end of the indicated competition (regular seasons/playoffs), according to the official count taken from the official reference websites. Any points scored in other competitions will not be considered for this bet type. If the selected player takes the field once, in the league he/she belongs to, the bet will be valid, otherwise it will be refunded.

#### *Head-to-Head scorers*

Betting on two selected players scoring more points during the tournament. Any points scored in other competitions will not be considered for this bet type. If both players score the same number of points, bets of this type will be refunded.

#### *Head-to-Head teams*

Betting on which of the two teams selected in the bet will get the best position at the end of the regular season (therefore without considering the playoffs) according to the

official ranking.

*Most Valuable Player of the Tournament (MVP)*

Betting on which player will be elected most valuable player (MVP) of the event. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be refunded.

*Correct score Playoff Series*

Betting on the exact score for the series of matches between the two indicated teams. For the reporting purposes only, the official websites of each competition will be considered valid. If the series in question will not be completed for any reason, this kind of bet will be refunded.

*Best coach*

Betting on who will be elected best coach of the year in the championship he/she belongs to. Only the official website of the competition will be taken into consideration for reporting purposes.

*Over/Under Regular Season Wins*

Betting on the number of wins of a particular team during the regular season (excluding playoffs, playouts or other) being higher (Over) or lower (Under) the indicated spread. The bet will be refunded in case the number of matches played by the selected team will not be the same as expected in the calendar fixed/published at the beginning of the championship.

*To reach the playoffs*

Betting on a team reaching the playoffs or not.

*Regular Season Wins*

Betting on the exact number of wins at the end of the regular season for a selected team

*Draft "X" Overall Pick*

Betting on which player will be drafted as "X" Overall Pick

## Baseball Player Props

*Player Over/Under Batter Hits*

Betting on the total number of hits by the selected player during the match being higher (Over) or lower (Under) than the spread offered.

*Player Over/Under Batter Home Runs*

Betting on the total number of home runs obtained by the player during the match being higher (Over) or lower (Under) than the spread offered.

*Player Over/Under Pitcher Earned runs*

Betting on the total number of runs obtained by the player during the match being higher (Over) or lower (Under) than the spread offered.

*Player Over/Under Pitcher Strikeouts*

Betting on the total number of Strikeouts obtained by the player during the match being higher (Over) or lower (Under) than the spread offered.

## BASKETBALL

*Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match).

*Head-to-Head 1st Quarter/2nd Quarter/3rd Quarter/4th Quarter*

Betting on which among the 2 teams will be leading at the end of the 1st quarter of the game. In case of a tie, the bets will be refunded.

*Head-to-Head 1st Half/2nd Half*

Betting on which among the 2 teams will be leading at the end of the first half of the game. In case of a tie, the bets will be refunded.

*Draw No Bet First Half (Two-way money line)*

Betting on the winner of the first half. Two possible outcomes are offered: 1 (the home team wins the first half), 2 (the away team wins the first half). If the first half will be finish draw the bets will be refunded.

*Draw No Bet 1st quarter (Two-way money line)*

Betting on the winner of the 1st quarter of the match. Two possible outcomes are offered: 1 (the home team wins the first quarter), 2 (the away team wins the first quarter). If the first quarter will be finish draw the bets will be refund.

*Draw No Bet 2nd quarter (Two-way money line)*

Betting on the winner of the 2nd quarter of the match. Two possible outcomes are offered: 1 (the home team wins the second quarter), 2 (the away team wins the second quarter). If the second quarter will be finish draw the bets will be refund.

*Draw No Bet 3rd quarter (Two-way money line)*

Betting on the winner of the 3rd quarter of the match. Two possible outcomes are offered: 1 (the home team wins the third quarter), 2 (the away team wins the third quarter). If the third quarter will be finish draw the bets will be refund.

*Draw No Bet 4th quarter (Two-way money line)*

Betting on the winner of the 4th quarter of the match. Two possible outcomes are offered: 1 (the home team wins the fourth quarter), 2 (the away team wins the fourth quarter). If the fourth quarter will be finish draw the bets will be refund.

*Three-way money line RT*

Betting on the outcome of a match regular time. Three possible outcomes are offered:

1 (at the end of the regular time of the match the home team is ahead), 2 (at the end of the regular time of the match the away team is ahead), X (at the end of the regular time of the match the two teams are in a tie situation). Possible breaks during the following phases of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Three-way money line 1st Quarter (Home-Tie-Away 1<sup>st</sup> Quarter)*

Betting on the outcome of the first quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in an equal situation). Possible breaks during the first quarter of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Three-way money line 2nd Quarter (Home-Tie-Away 2<sup>nd</sup> Quarter)*

Betting on the outcome of the second quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in an equal situation). Possible breaks during the 2<sup>nd</sup> quarter of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Three-way money line 3rd Quarter (Home-Tie-Away 3<sup>rd</sup> Quarter)*

Betting on the outcome of the third quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in an equal situation). Possible breaks during the 3<sup>rd</sup> quarter of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Three-way money line 4th Quarter (Home-Tie-Away 4<sup>th</sup> Quarter)*

Betting on the outcome of the Fourth quarter of the match. Three possible outcomes are offered: 1 (at the end of the first quarter of the match the home team is ahead), 2 (at the end of the first quarter of the match the away team is ahead), X (at the end of the first quarter of the match the two teams are in an equal situation). Possible breaks during the 4<sup>th</sup> quarter of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Three-way money line First half (Home-Tie-Away 1<sup>st</sup> Half)*

Betting on the outcome of the first half of the match. Three possible outcomes are offered: 1 (at the end of the first half of the match the home team is ahead), 2 (at the end of the first half of the match the away team is ahead), X (at the end of the first half of the match the two teams are in an equal situation). Possible breaks during the first half of the match will have no influence on the outcome of the bets, even if the games

should be suspended and arranged in a different day or played again from the beginning.

*Three-way money line 2nd Half (Home-Tie-Away 2<sup>nd</sup> Half)*

Betting on the outcome of the second half of the match. Three possible outcomes are offered: 1 (at the end of the second half of the match the home team is ahead), 2 (at the end of the second half of the match the away team is ahead), X (at the end of the second half of the match the two teams are in an equal situation). Possible breaks during the second half of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Head-to-Head Handicap (spread)*

Betting on the winner of the match by adding or deducting the spread offered by the operator to/from the final result. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-6.5) Home, the bet will be won if the home team wins with a winning margin of at least 7 points; betting on (H.-6.5) Away, the bet will be won if the away team wins the match or loses it by conceding maximum 6 points to the opponent.

*Head-to-Head Handicap "X" Quarter (spread X Quarter)*

Betting on which among the teams will be leading at the end of the "X" quarter of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the 1st quarter of the game). The handicap, both positive and negative, is always associated with the home team. Possible breaks during the selected quarter of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Head-to-Head Handicap "X" Half (spread X Half)*

Betting on which team will be leading at the end of the "X" half of the game by adding or deducting the spread offered by the operator to/from the total number of points scored (only during the first half of the game). The handicap, both positive and negative, is always associated with the home team. Possible breaks during the selected quarter of the match will have no influence on the outcome of the bets, even if the games should be suspended and arranged in a different day or played again from the beginning.

*Over/Under (Points spread)*

Betting on the total number of points scored during the match being higher (Over) or lower (Under) than the spread offered by the operator.

*1st Quarter Over/Under (Points spread)*

Betting on the total number of points scored during the first quarter of the match being higher (Over) or lower (Under) than the spread offered by the operator. Possible interruptions during the following phases of the match will have no influence on the outcome of the bets of this type, even if as a result of such interruptions the match should be replayed.

*1st Half Over/Under (Points spread)*

Betting on the number of points scored during the first half of the match being higher

(Over) or lower (Under) than the spread offered by the operator. Possible interruptions during the following phases of the match will have no influence on the outcome of the bets of this type, even if as a result of such interruptions the match should be replayed.

#### *Odd/Even*

Betting on the number of points scored during the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even RT*

Betting on the number of points scored during the regular time of the match being odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 1st Half*

Betting on the number of points scored during the 1st half of the match will be odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 2nd Half*

Betting the number of points scored during the 2nd half of the match will be odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 1st quarter*

Betting the number of points scored during the 1st quarter of the match will be odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 2nd quarter*

Betting on the number of points scored during the 2nd quarter of the match will be odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 3rd quarter*

Betting on the number of points scored during the 3rd quarter of the match will be odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Odd/Even 4th quarter*

Betting on the number of points scored during the 4th quarter of the match will be odd or even. If the match ends 0-0, the winning selection will be Even.

#### *Over Time*

Betting on the need of an overtime quarter or not.

#### *First to 5 Points FT*

Betting on which team will score the initial 5 points of the match.

#### *Winning Margin*

Betting on the difference in points between the two teams when the match is over.

#### *Winning Margin home*

Betting on the home team points winning the match.

#### *Winning Margin away*

Betting on the away team points winning the match.

*Top Scorer (Special-Top of the Group)*

Betting on which of the selected players will score most points during the matches in the selected day. In case two or more players score the same number of points, the Ex Aequo rule will apply (Article 11 in the General Rules section). If one or more of the selected players do not participate in their respective matches or play for less than a minute, bet of this type will be refunded.

*Over/Under Championship (spread)*

Betting on if the total number of points scored during a given round of a championship will be higher (Over) or lower (Under) than the spread offered by the operator. If one or more matches are canceled or interrupted and if the remaining matches or a part of a match that remains to be played do not have any influence on the outcome of the bet, it will remain valid. Otherwise, all bets belonging to this type will be declared refund.

*Team with the highest score in a quarter*

Betting on which of the two teams during the whole game will score more points in one single quarter. In case of an equal merit, the Ex Aequo rule applies (Article 11 in the General Rules section).

*Highest Scoring Quarter*

Betting on the quarter with the highest number of points. In case of an equal merit, the Ex Aequo rule applies (Article 11 in the General Rules section).

*Over/Under Home/Away*

Betting on whether the selected team (home or away) will score more or less points than the spread offered by the operator.

*Over/Under Home/Away 1st half*

Betting on whether the selected team (home or away) will score more or less points than the spread offered in the 1st half by the operator.

*Over/Under Home/Away 2nd half*

Betting on whether the selected team (home or away) will score more or less points than the spread offered in the 2nd half by the operator.

*Race to "X" points*

Betting on which team will be the first to reach the score indicated by the operator during the game.

*20 points race*

Betting on which team will be the first to reach the score indicated quarter selected in the bet.

## Basketball Player Props

#### *Three-way money line Players*

Betting on which of the two players specified in the bet will score more points, or whether they will achieve the same number of points (X). If even just one of the players takes the field for less than 1 minute, the bet will be declared refund. The players can belong to the same team or to 2 different teams that are not necessarily facing each other in the same match.

#### *Head-to-Head Handicap Players*

Betting on which of the two players will score more points by adding or deducting the spread offered by the operator to/from the final result. The handicap, both positive and negative, is always associated with the first indicated player. In case at least one of the players has taken the field for less than 1 minute, the bet will be declared refund. The players can belong to the same or different teams and not necessarily facing each other in the same match.

#### *Over & Under Players Points (Specials-Match/Season/Playoff)*

Betting on whether the total number of points scored by the selected player in the entire match/season/playoff (also just a series, e.g., Semifinals, Finals, etc.) will be higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player takes part in at least one game action; on the contrary, in the event that the player does not take part in any matches, the selection will be declared refund (share 1). Only the official websites of each competition will be considered valid for the reporting purposes.

#### *Over & Under Rebounds Players (Specials-Match/Season/Playoff)*

Betting on the total number of rebounds earned by the selected player in the entire match/season/playoff (also just a series, e.g., Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player takes part in at least one game action; on the contrary, in the event that the player does not take part in any matches, the selection will be declared refund (share 1). Only the official websites of each competition will be considered valid for the reporting purposes.

#### *Over & Under Assists Players (Specials-Match/Season/Playoff)*

Betting on the total number of assists performed by the player offered in the course of the entire match/season/playoff (also just a series, e.g., Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one game action; on the contrary, in the event that the player does not take part in any matches, the selection will be declared refund (share 1). Only the official websites of each competition will be considered valid for the reporting purposes.

#### *Head-to-Head Assists*

Betting on which of the two selected players in the bet will perform more assists during the indicated tournament. Any assists performed in other competitions will not be considered for this bet type. If both players perform the same number of assists, the bets of this type will be refunded.



### *Head-to-Head Rebounds*

Betting on which of the two selected players in the bet will get more rebounds (in attack and defense) during the indicated tournament. Any rebounds (in attack and defense) obtained in other competitions will not be considered for this bet type. If both players get the same number of rebounds (in attack and defense), this kind of bet will be refunded.

### *Over & Under Players Blocks (Specials-Match/Season/Playoff)*

Betting on the total number of blocks made by the player offered in the course of the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one game action; in case the player does not take part in any matches, the selection will be declared refund (share 1). official websites of each competition only will be considered valid for the reporting purposes.

### *Over & Under Players 3pt Field Goals (Specials-Match/Season/Playoff)*

Betting on the total number of 3pt Field Goals made by the player in the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one game action; in case the player does not take part in any matches, the selection will be declared refund (share 1). Only the official websites of each competition will be considered valid for the reporting purposes.

### *Over & Under Players Steals (Specials-Match/Season/Playoff)*

Betting on the total number of Steals made by the player offered in the course of the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one game action; in case the player does not take part in any matches, the selection will be declared refund (share 1). official websites of each competition only will be considered valid for the reporting purposes.

### *Over & Under Players Field Goals (Specials-Match/Season/Playoff)*

Betting on the total number of Goals made by the selected player in the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one game action; in case the player does not take part in any matches, the selection will be declared refund (share 1). official websites of each competition only will be considered valid for the reporting purposes.

### *Money line + Over & Under Players Points*

Betting on the team winning the match and the total number of points scored by the selected player in the entire match being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one second of the game action; in case the player does not take part in match, the selection will be declared refund (share 1). official websites of each competition only will be considered valid for the reporting purposes.

### *Money line + Over & Under Players Assist*

Betting on the team winning the match and the total number of Assist made by the selected player in the entire match being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one second of the game action; in case the player does not take part in the match, the selection will be declared refund (share 1). official websites of each competition only will be considered valid for the reporting purposes.

## Basketball Futures

### *Winning Overall (championship winner)*

Betting on the competitor winning first position at the end of the competitions. If a competitor does not take part to the competition and its winning share is equal to or less than 5, the operator reserves the right to declare all bet types affected by this event and refund. In case of a tie, the winner will be determined by the same criteria used by the competent authorities.

### *Head-to-Head Overall*

Betting on which among the two competitors in the bet will reach the best position at the end of competition. If a competitor does not take part in the competition, the related bets will be declared refund. In case of tie, the winner will be determined by the same criteria used by the competent authorities.

