

1. BASIC NOTIONS AND TERMS

These Rules define the procedure for bet acceptance, payouts, dispute settlement, and the peculiarities of bets on certain sports. These Rules regulate all other relationships between the Betting Company - Sportesla N.V. registered under No.130029 at 40, Schout Bij Nacht Doormanweg, Curacao - (hereinafter - BC) and the bettors.

These Rules apply to bettors on the BC website and affiliated websites.

Bet - an agreement on winnings concluded between a bettor and BC according to the established Rules, given that the result of this agreement depends on an event with an uncertain outcome. Bets are accepted from the bettor based on the terms offered by BC.

Outcome - result of an event (events) the bet was made on.

Bettor - the person who makes a bet on the outcome of an event in BC.

Line - a set of events, possible outcomes of these events, odds of possible outcomes of these events, their date and time, after which BC stops accepting bets on the outcomes of these events.

Wager - an agreement (contract) concluded between two parties (the bettor and BC) under which the loser must fulfill the obligation incurred (pay a certain sum). A wager is made in the form of accepting bets from bettors under the terms offered by BC.

Bet cancellation - an event cancelling the calculation and payout. In case of a “bet cancellation”, according to the terms of these Rules, the deal between BC and the bettor is considered uncompleted, and a refund is made.

Regulation Time - duration of the match according to the rules of the particular sport, including the time added by a referee. The regulation time excludes extra time, overtime, shootouts, penalty shootouts, etc.

Promocode - a combination of symbols that, if the terms of the promo code are fulfilled, entitles the bettor to additional bonuses, bets from BC, and other benefits. To activate a promo code, it should be entered in a special field in the bettor’s personal account or selected during registration.

Event - a sports event, a match.

Draw start - actual kick-off time of the match that started first in the draw; however, it does not take into account the matches that have been declared void.

2. MAIN PROVISIONS

2.1. BC accepts bets on sports and other events taking place in all countries of the world.

2.2. BC acts under the international license issued by the organization authorized by the government of Curacao. Users from the USA, Switzerland, Cyprus, Liechtenstein, Gibraltar, the Netherlands and the Kingdom of the Netherlands (Aruba, Curacao, Bonaire, Saba, Sint Eustatius and Sint Maarten),

France, Australia, Spain, Belgium, Poland, Lebanon, Singapore, Qatar, Japan, North Korea, Cambodia, Brunei, United Arab Emirates and other countries where sports betting is illegal are prohibited from betting on this website. All other clients must read the terms to use the services provided on the BC website.

- 2.3. BC accepts bets (agrees to wager) on the outcomes of sports events.
- 2.4. When making a bet, there is a risk of losing the invested money.
- 2.5. Parties of the wager are:
 - on the one part - BC. It agrees to wager on the most important sports events, offering possible options of the outcomes of these events and the odds of these options, accepts bets from bettors and performs payouts to bettors;
 - on the other part - the bettors. Any person over 18, except BC founders, BC employees, and their family members, may become bettors. In the drawing of event outcomes, all participants act in accordance with these Rules. Participation of underaged persons in the activities offered on the website is prohibited.

UNDERAGE GAMBLING POLICY

If the bettor is under 18, he/she should not attempt to sign up on this BC website.

BC is a socially responsible gambling operator and has a strategy of restricting access to such games for persons under 18. BC conducts checks on wager participants, so if a bettor registers a gambling account on the website, BC has a right to request the documents proving his/her age and identity.

- 2.6. The bettor's goal is to guess the result of sports events or other public events offered in the line.
- 2.7. According to the chosen version of the event outcome and the established rules, the bettor makes a bet.
- 2.8. The terms of bet acceptance (odds, handicaps, totals, restrictions on the maximum and minimum bet amount, etc.) can be changed at any time, while the terms of previously made bets remain unchanged.
- 2.9. BC reserves the right to refuse to accept a bet from any person without explanation.
- 2.10. In case of errors made by the BC personnel when accepting bets (obvious typos in the offered list of events, inconsistency of odds in the line and bet, etc.), in case of evidence of unsportsmanlike struggle, a departure from these rules when accepting bets, as well as other arguments that confirm incorrectness of bets, BC reserves the right to declare bets on such terms invalid. The payout for these bets is made at odds of 1.
- 2.11. Any bet made by the bettor is a confirmation that the bettor knows these Rules and agrees with them.
- 2.12. In no event shall BC be liable to the bettor for any indirect, incidental or consequential losses or damages (including lost profits), even if the bettor has not been notified of the possibility of such losses or damages.
- 2.13. Internet connection failure when the bettor receives confirmation of their bet is not a reason for its cancellation.
- 2.14. Only the results of events announced by BC serve as a basis for calculation of rates and establishment of winnings. The claims associated with the events outcomes will be considered only

coupled with the official documents of the respective sports federations.

- 2.15. If there is a suspicion that a **bettor** is committing fraudulent actions against BC (a multi-account, bets made by third parties, the use of betting automation software, betting on arbitrage cases, bets made in order to exceed the BC limits, a game account not used for betting, the abuse of loyalty programs, etc.), BC reserves the right to stop such fraudulent actions by: cancelling bets; closing the bettor's account without refunds; contacting the law enforcement authorities upon the fact of fraudulent actions committed by such bettor.
- 2.16. BC does not accept any complaints about disputes on transliteration (translation from foreign languages) of team names, player names, places of competitions. All information given in the tournament title is of auxiliary reference nature. Possible errors in this information do not constitute the grounds for bets return.
- 2.17. All sports events will be considered postponed or cancelled only if there is information from official documents of the organizations conducting the sports competitions, official websites of sports federations, websites of sports clubs and other sources of sports information, and based on these data the sports events specified in the line shall be adjusted.
- 2.18. If the amendments are introduced into these Rules, the clients shall be notified through appropriate announcements. Bets accepted starting from the date specified in the announcement are subject to the amended Rules. The terms of previously made bets remain unchanged.
- 2.19. The bettor confirms that he/she is familiar with these Rules and all appendices hereto, which are an integral part of these Rules, and agrees with them.

3. ACCOUNT MANAGEMENT

ACCOUNT CREATION

An individual may not participate in real money games unless he/she is the owner of an account at the website. To sign up as a bettor (to be able to bet), an individual must get registered at the BC website and provide a minimum set of data about themselves:

- a valid phone number or email address.

- 3.1. In some cases, BC provides an opportunity for accelerated registration of the bettor through the One Click procedure, when logins and passwords are generated automatically by BC.

The minimum set of data restricts the functionality available to the bettor on the BC website, and sets limits for real money games. To be able to make payouts and to lift the established transaction limits, the bettor must undergo additional identification and, depending on the Identification Level, provide the following information:

- Date of birth (proof of majority age in the Client's jurisdiction, this age must be over 18);
- First and last name;
- Passport data (including scans of the main pages);
- If necessary, BC may request additional documents or conduct a video identification.

In addition, by initiating the account registration on the BC website an individual warrants that he/she:

- is a physical individual (legal entities are not allowed to play);
- is not a resident of: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Cambodia, Ecuador, Ethiopia, France, Ghana, Guyana, Hong Kong, Iran, Iraq, Israel, Italy, Kuwait, Laos, Myanmar, Namibia, Nicaragua, North Korea, Panama, Papua New Guinea, Philippines, Singapore, Spain, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, United Kingdom, United States of America, Yemen, Zimbabwe;
- is not a professional player in any sport, competition or league where BC offers to place bets;
- is not declared an incapacitated citizen;
- does not act on behalf of the other party;
- does not qualify as a problematic bettor and is not included in any register of excluded bettors;
- does not deposit the funds obtained as a result of criminal and/or other unauthorized activities to the gaming account;
- does not deposit funds to the gaming account using a bank card that is prohibited in the bettor's jurisdiction, or in the jurisdiction where gambling is prohibited;
- does not engage in criminal activity;
- does not use the services of the website if it is illegal or otherwise restricted in his/her country of residence to open a gaming account/to purchase or to use the services/to participate in the games offered. The account owner is responsible for legitimacy of his/her use of the BC website and services;
- does not consider the BC website or BC services to be offensive, objectionable, unfair or obscene;
- keeps his or her account information up to date: first and last name, country of residence, valid email address and phone number;
- does not create multiple accounts.

3.2. The person who has initiated registration warrants and states that any information provided during registration process is true and correct. Otherwise, BC may refuse to register the account. In case of any doubts regarding the authenticity of the already created account data, BC reserves the right to request any documents of BC's choosing from the wager participant to confirm his/her identity and other data provided by the wager participant, as well as to suspend any payments until all information is verified. BC has a right to request the documents to be sent by mail. Verification of documents can take up to 72 hours from receipt of documents. If it is confirmed that the information received is not reliable, BC has a right to indefinitely cancel all bets and to suspend all cash settlements, as well as to continue checking the account.

3.3. Each registered bettor can have only one account.

3.4. In case the fact of re-registration (including one under a new name), provision of other person's, invalid or forged documents (including those modified by various programs and graphic editors) is confirmed, BC reserves the right to invalidate the bets made from such an account. If a bettor refuses to undergo the identification procedure (or video interview at the request of BC) and does not provide

the requested documents within 14 days of notification, BC has a right to declare the bets invalid and to block the account indefinitely. The administration also reserves the right to block such an account (re-registered) for the duration of the proceedings (up to 2 months).

- 3.5. Inactive gaming accounts, the last transaction from which was made no later than 12 months prior to the current date, can be blocked by decision of BC. Transactions preventing attribution of the “inactive” status include any betting, adding funds to the gaming account and withdrawal of funds. In addition, an account with incomplete bets may not be considered inactive

Upon the expiration of the 12-month period from the date of the last transaction, the gaming account receives the “inactive” status and the balance of this account becomes subject to a monthly commission of at least 5 euros. The size of commission is determined by BC and depends on the technical and administrative costs of BC required for maintenance of the gaming account. Gaming accounts with a zero balance are not charged with a fee.

Not later than 28 days before the expiration of the 12-month period, the owner of such a gaming account will be informed about the impending change of the gaming account's status to “inactive”.

BC reserves the right to zero the account balance if the gaming account has an “inactive” status for 3 or more years.

Upon resumption of active use of the gaming account, it immediately loses the “inactive” status and from this moment it is no longer subject to the fee.

CLIENT IDENTIFICATION

In accordance with the internal AML-Policy, BC conducts initial and routine bettor identity checks.

- BC will ask that the client to provide minimal data to verify their identity.
- BC will record and retain the client's identity information and client identity documents, as well as information about what methods were used to verify identity and the results of the checks.

The minimum set of identification data includes:

- a full name of the bettor;
- a date of birth;
- a source of origin of the funds to be deposited on the BC account.

To verify and confirm authenticity of the aforementioned data, BC may ask the bettor to provide the following documents:

- a passport or an identification card or another document replacing them that meets the following requirements: it contains the name, the date of birth and the photograph of the document owner, and has been issued by national governmental authorities;
- a recent utility bill (not older than 3 months) or another document confirming the bettor's residential address.
- BC may also request other additional information supported by appropriate documents. In certain cases, BC may also request notarized copies of documents or video identification from the bettor.

PASSWORD AND ACCOUNT NUMBER SECURITY

- The bettor is solely responsible for secrecy and security of his/her password and account number obtained during registration. All bets registered in BC are valid. Cancellation of bets is possible only on the basis of these Rules.
- In case the client's login or password becomes known to the third parties, it is necessary to inform the BC Support Service and to change the login and the password of your account and your e-mail to more secure ones. It is strongly advised not to disclose information regarding withdrawal codes and phone number changes to the third parties.

4. DEPOSITING AND WITHDRAWING FUNDS

- 4.1. You can deposit or withdraw money from your account through a variety of means. All ways of depositing and withdrawing funds can be found on the Deposit and Withdraw pages. Depending on the currency of the gaming account, as well as the location and citizenship, different ways may be available to the bettor.
- 4.2. All requests for withdrawal of funds from the gaming account are processed around the clock. Withdrawal of funds can take up to 72 hours.
- 4.3. By placing a deposit or withdrawal order on the BC website, the bettor acknowledges and indicates that he/she does not violate the laws of any state. Additionally, by accepting the provisions of these Rules, the bettor, as a payment card holder, confirms that he/she has a right to use the services offered on the BC website.
- 4.4. If the bettor wants to stop using the service, he/she can contact the Support Service with a request for a refund. Refunds can only be made using the same details that were used to deposit the funds. BC reserves the right to verify the bettor's identity before making a refund. A copy or a digital photo of the bettor's identification document, such as a passport or an ID card, must be provided for identification purposes. If the payment was made with a bank card, a photo of the bank card from both sides, so that the first 6 digits of the card number, the last 4 digits, and the name of the cardholder could be visible with CVV-code on the reverse side closed, will be required.
- 4.5. BC reserves the right to deduct a fee in the amount of the costs incurred for withdrawal of funds that were not involved in the game.

The BC Security Service has a right to:

- refuse to withdraw funds using any of the available methods, if the amount of bets is less than the amount of deposits from the moment of registration. For this purpose, bets with odds of 1.3 or more are considered;
- refuse to withdraw funds if the gaming account is not used for gaming purposes;
- request full verification of the gaming account before withdrawal: to fill in the profile correctly, to provide photos of identification documents, as well as, if necessary, to answer the questions of the Support Service or to undergo additional video identification.

The BC Security Service does not recommend:

- to transfer money between payment systems;
- to deposit and to withdraw funds without placing bets;
- to replenish your account from other people's e-wallets. BC has a right to return funds to the wallet holders' accounts without prior notice.

4.6. BC has a right to refuse payout to compromised payment systems.

4.7. The BC Security Service has a right to limit withdrawal of funds through any available means, if the amount of deposits or withdrawals from the gaming account does not match the amount of bets placed.

5. PAYOUT

When the winnings are accrued, the bettor must check the accuracy of the accrued winnings and, in case of disagreement with the accrued winnings, notify BC indicating his/her account number, date of betting, time, event, amount, the selected outcome of the event, odds, as well as the reasons for disagreement with the accrued winnings in the application. All claims for accrued winnings are accepted within 10 (ten) days from the date of accrual of winnings.

A bet made by a bettor on a particular outcome of the event is considered won if all the outcomes specified in such a bet have been correctly predicted.

To be considered a winning bet one should be:

- 5.1. For bets of the Single type - a bet with exactly guessed single selection of the event outcome. The winnings on a Single bet are equal to the product of the bet amount by the odds set for this outcome.
- 5.2. For bets of the Accumulator type - a bet where all single selected outcomes of events included in the Accumulator are accurately guessed. The winnings on an Accumulator bet are equal to the product of the bet amount by the odds of all outcomes included in the Accumulator.
- 5.3. For bets of the System type a bet where at least one bet of the Accumulator type included in such a System is correctly guessed. The winnings on a System bet are equal to the sum of winnings on the Accumulators included in the system.
- 5.4. The bettor can obtain the amount he/she has won after the official publication of the final results.
- 5.5. The results are published on the BC website based on the official data as they become available.
- 5.6. If there are errors in the results published by BC that affect the winnings, the winnings will be paid out according to the correct, amended results.
- 5.7. BC reserves the right to determine the method of payout in accordance with the applicable law.
- 5.8. The transfer of the won funds is made on the basis of a submitted application form with the necessary details specified by the bettor in the Personal Info Center in the Withdraw from the Account section.
- 5.9. When a new gaming account is registered, the payout to the bettor is made only upon the expiration of the 24-hour period from the date of an application for payout.
- 5.10. If the deposit method and the requested payout method differ, BC reserves the right to refuse and make the payout at its discretion.

- 5.11. The payout request can be deleted if the amount of the account balance is less than the amount of the request.

6. BET ACCEPTANCE RULES

Betting on the BC website

- 6.1. Individuals who have undergone the registration procedure on the website are allowed to make a wager. BC trusts the data provided by the client during registration, but reserves the right to verify these data. In case of a successful registration, one gaming account is opened for the client to make a wager on the website.
- 6.2. The client may not have more than one gaming account.
- 6.3. The gaming account contains information about all successful transactions (information about bets, withdrawal requests, etc.) made by the client.
- 6.4. The means of authentication for access to the gaming account is a username (login) and a password. The user name (login) is set once at registration, the password can be changed by the client at any time as a self-service. It is the responsibility of the client to keep the means of authentication in secret. One may not disclose the means of authentication to the third parties. If the means of client authentication become known to the third parties, the BC administration should be informed.
- 6.5. Any transaction made after authentication is considered to be made by the client. Cancellation of bets is possible only on the basis of these Rules. Once a bet has been recorded in the website's databank, it is not possible to change or delete a bet.
- 6.6. BC guarantees non-disclosure of the information about client data and transactions performed by the client by its employees, except for the cases when it's required by law.
- 6.7. BC reserves the right to temporarily suspend the website operation for service and maintenance works to improve the quality of the website operation.
- 6.8. The client has a right to replenish the gaming account at any time and in by any means available on the website. Depositing of the gaming account is performed by the client for further play on the BC website. BC has a right to refuse to withdraw money from the gaming account if the amount of bets is less than the amount of all deposits at the gaming account.
- 6.9. When there's a deposit to the gaming account of BC, the account balance is increased by the deposit sum.
- 6.10. Depositing of the gaming account is performed by the client for further play on the BC website.
- 6.11. The client has a right to apply for withdrawal of funds from the gaming account at any time, specifying the method of withdrawal currently available on the website.
- 6.12. In case of withdrawal of funds from the gaming account, the client must submit an application on the website. The funds are paid out through any means available to the client on the website in accordance with the applicable law and as agreed with the client no later than within 3 working days.
- 6.13. The commission percentage for withdrawal from the gaming account is not charged, except for the cases specified in these Rules.

- 6.14. BC is not responsible for any incorrect information provided by the client.
- 6.15. When the funds are withdrawn, the balance of the gaming account is reduced by the amount of the withdrawal and the commission percentage when BC decides to withhold it.
- 6.16. The client has a right to make a bet from the gaming account at any time, with the exception of cases when BC refuses to accept bets from this client, and if the balance of his/her gaming account is greater than zero.
- 6.17. When a record on the bets on the website is made successfully in the data bank, the balance of the gaming account is reduced by the amount of the bet.
- 6.18. BC has a right to limit the amount of the bet accepted from the client at any time.
- 6.19. BC does not accept any claims if a record of successful transaction does not appear in the website's databank for any reason (connection failure, technical problems with the communication channel, client's equipment, etc.).
- 6.20. Only a record of a successful transaction in the website's databank serves as a confirmation of the bet.
- 6.21. When a bet is won, the balance of the gaming account increases by the amount of winnings.
- 6.22. BC is not responsible for any damages that may arise directly or indirectly from the use of the website or its information.
- 6.23. On the website, the bettor can bet on an event over the established limit (except for live betting). In this case, the bet is sent to BC for consideration. BC has a right to reduce the amount of the bet; in this case the unaccepted part of the amount is returned to the gaming account. The bettor can see information on the bet in the Current Bets section.

BC reserves the right to suspend or close the client's account, cancel bets in full or in part in case BC determines that:

- 6.24. at the time of betting the client had information about the result of the event;
- 6.25. the client had an opportunity to influence the result of the event, being a direct participant of the match (athletes, referees, coaches, etc.) or a person acting on their behalf;
- 6.26. the bets were made by a group of clients acting in concert (syndicate) in order to exceed the limits set by BC;
- 6.27. one client has several gaming accounts on the BC website;
- 6.28. the client is suspected of applying special software or technical means that use algorithms of automatic decision-making, or that allow the betting process to be automated (auto-completion of forms and automatic sending of requests);
- 6.29. any dishonest means of obtaining information or circumventing restrictions imposed by BC have been used;
- 6.30. abuse by the client with the purpose to use BC as an intermediary for money transfers from one means of payment to another was detected.
- 6.31. If any doubts arise as to the client's identity, the reliability of the information provided (address, credit or debit card, other data), as well as the legitimacy of settlement and other accounts used in

transactions with funds for gambling, BC has a right to request any documents (at the discretion of BC) from the wager participant, as well as to use other methods of verification to confirm the client's identity and other data provided by the client, and to cancel any payments until all information is checked. If it is proven that the information received is not reliable, BC has a right to cancel all bets for an indefinite period until completion of the investigation and to suspend all cash settlements.

If a wager participant refuses (evades) to pass the verification procedure or fails to pass the verification procedure, BC has a right to make a decision on voiding all bets made by the participant and return of all funds using the same payment details that were used to credit funds to the gaming account, if possible.

In the aforementioned cases, BC charges the bettor, inter alia, the losses incurred on the commissions of payment systems when moving funds to and from the gaming account. The commission percentage is set by BC.

Bets on events in the course of a match

- 6.32. A live bet is a bet on an event in the course of a match (already started but not yet over).
- 6.33. BC accepts live bets on the main and additional outcomes.
- 6.34. Live bets are accepted in the form of Single and Accumulator bets. Live events that can be combined into an Accumulator are marked with a special icon.
- 6.35. A live bet is considered to be made after its registration in the BC computer system.
- 6.36. In case the terms are changed while the bet is registered, the client must confirm the bet under the new terms. If a wager participant refuses to bet under the amended terms, the bet will not be accepted.
- 6.37. Accepted live bets cannot be returned or edited upon the request of the client.
- 6.38. A live bet made after the end of the event is considered invalid, and the calculation is made with odds of winning equal to "1". If a bettor deliberately made a bet on the outcome the result of which was determined at the time of betting, the calculation is made with odds of winning equal to '1' (including Accumulators).
- 6.39. Payments of winnings for live bets are made within 20-60 minutes after the end of the match (see also clause 8.11). If the event ends after 21:00 (as well as in case of technical problems), the bookmaker reserves the right to pay out the winnings the next day. Live bets on intra-match outcomes (bet on half, period, set, game, set, etc.) are calculated as information is received from official websites or by broadcast at the end of the specified game periods.
- 6.40. BC is not responsible for bets made on the basis of possible inaccuracies in the information about the course of the meeting displayed on the monitor and the website. We recommend to use alternative sources of information.

Additional Provisions

- 6.41. BC accepts bets based on the line - a list of events with certain odds of winning.
- 6.42. A minimum bet on any event can be changed at the discretion of BC particularly for a certain event, type of bet, or particularly for certain clients. Information about the amount of such a minimum bet

may be brought to the client of the gambling company through any available means.

- 6.43. The minimum bet amount per option in the system is determined by BC.
- 6.44. Maximum betting odds are not limited.
- 6.45. Maximum winnings per one bet, or several bets made on the same events, are equal to the amount equivalent to 100,000. BC has a right to limit the maximum net winnings of one client on bets placed during one calendar week GMT+3, to the amount equivalent to 200,000 euros.
- 6.46. BC has a right to limit the maximum bet on certain events, as well as to limit or to increase the maximum bet for a certain client without notification and explanation.
- 6.47. Reception of repeated bets on one and the same outcome or combination of outcomes from one bettor can be limited by decision of BC.
- 6.48. All limits specified in Cl. 2-7 can be changed by BC at any time, both for competitions and individually for wager participants. The calculation on previously accepted bets is made on the previous terms.
- 6.49. Bets are accepted before the event. If, for any reason, the bet is made after the actual start of the event, such a bet is considered invalid and the calculation is made at odds equal to "1", except for bets on events during the match (live bets). Such bets are considered valid until the end of the event.
- 6.50. The registered bets are not subject to cancellation.
- 6.51. The information about the course of the match and intermediate results reflected on the website is of advisory nature. When making a wager it is strongly recommended to take into account such errors as the fixed time of the website update, the delay in the digital signal transmission, possible hardware errors.

7. TYPES OF BETS

BC offers the following types of bets for a wager:

- 7.1. Single - a bet on a single outcome of the event. The winnings on a Single bet are equal to the product of the bet amount by the odds set for this outcome.
- 7.2. Accumulator - a bet on several independent outcomes of events. The winnings on an Accumulator bet are equal to the product of the bet amount by the total odds of the Accumulator. The total odds of the Accumulator are a product of odds of all outcomes included in the Accumulator, mathematically rounded to the hundreds place (two decimal places). In mathematical rounding, the digit with a value less than 5 is rounded down, other digits are rounded up. Losing on one of the outcomes of an Accumulator means losing on the whole Accumulator. If, according to the BC Rules, one or more outcomes in an Accumulator are calculated by odds of "1", when calculating the total odds of the Accumulator, these odds are also taken as "1".
- 7.3. System - a bet on a complete combination of Accumulators of a certain size from a pre-selected number of events.

The maximum number of options in the System is 1,001.

The maximum number of events in the System is 16.

The winnings on a System bet are equal to the sum of winnings on the Accumulators included in the system.

The final winning odds for all types of bets also take into account the peculiarities of determining the payout odds for some types of outcomes (for example, bets on the competitor's win in the competition, when there are several winners; bets on the competitor's win with handicaps, when the handicap value matches the result, etc.).

The System formula is represented as: $m-n$, where m is the number of selected events, n is the number of event outcomes the better is allowed not to guess for the ticket to still be winning. The constants can be used in the System – events that are added to each option of the system. If the constant loses, the whole system loses.

The main outcomes selections for a wager

- 7.4. Win of the first team – denoted in the line as 1.
- 7.5. Tie – denoted in the line as X.
- 7.6. Win of the second team – denoted in the line as 2.
- 7.7. Win of the first team or a tie – denoted in the line as 1X. To win a bet on such an outcome it is necessary that the first team wins or there is a tie.
- 7.8. Win of the first team or win of the second team – denoted in the line as 12. To win a bet on this outcome it is necessary that one of the teams wins, that is, that there is no tie.
- 7.9. Win of the second team or a tie – denoted in the line as X2. To win a bet on such an outcome it is necessary that the second team wins or there is a tie.
- 7.10. Win of a team (player, racer, etc.) taking into account the handicap – denoted in the line as h1t (handicap of the first team) and h2t (handicap of the second team). For each handicap, different odds are suggested – oh.

Handicap – an advantage or a lag of a team (player, racer, etc.) expressed in goals, points, sets, seconds, etc., which is determined by BC for a specific bet on the team (player, racer, etc.)

The outcome of the event including the handicap is determined by adding the handicap to the actual result. If the obtained result is in favor of the selected team (player, racer, etc.), the bet is considered won. If the opposite is true, the bet is considered lost. If the result obtained taking the handicap into account is a tie, the odds for this outcome are equal to “1”.

- 7.11. Less, more (on the total) – denoted in the line as total.

Wager on the number of goals/points/games, etc. scored/gained/played, etc. by a participant of the event. In the line, for the sake of brevity, this number is called “total”. To win it is necessary to guess whether the number scored/gained/played will be more or less than the line total or exactly the specified amount. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line. When determining individual totals, only the goals scored against the opponent are taken into account.

Less or more is suggested. If the result matches the value of the total offered by the betting company, the odds of winning on more and less bets are taken equal to “1”.

In the line, the total can be denoted in two ways: total (value of the total), less (odds)/more (odds);

Total <(less) (value of the total): odds, Total>(more) (value of the total): odds.

7.12. Match score – a wager on guessing the exact score of the match in regulation time without taking the overtime, penalties, etc. into account. (The line specifies the score and the odds for this account).

7.13. Halftime-match – denoted as 1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X, 2/2 in the line. The first character is the outcome of the first halftime, and the second (after “/”) is the outcome of the match.

For example, 1/1 – the first team wins the first halftime and the first team wins the match; 1/X – the first team wins the first halftime and the result of the whole match is a tie; 1/2 – the first team wins the first halftime and the second team wins the match, etc.

7.14. Comparison of the results of halftimes (periods, quarters, sets, games, innings).

In such a wager is necessary to guess which halftime, period, quarter, etc. in the match will be more productive.

Comparison of the halftime results in football

In the line it is denoted as follows:

The 1st halftime is more productive than the 2nd halftime

The 2nd halftime is more productive than the 1st halftime

In case of equal productivity of the compared halftimes, odds of the winning for this outcome are equal to “1”.

Comparison of period productivity in hockey

To win a bet on “Productivity of the 2nd period is more than productivity of the 1st period – yes” at least one goal more needs to be scored in the second period than in the first one.

To win a bet on “Productivity of the 2nd period is more than productivity of the 1st period – no” the same number of goals need to be scored in the second period as in the first one, or at least one goal less.

In case of equal productivity of the compared periods, bets on:

Productivity of the 2nd period is more than productivity of the 1st one – yes

Productivity of the 3rd period is more than productivity of the 1st one – yes

Productivity of the 3rd period is more than productivity of the 2nd one – yes

— lose, so, respectively, bets on:

Productivity of the 2nd period is more than productivity of the 1st one – no

Productivity of the 3rd period is more than productivity of the 1st one – no

Productivity of the 3rd period is more than productivity of the 2nd one – no

— win.

Comparison of productivity of sets in tennis:

Productivity of sets in tennis is calculated by games.

7.15. The result of the competitor, getting to the next round, getting out of the group, etc.

In such wagers it is necessary to guess if a competitor will reach a certain stage of the competition (for example, 1/8, 1/4, 1/2 finals, etc.), or what place the competitor will take in the competition (group, subgroup, etc.), or will the participant pass to the next round. If the competitor's passing to the next round is cancelled later for any reason, the cancellation is not taken into account, and the payout will be made according to the results of past matches.

For bets on getting out of the group, all events within the same group are considered interdependent and cannot be included in the Accumulators more than once, unless otherwise indicated in the line.

In the wager on passing to the next round, when the competitors meet several times, in case of changing the sequence of games in the fields of teams (competitors), bets remain valid. If one of the matches did not take place or was interrupted, and if the result of the first match is changed, passing to the next round is determined by the actual passing of the team (competitor) to the next round. If none of the matches took place, the odds of winning on such bets are taken equal to "1".

If the competitor declared in the competition can not complete or take part in the competition for any reason (injury, refusal, etc.) (if the competition is not suspended by that time), bets on the result of that competitor are considered valid: they win if the result is achieved, and lose if the result is not achieved (unless otherwise indicated in the line). For example, a bet on a tennis player's win in a tournament will be lost, and on his failure to get to the 1/8 finals – won, if the athlete withdrew due to injury before the start of the competition.

If the final results of the competitors/teams (passing to the next round, getting out of the group, winner of the season, etc.) were not determined within the season/year specified in the line, the events are considered void and all bets on these outcomes will be paid at the odds of "1".

7.16. Home and Away Teams

The win of the home team (host) or the away team (guest) is determined by the difference of goals (points), respectively, scored by the home team and the away team, taking the handicap into account. In case of tournaments or matches in a leg that are played on neutral fields, the team that is first in line in the said matches is recognized as the home team.

7.17. Comparison of players' productivity based on the tournament results

In such a wager it is necessary to guess which player will be more productive according to the results of the tournament.

When comparing the productivity of players according to the results of the tournament (number of goals scored, number of points, etc.), in case of equality of these indicators, the calculation of bets is made with the odds of "1". This rule is applicable for this outcome only.

After-match penalty kicks, shootouts do not count. The number of matches played by the player does not count; if the player has not played a single match, the calculation of bets is made with the odds of "1".

7.18. Who is higher at the end of the championship (tournament) It is suggested to name the team that will be higher in the tournament table at the end of the championship (tournament) out of the proposed pairs.

For bets “Who is higher at the end of the championship” in football for international tournaments, the priority is given to the stage which the teams have reached. If both teams dropped out of the competition at the group stage of the tournament or dropped out at the same stage of the playoffs, the position of the teams is determined by additional indicators in the following order:

- a higher position in the latest group tournament of the competition, if any;
- a higher score in the latest group tournament of the competition, if any;
- the best difference between the goals scored and missed in the latest group tournament of the competition, if any;
- the highest number of goals scored in the latest group tournament of the competition, if any.

7.19. Statistical results of the day, leg/round

Such a wager suggests outcomes that depend on the results of several games taking place on the same day, leg or round of the competition.

