

## ***A. Introduction***

1. <The Operator> reserves the right to include and treat as eSports, offers on events related to games/genres not listed in the subsequent rules which reasonably fit the said description. Previous or future iterations of games/genre forming part of the same series, will be treated as per the rules related to that particular game/genre as present in these Terms and Conditions, regardless of any different numbering and/or denomination. Should it be the case that a game, genre, event and/or offer related to it is not specifically listed in these Terms and Conditions, settlement of such offers will be based on the general principles established in the Terms and Conditions.
2. When placing a bet with <The Operator>, the Account Holder is agreeing that they have read, understood and will be adhering to the Terms and Conditions present in this section as well as the other Terms and Conditions governing the usage of <The Operator>'s website.
3. Unless specifically stated in this section, the rules present in <The Operator>'s General Terms and Conditions apply. In the event of ambiguity, priority will be set in the following order:
  - i. Rules and conditions published in conjunction with an offer and/or campaign;
  - ii. eSports Game-specific rules (if applicable);
  - iii. eSports Genre-specific rules;
  - iv. eSports General Result Settlement rules;
  - v. <The Operator>'s General Terms and Conditions.
4. Should none of the above provide an adequate resolution, <The Operator> reserves the right, according to its own discretion, to settle offers on an individual basis on the basis of equity, attaining itself to generally accepted betting norms, customs and definitions.

## ***B. General Result Settlement rules***

1. When settling results <The Operator> will do its utmost to attain itself to information obtained first hand (during or exactly after the event has been concluded) from the organizing association through the game broadcast and any relevant counters it might display, the game API and the official website. Should this information be conflictual, disputed and or omitted from first hand viewing as well as official sources and/or there is an obvious error in the information included in the sources above, the settlement of the bet offer will be based on other public sources.
2. Settlement of bets will not include any changes deriving from and/or attributable to, but not limited to: disqualifications, penalisations, protests, sub-judice results and/or successive changes to the official result after the event has been completed and a result has been announced, even preliminarily. For bets referring to competitions which span over more than 1 round/stage (E.g.: Tournament Bets), only amendments effecting bets which settlement

has not been decided yet will be taken into consideration. The following example is being provided as a general guideline of how such bets would be treated in case of comparable situations: A bet on a team to reach the semi-finals of a tournament will be considered as having been attained once the organizing association deems it as such, even if the same team is disqualified from the tournament at a later stage for any reason whatsoever.

3. Whilst all systematic precautions have been put in place in order to represent the most faithful rendition of the event as scheduled by the governing association, any reference to the order in which the participants are shown, venues, etc, is to be deemed for information purposes only. Switching of home/away participants as well as previously announced venues, will not be deemed as valid grounds for cancellation of bets placed.
4. Before or during an event/match, <The Operator> may decide to show current and past scores, counters and other statistics related to the offer. It is to be understood that <The Operator> provides such data for information purposes only and does not acknowledge or accept any liability whatsoever for the accuracy of such data. All data presented in this regard must be treated as unofficial and any inaccuracy will not be deemed as valid grounds for the cancellation of bets placed.
5. Should the name of any participant/event/game be misspelled and/or has changed, bets will remain valid granted that it is reasonably clear and can be ascertained through reputable sources, that the object that the bet has been placed upon, is the same as the participant/event/game intended.
6. The deadline (cut-off time) shown on the website is to be treated for information purposes only. <The Operator> reserves the right, at its own discretion, to suspend, partially or completely, the betting activity at any time where it deems necessary.
7. <The Operator> reserves the right, solely at its own discretion, to void bets should any of the following situations arise:
  - i.<The Operator> experience lags in receiving data/image streams from any of its sources/providers resulting in <The Operator> presenting odds not reflecting the current state of the bet;
  - ii.it is reasonably obvious that bets have been placed from accounts which have access to data/image streams not available at that time to <The Operator>;
  - iii.bets have been placed after any participant has gained an advantage enough to alter the odds of any offer, even just theoretically, without said odds having been adjusted to reflect the current state of the bet.
8. Should a match start at a different time than that listed on the website this will not be deemed as valid grounds for cancellation of the bets, granted that the exact same match is the next match taking place for both teams within the same tournament and is valid for the round/stage initially intended for.