### *Winner*

Betting on which of the competitors listed for the event will win the event.

### *No Winner*

Betting on the competitor losing the competition.

### *Top 2*

Betting on the 2 teams that go to the championship series or game.

### *Yes/No*

Betting on the event happening or not.

The wager types above described are used for the following event category:

### *Winning*

Betting on a selected team winning the tournament indicated at the end of the regular season or, where provided, the playoffs.

### *Winning Conference*

Betting on whether the selected team will win the conference indicated at the end of the regular season or, where provided, the playoffs.

### *Division Winning*

Betting on whether the selected team will win the division indicated at the end of the regular season or, where provided, the playoffs.

### *Top Scorer*

Betting on a selected player being the top scorer at the end of the indicated competition (regular seasons/playoffs), according to the official count taken from the official reference websites. Any points scored in other competitions will not be considered for this bet type. If the selected player takes the field once, in the league he/she belongs to, the bet will be valid, otherwise it will be declared refund.

### *Head-to-Head scorers*

Betting on which of the two players specified in the bet will score more points during the indicated tournament. Any points scored in other competitions will not be considered for this bet type. If both players score the same number of points, bets of this type will be declared refund.

### *Head-to-Head teams*

Betting on which of the two teams specified in the bet will get the best position at the end of the regular season (therefore without considering the playoffs) according to the official ranking.

### *Most Valuable Player of the Tournament (MVP)*

Betting on which player will be elected most valuable player (MVP) of the event. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared refund.

### *Correct score Playoff Series*

Betting on the correct score in the series of matches between the two indicated teams. For the reporting purposes only, the official websites of each competition will be considered valid. If the series in question will not be completed for any reason, this kind of bet will be declared refund.

### *Best coach*

Betting on who will be elected best coach of the year in the championship he/she belongs to. Only the official website of the competition will be taken into consideration for reporting purposes.

### *Over/Under Regular Season Wins*

Betting on the number of wins of a particular team during the regular season (excluding playoffs, playouts or other) being higher (Over) or lower (Under) than the indicated spread. The bet will be declared refund in case the number of matches played by the selected team will not be the same as expected in the calendar fixed/published at the beginning of the championship.

### *Head-to-Head Teams Tournament*

Betting on which of the two teams will get the best position in the specified tournament. In the event that both teams are eliminated in the same tournament

phase, bets will be refund except in 2 cases: in case the elimination is happens in the group stage and one of the two teams is ranked higher than the other in the relevant group; in case the teams eliminated in the same phase of the tournament are faced in a final/playoff that will decide a deterrent ranking within the aforementioned tournament (for the 3rd position, the 5th or whatever).

#### *To reach the playoffs*

Betting on a “X” team reaching the playoffs or not.

#### *Regular Season Wins*

Betting on the exact number of wins at the end of the regular season for an “X” team

#### *Rookie of the Year*

Betting on which player will be elected *Rookie of the Year* of the competition. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared refund.

#### *Most Improved Player*

Betting on which player will be elected *Most Improved Player* of the competition. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared refund.

#### *Defensive Player of the Year*

Betting on which player will be elected *Defensive Player of the Year* of the competition. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared refund.

#### *Sixth man of the Year*

Betting on which player will be elected *Sixth man of the Year* of the competition. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared refund.

#### *Draft “X” Overall Pick*

Betting on which player will be drafted as “X” Overall Pick

## **BOXING**

#### *Three-way Money line*

Betting on the outcome of the match, regardless of the winning method (Knock Out, Technical Knock Out or Points Victory). Three possible outcomes are offered: 1 (the first fighter wins), X (the match ends in a draw) and 2 (the second fighter wins).

#### *Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the first fighter wins), 2 (the second fighter wins). In the event of a tie, the bet will be declared

refund and will not be included in the calculation of any bonus.

#### *Points Victory*

Betting on the fight being won on points. In case of Knock Out, Technical Knock Out or a tie, the bet will be considered lost.

#### *Winning by KO*

Betting on the fight being won following a Knock Out or Technical Knock Out. In the event of winning on points or a draw, the bet will be considered lost.

#### *Round Betting*

Betting on which round the match will end. Twenty-six different possibilities are offered. In the event of a tie, all bets related to this type will be declared refund.

#### *KO Yes/No*

Betting on whether the match will end by KO or on points. selected outcomes are offered: Yes (the meeting will end by KO); No (the meeting will end on points). In case of a tie, all bets related to this type will be declared refund.

#### *Over/Under Round*

Betting on if the number of rounds will be higher (over) or lower (under) than the predetermined spread.

#### *Winner*

Betting on the competitor listed for the event winning the event.

#### *No Winner*

Betting on the competitor losing the competition.

#### *Yes/No*

Betting on a selected event happening or not.

## **MMA**

#### *Three-way money line*

Betting on the outcome of the match, regardless of the winning method (Knock Out, Technical Knock Out or Points Victory). Three possible outcomes are offered: 1 (the first fighter wins), X (the match ends in a draw) and 2 (the second fighter wins).

#### *Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the first fighter wins), 2 (the second fighter wins). In the event of a tie, the bet will be declared refund and will not be included in the calculation of any bonus.

#### *Points Victory*

Betting on whether the fight will be won on points. In case of Knock Out, Technical Knock Out or a tie, the bet will be considered lost.

### *Winning by KO*

Betting on whether the fight will be won following a Knock Out or Technical Knock Out. In the event of winning on points or a draw, the bet will be considered lost.

### *Round Betting*

Betting on in which round the match will end. Twenty-six different possibilities are offered. In the event of a tie, all bets related to this type will be declared refund.

### *KO Yes/No*

Betting on whether the match will end by KO or on points. Two possible outcomes are offered: Yes (the meeting will end by KO); No (the meeting will end on points). In case of a tie, all bets related to this type will be declared refund.

### *Over/Under Round*

Betting on the number of rounds being higher (over) or lower (under) than the predetermined spread.

### *Winner*

Betting on which of the competitors listed for the event will win the event.

### *No Winner*

Betting on the competitor losing the competition.

### *Yes/No*

Betting on a selected event happening or not.

## CYCLING

### *Winning*

Betting on which athlete will win the competition.

### *1st and 2nd Place*

Betting on which athlete will reach the first and the second positions in the competition, in the exact order.

### *Podium*

Betting on whether the selected athlete will reach the podium (first, second or third position).

### *Head-to-Head (Money line)*

Betting on the winner of the event. Two possible outcomes are offered: 1 (the home athlete wins the match), 2 (the away athlete wins the match). If the event ends in a draw, all bets related to this type will be declared refund.

### *Winning Group*

Betting on a selected athlete getting the best position in the event. If none of the athletes completes the competition, the winner will be the one who has obtained the

best time during the previous phase.

#### *Top X*

Betting on a selected competitor ending in the Top X positions.

#### *Rank/No Rank*

Betting on a selected athlete ranking or not according to the official report of the competent authorities, published at the end of the race.

#### *Yes/No*

Betting on a selected event happening or not.

## CRICKET

#### *Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins), 2 (the away team wins). In case of a tie even at the end of over time, the bet will be declared a refund.

#### *Head-to-Head Handicap (spread)*

Betting on which team will win the match by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example: Betting on (H.-8.5) Home, the bet will be won if the home team wins the match with a margin of at least 9 points. Betting on (H.-8.5) Away, the bet will be won if the away team wins the match or loses it by conceding maximum 8 points to its opponent.

#### *Head-to-Head (Three-Way Money line)*

Betting on the outcome of the game in the regular time. Three outcomes are offered: 1 (the home team will win), X (the game will end in a tie), 2 (the away team will win).

#### *Head-to-Head (Three-Way Money line) 1<sup>st</sup> Half:*

Betting on the outcome of the 1st half of the match. Three outcomes are offered: 1 (the home team will win), X (the game will end in a draw), 2 (the away team will win).

#### *Over/Under (spread)*

Betting on the total number of points scored during the match being higher (Over) or lower (Under) than the offered spread.

#### *Winner*

Betting on the competitor listed for the event winning the event.

#### *No Winner*

Betting on the competitor losing the competition.

#### *Yes/No*

Betting on a selected event happening or not.

# DARTS

## *Winning*

Betting on which player will win the competition.

## *1st and 2nd Place*

Betting on which competitors will reach the first and the second positions in the competition, in the exact order.

## *Podium*

Betting on whether the selected competitor will reach the podium (first, second or third position).

## *Head-to-Head (Money line)*

Betting on the winner of the event. Two possible outcomes are offered: 1 (the home competitor wins the match), 2 (the away competitor wins the match). If the event ends in a draw, all bets related to this type will be declared refund.

## *Top X*

Betting on a selected competitor ending in the Top X positions.

## *Yes/No*

Betting on a selected event happening or not.

# GOLF

## *Three-way money line*

Betting on the outcome of the competition. Three possible outcomes are offered: 1 (the player 1 get the best position at the end of the related Hole/Tournament), X (both players get the same position at the end of the related Hole/Tournament) and 2 (the player 2 get the best position at the end of the related Hole/Tournament).

## *Winning*

Betting on the player winning the tournament.

## *No Winner*

Betting on if the competitor considered will not win the competition.

## *Top of the group*

Betting on the player getting the best position in his/her group.

## *Head-to-Head (Money line)*

Betting on which of the two players specified in the bet will get the best position at the end of the related Hole/Tournament. If both players get the same position in the Hole/Tournament, the bet will be declared refund.



### *Podium*

Betting on the player who will get one of the top three positions at the end of the event.

### *Top X*

Betting on a selected competitor ending in top X positions.

### *Yes/No*

Betting on a selected event happening or not.

The wager types above described are used for the following event category:

### *“X” Round leader*

Betting on the participant being the leader at the end of the “x” round.

### *“X” Round Leader of “Y” Continent*

Betting on the participant of a “Y” continent leading at the end of the “X” round.

### *“X” Round Leader of “Y” Nation*

Betting on the participant of a “Y” nation leading at the end of the “X” round.

### *Player “X” to make the cut*

Betting on if the selected player making the cut.

## ICE HOCKEY

### *Three-way money line*

Betting on the outcome of the match. Three possible outcomes are offered: 1 (the home team wins), X (the match ends in a draw) and 2 (the away team wins).

### *Three-way money line 1P*

Betting on the outcome of the first period of the match. Three possible outcomes are offered: 1 (the home team wins), X (the first period ends in a draw) and 2 (the away team wins).

### *Three-way money line 2P*

Betting on the outcome of the second period of the match. Three possible outcomes are offered: 1 (the home team wins), X (the first period ends in a draw) and 2 (the away team wins).

### *Three-way money line 3P*

Betting on the outcome of the third period of the match. Three possible outcomes are offered: 1 (the home team wins), X (the first period ends in a draw) and 2 (the away team wins).

### *European Handicap*

Betting on the outcome (Home-Tie-Away) of the match considering the handicap

(spread) indicated in the bet. The handicap is deducted from the home team when it is negative, while it is deducted from the away team when it is positive.

#### *Head-to-Head (Two-way money line)*

Betting on the team winning the match. Two possible outcomes are offered: 1 (the home team wins) and 2 (the away team wins). The outcome of the bet of this type is based on the regular playing time plus any over time and following penalties.

#### *Head-to-Head Handicap (spread)*

Betting on the team winning the match by adding or deducting the spread indicated in the bet to/from the result. The outcome of this bet is based on the regular time plus over time. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-3.5) Home, the bet will be won if, after regular and injury time, the home team wins with a margin of at least 4 goals. Betting on (H.-3.5) Away, the bet will be won if, after regular and injury time, the away team wins the match or loses it by conceding maximum 3 goals to its opponent.

#### *Head-to-Head Handicap (spread) 1st period*

Betting on the team winning the 1st period by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-3.5) Home, the bet will be won if, the home team wins with a margin of at least 4 goals. Betting on (H.-3.5) Away, the bet will be won if, the away team wins the match or loses it by conceding maximum 3 goals to its opponent.

#### *Head-to-Head Handicap (spread) 2nd period*

Betting on the team winning the 2nd period by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-3.5) Home, the bet will be won if, the home team wins with a margin of at least 4 goals. Betting on (H.-3.5) Away, the bet will be won if, the away team wins the match or loses it by conceding maximum 3 goals to its opponent.

#### *Head-to-Head Handicap (spread) 3rd period*

Betting on the team winning the 3rd period by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example: betting on (H.-3.5) Home, the bet will be won if, the home team wins with a margin of at least 4 goals. Betting on (H.-3.5) Away, the bet will be won if, the away team wins the match or loses it by conceding maximum 3 goals to its opponent.

#### *Over/Under (spread)*

Betting on the total number of goals scored during the match, excluding over time and penalties, will be higher (Over) or lower (Under) than the indicated spread.

#### *Over/Under Home/Away*

Betting on the selected team (home or away) during the match, excluding over time and penalties, scoring more or less points than the spread offered by the operator.

*Over/Under Home/Away 1st period*

Betting on the selected team (home or away) scoring more or less points than the spread offered in the 1st period by the operator.

*Over/Under Home/Away 2nd period*

Betting on the selected team (home or away) scoring more or less points than the spread offered in the 2nd period by the operator.

*Over/Under Home/Away 3rd period*

Betting on the selected team (home or away) scoring more or less points than the spread offered in the 3rd period by the operator.

*Over/Under 1P*

Betting on the number of goals scored in the first period of the game being higher (Over) or lower (Under) than the indicated spread.

*Over/Under 2P*

Betting on the number of goals scored in the second period of the being higher (Over) or lower (Under) than the indicated spread.

*Over/Under 3P*

Betting on the number of goals scored in the third period of the game being higher (Over) or lower (Under) than the indicated spread.

*First Goal*

Betting on the team scoring the first goal of the match.

*First Goal 1P*

Betting on the team scoring the first goal of the first period.

*First Goal 2P*

Betting on the team scoring the first goal of the second period.

*First Goal 3P*

Betting on the team scoring the first goal of the third period.

*Last Goal*

Betting on the team scoring the last goal of the match.

*Last Goal 1P*

Betting on the team scoring the last goal of the first period.

*Last Goal 2P*

Betting on the team scoring the last goal of the second period.

*Last Goal 3P*

Betting on the team scoring the last goal of the third period.

*Correct score*

Betting on the correct score of the match.

### *GG/NG*

Betting on whether both teams will score at least one goal (in this case the winning selection will be GG) or whether at least one of the two teams do not score during the match (in this case the winning selection will be NG).

### *GG/NG 1st period*

Betting on whether both teams will score at least one goal in 1st period (in this case the winning selection will be GG) or whether at least one of the two teams does not score during the match (in this case the winning selection will be NG).

### *GG/NG 2nd period*

Betting on whether both teams will score at least one goal in 2nd period (in this case the winning selection will be GG) or whether at least one of the two teams does not score during the match (in this case the winning selection will be NG).