For calculation of the outcomes, the teams or competitors listed first in the line are considered home players, even if the matches are played on a neutral field. Bets on the proposed outcomes are calculated on the basis of the result obtained by adding the results of the games submitted for the wager.

If at least one football, basketball, hockey, baseball, American football, volleyball, handball, futsal match presented for a wager in the framework of a game day, leg/round is cancelled, postponed for more than 12 hours, not completed and considered void according to the rules for sports, the calculation of all bets on this type of wager is made with the odds of “1”. If a tennis match presented for this wager is interrupted, not completed on the same day and postponed by no more than 48 hours, bets on the Game Day Statistics remain valid until completion of all matches. If in a tennis match that has already started one of the competitors refuses to continue playing for any reason (or gets disqualified), the calculation of the final result is made on the basis of the score at the moment the match was stopped.

- 7.20. “Pass on in extra time “Name of the country” “yes”/“no”. The outcome “yes” wins and the outcome “no” loses if the team specified in the bet at the end of extra time passes to the next stage of the playoffs. In all other cases (the team passes to the next stage in the regulation time, as a result of a penalty shootout, or does not pass to the next stage, etc.), the outcome “yes” loses and the outcome “no” wins.
- 7.21. “The winner’s margin from the second place (in seconds) – more/less” – it is necessary to determine whether the winner’s margin from the second place is more or less than the suggested total of seconds.
- 7.22. “Who is better (who is higher)” – the bettors are invited to name the athlete (racer, team) that will perform better out of the proposed pairs. An athlete (racer, team) that took a higher place in the final protocol is recognized as the best performer.
- 7.23. “Individual Total” – the number of goals, points, games, etc., scored, played, etc. by one of the teams (player, etc.) is counted. In the line it is denoted as follows: “Total 1T is less (total value), Total 1T is more (total value)”, “Total 2T is less (total value), Total 2T is more (total value)”.

- 7.24. “Score/No score” – to win a bet on the “Score” outcome it is necessary that the team scores at least one goal (puck, etc.) during the event. To win a bet on the “No score” outcome it is necessary that the team scores no goal (puck, etc.) during the event.
- 7.25. Both will score yes/no” – it is necessary to determine whether the goals (pucks, etc.) will be scored against both teams.
- 7.26. Even/Odd” – it is necessary to determine whether an even or odd number of goals (points, games, etc.) will be scored (achieved) in total in the match.
- 7.27. Betting on coaches in a wager. If a wager on the next coach of a team, the next coach dismissed, etc. is offered, and if it is found out that the bets have been placed after the decision to appoint or to dismiss had been made, BC reserves the right to void those bets in the wager.
- 7.28. “Entering 1/8 – 1t/2t” – the winning outcome depends on which of the two teams of the current match will enter the 1/8 finals of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.
- 7.29. “Entering 1/4 – 1t/2t” – the winning outcome depends on which of the two teams of the current match will enter the 1/4 finals of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.
- 7.30. “Entering 1/2 – 1t/2t” – the winning outcome depends on which of the two teams of the current match will enter the 1/2 finals of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.
- 7.31. “Cup Winner – 1t/2t” – the winning outcome depends on which of the two teams of the current match will become the cup winner of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.
- 7.32. Winner – 1t/2t” – the winning outcome depends on which of the two teams of the current match will become the winner of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.
- 7.33. “Tournament winner” – a winner of the tournament is the competitor (team) that took first place in the final protocol. In case the competitor (team) refuses or can not perform at the tournament before its start (regardless of the reason), bets on their win in the tournament, as well as bets on the outcome “who will pass on”, “entering the next round” etc. will be calculated with the odds of winning equal to “1”.
- 7.34. BC reserves the right to update the text of the Rules and to add new rules at any time. New or revised Rules shall come into effect and be applied as soon as they are posted on the website. The updated Rules regulate all bets and wagers made after their publication. By placing a bet or agreeing to a wager, the bettor agrees to the updated Rules.

8. RESTRICTIONS ON THE INCLUSION OF CERTAIN EVENT OUTCOMES

Only one of the dependent outcomes can be included in an Accumulator. If two or more dependent events are included in one Accumulator (System), the events with the lowest odds are excluded from this Accumulator (System).

9. RESULTS OF MATCHES, DATE AND TIME OF THEIR START, THE PROCEDURE FOR DISPUTE RESOLUTION

- 9.1. The calculation of bets may be revised due to an incorrect result provided by BC.
- 9.2. When calculating bets, the actual start time of events is taken into account, which is tentatively determined on the basis of official documents of the organizations conducting sports competitions, or on the basis of official websites of sports federations, websites of sports clubs and other sources of sports information if there are no approved documents.
- 9.3. BC is not responsible for a discrepancy of the stated and actual event date and time. The date and start time of the event indicated in the line are indicative. When calculating the bets, the actual start time of the event is taken which is determined on the basis of official documents of the organization conducting the competition.
- 9.4. BC is not responsible for inaccuracies in the names of championships, duration and scores of matches (sports events). The data indicated in the line and live are given for reference only. Bettors should use other independent sources of information to clarify the data on the sports event.
- 9.5. Claims regarding the results of the event are accepted within 10 calendar days from the end of the event given there are available official documents describing the result of the event provided by the organization conducting the competition.
- 9.6. The bets made after the start of the event are calculated with the odds of “1” (except for live bets); in Accumulators, the odds for such bets are considered to be “1”.
- 9.7. If a bettor has made a bet on the event the result of which had been known to him/her, such a bet is subject to cancellation. In this case, the BC decision is made after a special closed investigation. All actions with respect to such a bet are temporarily suspended.
- 9.8. LINE betting. If a match or a competition is postponed or rescheduled for more than 48 hours for any reason (this time is indicative, BC reserves the right to uphold bets at its discretion to avoid disputes that may arise if a match is postponed for more than 48 hours after the official scheduled start time), all bets are to be voided.
- 9.9. An event is considered postponed or rescheduled if the scheduled official start time of the event changes.
- 9.10. LIVE betting. If a match or a competition is interrupted for any reason and resumed within 5 hours after its start, all bets remain valid. If the interrupted match or competition is not resumed within 5 hours after its start, bets are calculated with odds of “1”, except for the cases when the result of the bet has already been determined. This rule does not extend to the events that, according to the rules of the competition, can be completed within more than 5 hours.
- 9.11. If some match is not completed and considered void, the outcomes that were unambiguously determined by the time it was stopped (for example, the outcome of the first halftime, the first goal scored and its time, etc.), are accepted for the calculation of bets. For all other bets, the payout is made with the odds of winning equal to “1”.

- 9.12.** If a competitor of the match or the competition refuses to fight before the start of the event, all bets on that competitor are voided.
- 9.13.** If a competitor of the match or the competition for any reason (injury, refusal, etc.) drops out in the course of the competition, all the bets made before the beginning of the last round or stage of the competition, where he/she participated, are considered valid, and the remaining bets are voided.
- 9.14.** If a competitor, a team member (football player, hockey player, basketball player, etc.) did not take part in the match, the odds of winning for the bets on him/her are taken equal to “1”, unless otherwise agreed.
- 9.15.** If in a tennis match the refusal (disqualification) occurred before the start of the match, the odds of winning for the bets are taken equal to “1”, except for the bets on the competitor’s result in the competition. If a tennis match is interrupted, not completed on the same day, and postponed, the bets on the match will remain valid until the end of the tournament where the match was played until the match is completed or until one of competitors of the match or the competition gives up.
- 9.16.** If some pair of competitors (teams, athletes) is indicated for the event (match, comparison or fight) and subsequently the composition of the pair changes, all bets on this event are cancelled.
- 9.17.** In team competitions, if one or more competitors of any team are substituted for any reason, bets on the outcome of the entire match remain valid.
- 9.18.** In doubles matches with the composition of pairs specified, if at least one of the competitors is substituted, the odds of winning for the bets will be “1”; if the composition is not specified, the bets remain valid.
- 9.19.** In competitions where the notions “home” and “away” are used, in case of the event postponement:
- to a neutral field, the bets remain valid;
 - to the opposing team’s field, the bets remain valid.
- 9.20.** If the notions of “home” and “away” are not applicable to the event (for example, in singles and doubles sports), all bets on the event remain valid if the location of the event is changed.
- 9.21.** NBA, NHL, AHL, CHL, OHL, WHL, North American East Coast Hockey League teams can be arranged both in a straight order (home teams – away teams) and in a reverse order. In case of a reverse arrangement, no refunds on bets will be made.
- 9.22.** As for friendly matches, club friendly tournaments, in case the location of the event is changed, all bets on it remain valid.
- 9.23.** If more than one participant or team is declared the winner of the competition, the odds for betting on these participants are calculated according to the following formula $((k-1)/n) + 1$, where k is the betting coefficient, n is the number of winners of the competition.
- 9.24.** Sports or situations for which there is no separate description of the specifics of bet acceptance and calculation are subject to the general rules.
- 9.25.** In controversial situations without precedent, the final decision is made by BC.
- 9.26.** In case of discrepancies in the data from different information sources (date, time, result, team name) BC suspends payout until a full investigation of the authenticity of such information is

completed. If the result of a completed event shown on the official website differs from the television broadcast, BC reserves the right to make calculations according to the television broadcast.

9.27. In case an error in the odds output program is identified and recognized by BC, all bets made on these events are considered winning, and the payouts are made with the odds of winning equal to “1”.

9.28. If a basketball, baseball, hockey or rugby match:

- is cancelled or postponed for any reason for more than 15 hours, all bets on this event receive the odds of winning equal to “1”;
- if match postponement for less than 15 hours results in any of the teams in the pair playing 2 or more games within one calendar day, all bets on this event also receive the odds of winning equal to “1”;
- if a match is interrupted or suspended for more than 30 hours, all bets on this match (except for the cases specified in cl. 31, cl. 32) also receive the odds of winning equal to “1”. However, if it is completed within 30 hours, all bets on it remain valid. If an interrupted or suspended match is resumed from the time of suspension, all outcomes are calculated based on the sum of two parts of the match. If an interrupted or suspended match is played from the start, not from the moment of suspension, all bets in the line are calculated based on the replayed match; live bets are calculated separately for the two matches – for the outcomes with the result clearly defined by the time it was stopped.

9.29. All bets on football, American football and other sports events, except for tennis matches and the cases specified in cl. 28 and cl. 49, that are suspended, cancelled or postponed for any reason for more than 30 hours: the outcomes that were clearly defined by the time the match was stopped are calculated according to the result of the match before the suspension; the outcomes with the result not clearly defined at the time of suspension receive odds of winning equal to “1”. If a match in these sports is interrupted and not completed within 30 hours after it was stopped, all bets on this match (except for the cases specified in cl. 31, cl. 32), the outcomes that were clearly defined by the time the match is stopped are calculated according to the result of the match before the suspension; the outcomes with the result not clearly defined at the time of suspension receive odds of winning equal to “1”.

If an interrupted or suspended match is resumed from the moment it was stopped, all outcomes are calculated based on the sum of two parts of the match. If an interrupted or suspended match is played from the start, not from the moment of suspension, all bets in the line are calculated based on the replayed match; live bets are calculated separately for the two matches – for the outcomes with the result clearly defined by the time it was stopped.

9.30. Matches are considered played if their format is not changed, if they are interrupted, not completed and not replayed within the stipulated time, and if they are played at least for the time of:

football – 70 min;

hockey – 50 min;

NBA basketball – 40 min;

EuroBasket – 35 min;

American football – 50 min;

ball hockey – 75 min;

baseball – 5 full innings (periods).

The exception is made for the cases when games are tied at the time the match stops in those sports where a tie is not allowed as an outcome: basketball, baseball, American football and the NHL playoff series. In these cases, the matches are considered void, and the payout for bets is made with the odds of winning equal to “1” (except for the cases specified in cl. 31).

9.31. In competitions where the notions of “home” and “away” teams are used, in the case the match (event) is transferred to a neutral field (notation in the line: N.F.), bets remain valid; when the game is transferred to the field of the opposing team (except for the teams from the same city) – the odds of winning for bets are taken equal to “1”.

If an international match is transferred to another country, the odds of winning for bets on this event and the events associated with it (e.g., passing to the next round) are taken equal to “1”. Friendly matches are an exception.

If for some event the notions of “home” and “away” are not applicable, all bets on the event remain valid if the location of the event is changed.

9.32. If more than one competitor or team is declared the winner of the competition, the odds of winning for the bets on these competitors are divided by the number of winners. For instance, if two competitors are declared winners, the odds of winning for bets on them are divided by two.

9.33. If a competitor, a team member (football player, hockey player, basketball player, etc.) did not take part in the match, the odds of winning for the bets on him/her are taken equal to “1”, unless otherwise agreed.

9.34. In case of discrepancies in the data from different information sources (date, time, result, team name) the betting company suspends payout until a full investigation of the authenticity of such information is completed. If the result of a completed event shown on the official website differs from the television broadcast, the company reserves the right to make calculations according to the television broadcast.

9.35. The following changes to the parameters of the game, made as a result of an official judicial decision (including after a video review or as a result of consultations with additional arbitrators), cannot be grounds for voiding a bet:

- account change;
- cancellation or revision of a point/points;
- assignment or cancellation of penalty kicks;
- deletion or cancellation of deletion;
- adjustment of playing time, etc.

Rules by Sports

9.36. Football

Bets on football matches (including cup matches) are accepted for the regulation time of the game (90 minutes). A referee may add the time spent for substitutions, injuries, etc. to the duration of any halftime. This time is compensated time, so it is considered a part of the regulation time of the game. Extra time in the form of additional halftimes, a series of penalty shootouts that may be assigned under the rules of individual competitions to determine the winner in case of a tie in a match or a series of matches, are not considered a part of the regulation time. Scored goals, substitutions and other game events recorded during the compensated time are considered to have taken place in the regulation time.

If a football match is not completed and considered void, the outcomes that are unambiguously determined by the time it is stopped (for example, the outcome of the first halftime, the first goal scored and its time, etc.), are accepted for the calculation of bets. For all other bets, the payout is made with the odds of winning equal to “1”.

In case the match format is changed (the number of played halftimes in the match is not equal to 2 or the duration of any half without the time officially compensated by the referee is not 45 minutes), all bets on this match are calculated with the odds of “1”, except for the cases when information on the amended match format is specified in the line or in the note to the LIVE event.

Yellow/red cards shown after the final whistle and during the break do not count.

Additional outcomes selections for a wager:

Who will score first: To win the bet “who will score first” it is necessary to guess which team will score first. In the line it is denoted as “Score opened: (team name)”. In case the score of the match is 0:0, bets on the outcome “score opened” are considered lost.

Designation of the outcomes of the first halftime:

1st Half: Win 1 – the first team’s win in the first half;

1st Half: Tie – the result of the first period is a tie;

1st Half: Win 2 – the second team’s win in the first half.

Time of the first goal: To win a bet on the first goal, it is necessary to guess at what time interval of the match the first goal will be scored.

In the line it is denoted as follows: “First goal from 1 to 29 minutes” or “First goal from 30 to 90 minutes”.

If there were no goals in the match, the bets on the outcome “First goal” are considered lost.

Goals in the match: It is necessary to guess the exact number of goals in the match. In the line it is denoted as follows: “1 goal in the match”, “5 goals in the match”, “6 goals in the match” and more.

Goals in both halftimes: To win the bet on the outcome “goals in both halftimes – yes” it is necessary that goals are scored in each halftime. To win the bet on the outcome “goals in both halftimes – no” it is necessary that no goals are scored in the match or no goals are scored in at least one halftime.

1T/2T score leadership: yes/no. To win a bet on the YES outcome, it is necessary that the opponent leads the score at least during the event. To win a bet on the NO outcome, it is necessary that the

opponent must not lead the score during the event.

Betting on the next goal. This outcome is offered for bets on events in the course of the match. To win this bet it is necessary to guess which team will score the next goal. If this goal was not scored, the odds of winning bets on this outcome is taken as “1”.

In calculating the bets: “Score opened”, “Time of the first goal”, “Time of the last goal”, “Both will score”, “Goal from... to... min”, “Outcomes by intervals, min”, “Goal from the goal area” – in case a goal is scored in the compensated time, it is considered scored in the last minute of the corresponding game period (halftime); a self-goal is counted as a goal of the team in whose score it is recorded.

In the line it is denoted as follows:

“Scoring in the match: 1st goal [1T/2T]”. 1T stands for “first team”; 2T – for “second team”.

Last goal: 1T/2T. To win this bet it is necessary to guess which team will score the last goal. If there were no goals in the match, the bets on the outcome “last goal” are considered lost.

Time of the last goal. In the line it is denoted as follows:

“Last goal from 1 to N min”, “Last goal from N to 90 min”. To win this bet, it is necessary to guess at what time interval of the match the last goal will be scored. If there were no goals in the match, the bets on the outcome “last goal from... to... min” are considered lost.

A goal will be scored in the 1st halftime: yes/no

To win the bet on “A goal will be scored in the 1st halftime – yes”, it is necessary that either team scores at least one goal in the first halftime. To win the bet on “A goal will be scored in the 1st halftime – no”, it is necessary that neither team scores a goal in the first halftime.

Both will score in the 1st halftime: yes/no

To win the bet on the outcome “Both will score in the 1st halftime – yes” it is necessary that both teams score at least one goal in the first halftime. To win the bet on the outcome “Both will score in the 1st halftime – no” it is necessary that at least one team does not score in the first halftime, or neither team scores in the first halftime.

1T scores in both halftimes: yes/no

To win the bet on the outcome “1T scores in both halftimes – yes” it is necessary that the first team scores at least one goal in each halftime. To win the bet on the outcome “1T scores in both halftimes – no” it is necessary that the first team does not score any goals in at least one halftime.

2T scores in both halftimes: yes/no

To win the bet on the outcome “2T scores in both halftimes – yes” it is necessary that the second team scores at least one goal in each halftime. To win the bet on the outcome “2T scores in both halftimes – no” it is necessary that the second team does not score any goals in at least one halftime.

1T wins in both halftimes: yes/no

To win the bet on the outcome “1T wins in both halftimes – yes” it is necessary that the first team wins in both halftimes. To win the bet on the outcome “1T wins in both halftimes – no” it is

necessary that the first team does not win in at least one half-time.

2T wins in both halftimes: yes/no

To win the bet on the “2T wins in both halftimes – yes” outcome it is necessary that the second team wins in both halftimes. To win the bet on the outcome “2T wins in both halftimes – no” it is necessary that the second team does not win in at least one half-time.

1T wins the match and does not miss: yes/no

To win the bet on the outcome “1T wins the match and does not miss – yes” it is necessary that the first team wins the match and does not miss any goals. To win the bet on the outcome “1T wins the match and does not miss – no” it is necessary that the first team does not win the match or misses at least one goal.

2T wins the match and does not miss: yes/no

To win the bet on the “2T wins the match and does not miss – yes” outcome it is necessary that the second team wins the match and does not miss any goals. To win the bet on the outcome “2T wins the match and does not miss – no” it is necessary that the second team does not win the match or misses at least one goal.

Penalty in the match: yes/no

To win the bet on the outcome “Penalty in the match – yes” it is necessary that there is a penalty in the match. To win the bet on the outcome “Penalty in the match – no” it is necessary that there is no penalty in the match. For the bets on the outcome “Will the team score the (1st, 2nd, 3rd) penalty” the order of penalties is counted individually for each team.

When calculating bets on ejections/yellow cards, the cards shown during the break and after the final whistle are not taken into account.

Ejection in the match: yes/no

To win the bet on the outcome “Ejection in the match – yes” it is necessary that a player is ejected from the field during the match. To win the bet on the outcome “Ejection in the match – no” it is necessary that no player is ejected from the field during the match. Only ejections of field players and the goalkeeper are taken into account. Ejections during the break or after the final whistle are not taken into account.

First ejection: 1T/2T

To win this bet it is necessary to guess in which team (team 1 (1t)/team 2 (2t)) the first ejection will take place. If the first ejection occurred in both teams simultaneously or there was not a single ejection in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

First substitution in the match: 1T/2T

To win this bet it is necessary to guess which team will be the first to make a substitution. If the substitution in the match was made in both teams simultaneously (the same minute or in a break), the odds of winning for the bets on this outcome are taken equal to “1”. If there were no substitutions in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

First substitution in the match will take place: in the 1st halftime/in the break or in the 2nd halftime

To win this bet it is necessary to guess when the first substitution in the match will take place: in the first halftime, in the break or in the second halftime. If there were no substitutions in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

Last substitution in the match: 1T/2T

To win this bet it is necessary to guess which team will be the last to make a substitution. If the last substitution in the match was made in both teams simultaneously (the same minute or in a break), the odds of winning for the bets on this outcome are taken equal to “1”. If there were no substitutions in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

Number of substitutions (value): More/Less

To win this bet it is necessary to guess if the number of substitutions made in the match by both teams will be more or less than the indicated value. In case the number of substitutions in the match was the same as the indicated value, the odds of winning for the bets on this outcome are taken equal to “1”. When calculating the bets on corner kicks, if the referee does not count the corner kick, and appoints it again, then only one corner kick will be counted.

1st corner kick in the match: 1T/2T

To win this bet it is necessary to guess which team will be the first to make a corner kick. In case no corner kick was made in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

Time of the first corner kick

In the line it is denoted as “Time of the first corner kick from 1-N min”, “Time of the first corner kick from N-90 min”. To win this bet it is necessary to guess the time interval of the match when the first corner kick will be made. In case no corner kick was made in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

Time of the last corner kick

In the line it is denoted as “Time of the last corner kick from 1-N min”, “Time of the last corner kick from N-90 min”. To win this bet it is necessary to guess at what time interval of the match the last corner kick will be made. In case no corner kick was made in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

Total corner kicks in the 1st halftime (value): More/Less

To win this bet it is necessary to guess if the number of the corner kicks made in the 1st halftime by both teams will be more or less than the indicated value.

Total corner kicks in the match (value): More/Less

To win this bet it is necessary to guess if the number of the corner kicks made in the match by both teams will be more or less than the indicated value. If the corner kick was appointed but not made, the corner kick is not taken into account in the total number of corner kicks.

Total corner kicks in the interval

It is necessary to guess how many corner kicks are made in the specified time interval. The outcome “more” wins and the outcome “less” loses if the number of corner kicks performed within the specified time interval exceeded the value of the selected total. In all other cases, for the selected total, the outcome “less” wins and the outcome “more” loses. The result is entered by the time of actual payout of the corner kick.

Time of the first yellow card

In the line it is denoted as “Time of the 1st Y. card from 1-N min”, “Time of the 1st Y. card from N-90 min”. To win this bet it is necessary to guess in what time interval of the match a player of either team will receive the first yellow card in the match (only warnings to field players and the goalkeeper count). If there were no yellow cards in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

Time of the last yellow card

In the line it is denoted as “Time of the last Y. card from 1-N min”, “Time of the last Y. card from N-90 min”. To win this bet it is necessary to guess in what time interval of the match a player of either team will receive the last yellow card in the match (only warnings to field players and the goalkeeper count, data before the final whistle). In the absence of yellow cards in the match or if the last yellow cards were shown to players of both teams the same minute of the match, the odds of winning for the bets on this outcome are taken equal to “1”.

The last yellow card: 1T/2T

To win this bet it is necessary to guess, which team’s player will receive the last yellow card in the match (only warnings to field players and the goalkeeper count). In the absence of yellow cards in the match or if the last yellow cards were shown to players of both teams the same minute of the match, the odds of winning for the bets on this outcome are taken equal to “1”.

Total yellow cards in the match (value): More/Less

To win this bet it is necessary to guess if the number of yellow cards received by players of both teams in the match will be more or less than the indicated value (only warnings to field players and the goalkeeper count). A repeated yellow card resulting in the ejection of a player from the field is not counted when calculating the number of yellow cards.

Total yellow cards in the 1st half (value): More/Less

To win this bet it is necessary to guess if the number of yellow cards received by players of both teams in the first half will be more or less than the indicated value (only warnings to field players and the goalkeeper count). A repeated yellow card resulting in the ejection of a player from the field is not counted when calculating the number of yellow cards.

What happens earlier in the match: yellow card/goal

To win this bet it is necessary to guess what will happen earlier in the match, a yellow card or a goal (only warnings to field players and the goalkeeper count). In case there were no yellow cards and goals in the match, and if the first goal and the first yellow card in the match occurred the same minute, the odds of winning for the bets on this outcome are taken equal to “1”. If at least one goal is scored in the match, and no yellow card is shown, the winning bet is “a goal happens earlier in the match”, and if at least one yellow card is shown in the match, but no goal is scored, the winning bet is “a yellow card happens earlier in the match”.

What happens earlier in the match: goal/substitution

To win this bet it is necessary to guess what happens earlier in the match, a goal or a substitution. In case there were no goals and substitutions in the match, and if the first goal and first substitution in the match occurred the same minute, the odds of winning for the bets on this outcome are taken equal to "1". If at least one goal is scored in the match, and no substitution is made, the winning bet is "a goal happens earlier in the match", and if at least one substitution is made in the match, but no goal is scored, the winning bet is "a substitution happens earlier in the match".

What happens last in the match: yellow card/goal To win this bet it is necessary to guess what happens last in the match, a yellow card or a goal (only warnings to field players and the goalkeeper count). In case there were no yellow cards and goals in the match, and if the last goal and the last yellow card occurred the same minute, the odds of winning for the bets on this outcome are taken equal to "1". If at least one goal is scored in the match, and no yellow card is shown, the winning bet is "a goal happens last in the match", and if at least one yellow card is shown in the match, but no goal is scored, the winning bet is "a yellow card happens last in the match".

Substitute player scores a goal: yes/no To win the bet "substitute player scores a goal – yes" at least one substitute player scoring a goal is enough. To win the bet "substitute player scores a goal – no" it is necessary that no substitute player scores a goal.

Official compensated time in the first half (value): More/Less

The official compensated time in the first half is the number of minutes the referee added to the time of the first half. In the line it is denoted as follows: "Offic. compens. time of 1st half (value) [More/Less]". To win this bet it is necessary to guess whether the number of minutes of the official compensated time in the first half added by the referee is more or less than the indicated value.

Calculation of bets on the outcomes of the "Players' indicators" section (the player will score a goal, score the 1st goal, etc.), concluded before the start of the match, applies to both the players of the starting line-up and the players who came off the bench, unless otherwise indicated in the comment to the section or event; goals scored by a player in his own net are not taken into account in his indicators.

Calculation of bets on the outcomes of the "Players" section (if the player scores yes/no, total fouls, etc.), concluded before the start of the match, applies to the players of the starting lineup; in case of non-existence of a player in the starting lineup - payment with a coefficient of 1; goals scored by a player in his own net are not taken into account in his indicators.

Outcomes of the performance of players for live betting (player to score a goal, player to receive a card, etc.):

The bets are calculated for players who appeared in the main lineup and the players who came on as substitutes during the match. The goals scored by the player in his/her own net do not count in his/her performance.

To win the bet on "Player gets a yellow/red card – yes" a player receiving a yellow card or a red card in the match is enough.

To win the bet on "Player gets a yellow/red card – no" it is necessary that the player receives neither yellow nor red card in the match. If a player is not in the starting lineup, the odds of winning bets on

these outcomes are taken equal to “1”. The cards shown after the final whistle and during the break do not count.

Unscored penalty kick – no

To win a bet it is necessary that all appointed penalties in the match are scored, or not a single penalty is appointed in the match.

Character win

The team which was losing during the match but eventually managed to win (the regulation time including the compensated time), is considered to get a character win. In case of no goals or a tie, the bet is considered lost.

Tie in the first half-time or in the match: yes/no

To win the bet “tie in the first half-time or in the match – yes” it is necessary that either the first half-time or the match, or both, end in a tie. To win the bet “tie in the first half-time or in the match – no” it is necessary that there is no tie in the first half-time and in the match, that is, both the first half-time and the match must end with a win of some team.

1T/2T wins in the 1st half-time or in the match: yes/no

To win the bet on the outcome “1T/2T wins in the 1st half-time or in the match – yes” it is necessary that the selected team (1 or 2) scores more goals than the other one either during the first half-time or during the regulation time of the match. To win the bet on the outcome “1T/2T wins in the 1st half-time or in the match – no” it is necessary that the selected team (1 or 2) does not score more goals than the other one neither during the first half-time nor during the regulation time of the match.

VAR

VAR – Video Assistant Referee. All VAR queries made by the head referee and any changes in the head referee’s decisions initiated by the VAR judge are taken into account. To win the bet “VAR will be used – yes”, it is necessary that at least one of the conditions is fulfilled: an official source mentioned in the protocol or in the text broadcast indicating a request for VAR, graphics in the broadcast containing the word “VAR” with a reference to the arguable point, the “rectangle” sign drawn by a referee in the air. In all other cases bets on the outcome “VAR will be used – no” will be considered winning. To win bets on the outcome “Goal will be cancelled after viewing VAR” two conditions must be met: a referee must request assistance from VAR, and after consulting or viewing VAR, the goal must be cancelled.

“Team name’ will pass on in extra time”: yes/no.

To win a bet on the outcome “Team’ will pass on in extra time – yes” it is necessary that the team specified in the bet passes to the next stage of the playoffs as a result of extra time. In all other cases (team passes to the next stage in the regulation time, as a result of a penalty shootout, or does not pass to the next stage, etc.), the winning outcome will be “Team’ will pass on in extra time – no”.

“Team name’ will pass by penalty”: yes/no. To win a bet on the outcome “Team’ will pass by penalty – yes” it is necessary that the team specified in the bet goes to the next stage of the playoffs as a result of a penalty shootout. In all other cases (team passes to the next stage in the regulation

time, as a result of extra time, or does not pass to the next stage, etc.), the winning outcome will be “‘Team’ will pass by penalty – no”.

Only 1T will score (1st half) Yes/No. To win a bet on the outcome “Only 1T will score (1st half) - yes”, it is necessary that the first team wins in the first half and does not concede a single goal. To win a bet on the outcome “Only 1T will score (1st half) - no”, it is necessary that there are no goals in the first half or that the second team scores at least one goal in the first half.

Only 2T will score (1st half) Yes/No. To win a bet on the outcome “Only 2T will score (1st half) - yes”, it is necessary that the second team wins in the first half and does not concede a single goal. To win a bet on the outcome “Only 2T will score (1st half) - no”, it is necessary that there are no goals in the first half or that the first team scores at least one goal in the first half.

Ind. total 1T (1st half) Even/Odd. To win the bet, you need to guess whether 1T will score an even or odd number of goals in the first half.

Ind. total 2T (1st half) Even/Odd. To win the bet, you need to guess whether 2T will score an even or odd number of goals in the first half.

There will be additional time Yes/No. To win a bet, you need to guess whether, according to the tournament regulations, extra time in the form of extra halves will be assigned at the end of the match or two-match confrontation.

In addition time to score a goal Yes/No. To win a bet on the outcome “Add. time to score a goal - yes”, it is necessary that at the end of the match or two-game confrontation, according to the tournament regulations, extra time was assigned in the form of extra periods, during which at least one goal was scored. To win a bet on the outcome “Add. time will score a goal - no”, it is necessary that at the end of the match or two-game confrontation, according to the tournament regulations, no additional time is assigned in the form of extra halves or that no goals are scored during extra halves.

Post-match penalties Yes/No. To win a bet, you need to guess whether the winner of a match or two-legged confrontation will be determined in a penalty shootout.

Will score in the 1st half (1st goal) 1T/2T/Nobody. To win this bet, you need to guess which team will score the first goal in the first half. In the event that there were no goals in the first half, bets on the outcome “Score in the 1st half (1st goal) - Nobody” are considered won, and bets on the outcome “Score in the 1st half (1st goal) - 1T” and “Scores in the 1st half (1st goal) - 2T” are considered lost.

Will score in the match (nth goal) 1T/2T/Nobody. To win this bet, you need to guess which team will score goal number n in the match. In the event that none of the teams scored goal number n, bets on the outcome “Scores the match (nth goal) - Nobody” are considered won, and bets on the outcomes “Scores the match (nth goal) - 1T” and “Scores the match (nth goal) - 2T” are considered lost.