9. Unless specifically stated, if the organising association includes any necessary extra rounds/overtime, qualifying match/es or series of matches in order to determine any classification and/or match outcome, <The Operator> will take into account the results and outcomes deriving from the added matches/rounds/overtime for settlement purposes of bets referring to said match/classification.
10. All bet offers related to matches, or parts thereof, which do not take place at all or are awarded a result through a walk-over decision will be declared void. For settlement purposes action within a match (or part thereof) is considered to have occurred as to either when the game clock has started or whenever a participant performs an in-game action related to the match (or part thereof), whichever happens first.
11. Offers related to matches/or parts thereof which get abandoned for whatever reason and no result is declared by the official organization within 12 hours from the actual match start, will have the stakes refunded on those bet offers whose result has not yet been determined. All bet offers that have been decided prior to the abandonment and could not possibly be changed regardless of future events, will be settled according to the decided outcome.
12. For all Match odds, Series Outcome and Team to go Through offers, the first official decision on the outcome of the offer issued by the governing association within 12 hours of match completion/abandonment will be the deciding factor for the settlement of bets, including but not limited to any decisions involving disqualifications, withdrawals, concessions, etc., which will be taken into account for settlement purposes. In cases where the offer ends in a drawn outcome, with said outcome not having been available as a possible outcome for betting purposes, stakes will be refunded.
13. Should it be decided that an abandoned fixture (or part thereof) is to be continued within 12 hours of the original start time, all bets placed on the initial match will stand and will be settled through the outcomes deriving from the continued play.
14. Should it be decided that an abandoned fixture (or part thereof) is restarted from the beginning within 12 hours of the original start time, all bets placed on the initial match which could not be settled through the outcomes deriving from the play prior to abandonment, will be declared void.
15. Unless otherwise stated either in the Game-Specific rules or in conjunction with the bet offer, specific events forming part of tournaments/competitions which are not held, get postponed and/or rescheduled for a time/date longer than 12 hours from the last scheduled time issued by the governing body due to schedule conflicts, technical issues or similar scenarios will be declared void, with the following exceptions where bets will remain valid:
  - a. Events which starting times have not been officially confirmed yet by the governing body at time of bet placement;

- b. Events which are moved due to scheduling conflicts but remain scheduled to be played within the same game day/game week/round (as applicable) and the movement does not change the order of official fixtures for any of the participants in the offer;
  - c. Events which start times are anticipated (brought forward) but remain scheduled to be played within the same game day/game week/round (as applicable) and, without prejudice to past-posting and similar occurrences as defined in <Section A, Para 5.4>, the change does not modify the order of official fixtures for any of the participants in the offer.
- 16. Should it be the case that either participant is involved in a match from the same tournament with a different opponent between the time of the abandonment and the continuation of the initial match, all pending bets on the initial match, will be settled as void regardless of the outcomes obtained during the continuation of the match.
- 17. Offers referring to Tournament outcomes and or matches/events scheduled over a 2 or more days-span, will remain valid granted that said event is considered completed and an official result is announced by the official organization within the specified year, regardless of the current/future participation (or lack thereof) of any listed and/or previously announced participant, unless otherwise stated.
- 18. In cases of matches which have not been completed before their natural conclusion, and when a result is issued through a decision by the association not more than 12 hours from the actual event's start without play having continued following the abandonment, <The Operator> will use the issued decision as the official result for the offers detailing the outcome of the match and/or tournament progress (E.g. Match odds and Participant to reach next round) granted that the issued decision does not change the outcome of the said bet offers at the time of the abandonment. In that case the stakes will be refunded. (E.g. Team A leading 2 Maps to nil in a best of 5 Maps match and Team B concedes: Association declares Team A as winner of the match = bet stands. Meanwhile if the same best of 5 Maps match was abandoned with the score 1-1 and the Association declares either team as the winner, the bet will be considered as void). All other offers will be declared void except for those the outcomes of which have been decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
- 19. Settlement of bet offers linked to counters (E.g. Total Kills) and any other offers related to specific terminology will be decided according to the definition with which the official governing body issues said statistics. Unless backed by un-contradictory evidence, <The Operator> will not acknowledge any complaints which derive from a personal interpretation of such terms.
- 20. When placing "Outright" or "Place" bets, stakes will be refunded on participants/outcomes that are not participating or withdraw from an event prior to the beginning of the entire event (including qualifying events), unless otherwise stated.