### *GG/NG 3rd period*

Betting on whether both teams will score at least one goal in 3rd period (in this case the winning selection will be GG) or whether at least one of the two teams does not score during the match (in this case the winning selection will be NG).

### *Odd/Even*

Betting on whether the number of goals scored during the match will be odd or even. The results at the end of the regular playing time are worth for betting purposes. If the match ends 0-0, the winning selection will be Even.

### *Odd/Even Home*

Betting on whether the number of goals scored during the match by the home team will be odd or even. The results at the end of the regular playing time are worth for betting purposes. If the match ends 0-0, the winning selection will be Even.

### *Odd/Even Away*

Betting on whether the number of goals scored during the match by the away team will be odd or even. The results at the end of the regular playing time are worth for betting purposes. If the match ends 0-0, the winning selection will be Even.

### *Odd/Even 1st Period*

Betting on the number of goals scored during the 1st period of the match being odd or even. The results at the end of the regular playing time are worth for betting purposes. If the meeting ends 0-0, the winning selection will be Even.

### *Odd/Even 2nd Period*

Betting on the number of goals scored during the 2nd period of the match being odd or even. The results at the end of the regular playing time are worth for betting purposes. If the meeting ends 0-0, the winning selection will be Even.

### *Odd/Even 3rd Period*

Betting on the number of goals scored during the 3rd period of the match being odd or even. The results at the end of the regular playing time are worth for betting

purposes. If the meeting ends 0-0, the winning selection will be Even.

*Draw No Bet (Two-way money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). If the match ends in a draw the bets will be refunded.

*Draw No Bet 1st period (Two-way money line)*

Betting on the winner of the 1st period of the match. Two possible outcomes are offered: 1 (the home team wins the 1st period), 2 (the away team wins the 1st period). If the 1st period will be finish draw the bets will be refund.

*Draw No Bet 2nd period (Two-way money line)*

Betting on the winner of the 2nd period of the match. Two possible outcomes are offered: 1 (the home team wins the 2nd period), 2 (the away team wins the 2nd period). If the 2nd period will be finish draw the bets will be refund.

*Draw No Bet 3rd period (Two-way money line)*

Betting on the winner of the 3rd period of the match. Two possible outcomes are offered: 1 (the home team wins the 3rd period), 2 (the away team wins the 3rd period). If the 3rd period will be finish draw the bets will be refund.

*Home No Bet (HNB):*

Betting on the away team winning the game or ending in a tie. If the match is won by the home team the bet will be refunded and it will not be included in the calculation of any bonus.

*Away No Bet (ANB):*

Betting on the home team winning the game or ending in a tie. If the match is won by the away team the bet will be refunded and it will not be included in the calculation of any bonus.

*Home No Bet (HNB) 1st period:*

Betting on the away team winning the 1st period or ending in a tie. If the 1st period is won by the home team the bet will be refunded and it will not be included in the calculation of any bonus.

*Away No Bet (ANB) 1st period:*

Betting on the home team winning the 1st period or ending in a tie. If the 1st period is won by the away team the bet will be refund and it will not be included in the calculation of any bonus.

*Total Goal RT:*

Betting on the exact number of goals during the regular time of the match.

*Overtime:*

Betting on overtime happening after the finish of regular time.

*Highest Scoring Period*

Betting on the period with more goals scored.

*Which team to Score*

Betting on the team among the 2 scoring during the match without overtime and penalty, four selections are available.

*Which team to Score (in OT and penalties)*

Betting on the team among the 2 scoring during the match with overtime and penalty included, four selections are available.

*Winning Margin*

Betting on the difference in points between the two teams when the match is over.

*Three-way money line Rest of the game*

Betting on the result of the match without considering any goals scored before the bet was placed. The score existing at the time the bet is accepted will be indicated in the bet itself. There are three possible outcomes: 1 (the home team wins), X (the two teams tie), 2 (the away team wins).

*Three-way money line Remaining of the 1st -2nd Period.*

Betting on which team will win the remaining of a specific period. There are three possible outcomes: 1 (the home team wins), X (the two teams draw), 2 (the away team wins).

*Next Goal*

Betting on which team will score the next goal.

*Next Goal for period*

Betting on which team will score the next goal in the "x" period.

*Period (H2H)*

Betting on the winner of a specific period of the game.

## Ice Hockey Player Props

*Over & Under goal (Specials-Match/Season/Playoff)*

Betting on whether the total number of goals scored by the selected player in the entire match/season/playoff (also just a series, e.g. Semifinals, Finals, etc.) being higher (Over) or lower (Under) than the spread offered by the operator. The bet will be considered valid for payment purposes, if the selected player took part in at least one game action; on the contrary, in the event that the player does not take part in any matches, the selection will be declared refund (share 1). Only the official websites of each competition will be considered valid for the reporting purposes.

*Anytime goal scorer*

Betting on the selected player scoring or not at least one goal during the game. If the selected player does not take the field, the bet will be declared refund. If the player takes the field (even after the match has started) but does not score any goal, the bet

will be lost.

#### *First goal scorer*

Betting on the selected player scoring or not the first goal of the game. If the selected player does not take part in the match or takes the field after the first goal of the match has already happened, the bet will be declared refund. If the selected player takes part in the match but does not score any goal, the bet will be lost, even if the player in question was replaced before the first goal was scored.

#### *Last goal scorer*

Betting on the selected player scoring or not the last *goal* of the match. If the selected player does not take the field, the bet will be declared refund. If the selected player, despite taking the field, does not score the last *goal*, the bet will be lost, even if he/she is replaced or expelled before the last *goal* is scored.

## Ice Hockey Futures

#### *Winning Overall (championship winner)*

Betting on the competitor winning the first position at the end of the competitions. If a competitor does not take to the competition and its winning share is equal to or less than 5, the all the bets affected might be refunded. In case of a tie, the winner will be determined by the same criteria used by the competent authorities, considering the best positions during the competition.

#### *Head-to-Head Overall*

Betting on the competitors among the 2 in the bet reaching the best position at the end of competition. If a competitor does not take part in the competition, the related bets will be declared refund. In case of a tie, the winner will be determined by the same criteria used by the competent authorities.

#### *Winner*

Betting on the competitor, among a list of them in the bet, winning the event.

#### *No Winner*

Betting on the competitor, among a list of them in the bet, losing the competition.

#### *Top X*

Betting on a selected competitor ending in the Top X positions.

#### *Yes/No*

Betting on a selected event happening or not.

The wager types above described are used for the following event category:

#### *Winning*

Betting on a selected team winning the tournament indicated at the end of the regular season or, where provided, the playoffs.

### *Division Winning*

Betting on a selected team winning the division indicated at the end of the regular season or, where provided, the playoffs.

### *Top Scorer*

Betting on a selected player being the top scorer at the end of the competition (regular seasons/playoffs), according to the official count taken from the official reference websites. Any points scored in other competitions will not be considered for this bet type. If the selected player takes the field once, in the league he/she belongs to, the bet will be valid, otherwise it will be declared refund.

### *Head-to-Head scorers*

Betting on the player, among the 2 in the bet, scoring more points during the indicated tournament. Any point scored in other competitions will not be considered for this bet type. If both players score the same number of points, bets of this type will be declared refund.

### *Head-to-Head teams*

Betting on the team, among the 2 in the bet, getting the best position at the end of the regular season (therefore without considering the playoffs) according to the official Ranking.

### *Most Valuable Player of the Tournament (MVP)*

Betting on the player being elected most valuable player (MVP) of the event. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared refund.

### *Best coach*

Betting on who will be elected best coach of the year in the championship he/she belongs to. Only the official website of the competition will be taken into consideration for reporting purposes.

### *Over/Under Regular Season Wins*

Betting on the number of wins of a specific team during the regular season (excluding playoffs, playouts or other) will be higher (Over) or lower (Under) than the indicated spread. The bet will be declared refund in case the number of matches played by the selected team will not be the same as expected in the calendar fixed/published at the beginning of the championship.

### *Head-to-Head Teams Tournament*

Betting on which of the two teams will get the best position in the tournament. In the event that both teams are eliminated in the same tournament phase, bets will be refund except in 2 cases: in case the elimination is happens in the group stage and one of the two teams is ranked higher than the other in the relevant group; in case the teams eliminated in the same phase of the tournament are faced in a final/playoff that will decide a deterrent ranking within the aforementioned tournament (for the 3rd position, the 5th or whatever).



*Team “x” Exact point regular season*

Betting on the exact number of points earned in the regular season of the team reported in the bet

*Art Ross Trophy*

Betting on the player who will win the Art ross trophy.

*Calder Memorial Trophy*

Betting on the player who will win the Calder Memorial Trophy/Rookie of the year

*Defensive Player of the Year/James Norris Memorial Trophy*

Betting on which player will be elected *Defensive Player of the Year* of the competition. For the reporting purposes only, the official websites of each competition will be considered valid. If a player does not go to the scoresheet in any of the considered matches, bets on that player will be declared refund.

*Vezina Trophy*

Betting on the player who will win the Vezina Trophy

*To reach the playoffs*

Betting on if the “X” team will reach the playoffs or not.

*Regular Season Wins*

Betting on the exact number of wins at the end of the regular season for an “X” team

# LACROSSE

## *Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins), 2 (the away team wins). In case of a tie even at the end of over time, the bet will be declared a refund.

## *Head-to-Head Handicap (spread)*

Betting on which team will win the match by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example: Betting on (H.-8.5) Home, the bet will be won if the home team wins the match with a margin of at least 9 points. Betting on (H.-8.5) Away, the bet will be won if the away team wins the match or loses it by conceding maximum 8 points to its opponent.

## *Head-to-Head (Three-Way Money line)*

Betting on the outcome of the game in the regular time. Three outcomes are offered: 1 (the home team will win), X (the game will end in a tie), 2 (the away team will win).

## *Head-to-Head (Three-Way Money line) 1<sup>st</sup> Half:*

Betting on the outcome of the 1st half of the match. Three outcomes are offered: 1 (the home team will win), X (the game will end in a draw), 2 (the away team will win).

## *Over/Under (spread)*

Betting on the total number of points scored during the match being higher (Over) or lower (Under) than the offered spread.

## *Winner*

Betting on the competitor listed for the event winning the event.

## *No Winner*

Betting on the competitor losing the competition.

## *Yes/No*

Betting on a selected event happening or not.

# MOTORCYCLE SPORT

## *Winning (Race)*

Betting on a selected driver winning the race. If a driver does not participate in the race, bets accepted on that competitor will be lost.

## *Winning Team*

Betting on which team the winner of the race will belong to.

### *1st and 2nd Place*

Betting on drivers, among the list selected in the bet, ending the race in the first and second position in the correct order. If a driver does not participate in the race, the bets accepted on that competitor will be considered lost.

### *1st or 2nd Place*

Betting on a selected driver reaching the first or second position at the end of the race. If a driver does not participate in the race, the bets affected will be lost.

### *Podium (Race)*

Betting on a selected driver reaching the podium at the end of the race (first, second or third position). If a driver does not participate in the race, bets affected will be lost.

### *Top X (Race)*

Betting on a selected driver ending in one of the top X places. To be considered a top X, a driver must complete at least 90% of the laps comparing to the winner. If a driver does not participate in the race, bets accepted on that competitor will be considered lost.

### *Head-to-Head (Race)*

Betting on driver among the 2 specified in the bet reaching the best position during the race. If the two drivers retire or are disqualified during the same lap, this bet type will be declared refund: unlike if they retire during different laps, the winner will be the one retiring later on the race. If one or both drivers are unable to take part in the race, this bet type will be declared refund.

### *Best of Three*

Betting on which of the three drivers specified in the bet will reach the best position during the race. If these drivers withdraw or are disqualified during the same lap, they will be considered equal. If one or more drivers indicated in the bet are unable to take part in the race, this bet type will be declared refund.

### *Best of the Group*

Betting on which of the four drivers specified in the bet will reach the best position during the race. If these drivers withdraw or are disqualified during the same lap, they will be considered equal. If one or more drivers indicated in the bet are unable to take part in the race, this bet type will be declared refund.

### *Winning (Pole)*

Betting on a selected driver reaching the first position during the qualification session. If a driver does not take part in the race, bets accepted on that competitor will be considered lost.

### *1st and 2nd Place (Pole)*

Betting on 2 selected drivers among a list getting the first and second position in the correct order at the end of the qualification session. If a driver does not participate in the race, bets accepted on that competitor will be considered lost.

### *Podium (Pole)*

Betting on a selected driver reaching one of the top three positions at the end of the qualification session. If a driver does not participate in the race, bets accepted on that competitor will be considered lost.

### *Head-to-Head (Pole)*

Betting on which of the two drivers specified in the bet will reach the best positions during the qualification session.

### *Rank/No Rank*

Betting on whether the selected driver will be ranked or not according to the official report of the competent authorities, such as the FIA, published at the end of the race. To be considered ranked, a driver must complete at least 90% of the laps comparing to the winner.

### *Over/Under Ranked*

Betting on the ranked number of drivers according to the official report of the competent authorities, such as the FIA, published at the end of the race, will be higher (Over) or lower (Under) than the spread indicated in the bet.

### *No Points*

Betting on a selected driver with no points at the end of the race meaning eleventh position onwards.

### *Fastest Lap*

Betting on which driver will make the fastest lap during the Grand Prix. If a driver does not participate in the race, bets accepted on that competitor will be considered lost.

### *1st Withdrawn*

Betting on which driver will withdraw first during the race. If two or more drivers withdraw at the same time, they will be considered equal, independently from the withdrawal order. A disqualified driver who stops due to an accident is also considered withdrawn. If a driver does not participate in the race, bets accepted on that competitor will be considered lost.

### *1st Lap not Completed.*

Betting on the number of drivers who will not complete the first lap of the race. If a driver does not participate in the race, bets accepted on that competitor will be considered lost.

### *Safety Car*

Betting on the *safety car* entering the track during the race.

### *Leader after 1st Lap*

Betting on the driver leading the race at the end of the first lap. If the first lap is not completed, this bet type will be declared refund. If a driver does not participate in the race, bets accepted will be considered lost.

### *First Constructor Withdrawn*

Betting on the team of the first driver withdrawing the race. If two or more drivers of

different teams withdraw during the same lap, bets will be considered as a tie, regardless of the withdrawal order.

*Triplete Yes/No (Hat Trick)*

Betting on any driver winning the qualification session, the race and make the fastest lap during the same Grand Prix.

*Winning Team (Pole)*

Betting on team of the driver reaching the first position at the end of the qualification session.

*Winning (Free Practice)*

Betting on a selected driver winning a free practice session. If a driver does not participate in the race, bets accepted on that competitor will be considered lost.