IT of each team (Match) Yes/No. To win a bet, you need to guess whether each team will score more goals than the specified value in the match.

How the match will end. To win a bet, you need to guess which team will win the final match and how the winner will be determined (taking into account additional time in the form of extra periods and penalties):

“W1 in regular time” - 1T will win in regular time of the match;

“W1 in extra time” - at the end of the match, according to the tournament regulations, extra time will be assigned, and 1T will win in extra halves;

“W1 on penalties” - 1T will win the penalty shootout;

“W2 in regulation time” - 2T will win in regulation time;

“W2 in extra time” - at the end of the match, according to the tournament regulations, extra time will be assigned, and 2T will win in extra halves;

“W2 on penalties” - 2T will win the penalty shootout.

Result and both will score (Match). To win the bet, you need to guess the result of the match and the result of the “Both to Score” outcome:

“W1 and both will score” - 1T will win and goals will be scored against both teams;

“W1 and at least one will not score” - 1T will win and will not miss a single goal;

“Draw and both will score” - the final draw and goals will be scored against both teams;

“Draw and at least one of the teams will not score” - the final draw and at least one of the teams will not score;

“W2 and both will score” - 2T will win and goals will be scored against both teams;

“W2 and at least one won’t score” - 2T will win and won’t miss a single goal.

Result and both will score (1st half). To win the bet, you need to guess the result of the first half and the result of the outcome “Both to score (1st half)”:

“W1 and both will score” - 1T will win the first half and goals in the first half will be scored against both teams;

“P1 and at least one will not score” - 1T will win the first half and will not concede a single goal in the first half;

“Draw and both will score” - a draw in the first half and goals in the first half will be scored against both teams;

“Draw and at least one of the teams will not score” - a draw in the first half and at least one of the teams will not score in the first half;

“W2 and both will score” - 2T will win the first half and goals in the first half will be scored against both teams;

“P2 and at least one will not score” - 2T will win the first half and will not concede a single goal in the first half.

Result and score 1st goal (Match). To win the bet, you need to guess the result of the match and the team that scored the first goal:

“W1 and 1T will score the 1st goal” - 1T will score a goal before 2T and win the match;

“Draw and 1T will score the 1st goal” - 1T will score a goal before 2T and the match will end in a draw;

“W2 and 1T will score the 1st goal” - 2T will be the first to concede a goal and win the match;

“W1 and 2T will score the 1st goal” - 1T will be the first to concede a goal and win the match;

“Draw and 2T will score the 1st goal” - 2T will score a goal before 1T and the match will end in a draw;

“W2 and 2T will score the 1st goal” - 2T will score a goal before 1T and win the match;

“Draw and Nobody scores” - the outcome wins if there are no goals in the match.

Double chance and both will score (Match). To win a bet, you need to guess the results of the “Double Chance” and “Both To Score” outcomes:

“1X and both will score” - 1T will not lose and goals will be scored against both teams;

“1X and at least one of the teams will not score” - 1T will not lose and at least one of the teams will not score;

“12 and both will score” - the match will not end in a draw and goals will be scored against both teams;

“12 and at least one will not score” - the match will not end in a draw and at least one of the teams will not score;

“X2 and both will score” - 2T will not lose and goals will be scored against both teams;

“X2 and at least one of the teams will not score” - 2T will not lose and at least one of the teams will not score.

Double chance and both will score (1st half). To win the bet, you need to guess the results of the outcomes “Double chance (1st half)” and “Both to score (1st half)”:

“1X and both will score” - 1T will not lose in the first half and goals in the first half will be scored against both teams;

“1X and at least one will not score” - 1T will not lose in the first half and at least one of the teams will not score in the first half;

“12 and both will score” - the first half will not end in a draw and goals in the first half will be scored against both teams;

“12 and at least one will not score” - the first half will not end in a draw and at least one of the teams will not score in the first half;

“X2 and both will score” - 2T will not lose in the first half and goals in the first half will be scored against both teams;

“X2 and at least one will not score” - 2T will not lose in the first half and at least one of the teams will not score in the first half.

Double Chance and Total (Match). To win the bet, you must guess the results of the “Double Chance” outcome and the total number of goals scored by both teams:

“1X and total more” - 1T will not lose and the total number of goals of both teams will be more than the specified value;

“12 and total more” - the match will not end in a draw and the total number of goals of both teams will be more than the specified value;

“X2 and total more” - 2T will not lose and the total number of goals of both teams will be more than the specified value;

“1X and total less” - 1T will not lose and the total number of goals of both teams will be less than the specified value;

“12 and total less” - the match will not end in a draw and the total number of goals of both teams will be less than the specified value;

“X2 and total less” - 2T will not lose and the total number of goals of both teams will be less than the specified value.

Double Chance and Total (1st half). To win the bet, you must guess the results of the “Double Chance (1st Half)” outcome and the total number of goals scored by both teams:

“1X and total over” - 1T will not lose in the first half and the total number of goals of both teams in the first half will be greater than the specified value;

“12 and total over” - the first half will not end in a draw and the total number of goals of both teams in the first half will be greater than the specified value;

“X2 and total more” - 2T will not lose in the first half and the total number of goals of both teams in the first half will be greater than the specified value;

“1X and total less” - 1T will not lose in the first half and the total number of goals of both teams in the first half will be less than the specified value;

“12 and total less” - the first half will not end in a draw and the total number of goals of both teams in the first half will be less than the specified value;

“X2 and total less” - 2T will not lose in the first half and the total number of goals of both teams in the first half will be less than the specified value.

Result and total (Match). To win a bet, you need to guess the result of the match and the total number of goals scored by both teams:

“W1 and total over” - 1T will win and the total number of goals of both teams will be greater than the specified value;

“W1 and total less” - 1T will win and the total number of goals of both teams will be less than the specified value;

“Draw and total over” - the final draw and the total number of goals of both teams will be greater than the specified value;

“Draw and total less” - the final draw and the total number of goals of both teams will be less than the specified value;

“W2 and total more” - 2T will win and the total number of goals of both teams will be more than the specified value;

“W2 and total less” - 2T will win and the total number of goals of both teams will be less than the specified value.

Result and total (1st half). To win the bet, you need to guess the result of the first half and the total number of goals scored by both teams in the first half:

“W1 and total over” - 1T will win the first half and the total number of goals of both teams in the first half will be greater than the specified value;

“W1 and total less” - 1T will win the first half and the total number of goals of both teams in the first half will be less than the specified value;

“Draw and total over” - a draw in the first half and the total number of goals of both teams in the first half will be greater than the specified value;

“Draw and total less” - a draw in the first half and the total number of goals of both teams in the first half will be less than the specified value;

“W2 and total more” - 2T will win and the total number of goals of both teams will be more than the specified value;

“W2 and total less” - 2T will win the first half and the total number of goals of both teams in the first half will be less than the specified value.

Both will score and total. To win the bet, you need to guess the result of the outcome “Both will score” and the number of goals scored in total by both teams:

“Both will score and the total will be greater” - goals will be scored against both teams and the total number of goals of both teams will be greater than the specified value;

“Both will score and the total is less” - goals will be scored against both teams and the total number of goals of both teams will be less than the specified value;

“At least one of the teams will not score and the total will be greater” - at least one of the teams will not score and the total number of goals will be greater than the specified value;

“At least one of the teams will not score and the total will be less” - at least one of the teams will not score and the total number of goals will be less than the specified value.

9.37. Hockey

Line bets on hockey matches for all primary and secondary outcomes in a hockey match are accepted for the regulation time of the game (60 minutes), unless otherwise indicated in the description of the outcome.

In case the match format is changed (the number of played periods in the match is not equal to 3 or the duration of any period without the regulation time is not 20 minutes), all bets on this match are calculated with the odds of “1”, except for the cases when information on the amended match format is specified in the line or in the note to the LIVE event.

LIVE bets on all primary and secondary outcomes in a hockey match are accepted for the regulation time of the game (60 minutes), unless otherwise indicated in the description of the outcome. If a hockey match:

The number of penalty minutes is determined by the official protocol. Only 2-minute ejections are taken into account (including double minor penalties such as two 2-minute ejections). The penalty minutes appointed after the final whistle or during the break, recorded in the protocol, are taken into account for calculation of bets and count in the completed period. Penalty minutes are taken for calculations of the period when they were earned.

is cancelled or postponed for any reason for more than 15 hours, all bets on this event receive winning odds equal to “1”; if as a result of match postponement for less than 15 hours any team in the pair plays another match during this interval, all bets on this event also receive odds of winning equal to “1”;

is interrupted or suspended for more than 30 hours, with less than 50 minutes played in the match, all bets on this match also receive the odds of winning equal to “1”, except for the cases when the results of the outcomes were already clearly defined at the time the match was stopped, so they do not depend on what events would have happened if the match had been continued; and if the match is completed within 30 hours, all bets on it remain valid. If an interrupted or suspended match is resumed from the time of suspension, all outcomes are calculated based on the sum of two parts of the match. If an interrupted or suspended match is played from the start, and not from the time of suspension, all bets in the line, except for those that have already been calculated on the basis of the suspended match, are calculated on the basis of the replayed match; LIVE bets are calculated separately for the two matches; for the first part of the match, only the bets for the outcomes with the result clearly defined by the time of suspension that do not depend on what events would have happened if the match had been continued are calculated; the remaining bets on the first part of the match are calculated with the odds of “1” and are not transferred to the second part of the match;

interrupted or suspended for more than 30 hours, with more than 50 minutes played in the match, all bets on this match are calculated based on the result at the time of match suspension which is recognized final and conclusive.

The outcomes offered by the betting company for hockey matches:

Result of the match (“1”/“X”/“2”) – a win of an outcome depends on how the match regulation time (60 minutes) will end – when the first team wins, outcome “1” wins, and outcomes “X” and “2” lose; in a tie, outcome “X” wins and outcomes “1” and “2” lose; when the second team wins, outcome “2” wins and outcomes “1” and “X” lose.

Double chance (“1X”/“12”/“X2”) – two outcomes win depending on how the match regulation time (60 minutes) will end – when the first team wins, outcomes “1X” and “12” win, and outcomes “X2” loses; in a tie, outcomes “1X” and “X2” win and outcome “12” loses; when the second team wins, outcomes “12” and “X2” win and outcome “1X” loses.

The win of the first team including handicaps (denoted as “H1t” with the different odds “HO” for each value of handicap): the outcomes where the match will result in a win of the first team based on how the match regulation time (60 minutes) ends and by adding the handicap value to the number of goals scored by the first team win. If after adding the handicap to the result, the result is a win of the second team, the bet is considered lost. If the result obtained considering the handicap is a tie, the payouts for the bets on this handicap are made with the odds of “1”.

The win of the second team including handicaps (denoted as “H2t” with the different odds “HO” for each value of handicap): the outcomes where the match results in a win of the second team based on how the match regulation time (60 minutes) will end and by adding the handicap value to the number of goals scored by the second team win. If after adding the handicap to the result, the result is a win of the first team, the bet is considered lost. If the result obtained considering the handicap is a tie, the payouts for the bets on this handicap are made with the odds of “1”.

Total is less – the outcomes where the number of the goals scored by both teams in the match is less than the value of the total selected for the bet based on how the match regulation time (60 minutes) will end win. If the number of the goals scored by both teams in the match is greater than the value of the total selected for the bet, the outcome is considered lost. If the number of the goals scored by both teams in the match is equal to the value of the total selected for the bet, the payouts for the bets

on this total are made with the odds of “1”. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Total is more – the outcomes where the number of the goals scored by both teams in the match is more than the value of the total selected for the bet based on how the match regulation time (60 minutes) will end win. If the number of the goals scored by both teams in the match is less than the value of the total selected for the bet, the outcome is considered lost. If the number of the goals scored by both teams in the match is equal to the value of the total selected for the bet, the payouts for the bets on this total are made with the odds of “1”. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Goal in each period: yes/no – the winning outcome depends on whether a goal was scored in each of the three periods of the match regulation time. If at least one of the three periods of the match regulation time ends with a score of 0-0, the “no” outcome wins, the “yes” outcome loses. If none of the three periods of the match regulation time ends with a score of 0-0, the “yes” outcome wins, the “no” outcome loses.

Winning in the match – 1t/2t – the winning of a certain outcome depends on which team wins the match including overtime and shootouts.

Both will score: yes/no – the winning of outcomes depends on whether each team will score at least once during the regulation time of the match (60 minutes). If at least one of the teams did not score a single goal during the three periods of the match regulation time, the “no” outcome wins, and the “yes” outcome loses. If both teams score at least one goal during the three periods of the match regulation time, the “yes” outcome wins, and the “no” outcome loses.

Scores the Nth goal in the match – 1T/2T/Nobody – the victory of one or another outcome depends on which team scores the Nth goal in the match (only the main time of the match is taken into account). If the Nth goal was not scored during regulation time, all bets on outcomes 1T and 2T will be lost, and the bet on the option - Nobody will win.

Opening the score – 1t/2t – a winning of a certain outcome depends on which team will score the first goal in the match (only the regulation time of the match counts). If no goals are scored in the regulation time, all bets on these outcomes will be paid with the odds of “1”.

Total 1t is less – the outcomes where the number of the goals scored by the first team in the match is less than the value of the total selected for the bet based on how the match regulation time (60 minutes) will end win. If the number of the goals scored by the first team in the match is greater than the value of the total selected for the bet, the outcome is considered lost. If the number of the goals scored by the first team in the match is equal to the value of the total selected for the bet, the payouts for the bets on this total are made with the odds of “1”. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Total 1t is more – the outcomes where the number of the goals scored by the first team in the match is more than the value of the total selected for the bet based on how the match regulation time (60 minutes) will end win. If the number of the goals scored by the first team in the match is less than the value of the total selected for the bet, the outcome is considered lost. If the number of the goals scored by the first team in the match is equal to the value of the total selected for the bet, the payouts for the bets on this total are made with the odds of “1”. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Total 2t is less – the outcomes where the number of the goals scored by the second team in the match is less than the value of the total selected for the bet based on how the match regulation time (60 minutes) will end win. If the number of the goals scored by the 2nd team in the match is greater than the value of the total selected for the bet, the outcome is considered lost. If the number of the goals scored by the second team in the match is equal to the value of the total selected for the bet, the payouts for the bets on this total are made with the odds of “1”. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Total 2t is more – the outcomes where the number of the goals scored by the second team in the match is more than the value of the total selected for the bet based on how the match regulation time (60 minutes) will end win. If the number of the goals scored by the second team in the match is less than the value selected for the bet total, the outcome is considered lost. If the number of the goals scored by the second team in the match is equal to the value of the total selected for the bet, the payouts for the bets on this total are made with the odds of “1”. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Entering 1/8 – 1t/2t – the winning outcome depends on which of the two teams of the current match will enter the 1/8 finals of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.

Entering 1/4 – 1t/2t – the winning outcome depends on which of the two teams of the current match will enter the 1/4 finals of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.

Entering 1/2 – 1t/2t – the winning outcome depends on which of the two teams of the current match will enter the 1/2 finals of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.

Entering the finals – 1t/2t – the winning outcome depends on which of the two teams of the current match will enter the finals of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.

Cup Winner – 1t/2t – the winning outcome depends on which of the two teams of the current match will become the cup winner of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.

Winner – 1t/2t – the winning outcome depends on which of the two teams of the current match will become the winner of the current competition according to the aggregate results of this match and other matches of the series between these teams in the current competition.

Result of period/overtime – By Periods/Overtimes (Win 1/Tie/Win 2, Win with Handicap, Total More/Less, Total 1t More/Less, Total 2t More/Less) – The rules for the winning of a certain outcome are identical to the rules for similar outcomes for the whole match, only instead of the result of all three periods of the match regulation time, the result of only one, selected period or overtime is taken for calculations.

Including overtime (“Win 1 incl. OT”, “Tie incl. OT”, “Win 2 incl. OT”) – the winning of a certain outcome depends on how the match regulation time (60 minutes) and overtime (if any) will end – if the first team wins after the regulation time and overtime (if any), the winning outcome is “Win 1 incl. OT” and the losing outcomes are “Tie incl. OT” and “Win 2 incl. OT”; in case of a tie

after the regulation time and overtime, the winning outcome is “Tie incl. OT” and the losing outcomes are “Win 1 incl. OT” and “Win 2 incl. OT”; in case of a win of the second team after the regulation time and overtime (if any), the winning outcome is “Win 2 incl. OT” and the losing outcomes are “Win 1 incl. OT” and “Tie incl. OT”.

Including shootouts (“Win 1 incl. shootouts”, “Win 2 incl. shootouts”) – the winning of a certain outcome depends on how the match regulation time (60 minutes), overtime or shootouts (if necessary) will end. If the first team wins after the regulation time, overtime, or shootouts (if any), the winning outcome is “Win 1 incl. shootouts” and the losing outcome is “Win 2 incl. shootouts”; if the second team wins after the regulation time, overtime, or shootouts (if any), the winning outcome is “Win 2 incl. shootouts” and the losing outcome is “Win 1 incl. shootouts”.

Last goal – 1t/2t – the winning of a certain outcome depends on which team will score the last goal in the match (only the regulation time of the match counts). If no goals are scored in the regulation time, all bets on these outcomes will be paid with the odds of “1”.

First goal time – First goal from 1 to 9 min/from 10 to 60 min – the winning of a certain outcome depends on when either team will score the first goal in the match (only the match regulation time counts). If the first goal is scored from 0:00 to 8:59 of the match regulation time, the outcome “First goal from 1 to 9 min” wins, and the outcome “First goal from 10 to 60 min” loses; if the first goal is scored from 9:00 to 60:00 of match regulation time, the outcome “First goal from 10 to 60 min” wins, and the outcome “First goal from 1 to 9 min” loses. If no goals are scored in the regulation time, all bets on these outcomes will be paid with the odds of “1”.

Last goal time – Last goal from 1 to 55 min/from 56 to 60 min – the winning of a certain outcome depends on when either team will score the last goal in the match (only the match regulation time counts). If the last goal is scored from 0:00 to 54:59 of the match regulation time, the outcome “Last goal from 1 to 55 min” wins, and the outcome “Last goal from 56 to 60 min” loses; if the last goal is scored from 55:00 to 60:00 of the match regulation time, the outcome “Last goal from 55 to 60 min” wins, and the outcome “Last goal from 1 to 54 min” loses. If no goals are scored in the regulation time, all bets on these outcomes will be paid with the odds of “1”.

1t will win with a difference of exactly 1 goal: yes/no – the winning outcomes are those where, depending on how the match regulation time ends (60 minutes), if the result is in favor of the first team and the difference between the goals scored by the 1st team and the 2nd team is exactly 1 goal, the outcome “1t will win with a difference of exactly 1 goal – yes” wins, and the outcome “1t will win with a difference of exactly 1 goal – no” loses. For all other results, the outcome “1t will win with a difference of exactly 1 goal – no” wins, and the outcome “1t will win with a difference of exactly 1 goal – yes” loses.

1t will win with a difference of exactly 2 goals: yes/no – the winning outcomes are those where, depending on how the match regulation time ends (60 minutes), if the result is in favor of the first team and the difference between the goals scored by the 1st team and the 2nd team is exactly 2 goals, the outcome “1t will win with a difference of exactly 2 goals – yes” wins, and the outcome “1t will win with a difference of exactly 2 goals – no” loses. For all other results, the outcome “1t will win with a difference of exactly 2 goals – no” wins, and the outcome “1t will win with a difference of exactly 2 goals – yes” loses.

1t will win with a difference of exactly 3 goals: yes/no – the winning outcomes are those where, depending on how the match regulation time ends (60 minutes), if the result is in favor of the first team and the difference between the goals scored by the 1st team and the 2nd team is exactly 3

goals, the outcome “1t will win with a difference of exactly 3 goals – yes” wins, and the outcome “1t will win with a difference of exactly 3 goals – no” loses. For all other results, the outcome “1t will win with a difference of exactly 3 goals – no” wins, and the outcome “1t will win with a difference of exactly 3 goals – yes” loses.

2t will win with a difference of exactly 1 goal: yes/no – the winning outcomes are those where, depending on how the match regulation time ends (60 minutes), if the result is in favor of the second team and the difference between the goals scored by the 2nd team and the 1st team is exactly 1 goal, the outcome “1t will win with a difference of exactly 1 goal – yes” wins, and the outcome “1t will win with a difference of exactly 1 goal – no” loses. For all other results, the outcome “1t will win with a difference of exactly 1 goal – no” wins, and the outcome “1t will win with a difference of exactly 1 goal – yes” loses.

2t will win with a difference of exactly 2 goals: yes/no – the winning outcomes are those where, depending on how the match regulation time ends (60 minutes), if the result is in favor of the second team and the difference between the goals scored by the 2nd team and the 1st team is exactly 2 goals, the outcome “1t will win with a difference of exactly 2 goals – yes” wins, and the outcome “1t will win with a difference of exactly 2 goals – no” loses. For all other results, the outcome “1t will win with a difference of exactly 2 goals – no” wins, and the outcome “1t will win with a difference of exactly 2 goals – yes” loses.

2t will win with a difference of exactly 3 goals: yes/no – the winning outcomes are those where, depending on how the match regulation time ends (60 minutes), if the result is in favor of the second team and the difference between the goals scored by the 2nd team and the 1st team is exactly 3 goals, the outcome “1t will win with a difference of exactly 3 goals – yes” wins, and the outcome “1t will win with a difference of exactly 3 goals – no” loses. For all other results, the outcome “1t will win with a difference of exactly 3 goals – no” wins, and the outcome “1t will win with a difference of exactly 3 goals – yes” loses.

Shorthanded goal: yes/no – the “yes” outcome wins and the “no” outcome loses if at least one goal in the regulation time of the match (60 min) was scored by one of the teams when the scoring team had at least one player less on the ice, including goalkeepers, than the team that missed the goal. In all other cases, the “no” outcome wins, and the “yes” outcome loses.

Empty net goal: yes/no – the “yes” outcome wins and the “no” outcome loses if at least one goal in the regulation time of the match (60 minutes) was scored by one of the teams when the team that missed the goal didn’t have any of the declared goalkeepers on the ice. In all other cases, the “no” outcome wins, and the “yes” outcome loses.

1t will score first and win the match: yes/no – the “yes” outcome wins and the “no” outcome loses if the first goal in the match was scored by the 1st team and the result at the end of the regulation time (60 minutes) was a win of the 1st team. In all other cases, the “no” outcome wins and the “yes” outcome loses.

2t will score first and win the match: yes/no – the “yes” outcome wins and the “no” outcome loses if the first goal in the match was scored by the 2nd team and the result at the end of the regulation time (60 minutes) was a win of the 2nd team. In all other cases, the “no” outcome wins and the “yes” outcome loses.

1t will win and total is more than N: yes/no – the “yes” outcome wins and the “no” outcome loses if the result at the end of the regulation time (60 minutes) is a win of the 1st team, and the total

number of scored goals is more than N. In all other cases the “no” outcome wins and the “yes” outcome loses.

1t will win and total is less than N: yes/no – the “yes” outcome wins and the “no” outcome loses if the result at the end of the regulation time (60 minutes) is a win of the 1st team, and the total number of scored goals is less than N. In all other cases the “no” outcome wins and the “yes” outcome loses.

2t will win and total is more than N: yes/no – the “yes” outcome wins and the “no” outcome loses if the result at the end of the regulation time (60 minutes) is a win of the 2nd team, and the total number of scored goals is more than N. In all other cases the “no” outcome wins and the “yes” outcome loses.

2t will win and total is less than N: yes/no – the “yes” outcome wins and the “no” outcome loses if the result at the end of the regulation time (60 minutes) is a win of the 2nd team, and the total number of scored goals is less than N. In all other cases the “no” outcome wins and the “yes” outcome loses.

Tie and total is more than N: yes/no – the “yes” outcome wins and the “no” outcome loses if the regulation time of the match ends in a tie, and the total number of scored goals was more than N. In all other cases the “no” outcome wins, the “yes” outcome loses.

Tie and total is less than N: yes/no – the “yes” outcome wins and the “no” outcome loses if the regulation time of the match ends in a tie, and the total number of scored goals was less than N. In all other cases the “no” outcome wins, the “yes” outcome loses.

Time of the first ejection (min) – from 0:01 to 4:59/from 5:00 to 60:00 – the winning of a certain outcome depends on when the first player of the match will be ejected (only the match regulation time counts): if the first ejection takes place from 0:00 to 4:59 of the match regulation time, the outcome “from 0:01 to 4:59” wins, and the outcome “from 5:00 to 60:00” loses; if the first ejection takes place from 5:00 to 60:00 of the match regulation time, the outcome “from 5:00 to 60:00” wins, and the outcome “from 0:01 to 4:59” loses. If there are no ejections in the regulation time, all bets on these outcomes will be paid out with the odds of “1”.

First ejection – 1t/2t – the winning of a certain outcome depends on which team’s player will be first ejected in the match regular time (60 minutes); if the first ejection is mutual, or one or more players from each team will be ejected at the same game time while no ejections have been recorded in the match before, all bets on these outcomes will be paid out with the odds of “1”. If there are no ejections in the regulation time, all bets on these outcomes will be paid out with the odds of “1”.

When calculating a wager on the outcome “First ejection – 1t/2t”, 1st ejection time (min) – “from 0:01 to 4:59”/“from 5:00 to 60:00” – minor, double minor, major, disciplinary penalties and ejections until the end of the match are taken into account.

“Productivity of the 2nd period is more than productivity of the 1st one: yes/no” – the “yes” outcome wins, and the “no” outcome loses if the number of goals scored in the second period of the match exceeds the number of goals scored in the first period of the match by at least one goal. In all other cases, the “no” outcome wins, and the “yes” outcome loses.

“Productivity of the 3rd period is more than productivity of the 1st one: yes/no – the “yes” outcome wins and the “no” outcome loses if the number of goals scored in the third period of the

match exceeds the number of goals scored in the first period of the match by at least one goal. In all other cases, the “no” outcome wins, and the “yes” outcome loses.

“Productivity of the 3rd period is more than productivity of the 2nd one: yes/no – the “yes” outcome wins and the “no” outcome loses if the number of goals scored in the third period of the match exceeds the number of goals scored in the second period of the match by at least one goal. In all other cases, the “no” outcome wins, and the “yes” outcome loses.

Both will score in the 1st period: yes/no – the winning of the outcome depends on whether each team scores at least one goal during the first period. If at least one of the teams did not score any goals during the three periods of the match regulation time, the “no” outcome wins, and the “yes” outcome loses. If both teams scored at least one goal during the first period of the match regulation time, the “yes” outcome wins, the “no” outcome loses.

Both will score in the 2nd period: yes/no – the winning of the outcome depends on whether each team scores at least one goal during the second period. If at least one of the teams did not score any goals during the second period of the match regulation time, the “no” outcome wins, and the “yes” outcome loses. If both teams scored at least one goal during the second period of the match regulation time, the “yes” outcome wins, the “no” outcome loses.

Both will score in the 3rd period: yes/no – the winning of the outcome depends on whether each team will score at least one goal during the third period. If at least one of the teams did not score any goals during the third period of the match regulation time, the “no” outcome wins, and the “yes” outcome loses. If both teams scored at least one goal during the third period of the match regulation time, the “yes” outcome wins, the “no” outcome loses.

1st period /match (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X, 2/2) – the winning of the outcomes depends on the result of the first period and the match regulation time, respectively. In this case, the first symbol denotes the outcome of the first period, and the second one (after /) – the outcome of the match regulation time (60 minutes).

For example, “1/1” wins only if the first team wins in the first period and the first team wins in the match regulation time; “1/X” – if the first team wins in the first period and the result of the match regulation time is a tie; “1/2” – if the first team wins in the first period and the second team wins in the match regulation time, etc. Whatever the results are, only one outcome out of 9 can win at the same time.

1t/2t will score in all periods: yes/no – the winning of the outcome depends on whether a goal was scored by the selected team in each of the three periods of the match regulation time. If the selected team did not score in any of the three periods of the match regulation time, the “no” outcome wins, and the “yes” outcome loses. If the selected team scored in all three periods of the match regulation time, the “yes” outcome wins, the “no” outcome loses.

Score in the series – the winning of the outcome depends on the score at the end of the series of matches between these two teams according to the aggregate results of this match and other matches of the series between these teams in the current competition.

Goal in overtime: yes/no – the “yes” outcome wins and the “no” outcome loses if a goal is scored in the overtime. In all other cases the “no” outcome wins and the “yes” outcome loses.

By points (Goal + Pass) Total More/Less – the winning of the outcome depends on whether the selected player gained more or less points on Goal + Pass than the selected total by the end of the match. Goals in overtime and penalty shootouts after the match are not included in the calculation. If

the player never entered the playground during the match, the calculation of bets on his/her performance is made with the odds of “1”.

Goalkeeper substitution: yes/no – the “yes” outcome wins and the “no” outcome loses if during the match there was a direct substitution of a goalkeeper to a goalkeeper in any participating team. In all other cases the “no” outcome wins and the “yes” outcome loses. Substitution of the goalkeeper with the sixth field player is not considered a goalkeeper substitution for the calculation of this outcome.

There will be a fight: yes/no – the winning of the outcome depends on whether the fact of the fight was recorded in the official protocol of the match (a penalty was awarded because of the fight, etc.) If the fact of the fight is recorded in the protocol, the “yes” outcome wins, and the “no” outcome loses. If there are no mentions of a fight in the protocol, the “no” outcome wins, and the “yes” outcome loses.

5-minute ejection: yes/no. The “yes” outcome wins and the “no” outcome loses if during the regulation time of the match there was a 5-minute ejection, including an ejection in the format “5 minutes + 20 minutes”. If there were no 5-minute ejections in the match, the “no” outcome wins and the “yes” outcome loses.

Shutout win: yes/no. The “yes” outcome wins and the “no” outcome loses if any team wins the match in the regulation time and without missing a single goal. In all other cases the “no” outcome wins and the “yes” outcome loses.

Non-goal: yes/no. The “yes” outcome wins and the “no” outcome loses if there was a goal during the match regulation time, but it was cancelled due to a violation of the rules, by the decision of the referees or on other grounds, except for the false triggering of the siren. In all other cases the “no” outcome wins and the “yes” outcome loses.

Double in the match: yes/no. The “yes” outcome wins and the “no” outcome loses if 2 or more goals were scored by any player during the regulation time of the match. In all other cases the “no” outcome wins and the “yes” outcome loses.

Hat trick in the match: yes/no. The “yes” outcome wins and the “no” outcome loses if 3 or more goals were scored by any player during the regulation time of the match. In all other cases the “no” outcome wins and the “yes” outcome loses.

Video review of the match: yes/no. The “yes” outcome wins and the “no” outcome loses if during the regulation time of the match a video goal judge made a decision on the basis of video review. If there was no video review in the match, the “no” outcome wins and the “yes” outcome loses.

Power play success total: “more/less”. Power play success is a scored goal in the game where the scoring team is on power play (has more players than the other team). Power play does not count in a situation where one of the teams removes the goalkeeper. The “more” outcome wins and the “less” outcome loses if the number of power play successes in the match is more than the value of the total selected for the bet. If the number of power play successes in the match is equal to the value of the total selected for the bet, the payout for bets on this total is made with the odds of “1”. In other cases, the “less” outcome wins. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Total of individual two-minute penalties: “more/less”. Only 2-minute ejections are taken into account (including double minor penalties such as two 2-minute ejections). The “more” outcome

wins and the “less” outcome loses if the total number of 2-minute penalties of this player in the match is greater than the value of the total selected for the bet. If the total number of 2-minute penalties of this player during the regulation time of the match is equal to the value of the total selected for the bet, the payout for the bets on this total are made with the odds of “1”. In other cases, the “less” outcome wins. When determining the result, the playing time stipulated in these rules is taken into account, unless otherwise indicated in the line.