21. Offers referring to a single participant's performance in a specific event/timeframe (such as Tournament Progress of Team X) require the listed participant to play an active part at least once in a subsequent stage of the applicable event/timeframe after the bet has been placed and/or accepted.
22. No refunds of bets will apply, even if the winning outcome of a match/event is a participant/outcome that has not been listed for betting purposes. On all bet offers the account holder has the possibility to ask for a price on a non-listed participant/outcome. <The Operator> reserves the right, at its own discretion, to decline such requests.
23. Offers which confront against each other the performances of two or more participants over a specified timeframe/competition will only be settled based on the result of the listed participants, disregarding all other participants in the same competition/event.
24. In case a participant is disqualified/withheld/banned from taking part in a subsequent part/phase of an event/competition for any reason whatsoever, as well as in case of voluntary withdrawals, the disqualification will be considered to have taken place at the time of the official announcement. No alterations will be made to previous results, regardless of any modifications due to said actions.
25. In an "Outright" or "Place" bet, should two or more participants be considered to have obtained the same result and the organizing association does not distinguish in their classification the "Dead Heat rule" as specified in <The Operator>'s Sportsbook General Terms and Conditions <Section B, Para 5.14> applies.
26. <The Operator> will refund stakes on offers comparing the achievements/performances of two participants within a specified timeframe (E.g. Tournament Best Finishing Position, Match Winner, Winner of Map X] should any of the following circumstances apply:
  - i.No odds were offered on a 'draw' outcome and no tie-breaking procedures/overtime/extra rounds are used by the organizing association to result a match/offer or classify participants that obtained the same result;
  - ii.Any of the listed participants does not play any further part in any subsequent stage of the related event/part thereof after the bet has been placed and/or accepted;
  - iii.None of the listed participants is included in the applicable classification;
  - iv.None of the listed participants is deemed to have achieved the specified requirement after the bet has been placed and/or accepted and no odds for such outcome has been offered.
27. Offers comparing the achievements/performances of three participants will be treated as detailed in above clause, with the exception that should two or more participants share the applicable finishing position the "Dead Heat rule" as specified in <The Operator>'s Sportsbook General Terms and Conditions <Section B, Para 5.14> applies.

28. "Outright" and "Place" bets rules apply on offers comparing the achievements/performances of four or more participants, with the exception of those offers specifically listed as "Group Betting". In such cases, stakes will be refunded should at least one of the listed participants not be actively involved anymore for whatever reason after the bet has been placed and/or accepted.
29. Unless the outcome of the offer has already been determined before any change is announced, bets referring to a race to a particular happening/totals of a particular occurrence (E.g. First participant to win X rounds, Over/Under Maps played) or the margins/difference of completed occurrence between participants (E.g. Map Handicap, Exact Map score in the match) will be settled as void in case the match format is completely changed in a way that would alter the counter of such occurrences and their respective odds, including but not limited to cases where the number of scheduled Maps is changed from a previously announced odd number of scheduled Maps (E.g. Best of 1/3/5) to an even number of scheduled Maps (E.g. Best of 2/4/6) and vice-versa. Bets will stand and will be settled accordingly for those offers where the announced changed is not relevant (E.g. Match odds will remain valid if the number of scheduled Maps is changed from the previously announced 3 Maps to 5 Maps), or the outcome of the offer has already been determined before any change is announced. The following example is being provided as a general guideline of how such bets would be treated in case of comparable situations: A bet on "To win 1st Map" will remain valid if a match is changed from 3 to 5 Maps but an Over/Under bet on Total Maps in the Match would be settled as void in a similar scenario.
30. Should <The Operator> erroneously offer odds and lines based on a different number of Maps/Games/Rounds from the correctly scheduled number of said instances, settlement of offers referring to a race to a particular happening/totals of a particular occurrence (E.g. First participant to win X rounds, Over/Under Maps played) or the margins/difference of completed occurrence between participants (E.g. Map Handicap, Exact Map score in the match) will be settled as void in case the match format is completely different in a way that would alter the counter of such occurrences and their respective odds, including but not limited to cases where the number of scheduled Maps is calculated on an odd number of scheduled Maps (E.g. Best of 1/3/5) when the match is scheduled for an even number of Maps (E.g. Best of 2/4/6) and vice-versa. Bets will stand and will be settled accordingly for those offers where the discrepancy is not relevant (E.g. Match odds will remain valid if the number of scheduled Maps quoted is 3 instead of the stipulated 5 Maps), or the outcome of the offer has already been determined before any change is announced. The following example is being provided as a general guideline of how such bets would be treated in case of comparable situations: A bet on "To win 1st Map" will remain valid if a match is listed as 3 instead of 5 Maps but an Over/Under bet on Total Maps in the Match would be settled as void in a similar scenario.
31. During specific events <The Operator> might decide, solely at its own discretion, to offer for betting purposes a reduced selection of participants which could include betting options such as "Any Other", "The Field", or similar. This option includes all unlisted participants except for the ones mentioned specifically as available. <The Operator> reserves the right to list/specify more participants at a later stage. Should these newly listed participants be the winning outcome, they will be considered as having been unlisted until the time they have actually been introduced to the list and settled accordingly.