*Both Bike Points*

Betting on both cars of one division ranking among the top ten positions. In the event that one of the two drivers of the same team do not participate in the race, all bets connected to the relevant team will be considered refund.

*Three-way money line Team Podium*

Betting on which of the two teams will have more drivers ranked in the top three positions at the end of the race or qualification session. In case the same number of drivers from both teams ranked, the winning outcome of the bet will be X.

*Exact Number Team Podium*

Betting on the exact number of drivers per team being ranked in the top three positions.

*Yes/No*

Betting on a selected event happening or not.

## Motorcycle Futures

*Winning World Constructors' Championship*

Betting on a selected team winning the Constructors' Championship of the current season. If at least one of the team's drivers does not take part in the first official practice session of the season and the winning share of the championship constructors is equal to or less than 5, the operator reserves the right to declare all bet types influenced by this event refund. If all the team's drivers take part in the first official practice session of the season, all bet types influenced by this event will remain valid.

*Winning World Drivers' Championship*

Betting on a selected driver winning the World Drivers' Championship of the current season. If the selected driver does not take part in the first official practice session of the season and the winning share of the championship drivers is equal to or less than 5, the operator reserves the right to declare all bet types influenced by this event refund. If the selected driver takes part in the first official practice session of the season, all bet types influenced by this event will remain valid.

### *Head-to-Head Final - World Drivers' Championship*

Betting on which of the two drivers specified in the bet will reach the best position at the end of the world drivers' championship of the current season. If the two drivers get the same number of points in the general ranking, the winner will be appointed following the criteria by the competent authorities, such as, for example, the FIM, considering the best positions during the season.

## OLYMPICS

### *Winning*

Betting on which Athlete/Nation will win the competition.

### *No Winner*

Betting on the competitor losing the competition.

### *1st and 2nd Place*

Betting on which competitors will reach the first and the second position in the competition, in the exact order.

### *Podium*

Betting on whether the selected competitor will reach the podium (first, second or third position).

### *Head-to-Head (Money line)*

Betting on the winner of the event. Two possible outcomes are offered: 1 (the home competitor wins the match), 2 (the away competitor wins the match). If the event ends in a draw, all bets related to this type will be declared refund.

### *Top X*

Betting on a selected competitor ending in the Top X places.

### *Yes/No*

Betting on an event happening or not.

# RUGBY

## *Three-way money line*

Betting on the outcome of the match. Three possible outcomes are offered: 1 (the home team wins the match), X (the match ends in a draw) and 2 (the away team wins the match).

## *Three-way money line HT*

Betting on the outcome of the match at the end of the 1st half. Three possible outcomes are offered: 1 (the home team wins at the end of the 1st half), X (the match ends in a draw at the end of the 1st half) and 2 (the away team wins at the end of the 1st half).

## *Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the home team wins the match), 2 (the away team wins the match). The outcome of a bet of this type is based on the result obtained after the regular time plus any extra time.

## *Head-to-Head Handicap (spread)*

Betting on which team will win the match by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example 1: Scotland - South Africa (spread -5.0). Betting on (H.-5.5) Home, the bet will be won if the home team wins the match with a winning margin of at least 6 points; betting on (H.-5.5) Away, the bet will be won if the away team wins the match or loses it by conceding maximum 5 points to its opponent. Example 2: Italy - New Zealand (spread 30.5). Betting on (H. 30.5) Home, the bet will be won if the home team wins the match or loses it by conceding maximum 30 points to the opponent; betting on (H. 30.5) Away, the bet will be won if the away team wins the match with a difference of points more than or equal to 31.

## *Head-to-Head Handicap HT (spread)*

Betting on which team will win at the end of the 1st half by adding or deducting the spread indicated in the bet to/from the result. The handicap, both positive and negative, is always associated with the home team. Example 1: Scotland – South Africa (spread -5.5 HT). Betting on (H.-5.5) Home, the bet will be won if the home team wins at the end of the 1st half with a winning margin of at least 6 points; betting on (H.-5.5 HT) Away, the bet will be won if the away team wins the match at the end of the 1st half or loses it by conceding maximum 5 points to its opponent. Example 2: Scotland - South Africa (spread 30.5 HT). Betting on (H. 30.5 HT) Home, the bet will be won if the home team wins at the end of the 1st half or lose by conceding maximum 30 points to the opponent; betting on (H. 30.5 HT) Away, the bet will be won if the away team wins at the end of the 1st half with a difference of points more than or equal to 31.

#### *Over/Under (spread)*

Betting on the total number of points scored during the match being higher (Over) or lower (Under) than the spread offered by the operator.

#### *Over/Under 1<sup>st</sup> half (spread)*

Betting on the total number of points scored during the first half being higher (Over) or lower (Under) than the spread offered by the operator.

#### *Over/Under 2<sup>nd</sup> half (spread)*

Betting on the total number of points scored during the second half being (Over) or lower (Under) than the spread offered by the operator.

#### *Odd/Even*

Betting on the number of points scored during the match being odd or even. The results at the end of the regular playing time are valid for the betting purposes. If the match ends 0-0, the winning selection will be Even.

#### *Odd/ Even 1st Half*

Betting on the number of points scored during the first half of the match being odd or even. The results at the end of the regular playing time are valid for betting purposes. If the match ends 0-0, the winning selection will be Even.

#### *Half with the Highest Score*

Betting on in which half more points will be scored. In case of an equal merit, the Ex Aequo rule applies (Article 11 in the General Rules section).

#### *European Handicap FT*

Betting on the outcome (1, X, 2) of the match considering the handicap (spread) indicated in the bet. The handicap is deducted from the home team when it is negative, while it is deducted from the away team when it is positive.

#### *Three-way money line + Over/Under:*

Betting on the result of the match being 1, X or 2 and the number of goals scored being higher (over) or lower (under) the offered spread. 6 outcomes are offered: 1 + Over, X + Over, 2 + Over, 1 + Under, X + Under and 2 + Under.

#### *Three-way money line Rest of the game*

Betting on the end of the match without considering any goals scored before the bet was placed. The score existing at the time the bet will be reported in the bet slip. There are three possible outcomes: 1 (the home team wins), X (the two teams tie), 2 (the away team wins).

#### *Three-way money line Rest of the 1st -2nd half*

Betting on which team will win the rest of a specific half. Three possible outcomes: 1 (the home team wins), X (the two teams draw), 2 (the away team wins).

#### *Winning*



Betting on the player winning the competition.

*No Winner*

Betting the player losing the competition.

*Top X*

Betting on a selected competitor ending in the Top X places.

*Yes/No*

Betting on an event happening or not.

## SOCCKER

*Three-way money line (Home-Tie-Away)*

Betting on the outcome of the game. Three outcomes are offered: 1 (the home team will win), X (the game will end in a draw), 2 (the away team will win).

*Double Chance (DC)*

Betting on the outcome of the game. Three outcomes are offered: 1X (the home team will not lose), X2 (the away team will not lose), 12 (the game will not end in a draw).

*Goal Goal/No Goal (GG/NG)*

Betting on whether the two teams will score during the game. Two outcomes are offered: GG (both teams will score at least one goal during the match), NG (one or neither of the two teams will score during the match).

*Draw No Bet (Two-way money line)*

Betting on which team will win the game. If the game ends in a tie the bet will be refund and will not be included in the calculation of any bonus.

*Three-way money line Rest of the match*

Betting on the outcome of the game without considering any goals scored before the bet was placed. The result at the time the bet is accepted and printed in the bet itself. There are three possible outcomes: 1 (the home team wins), X (the two teams tie), 2 (the away team wins).

*Three-way money line Rest of the match 1st Half*

Betting on the outcome of the first half of the game without considering any goals scored before the bet was placed. The result at the time the bet is accepted and printed in the bet itself. There are three possible outcomes: 1 (the home team wins), X (the two teams tie), 2 (the away team wins).

*Next Goal*

Betting on which team will score the next goal of the match. Three possible outcomes are offered: 1 (the home team scores the next goal of the match), 2 (the away team scores the next goal of the match) and "No Goal" (no other goals are scored during the match).

### *Next Goal 1st Half*

Betting on which team will score the next goal of the 1st half. There are three possible outcomes offered: 1 (the home team scores the next goal of the 1st half), 2 (the away team scores the next goal of the 1st half) and "No Goal" (during the 1st half no other goals are scored).

### *Next Goal OT*

Betting on which team will score the next goal in the overtime. Three possible outcomes are offered: 1 (the home team scores the next goal in the overtime), 2 (the away team scores the next goal in the overtime) and "No Goal" (no other goals are scored during the overtime).

### *Three-way money line Rest of the match OT*

Betting on the outcome of the overtime without considering any goals scored before the bet was placed. The score existing at the time the bet is accepted will be indicated in the bet itself. There are three possible outcomes: 1 (the home team wins), X (the two teams tie), 2 (the away team wins).

### *Over/Under*

Betting on the total number of goals scored during the match being higher (Over) or lower (Under) than the spread indicated in the bet.

### *Over/Under Home/Away*

Betting on the total number of goals scored during the match by the home team (or the away team) being higher (Over) or lower (Under) than the spread indicated in the bet.

### *Over/Under 1st Half*

Betting on the total number of goals scored during the 1st half being higher (Over) or lower (Under) than the spread indicated in the bet.

### *Over/Under Home/Away 1st Half*

Betting on the total number of goals scored during the 1st half by the home team (or the away team) being higher (Over) or lower (Under) than the indicated spread.

### *Over/Under 2nd Half*

Betting on the total number of goals scored during the 2nd half being higher (Over) or lower (Under) than the indicated spread.

### *Over/Under Home/Away 2<sup>nd</sup> Half*

*Betting on the total number of goals scored during the 2<sup>nd</sup> half by the home team (or the away team) being higher (Over) or lower (Under) than the indicated spread.*

### *Over/Under OT*

Betting on the total number of goals scored during the overtime being higher (Over) or lower (Under) than the spread indicated in the bet.

### *European Totals*

Betting on the total number of goals scored during the game being higher (Over) than, lower (Under) than or equal (Exact) to the indicated spread.

#### *European Totals 1HT*

Betting on the total number of goals scored during the 1st half being higher (Over) than, lower (Under) than or equal (Exact) to the indicated spread.

#### *European Totals 2HT*

Betting on the total number of goals scored during the 2nd half will be higher (Over) than, lower (Under) than or equal (Exact) to the indicated spread.

#### *Three-way money line Extra time*

Betting on the outcome of the extra time of the match. There are three possible outcomes: 1 (considering only the goals scored during extra time, the home team wins), X (considering only the goals scored during extra time, the two teams draw), 2 (considering only the goals scored during extra time, the away team wins).

#### *Three-way money line Handicap*

Betting on the outcome of the match considering the handicap (spread) indicated in the bet. The handicap is deducted from the home team when it is negative and deducted from the away team when it is positive. E.g. with negative handicap (home team): 1H (-spread): Deducting the spread from the home team's score, the team will also win the game. For example, the 1H (-1) bet on the Juventus- Roma will be won if Juventus wins with two or more goals (2-0, 3-1, 3-0, 4-2 etc.). XH (-spread): Deducting the spread from the home team's score, the game will end in a tie. For example, the bet XH (-1) on the Juventus-Rome match will be won if Juventus wins with only one goal difference (1-0, 2-1, 3-2, 4-3 etc.). 2H (-spread): Deducting the spread from the home team's score, the team will lose the game. For example, the bet 2H (-1) on the Juventus-Roma match will be won if Roma wins or if the match ends in a tie. E.g. with positive Handicap (away team): 1H (spread): Deducting the spread from the away team's score, the team will lose the game. For example: the bet 1H (2) on the Juventus-Roma match will be won if Juventus wins, if the match ends in a draw or if Roma wins with one goal difference. XH (spread): Deducting the spread from the away team's score, the game will end in a draw. For example: the bet XH (2) on the Juventus-Rome match will be won if Roma wins with two goals difference (0-2, 1-3, 2-4, 3-5 etc.). 2H (spread): Deducting the spread from the away team's score, the team will win the game. For example, the 2H bet (2) on the match Juventus-Roma will win if Roma wins with three or more goals (0-3, 0-4, 1-4, 2-5 etc.).

#### *Three-way money line Handicap 1st Half*

Betting on the outcome of the 1st Half of the match considering the handicap (spread) indicated in the bet. The handicap is deducted from the home team when it is negative, while it is deducted from the away team when it is positive.

#### *Three-way money line Handicap 2nd Half*

Betting on the outcome of the 2nd Half of the match considering the handicap (spread) indicated in the bet. The handicap is deducted from the home team when it is negative, while it is deducted from the away team when it is positive.

### *Asian Handicap*

Betting on the outcome of the match considering the Asian handicap indicated in the bet. The handicap is deducted from the home team when it is negative, while deducted from the away team when it is positive.

Examples on some handicaps:

#### *Handicap (0.25)*

- *Team with handicap (-0.25)*: The team wins with any score: all bets on this selection are won. The game ends with a draw: half of the bet is refunded, while the other half is considered lost. *The team loses with any score*: all bets on this selection are lost.
- *Team with handicap (0.25)*: The team wins with any score: all bets on this selection are won. The game ends with a draw: half of the bet is refunded, while the other half is paid according to share of the selection made. The team loses with any score: all bets on this selection are lost.

#### *Handicap (0.75)*

- *Team with handicap (-0.75)*: The team wins with at least 2 goals: all bets on this selection are won. The team wins with exactly 1 goal difference: half of the bet is paid according to the share of the selection made, while the other half is refunded. The team does not win: bets on this selection are lost.
- *Team with handicap (0.75)*: The team draws or wins with any score: bets on this selection are won. The team loses with 1 goal difference: half of the bet is refunded, while the other half is considered lost. The team loses with more than 2 goals difference: bets on this selection are lost.

#### *Handicap (1)*

- *Team with handicap (-1)*: The team wins with at least 2 goals difference: bets on this selection are won. The team wins with exactly 1 goal difference: all bets on this selection are refunded. The team does not win: all bets on this selection are lost.
- *Team with handicap (1)*: The team draws or wins with any score: all bets on this selection are won. The team loses with exactly 1 goal difference: all bets on this selection are refunded. The team loses with more than 2 goals difference: all bets on this selection are lost.

#### *Handicap (1.25)*

- *Team with handicap (-1.25)*: The team wins with at least 2 goals: all bets on this selection are won. The team wins exactly with 1 goal difference: half of the bet is refunded, while the other half is considered lost. The team does not win: all bets on this selection are lost.
- *Team with handicap (1.25)*: The team does not lose: all bets on this selection are won. The team loses with 1 goal difference: half of the bet is refunded, while the other half is paid according to the share of the selection made. The team loses with 2 or more goals difference: all bets on this selection are lost.