Power play goal in the match/period: yes/no. The “yes” outcome wins and the “no” outcome loses if a goal is scored (and counted) in a match/period when either team is on the power play. Power play does not count in a situation where one of the teams removes the goalkeeper. In all other cases the “no” outcome wins and the “yes” outcome loses.

When comparing the number of goals scored by teams on a power play (indicated in the line as Team1 (power play goals) – Team2 (power play goals)), only goals scored by the team that was on a power play at the time the goal was scored count for the calculation of all outcomes.

Nth ejection of “Team Name”. The outcome is considered won if ejection number N occurred in the specified team and lost if ejection number N occurred in the other team. If during the regulation time of the match there was no ejection with number N, the payouts for the bets on this outcome are made with the odds of 1. If ejection number N occurred simultaneously with another ejection, the payouts for the bets on this outcome are calculated at the odds of 1.

Which team is better at the end of the playoffs – the winning of a certain outcome depends on which team wins more series of matches in the playoffs before elimination. If the compared competitors have won equal numbers of series in the playoffs, the one who has the highest place in the conference following the results of the season’s regular championship is deemed a winner, and if these figures are also equal, the winner is determined by the number of points scored in the regular championship. In case all previous indicators are equal, the differences between the scored and missed goals in the regular season are compared and the winner is the team with a larger difference between the scored and missed goals. In case of equality, the bets are calculated with the odds of “1”.

By points (Goal + Pass) Total More/Less – the winning of the outcome depends on whether the selected player gained more or less points on Goal + Pass than the selected total by the end of the match. Goals in overtime and penalty shootouts after the match are not included in the calculation. If the player never entered the playground during the match, the calculation of bets on his/her performance is made with the odds of “1”.

The calculation of hockey statistics (shots, penalty minutes, throw-ins, checks, time on ice, etc.) is based on data from the official website and match protocols.

The calculation of LIVE bets in hockey is made according with the real time match broadcast; the claims for calculation of LIVE bets can be accepted provided there is timekeeping and a link to the broadcast indicating start and end time of the situation considered disputable by the client.

The calculation of bets in the line on hockey is based on the effective (actual) results announced on the basis of the official protocols and other official sources of information published on the official websites of the competitions and their organizers immediately during and after the event. If the information on the official websites does not match the BC’s own information, entering the results of some outcomes may be delayed for up to 48 hours. Subsequent changes in the results are not taken into account in the calculations except for the cases of apparent discrepancies correction. If the official sources of information do not contain information about the results of some additional

outcomes, the bets will be calculated based on the information received from BC statistical partners.

Penalty minutes are taken for calculations of the period when they were earned.

The calculation of short hockey bets is made in accordance with the rules for hockey bet calculations.

Win by margin (Match). To win a bet, you need to guess with what difference in the score the main time of the match will end: **“1T with a difference of 5 or more goals”** - 1T will win with a difference of 5 or more goals;

“1T with a difference of 4 goals” - 1T will win with a difference of exactly 4 goals;

“1T with a difference of 3 goals” - 1T will win with a difference of exactly 3 goals;

“1T with a difference of 2 goals” - 1T will win with a difference of exactly 2 goals;

“1T with a difference of 1 goal” - 1T will win with a difference of exactly 1 goal;

“Draw” - Regular time will end in a draw;

“2T with a difference of 1 goal” - 2T will win with a difference of exactly 1 goal;

“2T with a difference of 2 goals” - 2T will win with a difference of exactly 2 goals;

“2T with a difference of 3 goals” - 2T will win with a difference of exactly 3 goals;

“2T with a difference of 4 goals” - 2T will win with a difference of exactly 4 goals;

“2T with a difference of 5 or more goals” - 2T will win with a difference of 5 or more goals.

1T will score in the match (1 or less goals, 2 or 3 goals, 4 or more goals, etc.). To win the bet, it is necessary that the total number of goals scored by 1T during regular time of the match is in the selected range (inclusive). For example, if the main time of the match ends with the score 1:3, then the outcome “1T will score 1 or fewer goals in the match” wins, all other outcomes lose. If the main time of the match ends with the score 5:5, then the outcome “1T will score 4 or more goals in the match” wins, all other outcomes lose. Also, in addition to the range, the exact number of goals can be offered for betting in the format “1T will score 0 goals in the match / exactly 1 goal / exactly 2 goals, etc.” In this case, to win the bet, it is necessary that the total number of goals scored by 1T during regular time of the match exactly matches the number of goals selected for the bet.

2T will score in the match (1 or less goals, 2 or 3 goals, 4 or more goals, etc.). To win the bet, the total number of goals scored by 2T during regular time of the match must be within the selected range (inclusive). For example, if the main time of the match ends with the score 0:2, then the outcome “2T will score 2 or 3 goals in the match” wins, all other outcomes lose. If regular time ends with a score of 4:0, then the outcome “2T will score 1 or fewer goals in the match” wins, all other outcomes lose. Also, in addition to the range, the exact number of goals can be offered for betting in the format “2T will score 0 goals in the match / exactly 1 goal / exactly 2 goals, etc.” In this case, to win the bet, it is necessary that the total number of goals scored by 2T during regular time of the match exactly matches the number of goals selected for.

Number of goals (Match) (2 or less goals, 3 or 4 goals, 5 or more goals). To win the bet, it is necessary that the total number of goals scored by both teams during regular time of the match be within the selected range (inclusive). For example, if the main time of the match ends with the score 2:2, then the outcome “Number of goals (Match) 3 or 4 goals” wins, all other outcomes lose. If the

main time of the match ends with the score 3:5, then the outcome “Number of goals (Match) 5 or more goals” wins, all other outcomes lose. Also, in addition to the range, the exact number of goals can be offered for betting in the format “Number of goals (Match) 0 goals / exactly 4 goals / exactly 8 goals, etc.” In this case, to win the bet, it is necessary that the total number of goals scored by both teams during regular time of the match exactly matches the number of goals selected for the bet.

Number of goals (N-th period) (1 or less goals, 2 or 3 goals, 4 or more goals). To win the bet, it is necessary that the total number of goals scored by both teams in the designated period be in the selected range (inclusive). For example, if the Nth period ended with the score 0:0, then the outcome “Number of goals (Nth period) 1 or less goals” wins, all other outcomes lose. If the N-th period ends with the score 1:2, then the outcome “Number of goals (N-th period) 2 or 3 goals” wins, all other outcomes lose. Also, in addition to the range, the exact number of goals can be offered for betting in the format “Number of goals (N-th period) 0 goals / exactly 1 goal / exactly 2 goals, etc.” In this case, to win the bet, it is necessary that the total number of goals scored by both teams in the designated period exactly matches the number of goals selected for the bet.

Result and both will score (Match). To win a bet, you need to guess the result of the regular time of the match and the result of the “Both to score” outcome at the end of regular time:

“**W1 and both will score**” - 1T will win and goals will be scored against both teams;

“**W1 and at least one won't score**” - 1T will win and won't miss a single goal;

“**Draw and both will score**” - a draw and goals will be scored against both teams;

“**Draw and at least one of the teams will not score**” - a draw and at least one of the teams will not score;

“**W2 and both will score**” - 2T will win and goals will be scored against both teams;

“**W2 and at least one won't score**” - 2T will win and won't let in a single goal.

Result and total (Match). To win the bet, you need to guess the result of regulation time of the match and the total number of goals scored by both teams at the end of regulation time:

“**Win1 and total over**” - 1T will win and the total number of goals for both teams will be greater than the specified value;

“**Win1 and total less**” - 1T will win and the total number of goals of both teams will be less than the specified value;

“**Draw and total over**” - a draw and the total number of goals of both teams will be greater than the specified value;

“**Draw and total less**” - a draw and the total number of goals of both teams will be less than the specified value;

“**W2 and total more**” - 2T will win and the total number of goals of both teams will be more than the specified value;

“**W2 and total less**” - 2T will win and the total number of goals of both teams will be less than the specified value.

Only 1T will score (Match) Yes/No. To win a bet on the outcome “Only 1T will score (Match) - yes”, it is necessary that at the end of regular time of the match the first team wins and does not concede a single goal. To win a bet on the outcome “Only 1T will score (Match) - no”, it is

necessary that at the end of the main time of the match there were no goals scored or that the second team scored at least one goal.

Only 2T will score (Nth period) Yes/No. To win a bet on the outcome “Only 2T will score (N-th period) - yes”, it is necessary that at the end of the N-th period the second team wins and does not concede a single goal. To win a bet on the outcome “Only 2T will score (N-th period) - no”, it is necessary that at the end of the N-th period no goals were scored or that the first team scored at least one goal.

9.38. Volleyball

Handicaps and total for a volleyball match are shown in points, unless otherwise indicated in the line. The result for all outcomes, including “Total of the most productive set” and “Total of the most unproductive set”, is calculated on the basis of all sets played in the match, including the fifth set, if played.

In case the match format is changed (the number of sets required for the win is not equal to 3 or the number of points required for the win in a set is not equal to 25 for the first 4 sets or to 15 for the 5th set), all bets on this match are calculated with the odds of “1”, except for the cases when information on the amended match format is specified in the line or in the note to the LIVE event.

Race to 5/10/15/20 points 1st/2nd/3rd/4th/5th set 1T/2T. Winning of the selected outcome depends on which team will be the first to score a specified number of points in the selected set – if the first team does it, the bets on 1T are won, and those on 2T are lost. If the second team does it, the bets in 2T are won and those on 1T are lost.

If the set was not completed, the outcomes clearly defined by the time it was stopped are accepted for the calculation of bets. All other bets will be calculated with the odds of “1”. If the set is completed, but the match is not over, the bets on this set will be considered valid.

“Race to three (five, etc.) points”. It is necessary to determine which competitor of the match will be the first to score the specified number of points in the set. If one of competitors of the match for any reason refuses to continue the game before he/she or his/her opponent could score a specified number of points, the calculation of bets is made with the odds of “1”.

“Extra set”, “Golden set” – are not taken into account for the calculation of bets.

“Score by sets” – in the line the corresponding outcomes are denoted as: 3:0; 3:1 etc.

“Match duration”. It is necessary to determine whether the match will last more or less than the suggested value in minutes. It is determined based on the total duration of all sets in the match according to the official protocol.

“Total Serves”. It is necessary to determine whether a team or an individual player will serve more or less balls than the suggested value in the match.

“Total aces”. It is necessary to determine whether a team or an individual player will score more or less points directly from the serves in the match.

“Total Serving Errors”. It is necessary to determine whether a team or an individual player of the match will commit more or less errors in serves than the suggested value.

“Block Attempts”. It is necessary to determine whether a team or an individual player of the match will perform more or less block attempts than the suggested value.

“Total Blocks/Points on Blocks”. It is necessary to determine whether a team or an individual player will score more or less points on blocks in the match than the suggested value.

“Total errors on blocks”. It is necessary to determine whether a team or an individual player will make more or less errors on blocks in the match than the suggested value.

“Total attacks”. It is necessary to determine whether a player will perform more or less attacking strokes in the match than the suggested value.

“Total points in attack”. It is necessary to determine whether a team or an individual player will score more or less points after the attack in the match than the suggested value.

“Total errors in attack”. It is necessary to determine whether a team or an individual player will make more or less errors in attack in the match than the suggested value.

“% of successful receptions”. It is necessary to determine whether the % of positive/excellent receptions of a team or an individual player in a match will be more or less than the suggested value. The percentage value is calculated according to the rules of mathematical rounding to an integer. All statistical indicators are determined by the official protocol data.

9.39. Special bets

9.39.1. BC also offers bets on various outcomes of television, political and cultural events. The bets on win, place, range of places in television, cultural events are calculated according to the official data. The calculation of bets shall be made after an official statement from the person or the organization responsible for making a decision on the outcome of the event indicating completion of the event, after the end of its television broadcast or the calculation time limit specified for the event (to be specified separately, may differ from the nominal start of the event in the line).

9.39.2. In case a competitor is disqualified from further participation in the competition due to an official decision, disqualification according to the competition rules or a physical impossibility of further participation before the outcome of his/her participation in this competition becomes clear, all bets on this competitor are calculated with the odds of “1”.

9.39.3. In television reality shows, cultural and other events without a pre-approved list of competitors, the competitors can be introduced at any time. If they win the contest, then bets on other competitors are considered lost, even if the bets had been made before the winning competitor started joined.

9.39.4. If no final winner was determined in the competition, the bets on all players that had not previously withdrawn from the competition are calculated with the odds of “1”; the bets on the previously withdrawn competitors are considered lost.

9.39.5. If a television, political, cultural event ends in a tie, and the rules for calculation of a bet in this case are not specifically agreed, the bets on the competitors that withdrew earlier are considered lost, the bets on the competitors between whom the tie was registered are calculated with the odds of “1”.

9.40. Badminton, table tennis, beach volleyball

The handicap and total for these sports are shown in points, unless otherwise indicated.

If there is a misprint in the initials of the athlete in the match line, provided that there are no other active players with the same last name (for example, “Vrablik J.” is written instead of “Vrablik I.”), it will not be a reason to cancel the bet and it remains valid. If a discrepancy in the initials led to the fact that instead of one active player, another one was put in the line (for example, “Gonzalez R.” is written instead of “Gonzalez D.”), it can be a reason to cancel all bets on the match.

If a match is cancelled or postponed for any reason for more than 15 hours, all bets on this event receive the odds of winning equal to “1”.

If a match is interrupted and postponed, the bets on it remain in effect until the end of the tournament in the framework of which the match is held, until the match is completed or until one of the competitors refuses to go on.

If an interrupted or suspended match is resumed from the time of suspension, all outcomes are calculated based on the sum of two parts of the match. If an interrupted or suspended match is played from the start, not from the moment of suspension, all bets in the line are calculated based on the replayed match; live bets are calculated separately for the two matches – for the outcomes with the result clearly defined by the time it was stopped.

If the match that has already started is not completed for any reason (one of competitors refuses to continue the game, gets disqualified), the outcomes that were clearly defined by the time it was stopped (the outcome of the first game, total of the first game, etc.) are accepted for calculation of bets. Bets on Total and win in a set receive the odds of winning equal to “1” in case the game has neither been started nor interrupted. Bets on the match receive the odds of winning equal to “1” if the match has not started or has been interrupted and not finished.

Bets on specific sets receive odds of winning equal to “1” if no points are scored.

If two identical matches took place on the same day, and only one is mentioned in the line, the result is counted for the first match.

9.41. Boxing

A bet on the win of the first (second) competitor includes “win by points” and “ahead-of-time win”.

The bet on the outcome “Tie” is calculated based on the decision of judges.

“Tie” includes a technical tie (registered if the boxer injures his/her opponent as a result of an unintentional violation of the rules in round 1 or 2, or if at the time the fight is stopped neither athlete has an advantage by points).

When calculating the outcome “Total Rounds”, only completed rounds are taken into account.

In case the number of rounds is changed, the bets on the outcome “Total rounds” are calculated with the odds of “1”. “Win by points”. It means a win by the decision of judges. In case of a technical win by points, the outcome “win by points” wins.

“Ahead-of-time win”. Includes a knockout, a technical knockout, disqualification of the opponent or his refusal/her during the fight.

If the judges decide that the result is **“no contest (NC)”**, due to the absolute impossibility to continue the fight in the first two rounds, for reasons beyond the control of the boxers and the judging team – all bets on such a fight are calculated with the odds of **“1”**.

If the boxer did not come to the ring at the beginning of the round after the sound of a gong, the match is considered to have ended in the previous round.

If one of the boxers was suspended or substituted, all bets on this fight are calculated with the odds of **“1”**.

If a fight is interrupted or suspended for more than 30 hours, all the outcomes with the results determined by the time it was suspended will be calculated according to the results of the match at the time of suspension; all bets on this match with the result not determined are calculated with the odds of **“1”**; but if the match is resumed within 30 hours, all bets on it remain valid.

In case a decision on the outcome of the fight can not be made, or the fight is terminated for any reason without a decision regarding the match result made (for more than 12 hours), all bets on such a fight are to be calculated with the odds of **“1”**.

All bets are calculated on the basis of official results announced after the end of the fight. Subsequent changes do not affect the calculation.

9.42. MMA, mixed martial arts

A bet on the win of the first (second) competitor includes **“win by points”** and **“ahead-of-time win”**.

The bet on the outcome **“Tie”** is calculated based on the decision of judges.

“Tie” includes a technical tie (registered if the boxer injures his/her opponent as a result of an unintentional violation of the rules in round 1 or 2, or if at the time the fight is stopped neither athlete has an advantage by points). If there is a tie, bets on the win of any fighter will be considered lost.

When calculating the outcome **“Total Rounds”**, only completed rounds are taken into account. If the fighter did not come to the ring at the beginning of the round after the sound of the gong, the fight is considered to have ended in the previous round. In case of the number of rounds is changed, the bets on the outcome of the fight remain valid, and the bets on the number of rounds are calculated with the odds of **“1”**.

“Win by points”. It means a win by the decision of judges. In case of a technical win by points, the outcome **“win by points”** wins.

“Ahead-of-time win”. Includes: **“Knockout Win (KO)”**, **“Technical Knockout Win (TKO)”**; **“Win by Pain/Choke/Voluntary Surrender (Submission)”**, **“Disqualification of Opponent (DQ)”** or his/her **“refusal to duty (RTD)”**.

If the judges decide that the result is **“No contest”**, all bets on such a fight are calculated with the odds of **“1”**.

“Knockout: Yes/No”. It is necessary to determine whether the fight will be won by knockout or not. A technical knockout (TKO) counts in bets on the knockout win. **“Win by Pain/Choke/Voluntary Surrender (Submission)”**, **“Disqualification of Opponent (DQ)”** or his/her **“refusal to duty (RTD)”** do not count.

If one of the fighters was suspended or substituted, all bets on this fight are cancelled, the calculation is made with the odds of **“1”**.

If a fight is interrupted or suspended for more than 30 hours, all the outcomes with the results determined by the time it was suspended will be calculated according to the results of the match at the time of suspension; all bets on this match with the result not determined are calculated with the odds of **“1”**; but if the match is resumed within 30 hours, all bets on it remain valid.

In case a decision on the outcome of the fight can not be made, or the fight is terminated for any reason without a decision regarding the match result made (for more than 12 hours), all bets on such a fight are calculated with the odds of **“1”**.

All bets are calculated on the basis of official results announced after the end of the fight. Subsequent changes do not affect the calculation.

9.43. Cycling

“Winner of the race (final classification)”. The winner is the racer who took the first place in the final protocol of the race.

“Who is higher”. In the proposed pairs it is necessary to name the athlete (team) that will be higher in the final protocol. If several athletes have the same time in the final protocol, the racer who took the higher place will be considered the best performer.

If both athletes got off, but none is listed in the final protocol at the end of the cycling day, the athlete who participated in more stages is considered higher.

If one or both athletes fell out of the race, the calculation of bets is performed according to the final protocol data.

If one or both athletes did not get off, the calculation is made with the odds of **“1”**.

9.44. Water polo, beach soccer, handball, beach handball, rugby, floorball

Bets on these sports are accepted for the regulation time of the game, unless otherwise indicated.

If a match is cancelled or postponed for any reason for more than 15 hours, all bets on this event receive the odds of winning equal to **“1”**.

If an interrupted or suspended match is resumed from the time of suspension, all outcomes are calculated based on the sum of two parts of the match. If an interrupted or suspended match is played from the start, not from the moment of suspension, all bets in the line are calculated based on the replayed match; live bets are calculated separately for the two matches – for the outcomes with the result clearly defined by the time it was stopped.

If some match is not completed, the outcomes that were unambiguously determined by the time it was stopped (the outcome of the first half-time, the first goal scored and its time, etc.),

are accepted for the calculation of bets. For all other bets, the payout is made with the odds of winning equal to “1”.

If the location of the match has changed, the bet remains valid. This rule only applies if the match has not been transferred to the opponent’s venue, or in case of international matches, provided that the match is played in the same country.

In handball, in case the “Mercy Rule” is applied (when one of the teams is 15 points ahead after the 1st half and then the match is terminated), the bets are calculated according to the result.

9.45. Darts

Bets on the win in the competition – if a player was declared a competitor, but dropped out, including the cases when not a single match was played, the bets on him/her are considered lost.

Bets on the match – in case the match was started, but not completed, the player who passed to the next round will be considered the winner, and the outcomes that were unambiguously determined by the time the match was stopped, are accepted for calculation of bets. The payouts for all other outcomes are made with the odds of “1”.

If a match is cancelled or postponed for any reason for more than 30 hours, all bets on this event receive the odds of winning equal to “1”.

In darts, the total and handicap in a non-set match are counted by the number of legs, unless otherwise indicated.

Total 180 “More/Less”. Total 180 is the total number of 180 points series in the match. A 180 series is 180 points scored by competitor for 3 consecutive shots in his/her turn of shots. The “more” outcome wins and the “less” outcome loses if the number of 180 point series in the match is greater than the value of the total selected for bet. If the number of 180 point series in the match is equal to the value of the total selected for the bet, the payout for the bets on this total are made with the odds of “1”. In other cases, the “less” outcome wins.

Player 1/Player 2 total 180 “More/Less”. Total 180 is the number of 180 points series of a specified player in the match. A 180 series is 180 points scored by competitor for 3 consecutive shots in his/her turn of shots. The “more” outcome wins and the “less” outcome loses if the number of 180 point series for the specified player in the match is greater than the value of the total selected for the bet. If the number of 180 point series for the specified player in the match is equal to the value of the total selected for the bet, the payout for the bets on this total are made with the odds of “1”. In other cases, the “less” outcome wins.

By legs (“(N leg) 1”/“(N leg) 2”) – the winning of the outcome depends on which of the opponents wins in the leg – when the first opponent wins, the outcome “By legs (N leg) 1” wins, and the outcome “By legs (N leg) 2” loses; when the second opponent wins, the outcome “By legs (N leg) 2” wins, and the outcome “By legs (N leg) 1” loses.

180 Series by Legs (Yes/No). The outcome “180 Series by Legs (N leg): Yes” wins if in the specified leg one of competitors scores 180 for 3 consecutive shots in one of his/her turns; in this case, the outcome “180 Series by Legs (N leg): No” loses. If in the specified leg, none of competitors scores 180 points for 3 consecutive shots in one of his/her turns, the outcome “180 Series by Legs (N leg): No” wins, and the outcome “180 Series by Legs (N leg): Yes” loses. If

the specified leg was not played to the end, the unambiguously passed outcomes will be calculated; the outcomes with the result unclear at the time the game was stopped will be calculated with the odds of “1”.

Checkout “More/Less”. A checkout is the number of points scored by the competitor who won the leg during the last turn of his throws in the leg. The “more” outcome wins and the “less” outcome loses if the checkout number in the leg is greater than the value of the total selected for the bet. If the checkout number in the leg is equal to the value of the total selected for the bet, the payout for the bets on this total are made with the odds of “1”. In other cases, the “less” outcome wins.

9.46. Winter sports, track & field

Bets are calculated on the basis of the first version of the final protocol issued by the organizer immediately after the end of the event or tournament, without taking the results of subsequent investigations or disqualifications into account.

If an event is cancelled or postponed for more than 30 hours or moved to another location, all bets are voided, except for the bets on events related to the Olympic Games or the World Cup; bets on these events remain valid if they are postponed. If the event was cancelled or postponed for less than 30 hours, and at least one of competitors of the event had the time to participate in another official competition in the same sport in the specified period, all bets on the event are also voided. In all other cases, the bets on the rescheduled event remain valid. If an event was interrupted and resumed within 30 hours after its start, but the venue was not changed and no competitor had the time to participate in another official competition of the same sport in the specified period, the bets on the event remain valid. In all other cases, bets on the interrupted events are voided, except for those bets with the result clearly defined by the time of the event was interrupted.

“Who is higher”. In the proposed pairs it is necessary to name the competitor (team) that will be higher in the final protocol. If both competitors fell out of the race or one of competitors did not get off, the odds of winning are taken equal to “1”. If one of competitors did not finish, the bets on him/her are lost.

“Who is better”. The bettors are invited to choose the athlete (team) that will perform better out of the proposed pairs. An athlete (team) that took a higher place in the final protocol is recognized the best performer. If one of athletes (teams) took part in the competition (got off), but dropped out without entering the final classification, the bets on his/her results are considered lost. The athlete (team) that passed to the later stage of the competition is considered the winner. If both athletes (teams) were eliminated at the same stage, the athlete (team) that took a higher place according to the results of this stage is considered higher. If one or both athletes (teams) did not get off in the race, the winning of these outcomes is calculated with the odds of “1”.

“Misses”. It is suggested to determine how many misses each of submitted competitors will score. The total number of misses for the entire race is counted, unless otherwise indicated. If a competitor falls out of the race without firing at all ranges, all the bets, except for the unambiguously defined ones, are calculated with the odds of “1”.

“Misses in Relays”. The number of misses in a relay is calculated by adding up the number of penalty laps and extra cartridges used by all team members.

“Extra Cartridges”. The number of extra cartridges in a relay is calculated by adding up the number of extra cartridges used by all team members. If a competitor (athlete, team) fell out of the race without firing at all ranges, the winnings for all the bets, except for the ones unambiguously defined by that moment, are calculated with the odds of “1”.

“Winner”. The winner is a competitor who took the first place in the final protocol.

“Result of the participant” (described in cl. 4.12). It is necessary to guess which place the competitor will take in the competition (group, subgroup, etc.), or whether he/she will pass to the next round.

“The country represented on a higher position” It is necessary to name the country whose best representative will be higher in the final protocol of the race.

The results of the pursuit race are calculated taking the starting lag of athletes into account.

9.47. Curling

Bets on curling matches are accepted taking the extra-ends into account, unless otherwise agreed.

The handicap and total are shown in points, unless otherwise indicated.

9.48. Other sports

The line for non-team sports offers betting on the competition of performance of the competitors. To win a bet on such an outcome, it is necessary to specify which competitor will take a higher place in the final protocol of the competition.

9.49. Other game-based sports

Bets on other game-based sports (not listed above in the Rules) are accepted for the regulation time of the game, unless otherwise indicated.

9.50. Lotteries

It is not allowed to include bets in Accumulators within the same draw. Bets on the intervals are accepted including terminal values, i.e. a bet on at least one ball falling in the 5–10 interval will win if at least one ball with the number 5, 6, 7, 8, 9, 10 falls out in the draw. Ball “0” is considered even.

9.51. Rapido

Bets on the results of the STOLOTO – Rapido lottery are accepted. Eight out of 20 balls fall out; another one, the bonus ball, falls out of numbers 1 to 4 inclusive. All outcomes presented on the website are given inclusive of the bonus ball (unless otherwise indicated). When calculating the outcomes with the intervals presented, terminal values are taken into account (unless otherwise indicated). Draws take place daily, once every 15 minutes. If the draw overlaps with Gosлото “4 out of 20”, the Rapido draw is not held. The draw is broadcast on stoloto.ru. An archive of draws is available on the STOLOTO website.

9.52. TOP 3

Bets on the results of the STOLOTO – TOP 3 lottery are accepted. Round 2 is considered the main draw. Three out of 10 balls fall out. When calculating the outcomes with the intervals presented, terminal values are taken into account (unless otherwise indicated). Draws take

place daily, once every 15 minutes. If the draw overlaps with Gosлото “6 out of 45”, “Bingo-75” or “6 out of 36”, the Top 3 draw is not held. The draw is broadcast on stoloto.ru. An archive of draws is available on the STOLOTOTO website.

9.53. KENO-Sportloto

Bets on the results of the STOLOTOTO – KENO-Sportloto lottery are accepted. Round 2 is considered the main draw. 20 out of 80 balls fall out. When calculating the outcomes with the intervals presented, terminal values are taken into account (unless otherwise indicated). Draws take place daily, once every 15 minutes. The draw is broadcast on stoloto.ru. An archive of draws is available on the STOLOTOTO website.

9.54. Joker

Bets on the results of STOLOTOTO – Joker lottery are accepted. 15 cards open out of 52. When the outcomes with the intervals are calculated, the terminal values are taken into account. Draws take place daily, once every 15 minutes. If the draw overlaps with the draw of “Gosloto 7 out of 49”, the Joker draw is not held. The draw is broadcast on stoloto.ru. An archive of draws is available on the STOLOTOTO website.

9.55. 12/24

Bets on the results of the STOLOTOTO – 12/24 lottery are accepted. 12 numbers open out of 24. When the outcomes with the intervals are calculated, the terminal values are taken into account. Draws take place daily, once every 15 minutes. If the draw overlaps with Gosлото “5 out of 36”, the “12/24” draw is not held. The draw is broadcast on stoloto.ru. An archive of draws is available on the STOLOTOTO website.

9.56. Duel

Bets on the results of the STOLOTOTO – Duel lottery are accepted. 2 numbers out of 26 open from the first game field. 2 numbers out of 26 open from the second game field. When the outcomes with the intervals are calculated, the terminal values are taken into account. Draws take place daily, once every 15 minutes. If the draw overlaps with Russian Lotto, Housing Lottery, or Golden Horseshoe, the Duel draw is not held. The draw is broadcast on stoloto.ru. An archive of draws is available on the STOLOTOTO website.

9.57. Hit or Miss

Bets on the results of the Ontario Lottery and Gaming “Hit or Miss” lottery are accepted. 12 numbers open out of 24. When the outcomes with the intervals are calculated, the terminal values are taken into account. Draws take place daily, once every 5 minutes. The draw is broadcast on lottery.olg.ca. Archive of draws is available on <https://lottery.olg.ca/en-ca/winning-numbers/hit-or-miss/winning-numbers>

9.58. Hot Spot

Bets on the results of California State Lottery “Hot Spot” are accepted. 20 out of 80 balls fall out. When calculating the outcomes with the intervals presented, terminal values are taken into account (unless otherwise indicated). Draws take place daily, once every 4 minutes (in the period from 12:00 to 23:56 GMT+3). The draw is broadcast at calottery.com. Archive of draws is available on <https://www.calottery.com/play/draw-games/hot-spot/draw-results>

9.59. KINO

Bets on the results of the OPAP “KINO” lottery are accepted. 20 out of 80 balls fall out. When calculating the outcomes with the intervals presented, terminal values are taken into account (unless otherwise indicated). Draws take place daily, once every 5 minutes (in the period from 10:00 to 00:55 GMT+3). The draw is broadcast at opap.gr. Archive of draws is available on <https://www.opap.gr/en/kino-draw-results>

9.60. eSports

The bets are accepted taking additional rounds (extra time, etc.) into account, unless otherwise indicated in the line.

In case of a “tie” in a match where only outcomes “1” and “2” are offered, the calculation of bets on the win of the competitors is made with the odds of “1”. If during the game, one of the competitors refuses to continue the game for any reason (or gets disqualified), all bets on this competitor are considered lost. If the refusal (disqualification) occurred before the start of the match, the odds for winning is calculated with the odds equal to “1”.

The outcomes offered by the betting company for eSports tournaments:

“Who will go farther” It is suggested to name the competitor who will go farther in the tournament grid out of the proposed pairs. If both competitors left the tournament, the participant who passed on farther in the tournament grid will be considered the best; if both participants dropped out in the same round, the odds of winning for the bets are calculated as “1”. If a competitor refuses to play in the tournament before it begins, the odds of winning for the bets are calculated as “1”.

“Winner”. The winner is the competitor who took first place in the tournament. In case of replaying games in eSports, if the replay took place within 12 hours after suspension of the game, all LIVE bets made on the replayed game are calculated based on the results of the last game played and recorded in the final protocol. If the replay took place later than 12 hours after suspension of the event, the odds of winning for the bets on the game are calculated equal to “1”. In case of early termination of the game with the win awarded to one of competitors, only the bets on the win in the match and on the win in the ends actually played until the end are calculated; the winning odds for the remaining bets are calculated as “1”.