32. Offers that make a specific reference to a participant's performance in a particular event/timeframe (e.g. Team X vs The Field or Winner without Team X) are to be considered void if the mentioned participants fail to play an active part at least once in a subsequent stage of the applicable event/timeframe after the bet has been placed and/or accepted.
33. Should a match start with a different number of players than that encompassed in the event regulations (E.g.: Either team starts a match with only 4 players instead of the scheduled 5 players), all bets will be determined as void. In case either team loses momentarily and/or permanently from the match any number of players, after the match has started with the stipulated number of participants as per the event regulation, bets will remain valid.
34. Bets on matches/events featuring participants which use a different/wrong nickname or using a "smurf account" will stand, granted that it does not become reasonably obvious that the participant using that particular nickname is not the one intended. In such cases bets will be settled as void.
35. Bets on a team are to be considered valid regardless of the individuals used by said team as participants. Should the organizing association deem it permissible for a team to play with a stand-in participant or replacement player, all bets will stand granted that an official result is issued.
36. Any form of a qualification ahead of the main tournament (where applicable) is considered to be a valid part of that competition. Thus any participant who is eliminated at qualification stage will be considered losing to anyone that is pre-qualified or is successful in the qualification stage.
37. In the case of bets where there is reference to timeframes, they should be interpreted in the following way: "within the first 30 minutes" will include anything happening until 0 hours 29 minutes and 59 seconds; "between 10 to 20 minutes" will include anything happening from 10 minutes and 0 seconds until 19 minutes and 59 seconds.
38. Any bets referring to duration represent the actual time passed in the map/round/event, as applicable. For example, a bet on Over 30.5 minutes in a Map will be settled as Over once 30 minutes and a half in the specified map have passed.
39. Any reference to "Winner" and/or "Upper" bracket will remain valid regardless of whether Maps and/or any other advantages are awarded via the event rules to any participant.
40. Advantages awarded via event structure will be considered for settlement purposes, unless otherwise specified. Nonetheless, any reference to specific indexes of Maps, Games, etc as

presented on site is always to be considered as relevant to the phase of the match being actually played. Example: in a best of 3 Maps match where Team A starts with a 1 Map advantage, any Map 1 related offers will actually refer to the outcomes emanating from the second Map of the match, ie. the first Map to be actually played.

## **Section 2 Genre/Game-specific Rules**

### **A. FPS**

The following rules apply to any games which are categorized as being of an FPS (First Person Shooter) genre. These include, but are not limited to Call of Duty, Counterstrike, Overwatch, Quake, Valorant and Rainbow Six. In cases where rules specific to any game which is also generally considered as forming part of the same genre are separately listed, these will complement, and supersede (if applicable), the genre-specific rules. <The Operator> reserves the right to apply the settlement rules of this genre to any games not listed above which are generally acknowledged as such.

1. Should overtime/extra Maps/extra rounds be required to decide the Match Outcome (or any part of it), and unless otherwise stated within the offer, the outcomes deriving from added play will be taken into account for settlement purposes.

This however does not apply to Correct Score offers.

2. For Match odds, Series Outcome, Total Maps and Map Handicaps, the first scheduled Map must start for bets to stand.

The exception is for any Maps awarded via the event rules to participants originating from the "Winners" and/or "Upper" bracket.