#### *Handicap (1.75)*

- *Team with handicap (-1.75)*: The team wins with at least 3 goals difference: all bets on this selection are won. The team wins with 2 goals difference: half the bet is refunded, while the other half is paid according to the share of the selection made. The team wins with only 1 goal difference or does not win: all bets on this selection are lost.
- *Team with handicap (1.75)*: The team does not lose or loses with maximum 1 goal difference: all bets on this selection are won. The team loses exactly with 2 goals difference: half of the bet is refunded, while the other half is considered lost. The team loses with 3 or more goals difference: all bets on this selection are lost.

*Over/Under Asian*: Betting on the total number of goals scored during the game being higher (Over) or lower (Under) than the Asian spread indicated in the bet. Examples on some handicaps:

*Over/Under Asian (1.75)*

- *Over 1.75*: The bet is won if 3 or more goals are scored during the match. In case of 2 goals half of the bet will be won while the other half will be refunded. The bet is lost if 0 or 1 goal is scored in the game.
- *Under 1.75*: The bet is won if 0 or 1 goal is scored during the match. In case of 2 goals half of the bet will be lost while the other half will be refunded. The bet is lost if 3 or more goals are scored in the match.

*Over/Under Asian (2)*

- *Over 2*: The bet is won if 3 or more goals are scored during the match. In case of 2 goals the bet will be refunded. The bet is lost if 0 or 1 goal is scored during the match.
- *Under 2*: The bet is won if 0 or 1 goal is scored during the match. In case of 2 goals the bet will be refunded. The bet is lost if 3 or more goals are scored during the match.

*Over/Under Asian (2.25)*

- *Over 2.25*: The bet is won if 3 or more goals are scored during the match. In case of 2 goals half of the bet will be lost while the other half will be refunded. The bet is lost if 0 or 1 goal is scored during the match.
- *Under 2.25*: The bet is won if 0 or 1 goal are scored during the match. In case of 2 goals half of the bet will be won while the other half will be refunded. The bet is lost if 3 or more goals are scored during the match.

*Over/Under Asian (2.75)*

- *Over 2.75*: The bet is won if 4 or more goals are scored during the match. In case of 3 goals half of the bet will be won while the other half will be refunded. The bet is lost if 0, 1 or 2 goals are scored during the match.
- *Under 2.75*: The bet is won if 0, 1 or 2 goals are scored during the match. In case of 3 goals half of the bet will be lost while the other half will be refunded. The bet is lost if 4 or more goals are scored during the match.

*Over/Under Asian (3)*

- *Over 3*: The bet is won if 4 or more goals are scored during the match. In case of 3 goals the bet will be refunded. The bet is lost if 0, 1 or 2 goals are scored during the match.

- *Under 3*: The bet is won if 0, 1 or 2 goals are scored during the match. In case of 3 goals the bet will be refunded. The bet is lost if 4 or more goals are scored during the match.

*Over/Under Asian (3.25)*

- *Over 3.25*: The bet is won if 4 or more goals are scored during the match. In case of 3 goals half of the bet will be lost while the other half will be refunded. The bet is lost if 0, 1 or 2 goals are scored during the match.
- *Under 3.25*: The bet is won if 0, 1 or 2 goals are scored during the match. In case of 3 goals half of the bet will be won while the other half will be refunded. The bet is lost if 4 or more goals are scored during the match.

*Asian Handicap 1st Half (or 2nd Half):*

Betting on the outcome of the first half (or second half) of the match considering the Asian handicap indicated in the bet. The handicap is deducted from the home team when it is negative, while deducting from the away team when it is positive.

*Over/Under Asian 1st Half (or 2nd Half):*

Betting on the total number of goals scored during the first half (or during the second half) being higher (Over) or lower (Under) than the Asian spread indicated in the bet.

*Even/Odd:*

Betting on the number of goals scored during the match will be even or odd. If the match ends 0-0, the winning selection will be even.

*Even/Odd 1st Half:*

Betting on the number of goals scored during the first half of the match being even or odd. If the first half ends 0-0 the winning selection will be even.

*Even/Odd 2nd Half:*

Betting on the number of goals scored during the second half of the match being even or odd. If the second half ends 0-0 the winning selection will be even.

*Even/Odd Home/Away:*

Betting on the number of goals scored during the game by the home team (or away) being even or odd. If the selected team does not score any goals the winning selection will be even.

*Three-way money line 1st Half:*

Betting on the outcome of the 1st half of the match. Three outcomes are offered: 1 (the home team will win), X (the game will end in a draw), 2 (the away team will win).

*Double Chance (DC) 1st Half:*

Betting on the outcome of the 1st half of the match. Three outcomes are offered: 1X (the home team will not lose), X2 (the away team will not lose), 12 (the game will not end in a draw).

*Goal Goal/No Goal (GG/NG) 1st Half:*

Betting on the 2 teams scoring or not during the 1st half. Two outcomes are offered: GG (both teams will score at least one goal during the first half), NG (one or neither of

the two teams will score during the 1st half).

*Draw No Bet (Two-way money line) 1st Half:*

Betting on which team will win the 1st half of the match. If the first half ends in a draw, the bet will be refund and will not be included in the calculation of any bonus.

*Home No Bet (HNB) 1st Half:*

Betting on the away team winning the 1st half or ending in a draw. If the game is won by the home team, the bet will be refund and will not be included in the calculation of any bonus.

*Away No Bet (ANB) 1st Half:*

Betting on the home team winning the 1st half of the match or ending in a draw. If the game is won by the away team, the bet will be refund and will not be included in the calculation of any bonus.

*Three-way money line 2nd Half:*

Betting on the outcome of the 2nd half of the match. Three outcomes are offered: 1 (the home team will win), X (the game will end in a draw), 2 (the away team will win).

*Double Chance (DC) 2nd Half:*

Betting on the outcome of the 2nd half of the match. Three outcomes are offered: 1X (the home team will not lose), X2 (the away team is not will lose), 12 (the game will not end in a draw).

*Goal Goal/No Goal (GG/NG) 2nd Half:*

Betting on the two teams scoring or not during the 2nd half of the match. Two outcomes are offered: GG (both teams will score at least one goal during the second half), NG (one or neither of the two teams will score during the second half).

*Draw No Bet (Two-way money line) 2nd Half:*

Betting on the team winning the 2nd half. If the 2nd half is ending in a draw, the bet will be refunded and will not be included in the calculation of the bonus.

*Home No Bet (HNB) 2nd Half:*

Betting on the away team winning the 2nd half of the match or ending in a draw. If the game is won by the home team, the bet will be refunded and will not be included in the calculation of the bonus.

*Away No Bet (ANB) 2nd Half:*

Betting on the home team winning the 2nd half of the match or it will end in a draw. If the game is won by the away team, the bet will be refund and will not be included in the calculation of the bonus.

*Correct Score:*

Betting on the exact score at the end of the game.

*Correct Score 1st Half:*

Betting on the exact score at the end of the 1st half.

#### *Correct Score 2nd Half:*

Betting on the exact score of the second half. Only goals scored during the 2nd half will be considered.

#### *Multiple Correct Score:*

Betting on the exact Score of the match, at the end of the regular time only, choosing from the groups of outcomes on the list.

E.g.:

WINNING OUTCOME 1-0 / 2-0 / 3-0: The match will end 1-0 or 2-0 or 3-0

WINNING OUTCOME 0-1 / 0-2 / 0-3: The match will end 0-1; 0-2 or 0-3

WINNING OUTCOME 4-0 / 5-0 / 6-0: The match will end 4-0; 5-0 or 6-0

WINNING OUTCOME 0-4 / 0-5 / 0-6: The match will end 0-4; 0-5 or 0-6

WINNING OUTCOME 2-1 / 3-1 / 4-1: The match will end 2-1; 3-1 or 4-1

WINNING OUTCOME 1-2 / 1-3 / 1-4: The match will end 1-2; 1-3 or 1-4

WINNING OUTCOME 3-2 / 4-2 / 4-3 / 5-1: The match will end 3-2; 4-2; 4-3 or 5-1

WINNING OUTCOME 2-3 / 2-4 / 3-4 / 1-5: The match will end 2-3; 2-4; 3-4 or 1-5

WINNING OUTCOME 1 - OTHER (team 1 wins with other result): The match will end 5-2 or 5-3 or 5-4 or Other (all other outcomes not present)

WINNING OUTCOME 2 - OTHER (team 2 wins with other result): The match will end 2-5 or 3-5 or 4-5 or Other (all other outcomes not present)

WINNING OUTCOME X (draw): The match will end 0-0 or 1-1 or 2-2 or Other draws.

#### *First Half/Final:*

Betting on the outcome of the first half and the final of the match. 9 outcomes are offered: 1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X, 2/2. Example: if the first half ends 2-1 and the final result is 2-2, the winning selection will be 1/X.

#### *The half with the highest score:*

Betting on the half of the match with more goals. Three outcomes are offered: 1st half (more goals will be scored during the first half), 2nd half (more goals will be scored during the second half) and X (equal number of goals will be scored both in the first and second half).

#### *Half of first Goal:*

Betting on in which half the first goal will be scored. 3 outcomes are offered: 1st half (the first goal will be scored in the 1st half), 2nd half (the first goal will be scored in the 2nd half) and No Goal (the match will end without a goal).

#### *Half with the highest score - Home:*

Betting on the half of the match with more goals scored by the home team. Three possible outcomes are offered: 1st half (more goals will be scored during the 1st half), 2nd half (more goals will be scored during the 2nd half) and X (the same number of goals will be scored both in the 1st and 2nd half).

#### *Half with the highest score - Away:*

Betting on the half of the match with more goals scored by the away team. Three outcomes are offered: 1st half (more goals will be scored during the 1st half), 2nd half



(more goals will be scored during the 2nd half) and X (the same number of goals will be scored both in the 1st and 2nd half).

*Home/Away team wins by zero:*

Betting on the home/away team winning without getting a goal from the opponent. Three outcomes are offered: 1 (the home team will win the match without conceding a goal), 2 (the away team will either not win the match or win the match by at least one goal) and NO (neither team will win without conceding a goal).

*Home/Away team wins by zero 1st half:*

Betting on the home/away team leading the first half without getting a goal. Two outcomes are offered: YES (the home/away team will win the first half without conceding a goal) and NO (the home/away team or will not win the first half or will win by at least one goal).

*Home/Away team wins by zero 2nd half:*

Betting on the home/away team leading the second half without getting a goal. Two outcomes are offered: YES (the home/away team will win the second half without conceding a goal) and NO (the home/away team or will not win the second half or will win by at least one goal).

*Home/Away team wins both halves:*

Betting on the home/away team winning both the 1st and 2nd half of the match. Two outcomes are offered: YES (the home/away team will win both halves) and NO (the home/away team will not win both halves). The two halves must be considered independently. If for example in the first half the score is 2-0 and the final result is 3-1, it means that the home team won only the 1st half since the partial result of the 2nd half is 1-1.

*Home/Away team wins at least one half:*

Betting on the home/away team winning at least one of two halves of the match. Two outcomes are offered: YES (the home/away team will win at least one half) and NO (the home/away team will not win even one half).

*Home/Away team scores in both halves:*

Betting on the home/away team scoring both in the 1st and 2nd half of the match. Two outcomes are offered: YES (the home/away team will score in both halves) and NO (the home/away team will not score in both halves).

*Winning margin Home/Away:*

Betting on the home/away team winning margin at the end of the match choosing among alternatives. The margin is calculated by deducting the number of goals scored by the loser team from the number of goals scored by the winner team. If the game ended in a tie all the markets will be lost.

*Goal Difference:*

Betting on the goal difference between the two teams at the end of the regular time. 6 possible outcomes are offered: 0, 0-0, 1, 2, 3 and 4 or more goals of difference.

*Exact Goals:*

Betting on the number of goals scored during the match. 6 outcomes are offered: 1 - 2 - 3 - 4 - 5 - 6 or more.

*1st Half Exact Goals:*

Betting on the number of goals scored during the first half. 3 outcomes are offered: 0 - 1 - 2 or more.

*2nd Half Exact Goals:*

Betting on the number of goals scored during the second half. 3 outcomes are offered: 0 - 1 - 2 or more.

*Home team goals:*

Betting on the number of goals scored by the home team. 4 outcomes are offered: 0 - 1 - 2 - 3 or more.

*Away team goals:*

Betting on the number of goals scored by the away team. 4 outcomes are offered: 0 - 1 - 2 - 3 or more.

*Total Number of Goals:*

Betting on the total number of goals scored during the match according to the different ranges offered. 4 ranges are offered, between 0 and 6 or more goals: 0-1, 2-3, 4-5, 6 or more goals.

*First team to score:*

Betting on the team scoring the 1st goal of the game. 3 outcomes are offered: 1 (the home team will score the first goal), 2 (the away team will score the first goal) and No Goal (no goals will be scored).

*First team to score no Bet:*

Betting on the team scoring the 1st goal of the game. 2 outcomes are offered: 1 (the home team will score the 1st goal), 2 (the awayteam will score the 1st goal). In case neither team will score the bet will be refund.

*Minute of the First Goal:*

Betting on the 2 offered ranges the first goal of the match will be scored. 9 outcomes are offered for the range with 10 minutes interval: 1-10, 11-20, 21-30, 31-40, 41-50, 51-60, 61-70, 71-80, 81-90. While for the range with 15 minutes interval there are 6 offered outcomes: 1-15, 16-30, 31-45, 46-60, 61-75, 76-90. A goal scored at 15th minute will fall in the 1-15 range as, according to international practice, it will mean that the goal was scored between the 14:01 and 15:00 minutes. On the contrary, a goal scored at 15:06 will fall in the 16-30 range, as it will be considered as 16th minute.

*Goal in the first "n" minutes:*

Betting on one goal scored in the first "n" minutes of the match: (outcome YES), or not (outcome NO).

If n = 5, the prediction goes from the starting to the minute 04:59

If n = 10, the prediction goes from the starting to the minute 09:59;

If n = 15, the prediction goes from the starting to the minute 14:59

If n = 20, the prediction goes from the starting to the minute 19:59;

If n = 30, the prediction goes from the starting to the 29:59 minute;

*Multi-goal:*

Betting on the number of goals scored during the match according to the different ranges offered. 17 ranges are offered, between 1 and 7 goals. In case no goals are scored, all bets will be lost.

*Multi-goal 1st Half:*

Betting on the number of goals scored during the 1st half according to the multiple ranges offered. 3 ranges are offered (1-2, 1-3, 2-3). In case no goals or 4 goals or more are scored, bets will be lost.

*Multi-goal 2nd Half:*

Betting on the number of goals scored during the 2nd half according to the multiple ranges offered. 3 ranges are offered (1-2, 1-3, 2-3). In case no goals or 4 goals or more are scored, the bets will be lost.