The outcomes offered by the betting company for eSports matches:

Result of the match (“1”/“2”) – the winning of a certain outcome depends on how the match between two teams ends (the match may consist of one or more games, depending on the format of the competition): when the first team wins and passes farther in the tournament grid, outcome “1” wins and outcome “2” loses; when the second team wins and passes farther in the tournament grid, outcome “2” wins and outcome “1” loses.

The win of the 1st team including handicaps (denoted as “H1t”, for each value of handicap different odds are suggested – “H.O.”) – the outcomes where adding the value of handicap to the final score of the match (to the points scored by the first team) results in the win of the 1st team win. If adding the handicap to the score results in a win of the second team, the bet is considered lost. If the result obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of “1”.

The win of the 2nd team including handicaps (denoted as “H2t”, for each value of handicap different odds are suggested – “H.O.”) – the outcomes where adding the value of handicap to the final score of the match (to the points scored by the second team) results in the win of the

2nd team win. If adding the handicap to the score results in a win of the first team, the bet is considered lost. If the result obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of “1”.

Total of the games: “more”/“less” – the “more” outcome wins and the “less” outcome loses if the number of games required to determine the winner in the match exceeded the value of the selected total. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

Exact score of the match by games – the winning of a certain outcome depends on the score by games the match will end with.

By games (“1”/“2”) – the winning of a certain outcome depends on how a particular game in the framework of a match between two teams will end (the match may consist of one or more games, depending on the format of the competition) – when the first team wins in a particular game, outcome “1” wins and outcome “2” loses; when the second team wins in a particular game, outcome “2” wins and outcome “1” loses.

9.60.1. Multiplayer Online Battle Arena: DOTA 2, League Of Legends, Heroes Of The Storm, Smite, VainGlory, Heroes Of Newerth, etc.

The outcomes offered by the betting company for the matches of Multiplayer Online Battle Arena games: DOTA 2, League Of Legends, Heroes Of The Storm, Smite, VainGlory, Heroes Of Newerth, etc.

The win of the first team in a game by kills including handicaps (denoted as “H1t (k)”, with the different odds “H.O.” for each value of handicap): the outcomes where, based on how the game ends, how many kills are scored by that time, and the value of the handicap added to kills of the first team, the result will be a win of the first team by kills, win. If adding the handicap to the score results in a win of the second team, the bet is considered lost. If the result obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of “1”.

The win of the second team in a game by kills including handicaps (denoted as “H2t (k)”, with the different odds “H.O.” for each value of handicap): the outcomes where, based on how the game ends, how many kills are scored by that time, and the value of the handicap added to kills of the second team, the result will be a win of the second team by kills, win.

If adding the handicap to the score results in a win of the first team, the bet is considered lost. If the result obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of “1”.

Total kills “more”/“less” – the “more” outcome wins and the “less” outcome loses if the number of kills of the opponent’s game heroes in total for both teams in the game exceeded the value of the selected total. If the number of kills of the opponent’s game heroes in total for both teams during the game equals to the value of the total selected for the bet, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

Total minutes “more”/ “less” – the “more” outcome wins and the “less” outcome loses if the number of rounded up minutes elapsed from the start of the game to its end

exceeded the value of the selected total (i.e., if the value of the game timer was equal to 14 minutes 7 seconds, and the final value of the total was 15). If the number of minutes elapsed from the start to the end of the game equals to the value of the total, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

Race to 3 kills (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill 3 opponent’s game heroes in a particular game: if the first team does it, outcome “1” wins and outcome “2” loses; if the second team does it, outcome “2” wins and outcome “1” loses. If in a particular game, none of the teams was able to kill the opponent’s heroes more than 2 times, bets are calculated with the odds of “1”.

Race to 5 kills (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill five opponent’s game heroes in a particular game: if the first team does it, outcome “1” wins and outcome “2” loses; if the second team does it, outcome “2” wins and outcome “1” loses. If in a particular game, none of the teams was able to kill the opponent’s heroes more than 4 times, bets are calculated with the odds of “1”.

Race to 10 kills (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill ten opponent’s game heroes in a particular game: if the first team does it, outcome “1” wins and outcome “2” loses; if the second team does it, outcome “2” wins and outcome “1” loses. If in a particular game, none of the teams was able to kill the opponent’s heroes more than 9 times, bets are calculated with the odds of “1”.

Race to 15 kills (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill fifteen opponent’s game heroes in a particular game: if the first team does it, outcome “1” wins and outcome “2” loses; if the second team does it, outcome “2” wins and outcome “1” loses. If in a particular game, none of the teams was able to kill the opponent’s heroes more than 14 times, bets are calculated with the odds of “1”.

Race to 20 kills (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill twenty opponent’s game heroes in a particular game: if the first team does it, outcome “1” wins and outcome “2” loses; if the second team does it, outcome “2” wins and outcome “1” loses. If in a particular game, none of the teams was able to kill the opponent’s heroes more than 19 times, bets are calculated with the odds of “1”.

Individual total kills “more”/“less” 1t. The winning of a certain outcome depends on whether the suggested value of the total is more or less than the sum of the kills made by the 1st team in a particular game.

Individual total kills “more”/ “less” 2t. The winning of a certain outcome depends on whether the suggested value of the total is more or less than the sum of the kills made by the 2nd team in a particular game.

Result by kills by a particular minute (“1”/“X”/“2”) – the winning of a certain outcome depends on the score by kills in a particular game by a particular minute. When the first team wins by kills in a particular game by a particular minute, outcome “1” wins

and outcomes “X” and “2” lose; in a tie, outcome “X” wins and outcomes “1” and “2” lose; when the second team wins, outcome “2” wins and outcomes “1” and “X” lose. If the game ends before the end of the selected time interval, all bets for that time interval are calculated with the odds of “1”.

Total kills in the interval “more”/“less” – the “more” outcome wins and the “less” outcome loses if the number of kills of the opponent’s game heroes in total for both teams in the game exceeded the value of the selected total in a certain time interval. If the number of kills of the opponent’s game heroes in total for both teams during the game equals to the value of the total selected for the bet within a certain time interval, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total in a certain interval, the “less” outcome wins and the “more” outcome loses.

First Blood (“1”/“2”) – the winning of a certain outcome depends on which team kills one of the opponent’s heroes first in a particular game. If there are no kills of the opponent’s game heroes in the game or in the official protocol of the game, the first kill will be recognized as simultaneous on both sides; all bets on these outcomes will be calculated with the odds of “1”.

9.60.2. DOTA 2

The outcomes offered by the betting company for DOTA 2 matches:

First Roshan (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill in-game hero Roshan in a particular game and to receive the appropriate bonuses and monetary rewards. If no Roshans were killed in the game, all bets on these outcomes will be calculated with the odds of “1”.

Courier Death (“yes”/“no”) – the winning of a certain outcome depends on whether in-game hero Courier is killed in a particular game. If the in-game hero Courier is killed in a particular game, the “yes” outcome wins and the “no” outcome loses; if the Courier is not killed in a particular game, the “no” outcome wins and the “yes” outcome loses.

Godlike (“yes”/“no”) – the winning of a certain outcome depends on whether any of the game heroes in a particular game makes a series of 9 or more kills without dying once. If this happens, the “yes” outcome wins and the “no” outcome loses. In all other cases, the “no” outcome wins and the “yes” outcome loses.

Rampage (“yes”/“no”) – the winning of a certain outcome depends on whether one game hero in a particular game kills all five opponents in a short period of time, and whether a corresponding message appears on the screen. If this happens, the “yes” outcome wins and the “no” outcome loses. In all other cases, the “no” outcome wins and the “yes” outcome loses.

Ancient Attack (“yes”/“no”) – the winning of a certain outcome depends on whether the teams’ main structure (Ancient) will be attacked, and it does not matter whether it is attacked by heroes or creeps. If this happens, the “yes” outcome wins and the “no” outcome loses. In all other cases, the “no” outcome wins and the “yes” outcome loses.

Mega creeps (“yes”/“no”) – the winning of a certain outcome depends on whether one of teams will face mega creeps. If this happens, the “yes” outcome wins and the “no” outcome loses. In all other cases, the “no” outcome wins and the “yes” outcome loses.

First Tower (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to destroy the enemy Tower in a particular game and to receive the appropriate bonuses and cash awards. If there no Towers were destroyed in the game, all bets on these outcomes will be calculated with the odds of “1”.

First Barrack (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to destroy the enemy Barrack in a particular game and to receive the appropriate bonuses and cash awards. If no barracks were destroyed in the game, all bets on these outcomes will be calculated with the odds of “1”.

The game will end (“day”/“night”) – the winning of a certain outcome depends on the in-game time slot, day or night, when the particular game will be over. If a particular game is over when it is “night” in the game, the “night” outcome wins and the “day” outcome loses. If a particular game is over when it is “day” in the game, the “day” outcome wins and the “night” outcome loses. When bets are calculated, the abilities of heroes that can change the in-game timeline are not take into account.

Artifact (“more”/“less”) – the “more” outcome wins and the “less” outcome loses if the number of artifacts acquired in a particular game exceeded the value of the selected total. If the number of acquired artifacts in a particular game equals to the value of the total, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

9.60.3. League Of Legends

The outcomes offered by the betting company for League Of Legends matches:

First Dragon (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill in-game hero Dragon in a particular game and to receive the appropriate bonuses and monetary rewards. If no Dragons were killed in the game, all bets on these outcomes will be calculated with the odds of “1”.

First Baron (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to kill in-game hero Baron Nashor in a particular game and to receive the appropriate bonuses and monetary rewards. If no Barons Nashor were killed in the game, all bets on these outcomes will be calculated with the odds of “1”.

9.60.4. Draft. Multiplayer Online Battle Arena: DOTA 2, League Of Legends, Heroes Of The Storm, Smite, VainGlory, Heroes Of Newerth, etc.

The outcomes offered by the betting company for the draft on Multiplayer Online Battle Arena games: DOTA 2, League Of Legends, Heroes Of The Storm, Smite, VainGlory, Heroes Of Newerth, etc.

Ban – the winning of a certain outcome depends on whether a particular hero in a particular game will be sent to the Ban group. If a particular hero in a particular game is sent to the Ban group, the outcome wins. If a particular hero in a particular game is

sent to the Pick group or if it is sent to neither Ban nor Pick at all, the outcome loses.

Pick – the winning of a certain outcome depends on whether a particular hero in a particular game will be sent to the Pick group. If a particular hero in a particular game is sent to the Pick group, the outcome wins. If a particular hero in a particular game is sent to the Ban group or if it is sent to neither Ban nor Pick at all, the outcome loses.

Ban/Pick (x game x stage) – the winning of a certain outcome depends on which group – Ban or Pick – a particular hero on a particular stage of a particular game will be sent. If a particular hero on a particular stage of a particular game is sent to the Ban group, the Ban outcome wins and the Pick outcome loses. If a particular hero on a particular stage of a particular game is sent to the Pick group, the Pick outcome wins and the Ban outcome loses. If a particular hero on a particular stage of a particular game is not sent to any group, all bets are calculated with the odds of “1”.

Ban or Pick (“yes”/“no”) – the winning of a certain outcome depends on whether a particular hero will be selected a particular game. If a particular hero in a particular game is sent to the Ban or Pick group, the “yes” outcome wins and the “no” outcome loses. If a particular hero in a particular game is not sent to the Ban or Pick group, the “no” outcome wins and the “yes” outcome loses.

Ban or Pick (x game x stage) (“yes”/“no”) – the winning of a certain outcome depends on whether a particular hero will be selected on a particular stage of particular game. If a particular hero on a particular stage of a particular game is sent to the Ban or Peak group, the “yes” outcome wins and the “no” outcome loses. If a particular hero on a particular stage of a particular game is not sent to the Ban or Peak group, the “no” outcome wins and the “yes” outcome loses.

Heroes Combo (“yes”/“no”) – the winning of a certain outcome depends on whether there particular heroes (2 and more) will be selected in a particular game by one of the teams. If this happens, the “yes” outcome wins and the “no” outcome loses. In all other cases, the “no” outcome wins and the “yes” outcome loses.

Counter Pick (“yes”/“no”) – the winning of a certain outcome depends on whether particular heroes will be selected and involved in a particular game by different teams. If this happens, the “yes” outcome wins and the “no” outcome loses. In all other cases, the “no” outcome wins and the “yes” outcome loses.

Number of heroes used (“more”/“less”) – the “more” outcome wins and the “less” outcome loses if the number of heroes in all games of the match exceeded the value of the selected total. If the number of heroes in all games of the match equals to the value of the total, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

Main attribute of heroes (“more”/“less”) – the “more” outcome wins and the “less” outcome loses if the number of heroes with the selected main attribute in a particular game exceeded the value of the selected total. If the number of heroes with the selected main attribute in a particular game equals to the value of the total, all bets on these

outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

Main attribute of heroes (x game x stage) (“more”/“less”) – the “more” outcome wins and the “less” outcome loses if the number of heroes with the selected main attribute on a particular stage of a particular game exceeded the value of the selected total. If the number of heroes with the selected main attribute at a particular stage of the game equals to the value of the total, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

9.60.5. First-Person Shooter – FPS: Counter Strike, Call of Duty, Halo, Battlefield, Point Blank, Crossfire, WarFace, Overwatch, Valorant, Rainbow Six and others

The outcomes offered by the betting company for First-Person Shooter – FPS matches: Counter Strike, Call of Duty, Halo, Battlefield, Point Blank, Crossfire, WarFace, Overwatch, etc.

By games (“1”/“2”) – the winning of a certain outcome depends on how a particular game on a particular card in the framework of the match between the two teams ends (the match may consist of one or more games, depending on the format of the competition): when the first team wins in a particular game, provided the number of rounds did not exceed the number of main rounds, outcome “1” wins and outcome “2” loses; when the second team wins in a particular game, provided the number of rounds did not exceed the number of main rounds, outcome “2” wins and outcome “1” loses.

By games (“1”/“X”/“2”) – the winning of a certain outcome depends on how a particular game on a particular card in the framework of the match between the two teams ends (the match may consist of one or more games, depending on the format of the competition): when the first team wins in a particular game, provided the number of rounds did not exceed the number of main rounds, outcome “1” wins and outcomes “2” and “X” lose; in case of a tie according to the results of the main rounds, outcome “X” wins and outcomes “2” and “1” lose; when the second team wins in a particular game, provided the number of rounds did not exceed the number of main rounds, outcome “2” wins and outcomes “1” and “X” lose.

The win of the 1st team including handicaps by rounds (denoted as “H1t (R)”, for each value of handicap different odds suggested – “H.O.”) – the outcomes where adding the value of handicap to the final score of the game by the won rounds (to the rounds won by the first team) results in the win of the 1st team win. If adding the handicap to the score results in a win of the second team, the bet is considered lost. If the result obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of “1”.

The win of the 2nd team including handicaps by rounds (denoted as “H2t (R)”, for each value of handicap different odds are suggested – “H.O.”) – the outcomes where adding the value of handicap to the final score of the game by the won rounds (to the rounds won by the second team) results in the win of the 2nd team win. If adding the handicap to the score results in a win of the first team, the bet is considered lost. If the result

obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of “1”.

Total rounds “more”/“less” (denoted as “Tot R.”) – the “more” outcome wins and the “less” outcome loses if the number of main rounds required to determine the winner of the game exceeded the value of the selected total. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

By rounds (“1”/“2”) – the winning of a certain outcome depends on how a particular round will end in the framework of the game between two teams: if the first team wins by fulfilling all sufficient scenario goals for this card to win, outcome “1” wins and outcome “2” loses. If the second team wins in a particular game, provided the number of rounds did not exceed the number of main rounds, outcome “2” wins and outcome “1” loses. If a round was interrupted and replayed for any reason, all bets on it remain valid; if for any reason the round was neither completed nor replayed or was considered completed with a tie, the bets on these outcomes are calculated with the odds of “1”.

Total kills “more”/“less” (denoted as “Tot (k)”) – the “more” outcome wins and the “less” outcome loses if the number in-game heroes killed before the end of the round exceeded the value of the selected total. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses. The term “kill” in betting refers to destruction of some player’s game hero by another team’s game hero.

Race to the particular round (“1”/“2”) – the winning of a certain outcome depends on which team will be the first to win a particular number of rounds in a particular game: if the first team does it, outcome “2” wins and outcome “1” loses; if the second team does it, outcome “2” wins and outcome “1” loses.

Individual total 1t. The winning of a certain outcome depends on whether the suggested value of the total is more or less than the sum of the rounds won by the 1st team in a particular game.

Individual total 2t. The winning of a certain outcome depends on whether the suggested value of the total is more or less than the sum of the rounds won by the 2nd team in a particular game.

Win including OT (“1”/ “2”) – the winning of a certain outcome depends on how a particular game will end on a particular card in the framework of the match between two teams (the match may consist of one or more games, depending on the format of the competition), taking possible additional rounds into account. When the first team wins in a particular game, outcome “1” wins and outcome “2” loses, when the second team wins in a particular game, outcome “2” wins and outcome “1” loses.

9.60.6. Counter-Strike

The main rounds in each game are those where the number of rounds after the first change of roles does not exceed the number of rounds before the change. All the rounds played after such an excess are considered additional rounds.

The outcomes offered by the betting company for Counter-Strike matches:

Bomb Setting (“yes”/“no”) – the winning of a certain outcome depends on whether a bomb will be set by one of teams in a particular round. If the bomb is set, the “yes” outcome wins and the “no” outcome loses; if the bomb is not set, the “no” outcome wins and the “yes” outcome loses.

Bomb Setting at point A (“yes”/“no”) – the winning of a certain outcome depends on whether a bomb will be set by one of the teams in a particular round at location point A. If a bomb is set at location point A, the “yes” outcome wins and the “no” outcome loses; if a bomb is not set at location point A, the “no” outcome wins and the “yes” outcome loses.

Bomb Setting at point B (“yes”/“no”) – the winning of a certain outcome depends on whether a bomb will be set by one of the teams in a particular round at location point B. If a bomb is set at location point B, the “yes” outcome wins and the “no” outcome loses; if a bomb is not set at location point B, the “no” outcome wins and the “yes” outcome loses.

Bomb explosion (“yes”/“no”) – the winning of a certain outcome depends on whether a bomb set by one of teams in a particular round will explode. If the bomb explodes, the “yes” outcome wins and the “no” outcome loses; if the bomb does not explode, the “no” outcome wins and the “yes” outcome loses.

Bomb disposal (“yes”/“no”) – the winning of a certain outcome depends on whether a bomb set by one of teams in a particular round will be disposed. If the bomb is disposed, the “yes” outcome wins and the “no” outcome loses; if the bomb is not disposed, the “no” outcome wins and the “yes” outcome loses.

N (sequential number) kill (“1”/“X”/“2”) – the winning of a certain outcome depends on which team will kill the Nth opponent’s game hero in a particular round: if the first team does it, outcome “1” wins and outcomes “2” and “X” lose. If the second team does it, outcome “2” wins and outcomes “1” and “X” lose. If in a particular round the first kill of the opponent’s game hero does not take place, outcome “X” wins and outcomes “1” and “2” lose.

9.60.7. Collectible Card Game: Hearthstone: Heroes of Warcraft, Magic The Gathering, Faeria, Gwent: The Witcher Card Game, Hand Of The Gods and others

Hearthstone: Heroes of Warcraft

The outcomes offered by the betting company for Hearthstone matches: Heroes of Warcraft:

The win of the 1st team including handicaps in a particular game (denoted as “H1t”, for each value of handicap different odds are suggested – “H.O.”) – the outcomes where adding the value of handicap to the final score of the game by damage done by the player’s hero in the match (the handicap is added to the damage done by the first team) results in the win of the 1st team win. If adding the handicap to the score results in a win of the second team, the bet is considered lost. If the result obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of “1”.

The win of the 2nd team including handicaps in a particular game (denoted as “H2t”, for each value of handicap different odds are suggested – “H.O.”) – the outcomes where

adding the value of handicap to the final score of the game by damage done by the player's hero in the match (the handicap is added to the damage done by the second team) results in the win of the 2nd team win. If adding the handicap to the score results in a win of the first team, the bet is considered lost. If the result obtained with the handicap is a tie, the winnings for the bets on this handicap are calculated with the odds of "1".

Total damage "More"/"Less" – the outcome "More" wins and the outcome "Less" loses if the total amount of damage received by the game heroes of competitors in the match by the time a particular game is finished exceeded the value of the selected total, given only the basic health reserves of game heroes are taken into account. If the total amount of damage received by the game heroes of match participants by the end of a particular game equals to the value of the selected total, all bets on these outcomes are calculated with the odds of "1". In all other cases, for the selected total, the "less" outcome wins and the "more" outcome loses.

Who gets damaged first ("1"/"2") – the winning of a certain outcome depends on the match competitor whose game hero will get any amount of damage first in a particular game, given only the basic health reserves of game heroes are taken into account. If damage is received by the game hero of the first competitor, outcome "1" wins and outcome "2" loses; if damage is received by the game hero of the second competitor, outcome "2" wins and outcome "1" loses.

Who gets 5 units of damage first ("1"/"2") – the winning of a certain outcome depends on the match competitor whose game hero will get 5 or more units of damage first in the particular game, given only the basic health reserves of game heroes are taken into account. If 5 or more units of damage are received by the game hero of the first competitor, outcome "1" wins and outcome "2" loses; if 5 or more units of damage are received by the game hero of the second competitor, outcome "2" wins and outcome "1" loses.

Who gets 10 units of damage first ("1"/"2") – the winning of a certain outcome depends on the match competitor whose game hero will get 10 or more units of damage first in the particular game, given only the basic health reserves of game heroes are taken into account. If 10 or more units of damage are received by the game hero of the first competitor, outcome "1" wins and outcome "2" loses; if 10 or more units of damage are received by the game hero of the second competitor, outcome "2" wins and outcome "1" loses.

Who gets 15 units of damage first ("1"/"2") – the winning of a certain outcome depends on the match competitor whose game hero will get 15 or more units of damage first in the particular game, given only the basic health reserves of game heroes are taken into account. If 15 or more units of damage are received by the game hero of the first competitor, outcome "1" wins and outcome "2" loses; if 15 or more units of damage are received by the game heroes of the second competitor, outcome "2" wins and outcome "1" loses.

Who gets 20 units of damage first ("1"/"2") – the winning of a certain outcome depends on the match competitor whose game hero will get 20 or more units of damage first in the particular game, given only the basic health reserves of game heroes are taken into

account. If 20 or more units of damage are received by the game hero of the first competitor, outcome “1” wins and outcome “2” loses; if 20 or more units of damage are received by the game hero of the second competitor, outcome “2” wins and outcome “1” loses.

“Even”/“Odd” in a particular game – the outcome “Even” wins and the outcome “Odd” loses if the total number of damage units received by the game heroes in the match by the end of a particular game is even, given only the basic health reserves of game heroes are taken into account. If the total number of damage units received by the game heroes in the match by the end of a particular game is odd, the outcome “Odd” wins and the outcome “Even” loses.

First legendary card (“1”/“2”) – the winning of a certain outcome depends on the match competitor whose game hero will be the first to play the legendary card. If the game hero of the first competitor plays the legendary card first, outcome “1” wins and outcome “2” loses; if the game hero of the second competitor plays the legendary card first, outcome “2” wins and outcome “1” loses. If the legendary card is not played in the game, all bets on these outcomes will be calculated with the odds of “1”.

9.60.8. Arcade Simulators: World of Tanks, World of Warships, World of Warplanes, Tanki Online and others

World of Tanks

The outcomes offered by the betting company for World of Tanks game matches:

Total fights: “more”/“less” – the “more” outcome wins and the “less” outcome loses if the number of fights required to determine the winner in the match exceeded the value of the selected total. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

First Kill (“1”/“2”) – the winning of a certain outcome depends on which team will kill one of the opponent’s heroes first in a particular fight. If there are no kills of the opponent in the game or in the official protocol of the fight, the first kill will be recognized as simultaneous on both sides; all bets on these outcomes will be calculated with the odds of “1”.

By fights (“1”/“X”/“2”) – the winning of a certain outcome depends on how a particular fight in the framework of the match between two teams ends (the match may consist of one or more fights, depending on the format of the competition): when the first team wins in a particular fight, outcome “1” wins and outcomes “X” and “2” lose; in case of a tie in a particular fight, outcome “X” wins and outcomes “1” and “2” lose; when the second team wins in a particular fight, outcome “2” wins and outcomes “X” and “1” lose.

Total kills “more”/“less” – the “more” outcome wins and the “less” outcome loses if the number of the opponent’s game heroes killed in total in both teams during the fight exceeded the value of the selected total. If the number of kills of the opponent’s game heroes in total for both teams during the game equals to the value of the total selected for the bet, all bets on these outcomes are calculated with the odds of “1”. In all other

cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

Total 1t “more”/“less” – the “more” outcome wins and the “less” outcome loses if the number of the opponent’s game heroes killed by the first team in a certain fight exceeded the value of the selected total. If the number of the opponent’s game heroes killed by the 1st team in a particular fight equals to the value of the selected total, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

Total 2t “more”/“less” – the “more” outcome wins and the “less” outcome loses if the number of the opponent’s game heroes killed by the second team in a certain fight exceeded the value of the selected total. If the number of the opponent’s game heroes killed by the 2nd team in a particular fight equals to the value of the selected total, all bets on these outcomes are calculated with the odds of “1”. In all other cases, for the selected total, the “less” outcome wins and the “more” outcome loses.

A way to win: “Capture the base”/“Destroy the enemy” the winning of a certain outcome depends on how the winning team won the fight – by capturing the enemy base or by destroying all enemy tanks.

9.60.9. Bets on AI Games

9.60.9.1. CS:GO – Desert Eagle Fight

Bets on Counter-Strike, a multiplayer computer game, are accepted. The fights are held between the heroes controlled by artificial intelligence. The settings are the same for all participating heroes. Game format – 2 on 2, until a win in 7 rounds (the maximum number of possible rounds is 13). As soon as both heroes of the same team die, the round ends with a win of the opposite team. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigamescsgo2](https://www.twitch.tv/aigamescsgo2). If the final result of the match cannot be established for any reason, all bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamescsgo2/videos](https://www.twitch.tv/aigamescsgo2/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.2. CS:GO – Knife Fight

Bets on Counter-Strike, a multiplayer computer game, are accepted. The fights are held between the heroes controlled by artificial intelligence. The settings are the same for all participating heroes. Meeting format – 1 on 1, until a win in 8 rounds (the maximum number of possible rounds is 15). As soon as the hero of one team dies, the round ends with a win of the opposite team. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigamescsgo](https://www.twitch.tv/aigamescsgo). If the final result of the match cannot be established for any reason, all bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamescsgo/videos](https://www.twitch.tv/aigamescsgo/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.3. FIFA 18 – International Friendly Matches

Bets on the FIFA 18 multiplayer computer game (football simulator) are accepted. Matches are held between two teams controlled by artificial intelligence. Matches are played with the game settings “two halftimes of 5 minutes”, at the Beginner level of difficulty. The rules for calculating the outcomes for FIFA are the same as for a conventional football match. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigamesfifa3](https://www.twitch.tv/aigamesfifa3). If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamesfifa3/videos](https://www.twitch.tv/aigamesfifa3/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.4. FIFA 17 – Friendly matches

Bets on the FIFA 17 multiplayer computer game (football simulator) are accepted. Matches are held between two teams controlled by artificial intelligence. Matches are played with the game settings “two halftimes of 5 minutes”, at the Amateur level of difficulty. The rules for calculating the outcomes for FIFA are the same as for a conventional football match. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigamesfifa2](https://www.twitch.tv/aigamesfifa2). If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamesfifa2/videos](https://www.twitch.tv/aigamesfifa2/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.5. FIFA 20 – Volta

Bets on the FIFA 20 multiplayer computer game (football simulator) are accepted. Matches are held between two teams controlled by artificial intelligence. Matches are played with the game settings “two halftimes of 3 minutes”, at the Semi-Pro level of difficulty. The rules for calculating the outcomes for FIFA are the same as for a conventional football match. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channels [twitch.tv/aigamesvolta_1](https://www.twitch.tv/aigamesvolta_1) and [twitch.tv/aigamesvolta_2](https://www.twitch.tv/aigamesvolta_2). If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamesvolta_1/videos](https://www.twitch.tv/aigamesvolta_1/videos) and [twitch.tv/aigamesvolta_2/videos](https://www.twitch.tv/aigamesvolta_2/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.6. Rocket League – Car-Ball

Bets on the Rocket League multiplayer computer game are accepted. Matches between two teams controlled by artificial intelligence are held in a 3 on 3 format in the Car-Ball game mode. The regulation time of the match is 5 minutes of playing time. Bets are accepted on the regulation time of the match only; all events that occurred in overtime have no effect on the result. The

winner is the team that scored most of the goals during the regulation time of the match; in case of equality of goals in regulation time, the result is a tie. Such outcomes as Total, Handicap, Individual Total, Even/Odd are calculated at the end of the regulation time of the match. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel twitch.tv/aigamesrocket. If the final result of the match cannot be established for any reason, all bets are calculated with the odds of “1”. The archive of broadcasts is available on twitch.tv/aigamesrocket/videos for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.7. Rocket League – Rings

Bets on the Rocket League multiplayer computer game are accepted. Matches between two teams controlled by artificial intelligence are held in a 4 on 4 format in the Rings game mode. The regulation time of the match is 5 minutes of playing time. Bets are accepted on the regulation time of the match only; all events that occurred in overtime have no effect on the result. The winner is the team that scored most of the goals during the regulation time of the match; in case of equality of goals in regulation time, the result is a tie. Such outcomes as Total, Handicap, Individual Total, Even/Odd are calculated at the end of the regulation time of the match. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel twitch.tv/aigamesrocket2. If the final result of the match cannot be established for any reason, all bets are calculated with the odds of “1”. The archive of broadcasts is available on twitch.tv/aigamesrocket2/videos for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.8. Rocket League – Snow Day

Bets on the Rocket League multiplayer computer game are accepted. Matches between two teams controlled by artificial intelligence are held in a 2 on 2 format in the Snow Day game mode. The regulation time of the match is 5 minutes of playing time. Bets are accepted on the regulation time of the match only; all events that occurred in overtime have no effect on the result. The winner is the team that scored most of the goals during the regulation time of the match; in case of equality of goals in regulation time, the result is a tie. Such outcomes as Total, Handicap, Individual Total, Even/Odd are calculated at the end of the regulation time of the match. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel twitch.tv/aigamesrocket6. If the final result of the match cannot be established for any reason, all bets are calculated with the odds of “1”. The archive of broadcasts is available on twitch.tv/aigamesrocket6/videos for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.9. Tennis – Roland Garros

Bets on the Full Ace Tennis Simulator 2012 multiplayer computer game (tennis simulator) are accepted. Matches are played in a 1 on 1 format, between the heroes controlled by artificial intelligence. The settings are the same for all participating heroes. Match duration is 1 set. The rules for calculating the outcomes are the same as the rules for conventional tennis. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigamestennis2](https://www.twitch.tv/aigamestennis2). If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamestennis2/videos](https://www.twitch.tv/aigamestennis2/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.10. NHL Old School – World Championship

Bets on the NHL 2009 multiplayer computer game (hockey simulator) are accepted. Matches are held between two teams controlled by artificial intelligence. The rules for calculating the outcomes for NHL Old School are the same as for a conventional hockey game. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigameshockey5](https://www.twitch.tv/aigameshockey5). If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigameshockey5/videos](https://www.twitch.tv/aigameshockey5/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.11. Pixel Cup Soccer – Penalty

Bets on the Pixel Cup Soccer 17 multiplayer computer game are accepted. Matches are held between two teams controlled by artificial intelligence. The match is a series of after-match penalty shootouts. The rules for calculating the outcomes for Pixel Cup Soccer are similar to the rules for calculating the penalty shootout of a conventional soccer match. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channels: [twitch.tv/aigamespcs](https://www.twitch.tv/aigamespcs) for Russia-Argentina teams and [twitch.tv/aigamespcs2](https://www.twitch.tv/aigamespcs2) for South Korea-Japan teams. If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamespcs/videos](https://www.twitch.tv/aigamespcs/videos) and [twitch.tv/aigamespcs2/videos](https://www.twitch.tv/aigamespcs2/videos) (for the pair Russia-Argentina and South Korea-Japan respectively) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.12. Wheel of Fortune, Wheel of Fortune 2

Bets on Wheel of Fortune, a computer game developed and released by AI Games, are accepted. The game is a rotating wheel divided into 72 sectors. The bets are accepted on sectors where the sector number is the same as the odds at which you can bet (2, 4, 6, 11, 22, 66). The winning sector is the one the fixed arrow points at when the wheel stops. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channels:

twitch.tv/aiwheeloffortune for Wheel of Fortune and twitch.tv/aiwheeloffortune2 for Wheel of Fortune 2. If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on twitch.tv/aiwheeloffortune/videos and twitch.tv/aiwheeloffortune2/videos (for Wheel of Fortune and Wheel of Fortune 2 respectively) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.13. Tavern Poker League – Poker, Fast Poker

Bets on Tavern Poker League, a computer game developed and released by AI Games, are accepted. The game is a simulation of a poker hand, where cards open in turn and at random. A standard deck of 52 cards is used for the game. The order of the cards coming up does not matter to determine the winning combination.