In such cases, said Maps will be taken into consideration for settlement purposes.

3. For Total Maps, Map handicap, Correct Score, Duration, Map X, First X/First to X, Ace, Kills/Kill-streak and Player Kills, all parts of the map/scheduled maps must be completed for bets to stand. Should an event be abandoned before natural completion, those bets on over/unders on Total Maps and on Match Handicaps will be normally settled if a result fulfilling those bets offers has been reached, otherwise they will be declared void.
4. For Correct Score, all regularly scheduled Maps must be completed for bets to stand.
5. For Duration, settlement of bets referring to duration will also include any time required to complete any Overtime/extra Maps needed to complete the match (or part thereof), to which the offer refers to.



Any Map awarded via the event rules to participants originating from the “Winners” and/or “Upper” bracket will be considered as “0” (zero) minutes for settlement purposes.

6. For Map X, the listed Map must be completed for bets to stand.
7. For First X/First to X, the bet offer refers to which of the participants is the first to be credited as having accomplished/reached the listed amount of a predefined occurrence. Unless a drawn outcome (aka neither team) has been offered, should neither of the participants reach the listed amount, stakes will be refunded.
8. For Ace, the bet offer refers to whether a single participant is credited with having on its own killed the whole opposing team at any round in the match, or part thereof, as specified in the offer.
9. For Player Kills, bet offers linked to counters (E.g. Total Kills) and any other offers related to specific terminology will be decided according to the definition with which the official governing body issues said statistics. Unless backed by un-contradictory evidence, <The Operator> will not resolve any complaints which derive from a personal interpretation of such terms.

## ***Counterstrike/Valorant***

10. For Round Handicap and Total Rounds in Counterstrike, all scheduled Rounds must be completed for bets to stand, including any extra rounds resulting from overtime, should the match require these to be played.

Should the match be abandoned before its natural completion, (regardless of any eventual decision by the governing association), bets will be settled as void, unless the Over/Under or Round Handicap line upon which the bet has been placed, has already been surpassed at the time of the match abandonment.

In that case, bets will be settled according to the outcomes obtained prior to the match abandonment.

11. For Counterstrike Total Rounds, Any Map awarded via the event rules to participants originating from the “Winners” bracket will be considered as “0” (zero) rounds for settlement purposes.
12. For Round X offers in Counterstrike, the listed round must be completed for bets to stand.

13. For Counterstrike Kills offers, settlement will include any kills happening after a bomb explodes or is defused between rounds.

## **B. MOBA**

The following rules apply to any games which are categorized as being of a MOBA (Multiplayer Online Battle Arena) genre. These include, but are not limited to DOTA 2, King of Glory, League of Legends, Wild Rift, Mobile Legends, Smite and Vainglory. In cases where rules specific to any game which is also generally considered as forming part of the same genre are separately listed, these will complement, and supersede (if applicable), the genre-specific rules. <The Operator> reserves the right to apply the settlement rules of this genre to any games not listed above which are generally acknowledged as such.

1. For Match odds, Series Outcome, Total Maps and Map Handicaps, the first scheduled Map must start for bets to stand.

The exception is for any Maps awarded via the event rules to participants originating from the “Winners” and/or “Upper” bracket.

In such cases, said Maps will be taken into consideration for settlement purposes.

2. For Total Maps, Map handicap, Correct Score and Map X offers, all parts of the map/scheduled maps must be completed for bets to stand. Should an event be abandoned before natural completion, those bets on over/unders on Total Maps and on Match Handicaps will be normally settled if a result fulfilling those bets offers has been reached, otherwise they will be declared void.

3. For Duration, First X/First to X and Kills/Kill-streak offers, all parts of the match to which the offer refers to, must be completed for bets to stand, unless the outcome has already been determined before the interruption of play, and further continuation of play could not possibly produce a different outcome.

Any Map awarded via the event rules to participants originating from the “Winners” bracket will be considered as “0” (zero) minutes for settlement purposes for Duration offers.

4. First X/First to X offers, refer to which of the participants is the first to be credited as having accomplished/reached the listed amount of a predefined occurrence.

Unless a drawn outcome (aka neither team) has been offered, should neither of the participants reach the listed amount, stakes will be refunded.