*Multi-goal Home:*

Betting on the number of goals scored during the game by the home team according to the multiple ranges offered. 3 ranges are offered, between 1 and 3 goals. If no goals or 4 or more goals are scored, the bets will be lost.

*Multi-goal Away:*

Betting on the number of goals scored during the match by the away team according to the multiple ranges offered. 3 ranges are offered, between 1 and 3 goals. In case no goal or 4 or more goals are scored, the bets will be lost.

*2 Goals Race:*

Betting on the team scoring 2 goals first. Three outcomes are offered: team 1, neither, team 2.

*3 Goals Race:*

Betting on the team scoring 3 goals first. Three outcomes are offered: team 1, neither, team 2.

*Leader after 3 goals:*

Betting on the team leading after the 3rd goal is scored. Three outcomes are offered: team 1, neither, team 2. The selection "neither" will win if both teams do not reach 3 goals score in regular time.

*Last team to score:*

Betting on the team scoring the last goal of the game. 3 outcomes are offered: 1 (the home team will score the last goal), 2 (the away team will score the last goal) and No Goal (no goals will be scored).

*Home No Bet (HNB):*

Betting on the away team winning the game or ending in a tie. If the match is won by the home team the bet will be refund and it will not be included in the calculation of any bonus.

***Away No Bet (ANB):***

Betting on the home team winning the game or ending in a tie. If the match is won by the away team the bet will be refund and it will not be included in the calculation of any bonus.

***1st Goal Method:***

Betting on the way the 1st goal of the match will be scored. 6 outcomes are offered: shot, head, penalty, free kick, own goal and no goals scored. A free kick means the goal made by a direct shot on a free kick (indirect free kicks and corner kicks are considered as a "shot" for the purposes of the bet).

***At least one goal in both halves:***

Betting on one or more goals each half..

***Both halves Over 1.5:***

Betting on at least 2 goals scored in both first and second half of the match. 2 outcomes are offered: YES (at least two goals will be scored in both halves) and NO (at least two goals will not be scored in both halves). The 2 halves must be considered independently. E.g.: If at the end of the 1st half the score is 3-0 and the final result is 3-1, it means that only in the 1st half at least 2 goals have been scored, because the partial result of the 2nd half is 0-1.

***Both halves Under 1.5:***

Betting on less than 2 goals scored in both first and second half of the match. 2 outcomes are offered: YES (less than 2 goals will be scored in both halves) and NO (there will be no less than 2 goals scored in both halves). The 2 halves must be considered independently. E.g.: If at the end of the 1st half the score is 1-0 and the final result is 2-1, it means that only in the 1st half less than 2 goals have been scored, because the partial result of the 2nd half is 1-1.

***Corner Kicks Total Over/Under:***

Betting on the total number of corner kicks taken during the match being higher (Over) or lower (Under) than the spread offered.

***Corner Kicks Total Odd/Even:***

Betting on the total number of corner kicks taken during the match will be odd or even.

***Corner Kicks 1st Half Odd/Even:***

Betting on the total number of corner kicks taken during the 1st half of the match will be odd or even.

***Corner Kicks Correct Score:***

Betting on the exact score of the corner kicks at the end of the match.

***Corner Kicks Total:***

Betting on the number of corner kicks will be taken during the match. Three ranges are offered: 0-8, 9-11, 12 or more.

***Corner Kicks Total 1st Half:***

Betting on the number of corner kicks will be taken during the first half of the match. Three ranges are offered: 0-4, 5-6, 7 or more.

*Corner Kicks Total Home:*

Betting on the number of corner kicks will be taken by the home team during the match. Four ranges are offered: 0-2, 3-4, 5-6, 7 or more.

*Corner Kicks Total Away:*

Betting on the number corner kicks will be taken by the away team during the game. Four ranges are offered: 0-2, 3-4, 5-6, 7 or more.

## Soccer bookings card

*General Rules:* The outcome of the bets on bookings will be determined by the cards assigned during the 90 minutes of regular game plus possible injury time. Any card assigned after the end of the match will be ignored for the purpose of the bet. The cards assigned to those who are not included in the squad of field players (e.g. coaches, players on the bench or players already replaced) will not be taken into account in the calculation of the result. The yellow card is worth 1, the red card is worth 2. Any second yellow cards will be ignored for betting purposes. When a player is sent off for a second yellow card, 3 points are considered maximum (Yellow + Red).

*Match Bookings Three-way money line:*

Betting on which team will receive more cards during the game. Three possible outcomes are offered: 1 (the home team will receive more cards), X (the two teams will receive the same number of cards) and 2 (the away team will receive more cards).

*1st Half Match Bookings Three-way money line:*

Betting on the team receiving more cards during the first half of the match. Three possible outcomes are offered: 1 (home team will receive more cards), X (the two teams will receive the same number of cards) and 2 (the away team will receive more cards).

*Total Number of Bookings Over/Under:*

Betting on the number of cards assigned during the match will be higher (Over) or lower (Under) than the offered spread.

*Exact Bookings:*

Betting on the exact number of cards displayed/extracted during the game. 10 ranges are offered: 0-3, 4, 5, 6, 7, 8, 9, 10, 11, 12 or more.

*First/Last Booking:*

Betting on which team will receive the first/last card (yellow or red) during the game. 3 possible outcomes are offered: Home, Away and None (winning selection in case no player received any cards). In case of a card assigned to both teams at the same time, the Ex Aequo rule will apply (article 11 in the "General Rules" section).

*1st Half First/Last Team Booked:*

Betting on which team will receive the first/last card (yellow or red) during the first half of the match. 3 possible outcomes are offered: Home, Away and None (winning selection in case no player received any cards). In case of a card assigned to both teams at the same time, the Ex Aequo rule will apply (article 11 in the "General Rules" section).

*Bookings Odd/Even:*

Betting on the total number of cards assigned during the match will be odd or even.

*Expulsion:*

Betting on at least one red card being assigned during the game. Two possible outcomes are offered: Yes (at least one red card will be assigned) and No (no red cards will be assigned).

*Expulsion 1st Half:*

Betting on at least one red card assigned during the first half of the game. Two possible outcomes are offered: Yes (at least one red card will be assigned) and No (no red cards will be assigned).

*Home Team Player Sent Off:*

Betting on at least one red card assigned to the home team during the game. Two possible outcomes are offered: Yes (at least one red card will be assigned) and No (no red cards will be assigned).

*1st Half Home Team Player Sent Off:*

Betting on at least one red card assigned to the home team in the 1<sup>st</sup> half. Two possible outcomes are offered: Yes (at least one red card will be assigned) and No (no red cards will be assigned).

*Away Team Player Sent Off:*

Betting on at least one red card assigned to the away team during the game. Two possible outcomes are offered: Yes (at least one red card will be assigned) and No (no red cards will be assigned).

*1st Half Away Team Player Sent Off:*

Betting on at least one red card assigned to the away team during the game. Two possible outcomes are offered: Yes (at least one red card will be assigned) and No (no red cards will be assigned).

## Soccer Penalties

General Rules: The outcome of the bets on penalties will be determined by penalty kicks assigned during the regular time. Any extra time will not be considered. Unless otherwise specified, in case no penalties will be assigned, the bet will be considered lost.

*Penalty:*

Betting on at least one penalty kick assigned during the game to one of the teams. Two possible outcomes are offered: Yes and No.

*Penalty Score Yes/No:*

Betting on a penalty, if assigned, being scored.

*Winning by penalties:*

Betting on the match ending with penalty kicks or not.

*Three-way money line + Over/Under + GG/NG:*

Betting on the result of the match being 1, X or 2, and the number of goals scored will be higher (over) or lower (under) than the indicated spread and both teams will score a goal (GG) or at least one of the two teams will not score any goals (NG). Six outcomes are offered: 1 + Under + NG, X + Under + NG, 2 + Under + NG, 1 + Over + NG, 1 + Over + GG, X + Over + GG, 2 + Over + NG and 2 + Over + GG.

*Three-way money line + First Goal (FG) + Three-way money line 1st Half (FH):*

Betting on at the same time what will be the final result of the match (Three-way moneyline), who will make the first goal and what will be the outcome of the 1st half of the match. 19 outcomes are offered: 1+1FG+1HT, 1+1FG+XHT, 1+1FG+2HT, 1+2FG+1HT, 1+2FG+XHT, 1+2FG+2HT, X+1FG+1HT, X+1FG+XHT, X+1FG+2HT, X+2FG+1HT, X+2FG+XHT, X+2FG+2HT, 2+1FG+1HT, 2+1FG+XHT, 2+1FG+2HT, 2+2FG+1HT, 2+2FG+XHT, 2+2FG+2HT, X+NG+XHT.

*2 CHANCES Three-way money line or GG/NG:*

Betting on at least one of the following chances (the final result Three-way money line or the GG/NG) will win. Six outcomes are offered: 1 or GG, 1 or NG, X or GG, X or NG, 2 or GG and 2 or NG.

*Three-way money line or Over/Under:*

Betting on at least one of the following chances: (the final result Three-way money line or the Over/Under) will win. Six outcomes are offered: 1 or Over, 1 or Under, X or Over, X or Under, 2 or Over and 2 or Under.

*GG/NG or Over/Under:*

Betting on at least one of the following chances: (the GG/NG or the Over/Under) will win. Three outcomes are offered: GG or Over, NG or Over, NG or Under.

## Soccer specials

*Player who scores first*

Betting on the player in a selected list scoring first in the day. For the bet payment chronological order will be considered, starting from the kick-offs of each match. If one or more players scored at the same time (considering only the minute a goal was scored), the Ex Aequo rule applies (article 11 in the "General Rules" section). If one or more players do not play from the start, the operator reserves the right to declare the entire event refund, as clearly incorrect shares may have been offered.

### *Team that scores first*

Betting on the team, among a selected list, scoring first in the day. Bet payment will follow the chronological order will be considered, starting from the kick-offs of each match. If one or more teams scored at the same time (considering only the minute a goal was scored), Ex Aequo rule applies (article 11 in the "General Rules" section). If one or more matches were postponed, the operator reserves the right to declare the entire event refund, as clearly incorrect shares may have been offered.

### *Player who scores more goals*

Betting on the player, among a selected list, scoring more goals in the day. If one or more players scoring the same number of goals, the Ex Aequo rule applies (article 11 in "General Rules" section). If one or more players do not play from the start, the operator reserves the right to declare the entire event refund, as clearly incorrect shares may have been offered.

### *Team that scores more goals*

Betting on the team, among a selected list, scoring more goals in the day. If one or more teams scored the same number of goals, the Ex Aequo rule will apply (article 11 in the "General Rules" section). If one or more matches were postponed, the operator reserves the right to declare the entire event refund as clearly incorrect shares may have been offered. Bets of this type will be closed at the start of the first scheduled games and may be reopened later with recalculated shares based on the already finished matches. Also, in this case the outcome of a bet will continue to depend on all the matches played in the indicated round.

### *Grand Salami (Over/Under)*

Betting on the number of goals scored in the whole round of a specified competition being higher (Over) or lower (Under) the spread indicated by the operator. In the details of the bet will be reported the number of the days and which section of competition it's part of. If one or more events are not disputed by midnight of the day following the last day scheduled for the competition, bets will be declared refund unless the indicated spread has already been exceeded. Bets will be closed at the start of the first scheduled match and may be reopened later with recalculated spreads and shares based to the matches already played. moreover, in this case the outcome of a bet will continue to depend on the total number of goals scored in the indicated round. Example: "14th Day - Serie A (10 matches)". Before the kick-off of the first match of the championship day a bet is placed on OVER 26.5. During the two previous matches a total of 9 goals is scored. Before the other matches are played, this bet type is again offered by the operator with recalculated spread of 30.5 based on the 9 goals already scored. A new bet is placed on UNDER 30.5. During the next eight matches of the day in question another 21 goals are scored. Then there is a total of 30 goals scored (9 in advances + 21 in other matches). Both bets (OVER 26.5 and UNDER 30.5) will be won.

### *Gran Salami (Total Goals)*

Betting on the exact number of goals scored in the entire round of a specified competition. The number of the day will be indicated in the details of the bet and the section of competition it is part of. If one or more events are not disputed by midnight of the day following the last day scheduled for that specified competition, bets of this type will be declared refund. Bets of this type will be closed at the beginning of



the first scheduled matches and may be reopened later with recalculated shares based on the matches already played. Moreover, in this case the outcome of the bet will continue to depend on the total number of goals scored in the indicated round.

#### *Draws*

Bet on the draws of some tournaments like the Champions League, the European League, the Serie A and international competitions. Betting on which match will be drawn for the indicated team. Any changes following the official drawing ceremony will not be considered.

#### *Summoned*

Betting on a player being summoned or not in a specific international competition. The final official list will be considered, based on FIFA rules on the maximum term after which it will no longer be possible to make changes. The operator reserves the right to declare refund the bets placed after the appearance of the news that can significantly influence the share.

#### *Transfer market*

Betting on the transfer market, among which: a certain coach will be sacked or not; who will be the next coach of a certain team; what will be the next team of a certain coach; in which team a certain player will play; a certain player will change team or not. For all these bet types the operator will indicate the final date within which the indicated event will take place. To settle the bets will be considered the communication on the official website of the first team to disclose the news.

#### *Specials on the individual teams*

Betting on individual teams related to a specific competition, including: Over/Under goals scored; Over/Under goals conceded; number of defeats conceded; unbeaten; by which opponent a certain team will be defeated first. The duration of the bet will be indicated in the bet string: it will be valid for the entire duration of a competition and for selected number of days. To settle the bets, we will refer to the official websites of the competitions or teams in question.

#### *Best player of the match*

Betting on the player referred as the best of the match by the official organizer of the indicated competition (e.g. in case of Champions League matches only the official UEFA decision will be considered). The bet will be declared refund if the player does not take part in the match.

#### *Booked player*

Betting on a player getting a yellow card during the regular time of the match. The bet will be declared refund if the player does not take part in the match.

#### *Player sent off*

Betting on a player receiving a red card during the regular time of the match. The bet will be declared refund if the player does not take part in the match.

#### *First booked player*

Betting on the first player booked during the match. If a player takes the field after the first yellow card has already been assigned, the bet will be declared refund. If two or more players are booked at the same time, the Ex Aequo rule will apply (article 11 in the "General Rules" section).

## Soccer Player Props

#### *Anytime Goal scorer*

Betting on the selected player scoring at least one goal during the game. If the selected player does

not take the field, the bet will be declared refund. If the player takes the field (even after the match has started) but does not score any goals, the bet will be lost.

#### *Two or more goals*

Betting on the selected player scoring at least two goals during the game. If the selected player does not take the field, the bet will be declared refund. If the player takes the field (even after the match has started) but does not score at least two goals, the bet will be lost.

#### *Three or more goals*

Betting on the selected player scoring at least three goals during the game. If the selected player does not take the field, the bet will be declared refund. If the player takes the field (even after the match has started) but does not score at least three goals, the bet will be lost.