Outcome “straight flush” wins if any five cards of the same suit come up, going in a row in value, while all the cards must be of the same suit, for example: 9♠ 6♣ 7♠ 8♠ 5♠. An ace can both start and end the order.

Outcome “Four of a Kind” wins if any four cards of the same value come up, for example: 3♥ 3♦ 3♣ 3♠.

“Full House” outcome wins if there are three cards of one value and two cards of another value, for example: 10♥ 10♦ 10♠ 8♣ 8♥.

Outcome “Flush” wins if any five cards of the same suit come up, for example: K♠ V♠ 8♠ 4♠ 3♠.

Outcome “Straight” wins if any five cards of any suit come up in order, for example: 5♦ 4♥ 3♠ 2♦ T♦. An ace can both start and end the order.

Outcome “Three of a Kind” wins if any three cards of the same value come up, for example: 7♣ 7♥ 7♠.

Outcome “Two pair” wins if there are any two cards of one value and two cards of another value, for example: 8♣ 8♠ 4♥ 4♣.

Outcome “One pair” wins if any two cards of the same value come up, for example: 9♥ 9♠.

Outcome “High card” wins if none of the aforementioned combinations come up, for example: T♦ 10♦ 9♠ 5♣ 4♣.

By hands: n-th hand, n-th card (Hearts/Diamonds/Clubs/Spades) – the winning of a certain outcome depends on the suit of a particular card in a particular hand.

By hands: n-th hand, n-th card (Even/Odd) – the winning of a certain outcome depends on whether a particular card in a particular hand will be even or odd. Even cards (2, 4, 6, 8, 10, Queen and Ace), Odd cards (3, 5, 7, 9, Jack and King).

By hand: n-th hand, n-th card (Picture/Number) – the winning of a certain outcome depends on whether a particular card in a particular hand is a picture or a number. Pictures (Jack, Queen, King, Ace), Numbers (2, 3, 4, 5, 6, 7, 8, 9, 10).

Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channels:

twitch.tv/aigamespoker for Poker and twitch.tv/aigamespoker2 for Fast Poker. If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on twitch.tv/aigamespoker/videos and twitch.tv/aigamespoker2/videos (for Poker and Fast Poker respectively) for no longer than 14 days from the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.14. Texas Hold'em

Bets on the Hold'em all computer game developed and released by AI Games are accepted. The game is a simulation of a poker game (Texas Hold'em), with 4 competitors. Unlike in real poker, competitors do not bet and can not shed cards. Each hand consists of the following stages:

- Each player receives 2 cards.**
- Three cards (flop) are placed on the table.**
- The 4th card (turn) is placed on the table.**
- The 5th card (river) is placed on the table and the winner is determined.**
- Player N wins – the outcome wins if player N collected the best combination at the end of the hand. The outcome loses if any player other than N has a better combination, or a tie occurs.**
- Tie – the outcome wins if two or more players have equal combinations at the end of the hand. If either player wins, the outcome loses.**
- Winning combination N – the outcome wins if combination N turned out a winning combination for the player (or players, in case of a tie). In all other cases, the outcome loses.**

9.60.9.15. Beat The Bank – Dice

Bets on the Beat The Bank computer game developed and released by AI Games are accepted. The game is a simulation game of Dice between 2 players. Each player in turn throws two dice. Then the result of the throw (the sum of points on two dice) is used to determine the winner or the loser. In case of the equal score, a tie is declared. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel twitch.tv/aigamesdice. If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of

broadcasts is available on [twitch.tv/aigamesdice/videos](https://www.twitch.tv/aigamesdice/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.16. Mortal Kombat: Defenders of the Earth

Bets on the Mortal Kombat: Defenders of the Earth computer game are accepted. Matches are played in a 1 on 1 format, between the heroes controlled by artificial intelligence. Match duration is 10 games. In each game, the hero must win two rounds. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigamesmortal](https://www.twitch.tv/aigamesmortal). If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamesmortal/videos](https://www.twitch.tv/aigamesmortal/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.17. Injustice Mugen

Bets on the MUGEN: Injustice Mod computer game are accepted. Matches are played in a 1 on 1 format, between the heroes controlled by artificial intelligence. Match duration is 10 games. In each game, the hero must win two rounds. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aiinjustice](https://www.twitch.tv/aiinjustice). If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aiinjustice/videos](https://www.twitch.tv/aiinjustice/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.18. Lucky Roulette – Roulette: Table 1; Roulette: Table 2

Bets on the Lucky Roulette computer game developed and released by AI Games are accepted. The Roulette wheel is divided into 31 sectors, each with a specific number (0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10); besides, each sector has a color (red, black, green). The bet on the sector the ball ends its movement on wins; bets on other sectors lose. Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channels: [twitch.tv/aigamesroulette](https://www.twitch.tv/aigamesroulette) for Roulette: Table 1 and [twitch.tv/aigamesroulette2](https://www.twitch.tv/aigamesroulette2) for Roulette: Table 2. If final result of the match cannot be established for any reason, the bets are calculated with the odds of “1”. The archive of broadcasts is available on [twitch.tv/aigamesroulette/videos](https://www.twitch.tv/aigamesroulette/videos) and [twitch.tv/aigamesroulette2/videos](https://www.twitch.tv/aigamesroulette2/videos) (for Roulette: Table 1 and Roulette: Table 2 respectively) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.60.9.19. Tavern Baccara League

Bets on the Tavern Baccara League computer game developed and released by AI Games are accepted. The goal of a baccara game is to get a combination of cards with a total of 9 points or as close to 9 as possible. Ace counts for one point, cards

2 through 9 count for face value, cards with pictures and tens give zero points. If the total is 10 or more, 10 is subtracted from it, and the remainder is counted in the result calculations. For example, if a player scores 15 points, his/her result is $15 - 10 = 5$ points. At the beginning of the game the banker and the player get two cards each. In certain cases, the third card may be given to the player, the banker, or both. The competitor (player or banker) scoring 9 points wins. The competitor who scored 8 points, provided the opponent scored less, wins. If none of the competitors has 8 or 9 points, the third card can be received. The third card rule determines when a player and/or banker is automatically provided with the third card when playing baccara. If a player scores 0 to 5 points with the first two cards, he/she gets the third card; if more than 5 points are scored, he/she does not get it. If the banker scores 0 to 4 points, he/she gets the third card, if more than 5 – he/she doesn't; if the banker has 5 points, the decision to get the third card is based on the player's cards. The bet on the competitor who scored more points (that is, if the bank scored more, the bet "Bank" wins, if less – the bet "Player" wins; "Tie" loses in both cases) wins. If the points are equal, the bet on the player and the bank lose, the winning bet is "Tie". Bets are accepted both before the match and in LIVE mode. All matches are live broadcast on the channel [twitch.tv/aigamesbaccara](https://www.twitch.tv/aigamesbaccara). If final result of the match cannot be established for any reason, the bets are calculated with the odds of "1". The archive of broadcasts is available on [twitch.tv/aigamesbaccara/videos](https://www.twitch.tv/aigamesbaccara/videos) for no longer than 14 days after the end of the match; upon the expiration of this period, no claims about the results of the match are accepted.

9.61. Australian Football

Bets are accepted on 80 minutes of the regulation time of the game (4 quarters of 20 minutes or 2 periods of 40 minutes), unless marked "with OT", in which case the bets on the entire game including overtime are accepted.

The bookmaker's office is not responsible for changes in the format of matches. The data indicated in the line and live are given for reference only. You can check the rules of the game in the official sources.

If a match is interrupted before the end of the regulation time – 80 minutes of the game, all bets on this match will be calculated with the odds of "1", except for the cases when the results of the outcomes have already been determined when the match stops.

If the venue of the game has been changed, the bets already placed on the game will be valid, provided the match has not been moved to the field of the away team.

First goal scorer. If the player did not take part in the match or entered the field after the first goal had been scored, all bets on this player will be calculated with the odds of "1". The bets on players substituted or ejected from the field before the first goal was scored are lost. If the first goal was scored by a player no odds were suggested for, all bets on other players are considered lost, unless the choice "Any other player" was suggested.

9.62. Baseball

Bets on baseball are accepted taking into account extra innings, unless otherwise indicated in the description of the outcomes or in the comments to the event.

If the match ends in a draw based on the results of extra innings, then bets on victory are calculated at odds of “1”, and all other outcomes are calculated according to the result.

In the case of the “Rule of Mercy” (if one of the teams has a significant lead at a certain point in the match - the rules for the size of the lead after a certain inning may differ depending on the tournament), bets are settled according to the result.

If the venue of a game is changed, bets already placed on the game will stand provided the match is moved to a place other than the visiting team's ground.

The author of the first goal. If a player did not take part in the match or entered the field after the first goal was scored, then all bets on this player will be settled with odds of “1”. Bets on players substituted or sent off before the first goal is scored will be lost. If the first goal is scored by a player for whom odds are not offered, then all bets on other players are considered losers, unless the selection is “Any Other Player”.

Inning result:

Nth inning

1 - victory of the first team in the Nth inning.

X - tie in the Nth inning.

2 - victory of the second team in the Nth inning.

Handicap in inning:

Nth inning

Handicap 1T - those outcomes win in which, depending on how the Nth inning ends and the handicap value is added to the number of points scored by the first team, the result of the match is the victory of 1 team. If, after adding a handicap to the result, the result is a victory for 2 teams, then the bet is considered lost. If the result obtained taking into account the handicap is a draw, then the winnings on bets on this handicap are paid out with odds of “1”.

Handicap 2T - those outcomes win in which, depending on how the Nth inning ends and the handicap value is added to the number of points scored by the second team, the result of the match is the victory of 2 teams. If, after adding a handicap to the result, the result is a victory for 1 team, then the bet is considered lost. If the result obtained taking into account the handicap is a draw, then the winnings on bets on this handicap are paid out with odds of “1”.

Total in inning:

Nth inning

Total is less - those outcomes win in which, depending on how the Nth inning ends, the number of points scored by both teams in the inning is less than the total selected for the bet. If the number of points scored by both teams in an inning is greater than the total selected for the bet, then the outcome is considered lost. If the number of points scored by both teams in an inning is equal to the value of the total selected for the bet, then the winnings on bets on this total are paid out with odds of “1”.

Total is greater - those outcomes win in which, depending on how the Nth inning ends, the number of points scored by both teams in the inning is greater than the total selected for the bet. If the number of points scored by both teams in an inning is less than the total selected for the bet, then the

outcome is considered lost. If the number of points scored by both teams in an inning is equal to the value of the total selected for the bet, then the winnings on bets on this total are paid out with odds of “1”.

Race to N runs:

1T - wins if 1T is the first to score the specified number of runs, in all other cases loses.

2T - wins if 2T is the first to score the specified number of runs, in all other cases loses.

Nobody - wins if no team was able to score the required number of runs, in all other cases loses.

Result after N innings:

1 - wins if the first team leads the score after N innings, loses in all other cases.

X - wins if at the end of N innings both teams have the same number of points, in all other cases loses.

2 - wins if the second team leads the score after N innings, loses in all other cases.

Handicap after 5 innings - calculated by analogy with a regular handicap, but based on the results of the end of 5 innings.

Total after 5 innings - calculated by analogy with the usual total, but based on the results of the end of 5 innings.

1T will win by N runs - wins if 1T wins by N runs. Loses if 2T wins, or 1T wins by a difference different from N.

2T will win by N runs - wins if 2T wins by N runs. Loses if 1T wins, or 2T wins with a difference different from N.

Both will score N runs - wins if both teams score N runs in the game or more. If no one scores N runs, or only one team scores, then the outcome loses.

9.63. Poker

Tournament Winner. The tournament winner is the competitor who took the first place in the final protocol.

Who will pass on. It is necessary to name the competitor that will be higher in the final protocol of the tournament out of the suggested pairs. If both competitors left the tournament, the competitor who played in more sessions will be considered the best performer. If both competitors play the same number of sessions, the odds of winning bets are taken equal to “1”. A session is one game day, regardless of the time played per day. All sessions begin after 7:00 a.m. local tournament time.

If a competitor refuses to play in the tournament before it begins, the odds of winning for the bets are calculated equal to “1”.

9.64. Bowls

The outcomes offered by the betting company for Bowls game matches:

Result of the match (“1”/“2”) – the winning of a certain outcome depends on how the match between two players ends (the match may consist of two or more sets depending on the format

of the competition): when the first player wins, outcome “1” wins and outcome “2” loses; when the second player wins, outcome “2” wins and outcome “1” loses.

By ends (“1”/“2”)— the winning of a certain outcome depends on who gets more points in a particular end between two players (the match may consist of two or more sets; each set may comprise one to seven or even more ends depending on the format of the competition); when the first player wins, outcome “1” wins and outcome “2” loses; when the second player wins, outcome “2” wins and outcome “1” loses.

By Ends (“Total More/Less”) – the winning of a certain outcome depends on the score at the end of a certain end between two players (the match may consist of two or more sets; each set may comprise one to seven or even more ends depending on the format of the competition): if the sum of the points scored in the end by the 1st and the 2nd player is more than the total, the “More” outcome wins and “Less” outcome loses; if the resulting sum is less than the selected total, the “Less” outcome wins and the “More” outcome loses.

If one of competitors refuses to play before the start of the game, the odds of winning for all bets are calculated equal to “1”. In case of early termination of the game with the win awarded to one of competitors, only the bets on the win in the match and on the win in the ends actually played until the end are calculated; the winning odds for the remaining bets are considered equal to “1”.

9.65. Voice

“Winner”. The winner is a competitor who took the first place in the final protocol.

“Passing to the next stage” (described in cl. 4.12). It is necessary to guess if a competitor will reach a certain stage of the competition (for example, 1/4, 1/2 finals, etc.), or what place the competitor will take in the competition (group, subgroup, etc.), or will the participant pass to the next round.

9.66. Grammy/Oscar

“Award Winner”. The winner is the competitor who won in a particular nomination.

9.67. Ball hockey

Bets on the matches (including cup matches) are accepted for the regulation time of the game (90 minutes). A referee may add the time spent for substitutions, injuries, etc. to the duration of any halftime. This time is compensated time, so it is considered a part of the regulation time of the game.

Extra time in the form of additional halftimes, a series of penalty shootouts that may be assigned under the rules of individual competitions to determine the winner in case of a tie in a match or a series of matches, are not considered a part of the regulation time. Scored goals, substitutions and other game events recorded during the compensated time are considered to have taken place in the regulation time. Bets on passing to the next round, on the winner of the competition, etc. are accepted taking extra time and penalty shootout into account, unless otherwise indicated.

In case the match format is changed (the number of played halftimes in the match is not equal to 2 or the duration of any half without the time officially compensated by the referee is not 45 minutes), all bets on this match are calculated with the odds of “1”, except for the cases when

information on the amended match format is specified in the line or in the note to the LIVE event.

If some match was not completed, the outcomes that were unambiguously determined by the time it was stopped (the outcome of the first half-time, the first goal scored and its time, etc.), are accepted for calculation of bets. For all other bets, the payout is made with the odds of winning equal to “1”.

9.68. Field hockey

Bets on the matches are accepted for the regulation time of the game (4 periods of 17 minutes and 30 seconds), unless otherwise indicated. Bets on passing to the next round, on the winner of the competition, etc. are accepted taking extra time and penalty shootout into account, unless otherwise indicated.

If some match was not completed, the outcomes that were unambiguously determined by the time it was stopped (the outcome of the first half-time, the first goal scored and its time, etc.), are accepted for calculation of bets. For all other bets, the payout is made with the odds of winning equal to “1”.

9.69. Hamster Olympics betting rules

9.69.1. Hamster racing

All matches are live broadcast and saved for at least a week on the channel [twitch.tv/hamsterraceua](https://www.twitch.tv/hamsterraceua).

Bets on the event are accepted before it starts.

The race consists of one start for 5 hamsters.

At the beginning of the race, five random hamsters are placed on the starting line. The starting flap opens 10 seconds later.

At the beginning of the race, a 3-minute countdown starts; a “race” is a period equal to 3 minutes:

- if 3 or more hamsters did not finish in 3 minutes, the race is considered void; all bets on the event will be calculated with the odds of “1”;
- if 3 or more hamsters finished in 3 minutes, the race is considered to be accomplished; the hamsters that did not finish are considered disqualified;
- in comparison of the disqualified and those that finished, the one that finished always wins;
- for the outcome “who is better” in case two disqualified hamsters are compared, the bet is calculated with the odds of “1”;
- if 4 hamsters finished, the race can be considered completed ahead of time; the hamster that did not finish is considered to have come 5th.

Those outcomes that, according to the format of the match, were unambiguously determined by the time the match was stopped, are calculated according to the result of the match.

The following outcomes are offered for a wager:

“Winner”. The winner is the competitor who was the first to touch the finish line with any part of the body (to finish).

“Place 1-2”. It is necessary to specify whether the competitor will be among the first two that finished in the current race.

“Place 1-3”. It is necessary to specify whether the participant will be among the first three that finished in the current race.

“Who is better”. It is suggested to choose the participant who finishes earlier than the second one out of the proposed pairs. The competitor with a higher place is recognized as the best performer. The competitor who finished later (or did not finish the race) is declared a loser. If neither competitor finished, the wager will be calculated with the odds of “1”.

9.69.2. Hamster Bowling

All matches are live broadcast and saved for at least a week on the channel [twitch.tv/hamsterbowlingua](https://www.twitch.tv/hamsterbowlingua).

The match consists of two runs: one for each competitor. Two competitors participate in the match. The competing hamsters are in bowls of different colors. The match consists of consecutive runs of the first, then the second competitor (one run each). The competitor may knock down pins until crosses the finish line is crossed.

Points are awarded for knocked down pins. A pin that fell but did not touch the surface of the table is also considered knocked down (for example, if it fell on another pin or on the curb).

At the beginning of each match, the bowl with the hamster is placed in a closed box at the onset of the field – in the “starting position”. The box is removed 10 seconds later.

At the beginning of the match, a 2-minute countdown is started; after the countdown is completed, the result of the knocked down pins is considered final, even if no pins are knocked down.

The following outcomes are offered for a wager:

“Clear-cut win” – the winning of a certain outcome depends on how many pins are knocked down by each competitor. When the first competitor wins, outcome “1” wins and outcomes “X” and “2” lose; in a tie, outcome “X” wins and outcomes “1” and “2” lose; when the second competitor wins, outcome “2” wins and outcomes “1” and “X” lose.

“Total less in the match”. The outcomes where the number of pins knocked down by both competitors in the match is less than the value of the total selected for the bet win. If the number of pins knocked down by both competitors in the match is greater than the value of the total selected for the bet, the outcome is considered lost. If the number of pins knocked down by both competitors in the match is equal to the value of the total selected for the bet, the payout for the wager is calculated with the odds of “1”.

“Total more in the match”. The outcomes where the number of pins knocked down by both competitors in the match is more than the value of the total selected for the bet win. If the number of pins knocked down by both competitors in the match is less than the value of the total selected for the bet, the outcome is considered lost. If the number of pins knocked down by both competitors in the match is equal to the value of the total selected for the bet, the payout for the wager is calculated with the odds of “1”.

“Individual total less 1 (IT1 Less)”. The outcomes where the number of pins knocked down by the first competitor in the match is less than the value of the total selected for the bet win. If the number of pins knocked down by the first competitor in the match is greater than the value of the total selected for the bet, the outcome is considered lost. If the number of pins knocked down by the first competitor in the match is equal to the value of the total selected for the bet, the payout for the wager is calculated with the odds of “1”.

“Individual total more 1 (IT1 More)”. The outcomes where the number of pins knocked down by the first competitor in the match is greater than the value of the total selected for the bet win. If the number of pins knocked down by the first competitor in the match is less than the value of the total selected for the bet, the outcome is considered lost. If the number of pins knocked down by the first competitor in the match is equal to the value of the total selected for the bet, the payout for the wager is calculated with the odds of “1”.

“Individual total less 2 (IT2 Less)”. The outcomes where the number of pins knocked down by the second competitor in the match is less than the value of the total selected for the bet win. If the number of pins knocked down by the second competitor in the match is greater than the value of the total selected for the bet, the outcome is considered lost. If the number of pins knocked down by the second competitor in the match is equal to the value of the total selected for the bet, the payout for the wager is calculated with the odds of “1”.

“Individual total more 2 (IT2 More)”. The outcomes where the number of pins knocked down by the second competitor in the match is greater than the value of the total selected for the bet win. If the number of pins knocked down by the second competitor in the match is less than the value of the total selected for the bet, the outcome is considered lost. If the number of pins knocked down by the second competitor in the match is equal to the value of the total selected for the bet, the payout for the wager is calculated with the odds of “1”.

9.69.3. Hamster Football

All matches are live broadcast and saved for at least a week on the channel [twitch.tv/hamsterfootballua](https://www.twitch.tv/hamsterfootballua).

The game table is a fenced field with two nets. There is one “athlete” in the game. In the beginning of the match and after each goal, the ball with the hamster is placed in the “starting position” – in a closed box in the center of the field. The box is removed 10 seconds later.

A goal is scored if the ball with the hamster rolls into one of nets. Depending on the net the ball with the “athlete” hits, the goal is awarded to one team or another. If the athlete

hits net No. 1 (in the left side of the field), the goal is awarded to the Dynamo team. If the athlete hits net No. 2 (in the right side of the field), the goal is awarded to the Spartak team.

The match continues until 4 goals are scored in total (in any nets).

If a goal did not occur within one minute after the ball with the hamster was placed in the starting position, the hamster in the ball will be substituted.

The winner is the team with the most goals. If the teams scored an equal number of goals, the match is a tie.

The following outcomes are offered for a wager:

- 1, X, 2,

- 1X, 12, X2,

- Exact score

The rules for calculating the bets are the same as in a conventional football match.

9.70. Horse racing, Dog racing, Trotter racing

Bets are accepted on the following outcomes:

1st place The outcome wins if the competitor with the selected number takes the first place; otherwise the outcome loses.

1st-2nd place The outcome wins if the competitor with the selected number takes the first or the second place; otherwise the outcome loses.

1st-3rd place The outcome wins if the competitor with the selected number takes the first, the second or the third place; otherwise the outcome loses.

You can find the results of all races on the official websites of the racecourses, as well as watch the visualization of the results in our broadcasts.

9.71. Additional options of outcomes for a wager:

— Who will score first (for football):

To win the bet “who will score first” it is necessary to guess which team will be the first to score. In the line it is denoted as “Score opened: (team name):”. In case the score of the match is 0:0, bets on the outcome “score opened” are considered lost.

— Who will score first (for hockey):

To win the bet “who will score first” it is necessary to guess which team will be the first to score. In the line it is denoted as “Score opened: (team name)”. If the regulation time of the match ended with a score of 0:0, the odds of winning for the bets on this outcome are taken equal to “1”.

— First halftime (for football):

The outcomes of the first halftime are denoted in the line as follows:

1st Half: Win 1 – the first team’s win in the first half;

1st Half: Tie – the outcome of the first halftime is a tie;

1st Half: Win 2 – the second team’s win in the first half;

— First period (for hockey):

The outcomes of the first period are denoted in the line as follows:

1st period: Win 1 – the win of the first team in the first period;

1st period: Tie – the outcome of the first period is a tie;

1st period: Win 2 – the win of the second team in the first period;

— Even, odd

To win a bet on even/odd it is necessary to guess whether the score of the match will be even or odd based on the sum of the match goals. (E.g. score 0:1 is odd, score 2:2 is even). In this case, score 0:0 is considered even.

— Time of the first goal (for football):

To win a bet on the first goal, it is necessary to guess the time interval of the match when the first goal will be scored.

In the line it is denoted as follows: First goal from 1 to 29 min or First goal from 30 to 90 min. In case there are no goals in the match, the bets on the outcome “First goal” are considered lost.

— Time of the first goal (for hockey):

To win a bet on the first goal, it is necessary to guess the time interval of the match when the first goal will be scored.

In the line it is denoted as follows: “First goal from 1 to 9 minutes” or “First goal from 10 to 60 minutes”. If there are no goals in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— Goals in the match

It is necessary to guess the exact number of goals in the match.

In the line it is denoted as follows: 1 goal in the match, 5 goals in the match, 6 goals in the match and more — Individual total

In the line it is denoted as follows:

Total 1T less (total value), Total 1T more (total value)

Total 2T less (total value), Total 2T more (total value)

1T stands for “the first team”; 2T stands for “the second team”.

— Score/No score

To win a bet on the outcome “Score” it is necessary that the team scores at least one goal (puck, etc.) during the event. To win a bet on the outcome “No score” it is necessary that the team does not score any goals (pucks, etc.) during the event.

In the line it is denoted as follows:

1T scores 2T scores

1T will not score 2T will not score

Where 1T and 2T are the first and the second team, respectively.

— Both will score: yes/no

To win the bet on the outcome “Both will score – yes”, it is necessary that both teams score at least one goal (puck, etc.) To win the bet on the outcome “Both will score – no”, it is necessary that at least one team does not score any goals (pucks, etc.), or neither team scores.

— Goals in both halftimes

To win the bet on the outcome “goals in both halftimes – yes” it is necessary that goals (pucks, etc.) are scored in each half. To win the bet on the outcome “goals in both halftimes – no” it is necessary that no goals (pucks, etc.) are scored in the match or no goals are scored in at least one of halftimes.

— First ejection: 1T/2T

To win this bet it is necessary to guess in which team (team 1(1t)/team 2(2t)) the first ejection will take place. If the first ejection in both teams occurred simultaneously or there was not a single ejection in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— 1T/2T score leadership: yes/no.

To win a bet on the YES outcome, the opponent must lead the score at least once during event. To win a bet on the NO outcome, the opponent must not lead the score during the event.

— Bets on the next goal

This outcome is offered for bets on events in the course of the match. To win this bet it is necessary to guess which team will score the next goal. If this goal was not scored, the odds of winning for the bets on this outcome are taken equal to “1”.

In the line it is denoted as follows: Scoring in the match: 1st goal [1T/2T]. 1T stands for “first team”; 2T – for “second team”.

— Last goal: 1T/2T (for football):

To win this bet it is necessary to guess which team will score the last goal. If there were no goals in the match, the bets on the outcome “last goal” are considered lost.

— Last goal: 1T/2T (for hockey):

To win this bet it is necessary to guess which team will score the last goal in the regulation time of the match. If the regulation time of the match ended with a score of 0:0, the odds of winning for the bets on this outcome are taken equal to “1”.

— Time of the last goal (for football):

In the line it is denoted as Last goal from 1 to N min, Last goal from N to 90 min

To win this bet, it is necessary to guess at what time interval of the match the last goal will be scored. If there were no goals in the match, the bets on the outcome “last goal from... to... min” are considered lost.

— Time of the last goal (for hockey):

In the line it is denoted as “Last goal from 1 to N min”, “Last goal from N to 60 min”

To win this bet, it is necessary to guess at what time interval of the match the last goal will be scored. If there were no goals in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— Goal will be scored in the 1st half: yes/no

To win the bet “Goal will be scored in the 1st half – yes” it is necessary that either team scores at least one goal in the first half.

To win the bet “Goal will be scored in the 1st half – no” it is necessary that neither team scores any goals in the first half.

— Both will score in the 1st half: yes/no

To win the bet on the outcome “Both will score in the 1st half – yes” it is necessary that both teams score at least one goal in the first half. To win the bet on the outcome “Both will score in the 1st half – no” it is necessary that at least one of the teams does not score in the first half, or neither team scores in the first half.

— 1T scores in the 1st half: yes/no

To win the bet on the outcome “1T scores in the 1st half – yes” it is necessary that the first team scores at least one goal in the first half. To win the bet on the outcome “1T scores in the 1st half – no” it is necessary that the first team does not score any goals in the first half.

— 2T scores in the 1st half: yes/no

To win the bet on the outcome “2T scores in the 1st half – yes” it is necessary that the second team scores at least one goal in the first half. To win the bet on the outcome “2T scores in the 1st half – no” it is necessary that the second team scores no goals in the first half.

— 1T scores in the 2nd half: yes/no

To win the bet on the outcome “1T scores in the 2nd half – yes” it is necessary that the first team scores at least one goal in the second half. To win the bet on the outcome “1T scores in the 2nd half – no” it is necessary that the first team does not score any goals in the second half.

— 2T scores in the 2nd half: yes/no

To win the bet on the outcome “2T scores in the 2nd half – yes” it is necessary that the second team scores at least one goal in the second half. To win the bet on the outcome “2T scores in the 2nd half – no” it is necessary that the second team does not score any goals in the second half.

— 1T scores in both halves: yes/no

To win the bet on the outcome “1T scores in both halves – yes” it is necessary that the first team scores at least one goal in each half. To win the bet on the outcome “1T scores in both

halftimes – no”, it is necessary that the first team does not score any goals in at least one of the halftimes.

— 2T scores in both halftimes: yes/no

To win the bet on the outcome “2T scores in both halftimes – yes” it is necessary that the second team scores at least one goal in each half. To win the bet on the outcome “2T scores in both halftimes – no” it is necessary that the second team does not score any goals in at least one half.

— 1T wins in both halftimes: yes/no

To win the bet on the outcome “1T wins in both halftimes – yes” it is necessary that the first team wins in both halves. To win the bet on the outcome “1T wins in both halftimes – no” it is necessary that the first team does not win in at least one half.

— 2T wins in both halftimes: yes/no

To win the bet on the outcome “2T wins in both halftimes – yes” it is necessary that the second team wins in both halves. To win the bet on the outcome “2T wins in both halftimes – no” it is necessary that the second team does not win in at least one half.

— 1T wins the match and does not miss: yes/no

To win the bet on the outcome “1T wins the match and does not miss – yes” it is necessary that the first team wins the match and does not miss any goal. To win the bet on the outcome “1T wins the match and does not miss – no” it is necessary that the first team does not win the match or miss at least one goal.

— 2T wins the match and does not miss: yes/no

To win the bet on the outcome “2T wins the match and does not miss – yes” it is necessary that the second team wins the match and does not miss any goals. To win the bet on the outcome “2T wins the match and does not miss – no” it is necessary that the second team does not win the match or misses at least one goal.

— Penalty in the match: yes/no

To win the bet on the outcome “Penalty in the match – yes” it is necessary that there is a penalty in the match. To win the bet on the outcome “Penalty in the match – no” it is necessary that there is no penalty in the match.

For the bets on the outcome “Will the team score the (1st, 2nd, 3rd) penalty” the order of penalties is counted individually for each team.