5. Kills/Kill-streak offers, all bets related to Kills and/or Kill-streak will only take into account kills inflicted by opposing participants, as applicable.

Kills inflicted by anything not controlled by the opposing participants will not count for settlement purposes.

6. Game occurrences, items and NPCs: For settlement purposes, the offers related to the following items, game occurrences and NPCs require all parts of the match to which the offer refers to, to be completed for bets to stand unless the outcome has already been determined before the interruption of play and further continuation of play could not possibly produce a different outcome.

- Objectives
- Reaching the level cap

All bets related to objectives refer only to the map-specific objectives. Winning the actual map will not be considered as an objective for settlement purposes.

Unless a drawn outcome (aka neither team) has been offered, should neither of the participants reach the listed amount, stakes will be refunded.

<The Operator> reserves the right to include alongside the above, other game occurrences, items and NPCs not listed above, provided they reasonably fit the same categories.

## ***DOTA 2 + League of Legends (LoL)***

7. For Rampage/Ultra-Kill, Ace, Assists and Buildings offers, all parts of the match to which the offer refers to, must be completed for bets to stand, unless the outcome has already been determined before the interruption of play, and further continuation of play could not possibly produce a different outcome.
8. All events related to Rampage/Ultra-Kill offers will only be considered as having happened should they be announced in the match.(or the part of it, to which the bet refers to) via the on-screen banner.
9. League of Legends Ace offers, refer to whether a single participant is credited with killing the last living champion of the opposing team.
10. For "Total Maps" offers, any Map awarded via the event rules to participants originating from the "Winners" bracket will be considered as "0" (zero) assists for settlement purposes.
11. For Building offers in DOTA 2, the following are classified as "Buildings" in the game: Barracks, Shrines and Towers. "Denied" destruction of any of the aforementioned buildings will also be considered for settlement purposes.

For Building offers in League of Legends, the following are classified as “Buildings” in the game: Turrets and Inhibitors, and destruction of said buildings will always be considered as having been inflicted by the opponents.

12. For settlement purposes, the offers related to the following items, game occurrences and NPCs require all parts of the match to which the offer refers to, to be completed for bets to stand, unless the outcome has already been determined before the interruption of play and further continuation of play could not possibly produce a different outcome.

#### **DOTA 2:**

- *Aegis*
- *Buyback*
- *Courier*
- *Divine Rapier*
- *Mega-creeps*
- *Reaching the level cap*
- *Roshans*
- *Towers*
- *Barracks*

#### **League of Legends:**

- *Barons*
- *Dragons*
- *Reaching the level cap*
- *Rift Herald*
- *Turrets*
- *Inhibitors*

<The Operator> reserves the right to include alongside the above, other game occurrences, items and NPCs not listed above, provided they reasonably fit the same categories.

## **C. *Fighting Games***

The following rules apply to any games which are categorized as being of a fighting game genre. These include, but are not limited to Dragonball, Street Fighter, Super Smash Bros and Tekken. In cases where rules specific to any game which is also generally considered as forming part of the same genre are separately listed, these will complement,

and supersede (if applicable), the genre-specific rules. <The Operator> reserves the right to apply the settlement rules of this genre to any games not listed above which are generally acknowledged as such.

1. For Match odds, Series Outcome, Total Games and Game Handicaps, the first scheduled game must start for bets to stand.

The exception is for any games awarded via the event rules to participants originating from the "Winners" and/or "Upper" bracket.

In such cases, those games will be included for settlement purposes.

2. For Total Games, Games handicap, Correct Score and Game X/Round X, all parts of the scheduled games must be completed for bets to stand. Should an event be abandoned before natural completion, those bets on over/unders on Total Games and on Game Handicaps will be normally settled if a result fulfilling those bets offers has been reached, otherwise they will be declared void.

3. For Duration and Total Rounds, All parts of the match to which the offer refers to must be completed for bets to stand unless the outcome has already been determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

Any Game/Rounds awarded via the event rules to participants originating from the "Winners" bracket, will be considered as "0" (zero) rounds for settlement purposes.