#### *Three-way money line Scorers*

Betting on a player, among 2, scoring the highest number of goals during the game. 3 possible outcomes are offered: 1 (player 1 will score more goals than player 2), X (the two players will score the same number of goals or will not score any goals) and 2 (player 2 will score more goals than player 1). The bet will be declared refund if one of the two players does not take part in the match or takes the field after the kick-off.

#### *First Goal scorer*

Betting on a selected player scoring the first goal of the game. If the selected player does not take part in the match or takes the field after the first goal of the match has already happened, the bet will be declared refund. If the selected player takes part in the match but does not score any goals, the bet will be lost, even if the player in question was replaced before the first goal was scored.

#### *Last Goal scorer*

Betting on a selected player scoring the last goal of the match. If the selected player does not take the field, the bet will be declared refund. If the selected player, despite taking the field, does not score the last goal, the bet will be lost, even if he/she is replaced or expelled before the last goal is scored.

#### *Scorer in the 1st Half*

Betting on a selected player scoring at least one goal during the 1st half. If the selected player does not take part in the 1st half, the bet will be declared refund. If the player takes part in the 1st half but does not score any goals, the bet will be lost. All bets are considered valid only if the 1st half is completed; in case the match is suspended during the first half and not completed by midnight on the scheduled day, all bets will be declared refund.

#### *Scorer in the 2nd Half*

Betting on a selected player scoring at least one goal during the 2nd half. If the selected player does not take part in the 2nd half, the bet will be declared refund. If the player takes part in the 2nd half but does not score any goals, the bet will be lost. All bets are considered valid only if the 2nd half is completed; in case the match is suspended during the course of the 2nd half and not completed by midnight on the scheduled day, all bets will be declared refund.

#### *Anytime Goal scorer YES/NO*

Betting on a selected player scoring or not a goal during the game. Two possible outcomes are offered: Score Yes, you predict that the selected player will score at least one goal during the match; Score No, you predict that the selected player will score no goals during the match. The bet is valid only if the player takes the field from the first minute. The bet will be declared refund if the player does not take part in the match or takes the field after the kick-off.

#### *Three-way money line + First Goal scorer*

Betting on the result of the match being 1, X or 2 and the player scoring first during the match. If the selected player does not take part in the match or takes the field after the first goal is scored, the bet will be declared refund. If the selected player, despite taking part in the game, does not score any goals, the bet will be lost, even if the player in question was replaced before the first goal was scored.

#### *Three-way money line + Last Goal scorer*

Betting on the result of the match being 1, X or 2 and the player scoring the last goal during the match. If the selected player does not take part in the game, the bet will be declared refund. If the selected player, despite taking part in the match, does not score any goals, the bet will be lost, even if the player in question was replaced before the last goal was scored.

#### *Three-way money line + Anytime Goal scorer*

Betting on the result of the match being 1, X or 2 and which player will score a goal during the game. If the selected player does not take part in the match, the bet will be declared refund.

#### *Three-way money line 1st Half + Goal scorer 1st Half*

Betting on the result of the first half of the match being 1, X or 2 and which player will score a goal during the first half of the match. If the selected player does not take part in the first half of the match, the bet will be declared refund.

#### *GG/NG + Anytime Goal scorer*

Betting on both teams scoring (GG) or at least one of the two teams does not score (NG) during the match and which player will score a goal during the match. If the selected player does not take part in the match, the bet will be declared refund.

#### *Player takes a Penalty Shoot-Out and scores a Goal*

Betting on a player taking a penalty shoot-out and score. If the selected player does not take the field or is replaced before the end of extra time, the bet will be declared refund. If the selected player, despite being among the starting line-up, will not take a penalty shoot-out, the bet will be considered lost. If the match ends before a penalty shoot-out, all bets will be considered refund.

#### *Correct Score + First Goal scorer*

Betting on the exact score of the match and the player scoring the first goal during the match. If the selected player does not take part in the match or takes the field after the first goal has already happened, the bet will be declared refund. If the selected player, despite taking part in the game, does not score any goals, the bet will be lost, even if the player in question was replaced before the first goal was scored.

#### *Correct score + Last Goal scorer*

Betting on the exact score of the match and the player scoring the last goal during the match. If the selected player does not take part in the match, the bet will be declared refund. If the selected player, despite taking part in the match, does not score any goals, the bet will be lost, even if the player in question was replaced before the last goal was scored.

#### *Correct Score + Anytime Goal scorer*

Betting on the exact score of the match and the player scoring a goal during the match. If the selected player does not take part in the match, the bet will be declared refund. However, if the player takes part in the match, and the final result remains the same until the end, the bets will be considered lost. Example: Juventus - Milan final result 1:0, Higuain takes the field after 1:0 has already been made, if you betted Higuain scores + 1:0, the bet will be lost anyway.

#### *Anytime Goal scorer + His/her Team Wins*

Betting on the player scoring at least one goal and whether his/her team will win the match. If the selected player does not take the field, the bet will be declared refund. If the player takes the field (even after the match has started), the bet will be valid.

#### *Team Goal scorer*

Betting on the selected player scoring the first goal (or the last goal) of his/her team. If the selected player does not take part in the game, the bet will be declared refund. In case of the first goal: the bet will be declared refund if the player takes the field after the first goal has already happened. If the selected player, despite taking part in the match, does not score any goals, the bet will be lost, even if the player in question was replaced or expelled before the first goal was scored. In case of the last goal: the bet will be lost if the player was replaced or expelled before the last goal was scored.

## Soccer match specials

### *Kick-off:*

Betting on which team will take the kick-off.

***Three-way money line Ball Possession:***

Betting on the team, among the 2, getting the highest percentage of ball possession at the end of the game. 3 possible outcomes are offered: 1 (the home team getting a percentage of ball possession above 50%), 2 (the away team getting a percentage of ball possession above 50%) and X (both teams getting a percentage of ball possession of exactly 50%). Extra time is included.

***Three-way money line Total Shots:***

Betting on the team, among the 2, taking the highest number of shots (both on goal and out of the goal) during the match. 3 possible outcomes are offered: 1 (the home team will take more total shots), 2 (the away team will take more total shots) and X (both teams will take the same number of total shots). Extra time is included.

***Three-way money line Shots on Goal:***

Betting on the team, among the 2, making the highest number of shots on goal during the match. 3 possible outcomes are offered: 1 (the home team will make more Shots on goal), 2 (the away team will make more Shots on goal) and X (both teams will make the same number of Shots on goal). Extra time is included.

***Three-way money line Offside:***

Betting on the team, among the 2, taking the highest number of offsides during the match. 3 possible outcomes are offered: 1 (the home team will take more offsides), 2 (the away team will take more offsides) and X (both teams will take the same number of offsides).

***Odd/Even Offside:***

Betting on the number of offsides taken during the match being odd or even.

***Three-way money line Fouls Made:***

Betting on the team, among the 2, making the highest number of fouls during the game. 3 possible outcomes are offered: 1 (the home team will make more fouls), 2 (the away team will make more fouls) and X (both teams will make the same number of fouls). Extra time is included.

***Over/Under Fouls Made:***

Betting on whether the total number of fouls made during the game will be higher (Over) or lower (Under) than the offered spread. Extra time is included.

***Odd/Even Fouls Made:***

Betting on whether the total number of fouls made during the match will be odd or even.

*Three-way money line Fouls Endure:*

Betting on the team, among the 2, enduring the highest number of fouls during the game. 3 possible outcomes are offered: 1 (the home team will endure more fouls), 2 (the away team will endure more fouls) and X (both teams will endure the same number of fouls).

*Three-way money line Goalposts and Crossbars Hit:*

Betting on the team, among the 2, hitting the most goalposts and crossbars during the game. 3 possible outcomes are offered: 1 (the home team will hit the highest number of goalposts and crossbars), 2 (the away team will hit the highest number of goalposts and crossbars) and X (both teams will hit the same number of goalposts and crossbars).

*Three-way money line Assist:*

Betting on the team, among the 2, performing the highest number of assists during the match. 3 possible outcomes are offered: 1 (the home team will perform more assists), 2 (the away team will perform assists) and X (both teams will perform the same number of assists).

*Winning Method:*

Betting on the method by which the home team or the away team will win the game. 4 possible outcomes are offered: Home team wins in extra time, Away team wins in extra time, Home team wins at penalty shootout and Away team wins at penalty shootout. If the game ends in regular time, all selections will be lost.

*Injury Time 1st/2nd Half:*

Betting on the injury time will be assigned in the 1st half (or in the 2nd half). Only the injury time indicated by the fourth official with the electronic display will be considered. Any additional minutes not reported will not be considered.

*Over/Under Substitutions:*

Betting on the number of player changes during regular time being higher (Over) or lower (Under) than the offered spread.

*Over/Under Substitutions Home/Away:*

Betting on the number of changes made by the home/away team during regular time being higher (Over) or lower (Under) than the offered spread.

*First Substitution:*

Betting on the team making the first player change during the game. 4 possible outcomes are offered: Home, Away, No Substitution and Both at the same time.

*First Substituted Player:*

Betting on the player first change during the game. If the selected player does not take the field from the start, the bet will be declared refund. If two players are replaced at the same time, a reference to the article 12 of the general rules (Ex Aequo) will be made.

*First Reserve on the Field:*

Betting on the first reserve taking over the field during the match. If the selected player takes the field from the start, the bet will be declared refund. In all other cases the bet will be lost.

*Over/Under Fouls Made by the Player:*

Betting on the total number of fouls made during the match by the selected player being higher (Over) or lower (Under) than the offered spread. Extra time is included.

*Over/Under Shots on Goal Team:*

Betting on the total number of Shots on goal during the game being higher (Over) or lower (Under) than the offered spread. Any extra time is included. Any penalties made after regular time will not be considered for the bet reporting.

*Over/Under Shots on Goal Player:*

Betting on the total number of Shots on goal during the match made by the indicated player will be higher (Over) or lower (Under) than the offered spread. Extra time is included. Any penalties made after the regular time will not be taken into account for the bet reporting.

*Goals Injury time:*

Betting on a goal score during the injury time one of the two teams. In case of injury time assigned by the referee will be equal to 0, all bets will be declared refund. Extra time is not included.

*Substitution starting line-up (Player OUT/Player IN):*

Betting on the exact player change couples: the selections are structured so that the first indicated player is the player who eventually leaves the field while the second player is the player who enters, the bet will be offered up to an hour before the start of the match and only the bets on the starting line-up players are valid, in the event that the player is not registered in the starting line-up, the bets in which he/she was indicated as the first player (Player OUT) will be declared refund. *Example:*

- Higuain-Mandzukic, in case Mandzukic is not part of starting line-up, this selection will be valid.
- Mandzukic-Higuain, in case Mandzukic is not part of starting line-up, this selection will be refund.

*Referee consults video VAR Yes/No:*

Betting on VAR ("Video Assistant Referee") consulted (outcome YES) or not (outcome NO) by the referee. For being consulted, it is meant that the referee will personally review the action on the field side monitor ("on field review"). In case of the referee does not use the VAR or limits its use through the earphone device ("silent check") the winning result will be NO. For the purposes of reporting, and for all other situations, official regulation, official data issued by the organizer of the event and the associated video source, will be taken as valid.



## Soccer Futures

Article 1: Ante-post bets are based on the result achieved at the end of a whole competition (for example championships, cups etc.) or a specific phase (for example turn, qualification, etc.).

Article 2: All ante-post bets will be reported and paid after the end of the related competition or phase. Unless otherwise specified, in the individual bet types, in case of a tie between two or more teams/players, reference will be made to the article 11 of the general rules.

Article 3: Decisions taken before or during a competition will be considered for the evaluation of the outcome of the bet (for example penalties or disqualifications). In case the decisions are taken after the end of a competition, they will not be considered. In the particular case of ante-post concerning a specific event/phase of a competition, the decisions made after the end of the event/phase will not be considered.

Article 4: In case of ante-post markets concerning events such as goals, cards or corner kicks, extra time will also be considered. On the contrary, the final penalty shootouts will not be considered (e.g. in a competition like the World Cup, this rule may concern the total goals scored or the goal scored by a goalkeeper, or a hat-trick made in the same game, or the team that conceded more goals, or the top scorer of the tournament, or the number of red cards etc.).

### *Winning:*

Betting on the selected team or player winning the competition.

### *Non-Winning:*

Betting on the selected team or player losing the competition.

### *Top 3/Top 4:*

Betting on the selected team or player ranked among the top three or four.

### *Last Ranking:*

Betting on the selected team or player ranked last.

### *Last two:*

Betting on the selected team or player ranked in the last two positions.

### *Exactly Second/Third/Fourth:*

Betting on the selected team or player ranked exactly in the second, third or fourth position.

### *Reach finals, Semi-finals, Quarter-finals:*

Betting on the selected team or player ranked for the finals, semi-finals or quarter-finals).

*Podium:*

Betting on the selected team or player reaching the first 3 places.

*No Podium:*

Betting on the selected team or player not reaching the first 3 places.

*Qualified:*

Betting on the selected team qualifying for the next phase of the competition.

*Not Qualified:*

Betting on the selected team not qualifying for the next phase of the competition.

*Next Round Pass:*

Betting on the teams among the 2 qualifying for the next phase of the competition.

*First Two Next Round Pass:*

Betting on exactly which team will qualify for the next phase of the competition.

*First Two in Order Next Round Pass:*

Betting on the exact order (first and second place) of the two teams qualifying for the next phase of the competition.

*Finalist Teams:*

Betting on exactly which team playing the final match of the competition.

*Elimination Phase:*

Betting the phase of the competition the selected team will be eliminated.

*Winning Group:*

Betting on the team of which group will win the competition.

*Winning Continent:*

Betting on which continent the team, that will win the competition, belongs to.

*Winning for the first time:*

Betting on whether the winner of the competition will win for the first time in history.

*Head-to-head Teams:*

Betting on the team among 2 getting the best position at the end of the competition considering the real points plus the offered handicap. If the two teams at the end of the competition have collected the same number of points, the winner will be determined according to the rankings of the Football League of the relevant country. If not possible, the bet will be refunded. In the specific case of a competition like the

World Cup or the European Championships, the elimination phase will be considered. i.e. if, 2 teams are both eliminated in the quarter-finals, the bet will be declared refund. If the 2 teams are eliminated in the group stage, the points in the ranking shall be considered, in case of a further tie, the goal difference and at last the number of goals scored. If the tie persists, the bet will be refund.

*Three-way money line Scorers:*

Betting on which of the 2 players will score the highest number of goals or the same number of goals (X) during the competition, considering the possible handicap. Goals scored in other competitions will not be considered. If one or both players change teams the bets will remain valid if the new team belongs to the same league as the previous one, otherwise they will be declared refund. If a player never takes the field, the bets will be considered refund.