— Ejection in the match: yes/no

To win the bet on the outcome “Ejection in the match – yes” it is necessary that a player is ejected from the field during the match. To win the bet on the outcome “Ejection in the match – no” it is necessary that no player is ejected from the field during the match. Only ejections of field players and the goalkeeper are taken into account.

— First substitution in the match: 1T/2T

To win this bet it is necessary to guess which team will be the first to make a substitution. If the substitution in the match was made in both teams simultaneously (the same minute or in a

break), the odds of winning for the bets on this outcome are taken equal to “1”. If there were no substitutions in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **First substitution in the match: in the 1st halftime/in the break or in the 2nd halftime**

To win this bet it is necessary to guess when the first substitution in the match will take place: in the first halftime, in the break or in the second halftime. If there were no substitutions in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Last substitution in the match: 1T/2T**

To win this bet it is necessary to guess which team will be the last to make a substitution. If the last substitution in the match was made in both teams simultaneously (the same minute or in a break), the odds of winning for the bets on this outcome are taken equal to “1”. If there were no substitutions in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Number of substitutions (value): More/Less**

To win this bet it is necessary to guess if the number of substitutions made in the match by both teams will be more or less than the indicated value. In case the number of substitutions in the match was the same as the indicated value, the odds of winning for the bets on this outcome are taken equal to “1”.

— **1st corner kick in the match: 1T/2T**

To win this bet it is necessary to guess which team will be the first to make a corner kick. In case no corner kick was made in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Time of the first corner kick**

In the line it is denoted as “Time of the first corner kick from 1-N min”, “Time of the first corner kick from N-90 min”. To win this bet it is necessary to guess the time interval of the match when the first corner kick will be made. In case no corner kick was made in the match, the odds of winning for the bets on this outcome are taken equal to “1”. — **Last corner kick in the match: 1T/2T**

To win this bet it is necessary to guess which team will be the last to make a corner kick. In case no corner kick was made in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Time of the last corner kick**

In the line it is denoted as “Time of the last corner kick from 1-N min”, “Time of the last corner kick from N-90 min”. To win this bet it is necessary to guess at what time interval of the match the last corner kick will be made. In case no corner kick was made in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Number of corner kicks in the 1st halftime (value): More/Less**

To win this bet it is necessary to guess if the number of the corner kicks made in the 1st halftime by both teams will be more or less than the indicated value.

— **Number of corner kicks in the match (value): More/Less**

To win this bet it is necessary to guess if the number of the corner kicks made in the match by both teams will be more or less than the indicated value. If the corner kick was appointed but not made, the corner kick is not taken into account in the total number of corner kicks.

— **Total corner kicks in the interval**

It is necessary to guess how many corner kicks are made in the specified time interval. The outcome “more” wins and the outcome “less” loses if the number of corner kicks performed within the specified time interval exceeded the value of the selected total. In all other cases, for the selected total, the outcome “less” wins and the outcome “more” loses.

The result is entered by the time of actual playout of the corner kick.

— **1st yellow card: 1T/2T:**

To win this bet it is necessary to guess which team’s player will receive the first yellow card in the match (only warnings to field players and the goalkeeper count). In the absence of yellow cards in the match or if the first yellow cards were shown to players of both teams the same minute of the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Time of the first yellow card**

In the line it is denoted as “Time of the 1st Y. card from 1-N min”, “Time of the 1st Y. card from N-90 min”. To win this bet it is necessary to guess in what time interval of the match a player of either team will receive the first yellow card in the match (only warnings to field players and the goalkeeper count). If there were no yellow cards in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **The last yellow card: 1T/2T**

To win this bet it is necessary to guess, which team’s player will receive the last yellow card in the match (only warnings to field players and the goalkeeper count). If there were no yellow cards in the match or if the last yellow cards were shown to players of both teams the same minute of the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Time of the last yellow card**

In the line it is denoted as “Time of the last Y. card from 1-N min”, “Time of the last Y. card from N-90 min”. To win this bet it is necessary to guess in what time interval of the match a player of either team will receive the last yellow card in the match (only warnings to field players and the goalkeeper count). If there were no yellow cards in the match, the odds of winning for the bets on this outcome are taken equal to “1”.

— **Number of yellow cards in the match (value): More/Less**

To win this bet it is necessary to guess if the number of yellow cards received by players of both teams in the match will be more or less than the indicated value (only warnings to field players and the goalkeeper count). A repeated yellow card resulting in the ejection of a player from the field is not counted when calculating the number of yellow cards.

— **Number of yellow cards in the first halftime (value): More/Less**

To win this bet it is necessary to guess if the number of yellow cards received by players of both teams in the first halftime will be more or less than the indicated value (only warnings to field players and the goalkeeper count). A repeated yellow card resulting in the ejection of a player from the field is not counted when calculating the number of yellow cards.

— **What happens earlier in the match: yellow card/goal**

To win this bet it is necessary to guess what will happen earlier in the match, a yellow card or a goal (only warnings to field players and the goalkeeper count). In case there were no yellow cards and goals in the match, and if the first goal and first yellow card in the match occur in one minute, the odds of winning bets on this outcome are taken equal to “1”. If at least one goal is scored in the match, and no yellow card is shown, the winning bet is “a goal happens earlier in the match”, and if at least one yellow card is shown in the match, but no goal is scored, the winning bet is “a yellow card happens earlier in the match”.

— **What happens last in the match: yellow card/goal**

To win this bet it is necessary to guess what happens last in the match, a yellow card or a goal (only warnings to field players and the goalkeeper count). In case there were no yellow cards and goals in the match, and if the last goal and the last yellow card occurred the same minute, the odds of winning for the bets on this outcome are taken equal to “1”. If at least one goal is scored in the match, and no yellow card is shown, the winning bet is “a goal happens last in the match”, and if at least one yellow card is shown in the match, but no goal is scored, the winning bet is “a yellow card happens last in the match”.

— **What happens earlier in the match: goal/substitution**

To win this bet it is necessary to guess what happens earlier in the match, a goal or a substitution. In case there were no goals and substitutions in the match, and if the first goal and the first substitution in the match occurred the same minute, the odds of winning for the bets on this outcome are taken equal to “1”. If at least one goal is scored in the match, and no substitution is made, the winning bet is “a goal happens earlier in the match”, and if at least one substitution is made in the match, but no goal is scored, the winning bet is “a substitution happens earlier in the match”.

— **Substitute player scores a goal: yes/no**

To win the bet “substitute player scores a goal – yes” at least one substitute player scoring a goal is enough. To win the bet “substitute player scores a goal – no” it is necessary that no substitute player scores a goal.

— **Official compensated time in the first halftime (value): More/Less**

The official compensated time in the first halftime is the number of minutes the referee added to the time of the first halftime. In the line it is denoted as “Offic. compens. time of 1st halftime (value) [More/Less]”. To win this bet it is suggested to guess whether the number of minutes of the official compensated time in the first halftime added by the referee is more or less than the indicated value.

— **Win of the 1st team including overtime, Tie including overtime, Win of 2nd team including overtime**

In the line it is denoted as follows:

Win 1 incl. OT – Win of the first team including overtime

Tie incl. OT – Tie including overtime

Win 2 incl. OT – Win of the second team including overtime.

— Win of the first team including shootouts, Win of the second team including shootouts (for hockey)

In the line it is denoted as follows:

Win 1 incl. shootouts – Win of the first team including shootouts

Win 2 incl. shootouts – Win of the second team including shootouts

— Win in the match (for hockey)

An advantage in goals scored in the final result of the match, i.e. taking extra time (overtime) and penalty kicks (shootouts), if any, into account. In the line it is denoted as Win in the match [Team Name].

— Bets on performance of players for bets made before the start of the match (player to score a goal, player to receive a card, etc.):

If a player is not in the starting lineup, the calculation of bets on his performance is made with the odds of “1”;

goals scored by the player in his own net do not count in his performance.

— Bets on performance of players for live betting (player to score a goal, player to receive a card, etc.):

The bets are calculated for players who appeared in the main lineup and the players who came on as substitutes during the match. The goals scored by the player in his/her own net do not count in his/her performance.

— Unscored penalty kick – no

To win a bet it is necessary that all appointed penalties in the match are scored, or not a single penalty is appointed in the match.

— Character win

The team which was losing during the match but eventually managed to win (the regulation time including the compensated time), is considered to get a character win.

In case of no goals or a tie, the bet is considered lost.

— Tie in the first half or in the match: yes/no

To win the bet “tie in the first half or in the match – yes” it is necessary that either the first half or the match, or both, end in a tie.

To win the bet “tie in the first half or in the match – no” it is necessary that there is no tie in the first half and in the match, that is, both the first half and the match must end with a win of some team.

— Tie in at least one of the halves: yes/no

The winning of a certain outcome depends on whether there is a tie in at least one halftime of the match. If both teams score an equal number of goals in one of halftimes, the “yes” outcome wins, and the “no” outcome loses. If in each halftime it is possible to identify the winner unambiguously, the “no” outcome wins, and the “yes” outcome loses.

— Total of each halftime is more than 1.5: Yes/No

To win the bet “total of each halftime is more than 1.5 – yes” it is necessary that the total of the first and the second halftimes is greater than 1.5, i.e. in each halftime at least 2 goals must be scored.

To win the bet “Total of each halftime is more than 1.5 – no” the total of at least one halftime needs to be less than 1.5.

— Total of each of halftime is less than 1.5: Yes/No

To win the bet “total of each halftime is less than 1.5 – yes” it is necessary that the total of the first halftime is less than 1.5 and the total of the second halftime is less than 1.5.

To win the bet “Total of each of the halftimes is less than 1.5 – no” the total of at least one of halftime needs to be more than 1.5.

— Both will score in a particular period (1st period, 2nd period, 3rd period)

To win a bet on the outcome “Both will score in a particular period (1st period, 2nd period, 3rd period) – yes” it is necessary that both teams score at least one goal in a particular period (1st period, 2nd period, 3rd period).

To win a bet on an outcome “Both will score in a particular period (1st period, 2nd period, 3rd period) – no” it is necessary that at least one team does not score any goals in a particular period (1st period, 2nd period, 3rd period) or neither team scores any goals in a particular period (1st period, 2nd period, 3rd period).

— Team 1 will score in all periods: yes/no

To win the bet on the outcome “Team 1 will score in all periods – yes” it is necessary that team 1 scores at least one goal in every period (1st, 2nd and 3rd periods).

To win the bet on the outcome “Team 1 will score in all periods – no” it is necessary that Team 1 does not score any goals in at least one of the three periods or Team 1 does not score any goals in any of the three periods.

— Team 2 will score in all periods: yes/no

To win the bet on the outcome “Team 2 will score in all periods – yes” it is necessary that team 2 scores at least one goal in every period (1st, 2nd and 3rd periods).

To win the bet on the outcome “Team 2 will score in all periods – no” it is necessary that Team 2 does not score any goals in at least one of the three periods or Team 2 does not score any goals in any of the three periods.

— Y./R. card (player): yes/no

To win the bet on “Player gets a yellow/red card – yes” a player receiving a yellow card or a red card in the match is enough.

To win the bet on “Player gets a yellow/red card – no” it is necessary that the player receives neither yellow nor red card in the match. If a player is not in the starting lineup, the odds of winning bets on these outcomes are taken equal to “1”. The cards shown after the final whistle and during the break do not count.

— 1T/2T wins in the 1st half or in the match: yes/no

To win the bet on the outcome “1T/2T wins in the 1st half or in the match – yes” it is necessary that the selected team (1 or 2) scores more goals than the other one either during the first half or during the regulation time of the match.

To win the bet on the outcome “1T/2T wins in the 1st half or in the match – no” it is necessary that the selected team (1 or 2) does not score more goals than the other one neither during the first half nor during the regulation time of the match.

– “Doubles Matches” and “Home and Away Teams”

“Doubles Matches” and “Home and Away Teams” shown in the Live section are matches from one competition that take place at the same time within one game day. The events designated as “Doubles Matches” include two matches from the selected competition. The events designated as “Home and Away Teams” include more than two matches of one competition.

Designations T1 and T2 are to designate the combinations of the first competitors in respective matches (“Home Team”) and combinations of the second ones (“Away Team”). The outcomes for “Doubles Matches” and “Home and Away Teams” are calculated based on the sum of goals or earned points for the first and the second pairs of teams, respectively. BC may suggest other types of additional outcomes as well.

9.72. Examples

Example 1: Single bet

Team 1	Team 2	Win 1	Tie X	Win 2
Real	Barcelona	2.5	2.6	2.7

- 9.73. Let’s say you’ve made a bet of 100 rubles on the win of Real (Outcome – 1). The odds on the win of Real=2.5. The payout if Real wins will be: $100 \times 2.5=250$ rubles. Net winnings: 250 (payout) – 100 (bet)=150 rubles.

Example 2: Accumulator

Team 1	Team 2	Win 1	Tie X	Win 2
Bavaria	Manchester United	2.4	3.0	2.3
Barcelona	Real Madrid	2.0	3.1	3.3
Ajax	Liverpool	1.8	2.9	3.7

9.74. Let's say you've made a bet of 100 rubles on the Accumulator comprising three outcomes: Manchester U. win, Barcelona win, Ajax – Liverpool – tie. The odds of winnings for the outcomes included in the Accumulator are multiplied: $2.3 \times 2.0 \times 2.9 = 13.34$. The payout, if all the selected outcomes take place, will be: $100 \times 13.34 = 1,334$ rubles, including net winnings (minus the bet amount): 1,234 rubles.

An Accumulator is considered lost if at least one of the outcomes is guessed incorrectly.

Example 3: System

System is a bet on a complete combination of Accumulators of a certain size from a pre-selected number of events and outcomes.

The maximum number of options in the System is 1,001.

The maximum number of events in the System is 16.

The winnings on a System bet are equal to the sum of winnings on the Accumulators included in the system.

The final odds of winning for all types of bets also take the peculiarities of determining the payout odds for some types of outcomes (e.g. bets on the competitor's win in the competition, when there are several winners, see cl. 6.13; bets on the competitor's win with handicaps, when the handicap value matches the result, see cl. 4.7, etc.) into account.

Let's take 4 arbitrary events from the line.

No.	Team 1	Team 2	Win 1	Tie X	Win 2
22	Manchester United	Tottenham	3.45	3.15	1.49
18	Chelsea	Charlton	1.17	3.5	4
17	Bolton	Watford	1.65	3.25	3.85
16	Arsenal	Middlesbrough	1.3	4.05	6

9.75. From this set of events you can bet on a System of:

A) six Accumulators of two events each;

B) four Accumulators of three events each.

Thus, in case A) for each of the four proposed events the bettor chooses one of the outcomes, and from the obtained single bets the maximum possible number of Accumulator bets is formed, which includes two of the four selected events and their outcomes defined by the bettor. Thus, in case B) for each of the four proposed events the bettor chooses one of the outcomes, and from the obtained single bets the maximum possible number of Accumulator bets is formed, which includes three of the four selected events and their outcomes defined by the bettor.

For instance, the System is made according to the formula 4-2 (6 Accumulator options):

Let's break this System down into Accumulators:

Option 1/6

22 Manchester United – Tottenham – 2 (win of the second team) odds. 1.49

18 Chelsea – Charlton – 1 (win of the first team) odds. 1.17

(product of odds=1.74)

Option 2/6

22 Manchester United – Tottenham – 2, odds. 1.49

17 Bolton – Watford – 1, odds. 1.65

(product of odds=2.46)

Option 3/6

22 Manchester United – Tottenham – 2, odds. 1.49

16 Arsenal – Middlesbrough – 1, odds. 1.3

(product of odds=1.94)

Option 4/6

18 Chelsea— Charlton – 1, odds. 1.17

17 Bolton – Watford – 1, odds. 1.65

(product of odds=1.93)

Option 5/6

18 Chelsea— Charlton – 1, odds. 1.17

16 Arsenal – Middlesbrough – 1, odds. 1.3

(product of odds=1.52)

Option 6/6

17 Bolton – Watford – 1, odds. 1.65

16 Arsenal – Middlesbrough – 1, odds. 1.3

(product of odds=2.14)

The sum of winnings for the bet on the System will be equal to the sum of winnings for each of the six Accumulators. For example, you bet 5 euros on each Accumulator of the System.

In this case, you bet on 6 Accumulators with 2 out of all specified outcomes in each. The sum of your bet is automatically divided in equal parts for each of the six Accumulators.

Full bet on the System=30 euros.

In this case, if you guess all the outcomes, the maximum winnings on the System will be 58 rubles 65 kop. If you fail to guess 1 game from the System, e.g. No. 16, options 3, 5, and 6 will lose.

Accordingly, the total winnings on the System will be 30 rubles 65 kop.

Example 4: Bets on total

No	Team 1	Team 2	Win 1	Tie X	Win 2
22	Manchester United	Tottenham	3.45	3.15	1.49

Total < (2.5): 1.80 Total > (2.5): 1.95

9.76. It is suggested to guess if more or less goals will be scored in the match compared to the specified value (total).

Let's say you believe that more than 3 goals will be scored in the match, so you make a bet on the total > (more) 2.5.

Thus, if the final score of the match is 2:1 (i.e., the number of goals in the match=3), your bet will win. If the score is 1:1 (i.e., the number of goals in the match=2), your bet will lose.

Example 5: System with a constant

Let's take 5 arbitrary events from the line.

No	Team 1	Team 2	Win 1	Tie X	Win 2
22	Manchester United	Tottenham	3.45	3.15	1.49
18	Chelsea	Charlton	1.17	3.5	4
17	Bolton	Watford	1.65	3.25	3.85
16	Arsenal	Middlesbrough	1.3	4.05	6
15	CSKA M	Spartak M	1.8	3.2	2.98

9.77. Let's assume that in event No. 15 we are sure that team 1 will win. This event and outcome 1 will be assigned a constant (this event will be added to each option of the System). If the constant loses, the whole System loses.

We obtain 5 events, 1 of which is a constant, so 4 events will be listed in the options of the System. Let's assume that when making a bet, we have chosen that 3 events will be guessed (this number includes constants), so 2 events are allowed not to be guessed, therefore, the formula is 4-2.

Thus, there are 6 Accumulators of 3 events each (2 events according to the formula $4-2 + \text{constant}$).

Option 1/6

15 CSKA M – Spartak M (win of the first team) odds 1.8

22 Manchester United – Tottenham – 2 (win of the second team) odds 1.49

18 Chelsea – Charlton – 1 (win of the first team) odds 1.17

(product of odds=3.13)

Option 2/6

15 CSKA M – Spartak M (win of the first team) odds 1.8

22 Manchester United – Tottenham – 2, odds 1.49

17 Bolton – Watford – 1, odds 1.65

(product of odds=4.42)

Option 3/6

15 CSKA M – Spartak M (win of the first team) odds 1.8

22 Manchester United – Tottenham – 2, odds 1.49

16 Arsenal – Middlesbrough – 1, odds 1.3

(product of odds=3.48)

Option 4/6

15 CSKA M – Spartak M (win of the first team) odds 1.8

18 Chelsea— Charlton – 1, odds 1.17

17 Bolton – Watford – 1, odds 1.65

(product of odds=3.48)

Option 5/6

15 CSKA M – Spartak M (win of the first team) odds 1.8

18 Chelsea— Charlton – 1, odds 1.17

16 Arsenal – Middlesbrough – 1, odds 1.3

(product of odds=2.88)

Option 6/6

15 CSKA M – Spartak M (win of the first team) odds 1.8

17 Bolton – Watford – 1, odds 1.65

16 Arsenal – Middlesbrough – 1, odds 1.3

(product of odds=3.86)

To set a constant, simply check the event box in the “constant” column. It should be remembered that the formula m-n will be made up of the remaining number of events.

Example 6: Detailed description of the System formula

The System formula is: m-n,

where m is the number of selected events, n is the number of event outcomes the better is allowed not to guess in order for the ticket to still be winning.

The formula to calculate the number of System options: $m-n = m! / n!(m-n)!$

Example 7. Bets on the handicap

Let’s take an event from the line.

No	Event	1	X	2	H1T	H.O.	H2T	H.O.
01	Manchester United – Bolton	1.3	4.5	10	-1.5	1.9	+1.5	1.8

9.78. Let’s bet on the first team’s handicap H1T with the odds of 1.9.

Let’s look at several options for the outcome of this match.

A) The result for this event is 3:2. The result including handicap H1T(-1.5) 1.5:2, the first team lost, the bet is lost.

B) The result for this event is 3:1. The result including handicap H1T(-1.5) 1.5:1, the first team won, the bet won.

Let’s consider another event from the line

No	Event	1	X	2	H1T	H.O.	H2T	H.O.
01	Manchester United – Bolton	1.3	4.5	10	-1.5	1.9	+1.5	1.8

9.79. Let’s bet on the second team’s handicap H2T (+1) with the odds of 1.5.

Let’s look at several options for the outcome of this match.

A) The result for this event is 2:1. The result including handicap H2T(+1) 2:2; following cl. 4.7 of these Rules, the odds for this outcome of the event are equal to 1.

B) The result for this event is 2:2. The result including the handicap H2T(+1) 2:3, this bet wins.

A handicap with a zero value:

When a bet is made on the handicap with a zero value and the result of this event is a tie, following cl. 4.7. of these Rules, the odds for this outcome of the event are equal to 1.

The sources to determine match statistics (corner kicks, yellow cards, substitutions, etc.)

Football.

**National Team
Matches** <http://www.fifa.com>

**Football. UEFA
Champions
League, Europa
League**

<http://www.uefa.com>

**Football.
CONCACAF
Champions
League**

<http://www.concacaf.com>

**Football. African
Champions
League**

<http://www.cafonline.com>

**Football. Asian
Champions
League**

<http://www.the-afc.com>

**Football.
Championship of
England**

<http://www.premierleague.com>

**Football. Premier
League of
England
(statistical
figures)**

<http://www.premierleague.com>

**Football.
Championship of
Australia**

<http://www.a-league.com.au>

**Football.
Championship of
Australia. VPL
league**

<http://www.footballfedvic.com.au>

**Football.
Championship of
Austria**

<http://www.bundesliga.at>

Football.

**Championship of
Algeria** <http://www.lnf.dz>

Football.

**Championship of
Argentina** <http://www.afa.org.ar>

Football.

**Championship of
Armenia** <http://www.ffa.am>

Football.

**Championship of
Belarus** <http://football.by>

Football.

**Championship of
Belgium** <http://www.sport.be/jupilerproleague/>

Football.

**Championship of
Bulgaria** <http://www.pfl.bg>

Football.

**Championship of
Bolivia** <http://www.lfpb.com.bo>

Football.

**Championship of
Bosnia and
Herzegovina** <http://www.nfsbih.ba>

Football.

**Championship of
Brazil** <http://www.cbf.com.br/>

Football.

**Championship of
Hungary** <http://www.mlsz.hu>

Football.

**Championship of
Venezuela** <http://www.federacionvenezolanadefutbol.org/ve/>

Football.

Championship of <http://www.bundesliga.de/de/>

Germany

Football.

**Championship of
Germany (stat.
figures)**

<http://www.bundesliga.de/de/>

Football.

**Championship of
the Netherlands**

<http://www.knvb.nl>

Football.

**Championship of
Honduras**

<http://www.lnphonduras.com>

Football.

**Championship of
Greece**

<http://www.sport.gr>

Football.

**Championship of
Denmark**

<http://www.dbu.dk>

Football.

**Championship of
Egypt**

<http://www.efa.com.eg>

Football.

**Championship of
Israel**

<http://eng.football.org.il>

Football.

**Championship of
India**

<http://www.the-aiff.com>

Football.

**Championship of
Indonesia**

<http://www.ligaindonesia.co.id>

Football.

**Championship of
Iran**

<http://www.persianleague.com>

Football.

**Championship of
Ireland**

<http://www.airtricityleague.com>

Football.
Championship of <http://www.ksi.is>
Iceland

Football.
Championship of <http://www.lfp.es/>
Spain

Football.
Championship of <http://rfef.es;> [http://www.lfp.es/;](http://www.lfp.es/)
Spain (stat.
figures)

Football.
Championship of <http://www.legaseriea.it>
Italy

Football.
Championship of <http://www.legaseriea.it>
Italy (statistical
figures)

Football.
Championship of <http://www.lega-pro.com>
Italy, C1-A/B

Football.
Championship of <http://www.kff.kz>
Kazakhstan

Football.
Championship of <http://www.canadiansoccerleague.ca>
Canada

Football.
Championship of <http://www.qfa.com.qa>
Qatar

Football.
Championship of <http://sports.sina.com.cn/csl>
China

Football.
Championship of <http://www.cfa.com.cy>
Cyprus

Football. <http://www.unafut.com>
Championship of

Costa Rica

**Football.
Championship of
Colombia** <http://www.dimayor.com>

**Football.
Championship of
Kuwait** <http://www.kfa.org.kw>

**Football.
Championship of
Latvia** <http://www.lff.lv>

**Football.
Championship of
Lithuania** <http://www.lff.lt>

**Football.
Championship of
Macedonia** <http://www.ffm.com.mk>

**Football.
Championship of
Malta** <http://www.mfa.com.mt>

**Football.
Championship of
Morocco** <http://www.frmf.ma>

**Football.
Championship of
Mexico** <http://www.femexfut.org.mx>

**Football.
Championship of
Moldova** <http://www.fmf.md>

**Football.
Championship of
New Zealand** <http://www.nzfc.co.nz>

**Football.
Championship of
Norway** <http://www.fotball.no>

**Football. UAE
Championship** <http://www.proleague.ae>

Football.
Championship of Paraguay <http://www.fepafut.com>

Football.
Championship of Peru <http://www.peru.com/futbol>

Football.
Championship of Poland <http://www.ekstraklasa.org>

Football.
Championship of Poland, 2nd Division <http://www.pzpn.pl>

Football.
Championship of Portugal <http://www.ligaportugal.pt>

Football.
Championship of Portugal, 2nd Division <http://www.lfp.pt>

Football.
Championship of Russia, Premier League <http://www.rfpl.org>

Football.
Championship of Russia, Premier League (statistical figures) <http://www.rfpl.org>

Football.
Championship of Russia. FNL (1st Division) <http://www.1fnl.ru>

Football.
Championship of Russia, 2nd Division <http://www.pfl-russia.com>

Football.
Championship of <http://www.prosport.ro>
Romania

Football.
Championship of <http://www.liga2.ro>
Romania, 2nd
Division

Football.
Championship of <http://www.spl.com.sa>
Saudi Arabia

Football.
Championship of <http://www.bbc.co.uk/sport>
the Northern
Ireland

Football.
Championship of <http://www.superliga.rs>
Serbia

Football.
Championship of <http://www.sleague.com>
Singapore

Football.
Championship of <http://www.futbalsfz.sk>
Slovakia

Football.
Championship of <http://www.nzs.si>
Slovenia

Football. U.S.
Championship <http://web.mlsnet.com>
(MLS)

Football. U.S.
Championship <http://www.nasl.com/>
(NASL)

Football.
Championship of <http://www.thaipremierleague.co.th>
Thailand

Football. <http://www.ftf.org.tn>
Championship of

Tunisia

Football.

**Championship of
Turkey** <http://www.tff.org.tr>

Football.

**Championship of
Turkey, 2nd
Division** <http://www.tff.org.tr>

Football.

**Championship of
Ukraine** <http://www.fpl.ua>

Football.

**Championship of
Wales** <http://www.welshpremier.com>

Football.

**Championship of
Uruguay** <http://www.auf.org.uy>

Football.

**Championship of
Finland** <http://www.veikkausliiga.com>

Football.

**Championship of
France** <http://www.ligue1.com/>

Football.

**Championship of
France (stat.
figures)** <http://www.ligue1.com/>

Football.

**Championship of
Croatia** <http://www.prva-hnl.hr>

Football.

**Championship of
the Czech
Republic** <http://fotbal.idnes.cz>

Football.

**Championship of
Chile** <http://www.anfp.cl>

Football.
Championship of Switzerland <http://www.football.ch>

Football.
Championship of Sweden <http://www.svenskfotboll.se>

Football.
Championship of Scotland <http://www.sportinglife.com>

Football.
Championship of Ecuador <http://www.ecuafutbol.org>

Football.
Championship of Estonia <http://www.jalgpall.ee>

Football. South African Championship <http://www.psl.co.za>

Football. South Korean Championship (K-League) <http://www.kleague.com>

Football. South Korean Championship (National League) <http://www.n-league.net>

Football.
Championship of Japan <http://www.j-league.or.jp>

Hockey. National Team Matches <http://www.iihf.com>

Hockey. AHL <http://www.theahl.com>

Hockey. NHL <http://www.nhl.com>

Hockey. OHL <http://www.ontariohockeyleague.com>

Hockey. QMJHL <http://www.theqmjhl.ca>

Hockey. WHL <http://www.whl.ca>

Hockey. KHL <http://www.khl.ru>

Hockey. VHL <http://www.vhlru.ru>

Hockey. MHL <http://mhl.khl.ru>

Hockey. MHL.
Division B <http://mhl2.khl.ru>

Hockey. Asian
League <http://www.alhockey.com>

Hockey. MOL
League <http://www.icehockey.hu>

Hockey.
Championship of
Australia <http://www.theaihl.com>

Hockey.
Championship of
Austria <http://www.erstebankliga.at>

Hockey.
Championship of
Belarus <http://www.hockey.by>

Hockey.
Championship of
Great Britain <http://eliteleague.co.uk>

Hockey.
Championship of
Germany <http://www.del.org>

Hockey.
Championship of
Germany, 2nd
Bundesliga <http://www.esbg.de>

Hockey.
Championship of
Denmark <http://www.ishockey.dk>

**Hockey.
Championship of
Italy** <http://www.lihg.it>

**Hockey.
Kazakhstan
Open
Championship** <http://www.icehockey.kz>

**Hockey.
Championship of
Norway** <http://www.hockey.no>

**Hockey.
Championship of
Poland** <http://www.hokej.net>

**Hockey.
Championship of
Slovakia** <http://www.szlh.sk>

**Hockey.
Championship of
Ukraine** <http://fhu.com.ua>

**Hockey.
Championship of
Finland** <http://www.sm-liiga.fi>

**Hockey.
Championship of
Finland, 2nd
League** <http://www.mestis.fi>

**Hockey.
Championship of
France** <http://www.hockeyfrance.com>

**Hockey.
Championship of
the Czech
Republic** <http://www.hokej.cz>

**Hockey.
Championship of
Switzerland** <http://www.sehv.ch>

Hockey.
Championship of Sweden <http://www.hockeyligan.se>

Futsal.
Championship of Brazil <http://www.futsaldobrasil.com>

Futsal.
Championship of Spain <http://www.lnfs.es>

Futsal.
Championship of Italy <http://www.divisionecalcioa5.it>

Futsal.
Championship of Poland <http://futsalekstraklasa.pl>

Futsal.
Championship of Portugal <http://www.futsalportugal.com>

Futsal.
Championship of Russia <http://www.amfr.ru>

Futsal.
Championship of Romania <http://www.frf.ro>

Futsal.
Championship of the Czech Republic <http://www.fotbal.cz>

Futsal.
Championship of Japan <http://www.fleague.jp>

Water Polo.
National Team Matches <http://www.fina.org>

Water Polo.
Eurocups <http://www.len.eu>

Water Polo.
Championship of Hungary <http://www.mvlsz.hu>

Water Polo.
Championship of Greece <http://www.koe.org.gr>

Water Polo.
Championship of Spain <http://www.rfen.es>

Water Polo.
Championship of Italy <http://www.federnuoto.it>

Water Polo.
Championship of Russia <http://www.waterpolo.ru>

Water Polo.
Championship of Serbia <http://www.waterpoloserbia.org>

Water Polo.
Championship of Croatia <http://www.hvs.hr>

Rugby. World Cup <http://www.irb.com>

Rugby. Amlin Challenge Cup <http://www.ercrugby.com>

Rugby. Currie Cup <http://www.sarugby.co.za>

Rugby. Heineken Cup <http://www.ercrugby.com>

Rugby. ITM Cup <http://www.itmcup.co.nz>

Rugby. LV Cup <http://www.lv.com>

Rugby.
RaboDirect PRO12 <http://www.rabodirectpro12.com>

Rugby.
Australian National League <http://www.nrl.com>

Rugby. European Super League <http://www.superleague.co.uk>

Rugby. Championship of England. Premier League <http://www.premiershiprugby.com>

Rugby. Cooperative Championship <http://www.rugbyleaguechampionships.co.uk>

Rugby. Championship of France <http://www.lnr.fr>

Ball hockey. National Team Matches <http://www.worldbandy.com>

Ball hockey. Championship of Norway <http://www.bandyforbundet.no>

Ball hockey. Championship of Russia <http://www.rusbandy.ru>

Ball hockey. Championship of Finland <http://www.finbandy.fi>

Ball hockey. Championship of Sweden <http://www.svenskbandy.se>

Baseball. MLB <http://www.mlb.com>

Baseball. NPB <http://www.npb.or.jp>

Baseball. LMP <http://www.lmp.mx>

Baseball. ABL theabl.com.au

Baseball. KBO <http://eng.koreabaseball.com/>

Handball. IHF tournaments <http://www.ihf.info>

Handball. EHF tournaments <http://www.eurohandball.com>

Handball. European Champions League <http://www.ehfl.com>

Handball. Women. Regional League <http://www.wrhl.info>

Handball. Men. Southeast League <http://www.seha-liga.com>

Handball. Championship of Austria <http://oehb.sportlive.at>

Handball. Championship of Hungary <http://www.keziszovetseg.hu>

Handball. Championship of Germany. Men <http://www.dkb-handball-bundesliga.de>

Handball. Championship of Germany. Women <http://www.hbf-info.de>

Handball. Championship of Greece <http://www.handball.org.gr>

Handball. Championship of Denmark <http://www.dhf.dk>

Handball. Championship of <http://www.handballisr.co.il>

Israel

Handball.