4. For Total Rounds and Round Handicap, All scheduled Rounds must be completed for bets to stand. In case the match is abandoned before its natural completion and regardless of any eventual decision by the governing association, bets will be settled as void unless the Over/Under line upon which the bet has been placed has been surpassed already at the time of the match abandonment. Should that be the case, bets will be settled according to the outcomes obtained prior to the time of abandonment.

## ***D. Battle Royale***

The following rules apply to any games which are categorized as being of a Battle Royale genre. These include, but are not limited to PUBG and Fortnite. In cases where rules specific to any game which is also generally considered as forming part of the same genre are separately listed, these will complement, and supersede (if applicable), the genre-specific rules. <The Operator> reserves the right to apply the settlement rules of this genre to any games not listed above which are generally acknowledged as such.

1. For Match Winner settlement purposes, the last man/duo/squad standing will be considered the Match Winner.

In Series Outcome, the man/duo/squad who have accumulated most points during the series matches will be considered as the series winner.

Settlement will also include any extra Maps, 1 vs 1 and/or any additional play, should the governing association use a tiebreaker.

Should after any additional tiebreaker, the offer ends in a drawn outcome, with the draw not having been offered for betting, stakes will be refunded.

2. For Duration, Kills/Eliminations and First X/First to X, all parts of the match to which the offer refers to must be completed for bets to stand unless the outcome has already been determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

For First X/First to X, the offer refers to which of the participants is the first to be credited as having accomplished/reached the listed amount of a predefined occurrence.

Unless a drawn outcome (aka neither team) has been offered, should neither of the participants reach the listed amount, stakes will be refunded.

3. For Kills and Eliminations, only kills/eliminations inflicted or controlled by opposing participants will count for bet settlement.

Kills/eliminations happening in the “red zone” will not count for settlement purposes, whilst kills inflicted by any vehicle, will be attributed to the participant who was using the said vehicle.

## **E. RTS**

The following rules apply to any games which are categorized as being of a RTS (Real Time Strategy) genre. These include, but are not limited to Starcraft 2 and Warcraft. In cases where rules specific to any game which is also generally considered as forming part of the same genre are separately listed, these will complement, and supersede (if applicable), the genre-specific rules. <The Operator> reserves the right to apply the settlement rules of this genre to any games not listed above which are generally acknowledged as such.

1. For Match odds, Series Outcome, Total Maps and Map Handicaps, the first scheduled map must start for bets to stand.

The exception is for any maps awarded via the event rules to participants originating from the “Winners” and/or “Upper” bracket.

In such cases, those maps will be included for settlement purposes.

2. Series Outcome refers to the aggregate result deriving from any combination of consecutive matches/series valid for the same round/stage played between the same participants within the same tournament.

3. Should any Map be replayed due to a stalemate, the result from the initial Map will be discarded and the result from the replayed Map will count for settlement purposes.

For Total Maps, any Map which is replayed due to a stalemate will count as 1 Map only.

4. For Total Maps and Maps Handicap, all scheduled Maps must be completed for bets to stand. If the match is abandoned before its natural completion and regardless of any eventual decision by the governing association, bets will be settled as void unless the Over/Under line upon which the bet has been placed has been surpassed already at the time of the match abandonment. In that case, bets will be settled according to the outcomes obtained prior to the time of the match abandonment.

5. For Correct Score, Duration and Map X, all parts of the match to which the offer refers to must be completed for bets to stand, unless the outcome has already been determined before the interruption of play, and further continuation of play could not possibly produce a different outcome.

For Duration, any Map awarded via the event rules to participants originating from the "Winners" bracket will be considered as "0" (zero) minutes for settlement purposes.

For Map X, the listed Map must be completed for bets to stand.

6. First X/First to X refers to which of the participants is the first to be credited as having accomplished/reached the listed amount of a predefined occurrence.

Unless a drawn outcome (aka neither team) has been offered, should neither of the participants reach the listed amount, stakes will be refunded.

## ***F. Card Games***

The following rules apply to any games which are categorized as being of a card game genre. These include, but are not limited to Artifact, Hearthstone and Magic: The Gathering. In cases where rules specific to any game which is also generally considered as forming part of the same genre are separately listed, these will complement, and supersede (if applicable), the genre-specific rules. <The Operator> reserves the right to apply the settlement rules of this genre to any games not listed above which are generally acknowledged as such.