*Top Scorer of the Competition:*

Betting on whether a player will be the best scorer at the end of the competition. Any goals scored in other competitions will not be considered. If the selected player changes team or league during the season, bets of this type will remain valid. If the top scorer is not included among the offered alternatives, the winning selection will be "Other". If the option "Other" has not been included among the alternatives, the bet will be lost. If the player takes the field only once, in the league he/she belongs to, the bet will be valid, otherwise refund.

*Top Scorer of the Team:*

Betting on whether the selected player will be the top scorer of his/her team at the end of the competition. Any goals scored in other competitions will not be considered. If the selected player changes team or league during the season, bets of this type will be declared refund. If the top scorer player is not included among the offered alternatives, the winning selection will be "Other". If the option "Other" has not been included among the alternatives, the bet will be lost.

*Winner & Top Scorer:*

Betting on the team winning the competition and the top scorer play.

*Top Scorer of a Championship in a Nations Competition:*

Betting on the top scorer in the selected league (e.g. Serie A, Liga or Bundesliga, World Cup or European Championships). In case a player moves to another league the change will not be considered, he/she will refer to the league of the past season. (e.g. In the 2014 World Cup *Ciro Immobile* will in any case be considered as belonging to the Serie A, a championship in which he/she played in the 2013/14 season).

*Over/Under Points:*

Betting on the total number of points collected by the selected team at the end of the indicated competition being higher (Over) or lower (Under) than the offered spread. Only the points obtained in the indicated competition will be considered for this bet type.

*Promotions:*

Betting on the selected team being promoted to the upper series of the league it belongs to. Bets of this type will be reported and paid only after the conclusion of the playoffs. Any disciplinary decisions taken before or during the playoffs will be considered in order to evaluate the outcome of the bet. Such decisions taken after the conclusion of the playoffs will not be considered.

*Relegations:*

Betting on the selected team being relegated to the lower series of the league it belongs to. Bets of this type will be reported and paid only after the official conclusion of the playoffs. Any disciplinary decisions taken before or during the playoffs will be considered in order to evaluate the outcome of the bet. Such decisions taken after the conclusion of the playoffs will not be considered.

*Best Team of the Group:*

Betting on the selected team getting the best place at the end of the competition. The winner will be determined considering the official rankings of the Football League of the relevant country. In the specific case of a competition like the World Cup or the European Championships, the elimination phase will be considered. If the two best teams are both eliminated in the quarter-finals, the Ex Aequo rule will apply, and reference will be made to the article 11 of the general rules. If the best teams are eliminated in the group stage, the points in the ranking will be considered and, in case of a further tie, the goal difference and at last the number of goals scored. If tie of all the teams in the group persists, the bet will be declared refund.

*Over/Under Scorer Competition:*

Betting on the selected player scoring more or less goals than the offered spread. All bets will be valid if the player takes part (participates, not necessarily as a starter) in at least 50% of the games in the indicated period. Otherwise the bet will be refund. Also, the bet will be refund, if the player changes his/her team membership by going to play to a league different from the one he/she played in at the time the bet was placed.

*Best Continent Team:*

Betting on which team of the indicated continent will get the best place at the end of the competition. If the best teams are eliminated in the same phase, reference will be made to the article 11 of the general rules. If all teams are eliminated in the group stage, the points in the ranking will be considered and, in case of a tie, the goal difference and at last the number of goals scored. If the tie persists, reference will be made to the article 11 of the general rules.

*Special Prizes:*

Betting on the player being appointed as the best in the category to which the official competition organizer belongs (e.g. for the World Championship FIFA will be taken considered). If the selected player does not take part in the competition, the bet will be declared refund.

*Winner with Handicap (spread):*

Betting on the winner of the competition adding the spread indicated in the bet to the

total number of points obtained by the selected team. E.g.: Fiorentina has concluded the championship with 64 actual points, but, by effect of the additional spread indicated in the related list, appears to be the winning selection in this bet type.

<b>Team</b>	<b>Handicap</b>	<b>Real Points</b>	<b>Virtual Points</b>
Fiorentina	30	64	94
AS Rome	20	70	90
Atalanta	50	37	87
Cesena	63	24	87
FC Inter	32	55	87
FC Juventus	0	87	87
Naples	20	63	83
Genoa	21	59	80
Udinese	38	41	79
Cagliari	43	34	77
Empoli	33	42	75
Sampdoria	32	56	88
Chievo V.	50	43	93
Verona	40	46	86
AC Milan	30	52	82

SS Lazio	20	69	89
Sassuolo	40	49	89
Palermo	35	49	84
Turin	30	54	74

### *Treble Yes/No*

Betting on the selected team doing the treble in the current season, a treble means a win in the national championship, the UEFA Champions League and of the same national cup. In case of Nations in which more cups are played, such as England, only the National Cup (FA Cup) is valid and not the league cup (EFL Cup).

E.g.: Juventus Treble Yes/No, in case Juventus wins Serie A, the UEFA Champions League and the Coppa Italia, the winning selection will be Yes, if it does not win one of these competitions, the winning selection will be No.

### *Best Scorer Group*

Betting on the selected player scoring more goals compared to the other players in the ranking at the end of the related competition. The winner will be determined considering the official rankings of the Football League of the selected country. In case of tie at the end of the competition among two or more players, the winners' share will be divided by the number of competitors reaching the first position. If the selected player does not even participate in the entire competition, the bets affected will be refunded. In case the selected player is sold to a team in a different league compared to the initial before having made at least one game, the bets on him will be refunded. If, the player is sold to a team participating in the same competition, the bets will remain valid for all purposes. Considering the Top Scorer of the Round, it means only and exclusively the player who will score the greatest number of goals in the group stage.

### *Best Attack*

In a single event, betting on the team scoring the greatest number of goals. In cases of a tie, the best attack of the group/event, will be considered the one of the team that occupies the highest place in the ranking.

### *Best Defense*

In a single event, betting on the team conceding the least amount of goals. In cases of a tie, the best defense of the group/event will be considered the one of the team scoring the highest position in the ranking.

## Soccer Futures Specials

### *Winning*

Betting on which Athlete will win the competition.

*No Winner*

Betting on the competitor losing the competition.

*1st and 2nd Place*

Betting on the competitors reaching the first and the second position in the competition, in the exact order.

*Podium*

Betting on the selected competitor reaching the podium (first, second or third place).

*Head-to-Head (Money line)*

Betting on the winner of the event. Two possible outcomes are offered: 1 (the home competitor wins the match), 2 (the away competitor wins the match). If the event ends in a draw, all bets related to this type will be declared refund.

*Top X*

Betting on a selected competitor ending in one of the Top X positions.

*Yes/No*

Betting on the event happening or not

## TENNIS

*Head-to-Head (Money line)*

Betting on the winner of the match. Two possible outcomes are offered: 1 (the first player wins the match), 2 (the second player wins the match). If a player retires before the first set is completed, this kind of bet will be declared refund. If a player retires after completing the first set, the opponent will be considered the winner.

*Head-to-Head "X" Set*

Betting on the winner of the "x" set of the match. Two possible outcomes are offered: 1 (the first player wins the "x" set), 2 (the second player wins the "x" set). If a player retires before the "X" set is completed, this kind of bet will be declared refund; if the retreat occurs later, the bets will remain valid. In the betting report the winner of the "x" set is indicated by the first number in brackets.

*Set Betting*

Betting on the exact score of the match in terms of sets won by each player. If a player retires during the match, this kind of bet will be declared refund.

*Over/Under Games (spread)*

Betting on the total number of games played in the match being higher (Over) or lower (Under) than the spread offered by the operator. Bets of this type consider the eventual tie-break as a game. In the report of the bet the number of games is indicated by the second number in brackets. If the match is not completed, the bets connected to it will

be declared refund, except in cases where, regardless of the completion of the match, the score has already exceeded the expected Over/Under spread, or the score would have exceeded the spread anyway in the continuation of the match.

#### *Handicap Games (spread)*

Betting on the winner of the match by adding or deducting the spread indicated in the bet to/from the final result. The handicap, both positive and negative, is always associated with the home player. In case of retreat or disqualification, winning bets are the once with the spread already been exceeded, even adding to the loser's score the maximum number of games he/she could have won before his/her retreat or disqualification.

#### *Odd/Even*

Betting on the total number of games played during the match being odd or even. If a player withdraws during the match, this kind of bet will be declared refund. In case of super tie-breaks each point scored in them will be considered as a game. In case of a tie-break, on the contrary, the entire tie-break will be considered as a single game.

#### *Set X Game Y Odd/Even*

Betting on the total number of points scored during the selected game being Odd or Even.

#### *Played Sets*

Betting on the number of sets played in total by the two players.

#### *1st Player wins the 1st Set - loses the Match*

Betting on the first player winning the first set but losing the match. Two possible outcomes are offered: YES and NO.

#### *1st Player wins the 1st Set and the Match*

Betting on the first player winning both the first set and the match. Two possible outcomes are offered: YES and NO.

#### *2nd Player wins the 1st Set - loses the Match*

Betting on the second player winning the first set but lose the match. Two possible outcomes are offered: YES and NO.

#### *2nd Player wins 1st Set and the Match*

Betting on the second player winning both the first set and the match. Two possible outcomes are offered: YES and NO.

#### *Sets won by player 1*

Betting on the total number of sets won by the first player.

#### *Sets won player 2*

Betting on the total number of sets won by the second player.

#### *Tie-Break Yes/No 1st set*

Betting on whether during the selected match the first set will be decided at the tie-



break. Two possible outcomes are offered: Yes; No. If the first set is not completed, the bets will be declared refund.

#### *Tie-Break Yes/No Match*

Betting on whether there will be a tie-break during the selected match. Two possible outcomes are offered: Yes; No. If the match is not completed, the bets will be declared refund.

#### *Total Games 1st set*

Betting on the total number of games played during the first set of the selected match being higher (Over) or lower (Under) than the spread offered by the operator. Bets of this type consider the eventual tie-break equal to one game. If the first set is not completed, the bets connected to it will be declared refund except in cases where, regardless of the completion of the set, the score have already exceeded the expected Over/Under spread. If instead there was a retreat later, the bets will remain valid.

#### *Head-to-Head + Over/Under*

Betting on the result of the match being 1 or 2 and the number of completed games being higher (Over) or lower (Under) than the offered spread. 4 possible outcomes are offered: 1 + Over, 1 + Under, 2 + Over, 2 + Under. If one of the two players retire before completing the match, to determine whether it is Over/Under, applies the rule already explained in the individual market.

#### *Winning 1st Set/Winning Match*

Betting on the winner of the first set and the winner of the match. If a player retires during the match (even after the end of the first set), bets will be declared refund.

#### *Set X Game Y (H2H)*

Betting on the winner of the selected game. Two possible outcomes are offered: 1 (the first player wins the game), 2 (the second player wins the game).

#### *Result Set X Game Y*

Betting on the exact score of the selected game in terms of the points scored by each player.

#### *Set X Game Y with advantages*

Betting on the selected set ending with advantages or not.

#### *Set X Game Y points*

Betting on the total number of points scored during the indicated game will be higher or lower than the spread offered by The Operator.

#### *Set X Game Y Handicap Points*

Betting on the winner of the game by adding or deducting the spread indicated in the bet to the final score of the game. Handicap, both positive and negative, is always associated with the home player. Two possible handicaps +2.5 and -2.5.

Example: betting on the tennis player 1 (-2.5). The bet will be won if the player 1 wins the game with a margin of at least 3 points: winning game by 0 and winning game by 15. The bet will be lost if the player 1 loses the game or wins the game but with a

margin of less than 3 points: winning game by 40 and winning game by 30.

#### *Set X Handicap Games*

Betting on the winner of the set by adding or deducting the spread indicated in the bet to the final score of the set. Handicap, both positive and negative, is always associated with the home player. Two possible handicaps +2.5 and -2.5.

Example: betting on the tennis player 1 (-2.5). The bet will be won if the player 1 wins the set with a margin of at least 3 games: 6-0, 6-1, 6-2, 6-3. The bet will be lost if the player 1 loses the set or wins the set with a margin of less than 3 games: 7-6, 7-5, 6-4.

#### *Set "N" - Game X and Game Y (H2H)*

Betting on the player will win both selected games during a specific set.

## Tennis Futures

#### *Winner*

Betting on the selected player winning the competition or a particular phase of it. In case one or more players give up before the tournament starts, and at least one of them has an odd as winner equal to or less than 6, the operator reserves the right to declare the event refund.

#### *Head-to-Head Tournament*

Betting on the player selected among the 2 in the bet getting the best position at the end of the related competition. If the two players get the same place in the tournament, the set difference will be used to determine the winner. If the two players have the same set difference, the bet will be declared refund. In case of a walkover (retreat of an opponent of the contenders before the match) the table result will be calculated (3 to 0 or 2 to 0). In case of retreat during the match, only for this bet type, a "virtual" score will be considered, as if the match had ended regularly.

#### *Head-to-Head Aces*

Betting on the player selected among the 2 realizing more aces during the tournament. If two players make the same number of aces, the bet will be refund. Aces performed during any qualification steps will not be considered for this bet type. To determine the exact number of aces scored by each player, reference to the official website of the competition will be made.

#### *ATP vs WTA race in relevant tournaments*

Betting on the player among the 2 indicated in the bet reaching the most advanced phase in his/her relevant tournament. Three possible outcomes are offered: 1 (the first player reaches a more advanced phase in his/her tournament), X (the two players reach the same phase in the relevant tournaments), 2 (the second player reaches a more advanced phase in his/her tournament). If both players win their relevant tournaments, the winning outcome is X. If both players reach the final but only one of them wins the tournament, the last one will be considered the winner for this bet type.

#### *Head-to-Head Specials*

Betting on one of the events below:

- the player among the 2 in the bet making more aces during the match (in case of a tie, the bet will be declared refund);
- the player among the 2 in the bet making the first break of the match.
- the need for a tie-break during the match.

If a player withdraws, the related bet will be paid only if the event already occurs verified, otherwise it will be declared refund.

### *Finalists*

Betting on the finalists in a tournament/competition. For the bets to be valid the tournament specified in the bet must be completed, otherwise all bets will be declared refund.

### *Reaches the final*

Betting on the player who will reach the final. For the bets to be valid the tournament specified in the bet must be completed, otherwise all bets will be declared refund. If one or more players withdraw before the start of the tournament and at least one of them has a winning share equal to or less than 6, bet of this type will be declared refund.

### *Grand Slam victories*

Betting on the exact number of Slams won in the indicated year. By Slam we mean the following four tournaments: Australian Open, Roland-Garros, Wimbledon, US Open. Only if a player does not participate in all four Slams, the related bets on him/her will be declared refund. In all other cases the bets will be valid.