1. For Match Odds and Games Handicap, should any Game be replayed due to a draw, the result from the initial Game will be discarded and the result from the replayed Game will count for settlement purposes.

For Total Games, any game which is replayed due to a draw will count as 1 game only.

2. For Total Games and Games Handicap, the first scheduled Game must start for bets to stand, with the exception of any Games awarded via the event rules to participants

originating from the “Winners” bracket. In such cases, said Games will be taken into consideration for settlement purposes.

All scheduled Games must be completed for bets to stand. In case the match is abandoned before its natural completion and regardless of any eventual decision by the governing association, bets will be settled as void unless the Over/Under line upon which the bet has been placed has been surpassed already at the time of the match abandonment. Should that be the case, bets will be settled according to the outcomes obtained until the time of the match abandonment.

3. In Game X, the listed Game must be completed for bets to stand.

## ***G. Esports Football and Rocket League***

### ***Esports Football***

1. For Match Odds, Total Goals and Game Handicap, results will be settled based on the outcomes achieved during Regular Time.

Unless otherwise stated within the offer, outcomes obtained during Extra Time will not be considered settlement purposes.

Should a game be drawn, with no odds having been offered on the draw, then stakes will be refunded.

2. For Team to go Through offers, should Extra Time be required, to decide the offer, (unless otherwise stated within the offer), the outcomes deriving from the added play will be included for settlement purposes.
3. For Correct Score offers, results will be settled based on the outcomes achieved during Regular Time. Unless otherwise stated within the offer, outcomes obtained during Extra Time will not be considered settlement purposes.
4. For Total Goal offers, all parts of the match to which the offer refers to must be completed for bets to stand unless the outcome has already been determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

### ***Rocket League***

1. For Match Odds, Series Outcome, Handicap, Correct Score and Total Goals, should Overtime be needed to decide the outcome of the match (or any part of it), and unless otherwise stated within the offer, the outcome deriving from the added play will be included for settlement purposes.



Should a game be drawn, with no odds having been offered on the draw, then stakes will be refunded.

2. For Total Goals and Handicap offers, all parts of the match to which the offer refers to must be completed for bets to stand unless the outcome has already been determined before the interruption of play and further continuation of play could not possibly produce a different outcome.

## ***H. Esports Basketball***

1. For Match Odds and Team to go Through offers, should Overtime be needed to decide the outcome of the offer, and unless otherwise stated within the offer, the outcomes deriving from the added play will be taken into account for settlement purposes.

Should a game be drawn, with no odds having been offered on the draw, then stakes will be refunded.

2. For Total Points offers, results will be settled based on the total points scored by the listed participants during the applicable timeframe.

For settlement purposes, and unless otherwise specified, points scored during Overtime will be considered for settlement purposes of markets related to Full Time.

All parts of the match to which the offer refers to must be completed for bets to stand unless the outcome has already been determined before the interruption of play and further continuation of play could not possibly produce a different outcome.

3. For Handicap offers, results will be settled based on the outcome achieved once the listed handicap/spread is added/subtracted (as applicable) to the match/period/total score to which the bet refers to.

In those circumstances where the result after the adjustment of the handicap/spread line is exactly equal to the betting line, then all bets on this offer will be declared void.

For settlement purposes, and unless otherwise specified, points scored during Overtime will be considered for settlement purposes of markets related to Full Time.

All parts of the match to which the offer refers to must be completed for bets to stand.

4. For Partial, intervals, First/Next to X offers, Bets on specific timeframes/intervals (example: Quarter/Half X result, match result between minute X and minute Y or "Rest of the Match" odds), will consider only outcomes and occurrences accumulated during the specified timeframe/interval, as applicable. Settlement will not take into account any other occurrences tallied from other parts of the event/match outside the specified timeframe/interval, unless specified.

Bets on offers referring to a specific score in the match (example: Next team to score or Race to X points), refer to the participants scoring/reaching first the listed objective. Should the offer list a timeframe (or any other period restriction) settlement will not consider any

occurrences from other parts of the event/match which are not related to the mentioned timeframe. Should the listed score not be reached/scored within the stipulated timeframe (if any) by neither of the participants, all bets will be declared void, unless a draw/tie outcome has been made offered for betting. All parts of the match to which the offer refers to must be completed for bets to stand unless the outcome has already been determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.