**Championship of
Iceland** <http://www.hsi.is>

Handball.

**Championship of
Spain** <http://www.asobal.es>

Handball.

**Championship of
Norway** <http://www.handball.no>

Handball.

**Championship of
Poland** <http://www.zprp.pl>

Handball.

**Championship of
Portugal** <http://www.fpa.pt>

Handball.

**Championship of
Russia** <http://www.rushandball.ru>

Handball.

**Championship of
Romania** <http://www.frh.ro>

Handball.

**Championship of
Serbia** <http://www.rss.org.rs>

Handball.

**Championship of
Slovenia** <http://www.rokometna-zveza.si>

Handball.

**Championship of
Slovakia** <http://www.slovakhandball.sk>

Handball.

**Championship of
Turkey** <http://www.thf.gov.tr>

Handball.

Championship of <http://www.handball.net.ua>

Ukraine

Handball.

**Championship of
France** <http://www.ff-handball.org>

Handball.

**Championship of
the Czech
Republic** <http://www.chf.cz>

Handball.

**Championship of
Switzerland** <http://handball.ch>

Handball.

**Championship of
Sweden** <http://www.svenskhandboll.se>

Handball.

**Championship of
Estonia** <http://www.handball.ee>

Handball. South

**Korean
Championship** <http://www.handballkorea.com>

Volleyball.

Eurocups <http://www.cev.lu>

Volleyball.

**National Team
Matches** <http://www.fivb.com>

Volleyball. Mid-

European League <http://mevza.volley.net.at>

Volleyball.

**Championship of
Austria** <http://www.volley.net.at>

Volleyball.

**Championship of
Azerbaijan** <http://avf.az>

Volleyball.

**Championship of
Algeria. Men** <http://www.afvb.org>

**Volleyball.
Championship of
Argentina** <http://www.aclav.com>

**Volleyball.
Championship of
Belgium** <http://www.ethiasvolleyleague.be>

**Volleyball.
Championship of
Brazil** <http://www.cbv.com.br>

**Volleyball.
Championship of
Bulgaria** <http://bgvolleyball.com>

**Volleyball.
Championship of
Hungary** <http://www.hunvolley.hu>

**Volleyball.
Championship of
Germany** <http://www.volleyball-bundesliga.de>

**Volleyball.
Championship of
Greece. Men** <http://www.volleyleague.gr>

**Volleyball.
Championship of
Greece. Women** <http://www.volleyball.gr>

**Volleyball.
Championship of
Denmark** <http://www.volleyliga.dk>

**Volleyball.
Championship of
Israel** <http://www.iva.org.il>

**Volleyball.
Championship of
Indonesia** <http://www.voliindonesia.com>

**Volleyball.
Championship of
Iran** <http://www.iranvolleyball.com>

**Volleyball.
Championship of
Spain** <http://www.rfevb.com>

**Volleyball.
Championship of
Italy. Men** <http://www.legavolley.it>

**Volleyball.
Championship of
Italy. Women** <http://www.legavolleyfemminile.it>

**Volleyball.
Championship of
Kazakhstan** <http://www.volley.kz>

**Volleyball.
Championship of
Quatar** <http://www.qvba.org>

**Volleyball.
Championship of
Cyprus** <http://www.volleyball.org.cy>

**Volleyball.
Championship of
China** <http://cva.qq.com>

**Volleyball.
Championship of
Latvia** <http://www.volejbols.lv>

**Volleyball.
Championship of
Lebanon** <http://www.lebvolley.com>

**Volleyball.
Championship of
Lithuania** <http://www.ltf.lt>

**Volleyball.
Championship of
the Netherlands** <http://www.volleybal.nl>

**Volleyball.
Championship of
Peru** <http://www.facebook.com/LigaNacionalsuperiordevoleibol>

**Volleyball.
Championship of
Poland. Men** <http://www.plusliga.pl>

**Volleyball.
Championship of
Poland. Women** <http://www.ornen-liga.pl>

**Volleyball.
Championship of
Portugal** <http://www.fpvoleibol.pt>

**Volleyball.
Championship of
Russia** <http://www.volley.ru>

**Volleyball.
Championship of
Romania** <http://www.frvolei.ro>

**Volleyball.
Championship of
Serbia** <http://www.wienerliga.org>

**Volleyball.
Championship of
Slovakia** <http://www.svf.sk>

**Volleyball.
Championship of
Slovenia** <http://www.odbojka.si>

**Volleyball.
Championship of
Turkey** <http://www.tvf.org.tr>

**Volleyball.
Championship of
Ukraine** <http://fvu.in.ua>

**Volleyball.
Championship of
Finland** <http://www.mestaruusliiga.fi>

**Volleyball.
Championship of
France** <http://lnv.fr>

**Volleyball.
Championship of
Croatia** <http://www.hou.hr>

**Volleyball.
Championship of
Montenegro** <http://www.oscg.me>

**Volleyball.
Championship of
the Czech
Republic** <http://www.cvf.cz>

**Volleyball.
Championship of
Switzerland** <http://www.volleyball.ch>

**Volleyball.
Championship of
Sweden** <http://www.volleyboll.se>

**Volleyball.
Championship of
Estonia** <http://www.evf.ee>

**Volleyball. South
Korean
Championship** <http://kovo.co.kr>

**Volleyball.
Championship of
Japan** <http://www.vleague.or.jp>

**Formula 1
Racing** <http://www.formula1.com>

Moto Grand Prix <http://www.motogp.com/>

Nascar Races <http://www.nascar.com>

Eurovision <http://www.eurovision.tv>

Curling <http://www.worldcurling.org>

**eSports Starcraft
2** [hearthstone http://eu.battle.net](http://eu.battle.net)

eSports Dota 2 <http://www.dota2.com>

eSports League of Legends	http://eune.lolesports.com
eSports Counter-Strike	http://counter-strike.net
eSports Hearthstone	http://eu.battle.net/hearthstone/ru/
eSports Heroes of the Storm	http://eu.battle.net/heroes/ru/
Track and Field	http://www.iaaf.org
Olympic Games	http://www.olympic.org
Snooker	http://www.snooker.org , http://www.worldsnooker.com/
Badminton	http://www.bwfbadminton.org/
Badminton	http://www.tournamentsoftware.com
Darts. PDC	http://www.pdc.tv
Darts. BDO	http://www.bdodarts.com/
Biathlon	http://www.biathlonworld.com
American football. NFL	http://www.nfl.com
American football. CFL	http://www.cfl.ca
American football. NCAA	http://www.ncaa.com/
Beach Volleyball	http://www.fivb.org/EN/BeachVolleyball/
Beach Football	http://www.beachsoccer.com/
What? Where? When?	http://chgk.tvigra.ru
KVN	amik.ru
Culture. Grammy	http://www.grammy.org

Culture. Oscar	http://www.oscars.org/
Chess	http://www.fide.com
Chess	http://www.aiba.org/ , http://www.pabaonline.com/ , http://www.wpbf-usbc.org/ , http://www.pabaonline.com/ , http://www.ibf-usba-boxing.com/ , http://wbcboxing.com/wbceng/
Mixed martial arts UFC	http://www.ufc.com
Mixed martial arts Bellator	http://www.bellator.com/
Mixed martial arts Glory	http://www.gloryworldseries.com/en/
Mixed martial arts WSOF	http://www.wsof.com/
Mixed martial arts Titan	http://www.titanfighting.com/
Mixed martial arts M1 Global	http://www.mixfight.ru/
Mixed martial arts Strikeforce	http://www.strikeforce.com/
Cycling	http://www.uci.ch/
Winter sports	http://www.fis-ski.com/
Speed skating	http://www.isu.org/en/home
Figure skating	http://www.isu.org/en/home
Bowls	http://www.worldbowlstour.com
Squash. Australian Open	http://www.squash.org.au/
Squash. Swedish Open	http://www.swedishopensquash.se/
Squash. Windy City Open	http://www.windycityopen.com/

Basketball. NBA <http://www.nba.com>

**Basketball. NBA
(statistical
figures)** <http://www.nba.com>

**Basketball.
ULEB
Euroleague** <http://www.euroleague.net>

**Basketball. FIBA
tournaments** <http://www.fiba.com>

**Basketball. FIBA
Asia
Tournaments** www.fibaasia.net

**Basketball. FIBA
Americas
Tournaments** <http://www.fibaamericas.com>

**Basketball. FIBA
Africa
tournaments** <http://www.fibaafrica.com/>

**Basketball. FIBA
Europe
tournaments** <http://www.fibaeurope.com>

**Basketball.
Eurocup** <http://eurocupbasketball.com>

**Basketball.
Adriatic League** <http://www.abaliga.com>

**Basketball.
Balkan League** <http://www.balkanleague.net>

**Basketball. Baltic
League** <http://www.bbl.net>

**Basketball. VTB
League** <http://www.vtb-league.com>

**Basketball.
Southeast Asian
League** <http://aseanbasketballleague.com>

Basketball.
WNBA <http://www.wnba.com>

Basketball.
NCAA <http://www.ncaa.com>

Basketball.
Championship of
Australia. <http://www.seabl.com.au>
Southeast League

Basketball.
Championship of <http://www.nbl.com.au>
Australia. Men

Basketball.
Championship of <http://www.wnbl.com.au>
Australia.
Women

Basketball.
Championship of <http://www.oeb1.at>
Austria

Basketball.
Championship of <http://www.fshb.al/fshb/index.php>
Albania

Basketball.
Championship of <http://www.lnb.com.ar>
Argentina

Basketball.
Championship of <http://www.asia-basket.com/Bahrain/basketball-Premier-League.asp>
Bahrain

Basketball.
Championship of <http://www.bbf.by/>
Belarus

Basketball.
Championship of <http://ethiasleague.com>
Belgium

Basketball.
Championship of <http://bgbasket.com>
Bulgaria

**Basketball.
Championship of
Bosnia and
Herzegovina** <http://www.basket.ba/ksbih/bih/txt.php?id=144>

**Basketball.
Championship of
Brazil** <http://www.lnb.com.br>

**Basketball.
Championship of
Brazil. Women** <http://www.ligadebasquetefeminino.com.br>

**Basketball.
Championship of
Great Britain** <http://www.bbl.org.uk>

**Basketball.
Championship of
Hungary** <http://www.kosarsport.hu>

**Basketball.
Championship of
Venezuela** <http://www.lpb.com.ve>

**Basketball.
Championship of
Germany** <http://www.beko-bbl.de>

**Basketball.
Championship of
Greece** <http://www.esake.gr>

**Basketball.
Championship of
Denmark** <http://www.basketligaen.dk>

**Basketball.
Championship of
Egypt** <http://www.basketballegypt.com/vb/>

**Basketball.
Championship of
Israel** <http://www.basket.co.il>

**Basketball.
Championship of** <http://www.nblindonesia.com>

Indonesia

**Basketball.
Championship of
Spain. Men** <http://www.acb.com>

**Basketball.
Championship of
Spain, 2nd
Division. Men** <http://www.feb.es>

**Basketball.
Championship of
Spain. Women** <http://www.feb.es>

**Basketball.
Championship of
Italy. Men** <http://www.legabasket.it>

**Basketball.
Championship of
Italy, 2nd
Division Men** <http://www.legapallacanestro.com>

**Basketball.
Championship of
Italy, 3rd
Division Men** <http://www.legapallacanestro.com>

**Basketball.
Championship of
Italy. Women** <http://www.legabasketfemminile.it>

**Basketball.
Championship of
Canada** <http://www.nblcanada.com>

**Basketball.
Championship of
the Caribbean
Islands** <http://www.caribbeanbasketball.com/>

**Basketball.
Championship of
Qatar** <http://www.qabl.basketball.net.au/>

**Basketball.
Championship of** <http://www.basketball.org.cy>

Cyprus

Basketball.

**Championship of
China** <http://sports.sina.com.cn/cba>

Basketball.

**Championship of
Latvia** <http://www.basket.lv>

Basketball.

**Championship of
Lebanon** <http://lebanesebasketball.net/>

Basketball.

**Championship of
Lithuania** <http://www.lkl.lt>

Basketball.

**Championship of
Macedonia** <http://www.basketball.org.mk/default.asp>

Basketball.

**Championship of
Morocco** <http://www.frmbb.ma/>

Basketball.

**Championship of
Mexico** <http://www.lnbp.com.mx>

Basketball.

**Championship of
the Netherlands** <http://www.basketballleague.nl>

Basketball.

**Championship of
New Zealand** <http://www.basketball.org.nz>

Basketball.

**Championship of
Norway** <http://www.basket.no>

Basketball.

**Championship of
Peru** <http://www.ligadelima.com>

Basketball.

Championship of <http://www.plk.pl>

Poland. Men

Basketball.

**Championship of
Poland. Women** <http://www.plkk.pl>

Basketball.

**Championship of
Portugal** <http://www.fpb.pt>

Basketball.

**Championship of
Puerto Rico** <http://www.bsnpr.com>

Basketball.

**Championship of
Russia** <http://russiabasket.ru>

Basketball.

**Championship of
Romania** <http://www.frbaschet.ro>

Basketball.

**Championship of
Serbia** <http://www.kls.rs>

Basketball.

**Championship of
Singapore** <http://www.bas.org.sg/>

Basketball.

**Championship of
Syria** <http://www.syrbf.org/>

Basketball.

**Championship of
Slovakia** <http://www.basket.sk>

Basketball.

**Championship of
Slovenia** <http://www.kzs.si>

Basketball.

**Championship of
Turkey** <http://www.tbl.org.tr>

Basketball.

Championship of <http://www.superleague.ua>

Ukraine

Basketball.

Championship of Uruguay http://www.sportingpulse.com/assoc_page.cgi?assoc=3376&pID=11

Basketball.

Championship of the Philippines <http://pba.inquirer.net>

Basketball.

Championship of Finland <http://www.basket.fi>

Basketball.

Championship of France. Men <http://www.lnb.fr>

Basketball.

Championship of France. Women <http://www.basketfb.com>

Basketball.

Championship of Croatia <http://www.hks-cbf.hr>

Basketball.

Championship of the Czech Republic <http://www.cbf.cz>

Basketball.

Championship of Switzerland <http://www.lnba.ch>

Basketball.

Championship of Sweden <http://iof1.idrottonline.se/SvenskaBasketbollforbundet/Basketliganherr/>

Basketball.

Championship of Estonia <http://www.basket.ee>

Basketball. South

Korean

Championship.

Men

<http://www.kbl.or.kr>

**Basketball. South
Korean
Championship.
Women**

<http://www.wkbl.or.kr>

**Basketball.
Championship of
Japan**

<http://www.bj-league.com>

**Tennis. ATP
tournaments**

<http://www.atpworldtour.com>

**Tennis. WTA
tournaments**

<http://www.wtatennis.com>

**Tennis.
Australian Open**

<http://www.ausopen.com>

**Tennis.
Wimbledon
Tournament**

<http://www.wimbledon.com>

**Tennis. ITF
tournaments**

<http://www.itftennis.com>

**Tennis. Davis
Cup**

<http://www.daviscup.com>

**Field hockey.
National Team
Matches**

<http://www.fih.ch>

**Field hockey.
Euroleague**

<http://www.ehlhockey.tv>

**Field hockey.
Championship of
England**

<http://www.englishhockey.co.uk>

**Field hockey.
Championship of
Germany**

<http://www.hockeyliga.de>

**Field hockey.
Men.
Championship of
India**

<http://hockeyindia.org>

**Field hockey.
Championship of
Italy** <http://www.federhockey.it>

**Field hockey.
Championship of
the Netherlands** <http://www.hockey.nl>

**Field hockey.
Men.
Championship of
the Netherlands** <http://www.hockey.nl>

**Floorball.
National Team
Matches** <http://www.floorball.org>

**Floorball.
Championship of
Denmark** <http://www.floorball.dk>

**Floorball.
Championship of
Finland** <http://www.salibandyliiga.fi>

**Floorball.
Championship of
the Czech
Republic** <http://www.cfbu.cz>

**Floorball.
Women.
Championship of
Sweden** <http://www.innebandy.se>

**Floorball.
Championship of
Switzerland** <http://www.swissunihockey.ch>

**Table tennis.
International
tournaments** <http://www.ittf.com/>

**Table tennis.
European
tournaments** <http://www.ettu.org/>

Table tennis.
Challengers

<http://challengerseries.net/>

Symbols of some statistical indicators used in the results:

Football:

sA – where **A** is the number of substitutions. For example, **s5** means that 5 substitutions were made in the match.

ckA(B) – where **A** is the number of corner kicks in the match, **B** is the number of corner kicks in the first half. For example, **ck10(5)** means that there were 10 corner kicks in the match and 5 corner kicks in the first half.

yA(B) – where **A** is the number of yellow cards in the match, **B** is the number of yellow cards in the first half. For example, **y4(2)** means that there were 4 yellow cards in the match, 2 yellow cards in the first half.

cA – where **A** is the official compensated time of the first half in minutes. For example, **c5** means that in the first half, 5 minutes of the official compensated time were added.

Hockey:

s (result by shootouts) – For example, **s(1-0)**, the first team wins by shootouts.

Boxing:

The number of rounds in the match is specified in parentheses after the main result.

10. SETTLEMENT OF DISPUTES (PRE-TRIAL PROCEDURE)

- 10.1. Terms of bet acceptance (odds, options of outcomes, available combinations of bet types, maximum bet limits, etc.) can be changed at any time and be valid for new bets of the bettor, whereas conditions of previously made bets remain unchanged. Before entering into the agreement, the bettor must find out all changes in the current line.
- 10.2. The bets made on the events with the outcome already known at the time of betting, can be calculated with the odds of “1”.
- 10.3. In accordance with these Rules, in case of any disputes between the bettor (party to the agreement) and BC on the issues related to execution and implementation of the agreement between the bettor (party to the agreement) and BC on winnings, including issues of payout, the outcomes of events, the odds of winning, other material terms of the agreement, as well as recognition of the agreement as void or invalid, the parties shall establish a mandatory complaint procedure to settle the arising disputes (pre-trial procedure).
- 10.4. As part of the pre-trial procedure for dispute settlement, the party that believes its rights to have been violated is obliged to submit an appropriate written claim to the other party. If the claim addressee is BC, the claim shall be submitted to its location (legal address) specified in

the respective constituent documents of BC and confirmed by a relevant extract from the Register of Companies. If the claim addressee is the bettor (party to the agreement), the claim is submitted to his place of residence (or a place of stay). All litigation can also be done by e-mail correspondence.

- 10.5. The claim must be submitted within ten (10) days from the date the person learnt or was supposed to learn about the violation of his/her rights. The documents confirming and substantiating the requirements stated therein shall be attached to the claim. If the available proof is insufficient to substantiate the claim, the claim shall be returned without consideration.
- 10.6. A substantiated claim shall be subject to consideration within up to twenty (20) days from the date of its receipt by the party.
- 10.7. If the claim is not considered by the receiving party within the specified period, the party believing its rights to have been violated may apply to the appropriate court at the location (registered office) of BC.
- 10.8. BC reserves the right to suspend bet acceptance and payouts (including refusal, invalidating, making payments on these bets with odds of “1”):
 - in case of unforeseen errors (obvious typos in the suggested list of events, inconsistency of odds in the line and bets);
 - in case of changes in the format of the ongoing competition compared to the original regulations, etc;
 - in case of the evidence of an unsportsmanlike struggle;
 - in case of repeated bets on the same outcomes or on dependent outcomes (e.g. team win, team win or tie, team handicap, etc.);
 - in case of a deviation from these Rules when accepting bets, as well as other proof confirming incorrectness of the bets.
- 10.9. BC reserves the right to perform check of the bettor’s account within 60 days from the date of suspicion of a foul play.
- 10.10. Winning and refundable bets are valid for payout for a period of twelve months from the date of the bettor’s last activity on the website. Upon the expiration of this period, if there is no activity (any action on the website in the authorized mode), an equivalent of \$100 per day will be deducted from the account until a zero balance is achieved. The amounts of winning bets and/or bets on the blocked accounts are not refundable and will be deducted in full as a lump sum upon expiration of 28 days.
- 10.11. The claims of a bettor who did not receive the winnings for reasons beyond BC’s control within twelve months from the last activity (28 days for blocked users) shall not be accepted.
- 10.12. BC reserves the right to cancel bets before the event to any bettor without explanation.

11. LEGAL REGULATION/ RESTRICTIONS

- 11.1. The bets are accepted from the persons that have reached the age of 18 or another age of majority in their jurisdiction (if that age should be above 18) who agree to the Rules suggested by BC.**
- 11.2. Bets may not be accepted:**
- **from the persons under the age of 18 or under another age of majority in their jurisdiction (if this age should be over 18) at the time of bet acceptance;**
 - **from the persons who are participants of the events the bets are made on (athletes, coaches, referees, owners or functionaries of clubs and other persons with an opportunity to influence the outcome of the event), as well as from the persons acting on their behalf;**
 - **from the persons representing the interests of other BCs;**
 - **from other persons whose participation in the agreement with BC is prohibited by the applicable law.**
- 11.3. The responsibility for violation of these Rules rests with the bettor. In the event of violation of these Rules, BC reserves the right to refuse paying out the winnings or making refunds, and to void any bets. BC assumes no responsibility as to when it has become aware that a bettor falls into one of the categories listed in p. 2. This means that BC has a right to take these measures at any time after it has learned that the bettor is one of the persons specified in Cl. 2.**
- 11.4. BC has a right not to accept bets from bettors that do not comply with these Rules.**
- 11.5. BC reserves the right to refuse to accept a bet from any person without explanation.**
- 11.6. BC reserves the right to close the gaming account and to void all bets made on this account if it is found out that:**
- **at the time of making a bet the bettor had information about the result of the event;**
 - **the bettor had an opportunity to influence the result of the event, being a direct participant of the match (athletes, referees, coaches, etc.) or a person acting on their behalf;**
 - **the bets were made by a group of bettors acting in concert (syndicate) in order to exceed the limits set by BC;**
 - **one of bettors has multiple gaming accounts (multiple logins);**
 - **the bettor is suspected of using special software or technical means to automate the betting process;**
 - **any dishonest means of obtaining information or circumventing limits and restrictions imposed by BC have been used.**
- 11.7. The balances on the bettors' accounts in the aforementioned situations can be non-refundable after the conclusion of the proceedings at the discretion of BC. In this case, the amount of the balance is determined without taking the unfairly obtained income into account. BC reserves the right not to compensate for losses of the bettor due to fees of payment systems when depositing and/or withdrawing funds to (from) the BC account.**

- 11.8. BC reserves the right to conduct the process of bettor's identity confirmation via a videoconference and by requesting identity documents.
- 11.9. The bettor confirms/agrees that all actions made in the account are performed by him/herself. If actions in the account are performed by the third parties, the bettor-account owner – is solely responsible for access to the account.
- 11.10. The bettor-account owner confirms/agrees that all actions performed in the account using its details are performed by him/her or with his/her permission.
- 11.11. The bettor-bank card holder is obliged to be aware of the legislation of his/her country in relation to betting activities.
- 11.12. The persons under the age of majority may neither participate in gambling nor use bank cards to make transactions on the BC website.
- 11.13. BC reserves the right to update the text of the Rules and to add new rules at any time. New or revised Rules will go into effect and apply as soon as they are posted on the BC website.

12. PRIVACY POLICY

This Privacy Policy describes how BC uses the information and data provided by the bettor to manage BC's relationships with bettors.

12.1. BC processes personal information provided by bettors through the BC website or otherwise as set forth in this Privacy Policy. By submitting information to BC through the website, the bettor confirms his/her consent to the use of his/her personal data as set forth in this Privacy Policy. If the bettor does not agree to the terms of this Privacy Policy, he/she must arrange provision of personal information on his/her own, by another method, without using the website and upon agreement with BC.

12.2. Collection and use of information

The bettor's information and data BC may collect and use include the following:

- Information the bettor provides to BC when filling out forms on the BC website or any other information the bettor provides to us via the website or e-mail.
- Correspondence, whether through the BC website, email, phone, or other means of communication.
- Details of payments made by the bettor: Transaction ID, date, amount, payment system. BC does not store bank card information!
- Detailed information about the bettor's visits to the website (activity logging), including traffic data, location data, login and other data.

12.3. BC may use the bettor's personal information and data along with other information for the following purposes:

- processing of bets, as well as payments from bank cards and online payments;
- settings and gaming account management;

- **compliance with the legal framework;**
- **analysis;**
- **providing bettors with information about BC promotional offers, products and services, which the bettor has agreed to when signing up in accordance with the Rules, and transactions monitoring in order to prevent fraud, illegal betting, money laundering.**

12.4. The bettor can unsubscribe from unnecessary mailings by using the available functions of the website or by contacting the Support Team.

12.5. Information Disclosure BC has a right to provide information, including personal information and betting history, to sports and other authorities, including the police, for the purpose of investigating fraud and money laundering.

12.6. Security. BC takes all reasonable steps, as required by law, to ensure accurate registration and complete integrity of the bettor's personal information. All personal information is destroyed when it is no longer necessary to retain or when required by law.

BC does not guarantee the security of any information transmitted to us via the Internet. All information is transmitted by the bettor at his/her own risk. However, upon receipt of transmitted information, BC takes all reasonable steps to protect the bettor's personal information from misuse, loss or unauthorized access.

12.7. Changes in the Privacy Policy. Any future changes to the Privacy Policy will be posted on this page, and any changes of this kind will go into effect once posted in the revised Privacy Policy.

12.8. BC Anti Money Laundering Policy and Global Counter-Terrorism Policy. BC takes all the appropriate measures to combat money laundering and international terrorism (AML Policy). At the same time, BC maintains a strong and principled stance for prevention of all kinds of illegal activities, and supports all the related regulations. To fulfill these obligations, BC is required to report to the appropriate official authorities if there is a reason to suspect that funds deposited by a bettor in an account are related to money laundering or terrorist financing activities. BC will also be required to block such funds of the bettor, as well as to take other measures required by the AML Policy rules.

Money laundering means:

12.8.1. withholding or maintaining confidentiality with respect to the information about the true origin, source, location, disposition, movement, ownership or other rights to the property obtained through illegal activities (or the property obtained in exchange for such property);

12.8.2. conversion, transfer, receipt, possession or use of the property obtained through criminal activities (or the property obtained in exchange for such property) in order to conceal the illicit origin of such property or to assist the persons involved in criminal activities to avoid the legal consequences of their actions;

12.8.3. a situation when the property was obtained as a result of criminal activity committed on the territory of another state.

In order to counter the penetration of criminal capital into the state's economy and to counter the spread of crime, many countries are constantly combating money

laundering and the financing of terrorism.

BC enforces internal regulations and special programs of measures to help the government and international organizations combat money laundering and terrorism financing around the world.

Signing up an account in BC, the bettor assumes the following obligations:

- 12.8.4. He/she warrants that he/she will comply with all the applicable anti-money laundering and counter-terrorist financing laws and regulations, including but not limited to the AML Policy.**
- 12.8.5. He/she confirms that the bettor has no information or suspicions that the funds used for depositing of the account in the past, present or future, have been obtained from an illegal source or have any connection with money laundering or other illegal activities prohibited by the current legislation or the instructions of any international organizations.**
- 12.8.6. He/she agrees to provide any information BC deems necessary to request to ensure compliance with applicable anti-money laundering laws and regulations immediately.**
- 12.8.7. BC collects and stores documents certifying the identity of the bettor, as well as reports of all transactions made in the account.**
- 12.8.8. BC monitors suspicious transactions on the bettor's account, as well as transactions made under special circumstances.**
- 12.8.9. BC reserves the right to refuse a bettor to carry out a transaction at any time and at any stage if BC has a reason to believe that the transaction has anything to do with money laundering and a criminal activity. In accordance with the international law, BC is not required to notify the bettor that his/her activity is suspicious and that information about it has been reported to the appropriate government agencies.**

13. RESPONSIBLE GAMBLING

- Betting History**

The Betting History sections of the Personal Account contain the history of previous bets, withdrawals and deposits, as well as the current balance. There are several filters that allow for a more detailed search. It is possible to find out what the bets were on, when they were made and how much was bet exactly, winnings and losses.

- Self-Control**

We understand that gambling addiction has a devastating effect not only on the bettors themselves, but also on their family and friends.

These situations are very difficult to deal with.

A key is to provide support and to give bettors additional options for getting help when bettors are ready to consider them.

Asking for Help section offers a list of leading organizations that provide direct help to people with gambling addictions.

As for those close to wager participants – victims of the gambling addiction – that want to help, BC recommends visiting the website of Gam-Anon, an organization that specializes in providing help and support in such situations: www.gamanon.org.uk.

The self-test questions are listed below.

The bettor can use them to assess whether he/she spends a lot of time and money on gambling.

- **Have you ever been criticized for gambling?**
 - **Have you ever lied to hide the amount of money or time you spent gambling?**
 - **Do various quarrels, frustrations, or disappointments make you want to play?**
 - **Do you play alone for long periods of time?**
 - **Do you skip work because of gambling?**
 - **Do you play to distract yourself from a boring life or to escape your depressed state?**
 - **Do you spend “gambling money” on other necessities with reluctance?**
 - **Have you lost interest in your family, friends, or hobbies because of gambling?**
 - **When you lose, are you tempted to get even as quickly as possible?**
 - **When you play and run out of money, do you feel frustrated and desperate and the urge to play again?**
 - **Do you play until you lose your last penny?**
 - **Have you cheated, stolen, or borrowed money just to have money to play or pay gambling debts?**
 - **Are you depressed or anxious because of your gambling addiction?**
 - **Play only if you find it enjoyable.**
 - **Think of the money you lose as a payment for the entertainment and see losses as an integral part of the gameplay.**
 - **Don’t play just to get even.**
 - **Set limits for yourself in terms of money and/or time allotted to the game, and stick to these limits.**
 - **Don’t borrow money for gambling.**
- **Asking for Help**

If the bettor needs help and support because of gambling, there are several organizations that offer advice and assistance.

GamCare

GamCare is the leading official body providing support, advice and counseling to people with a gaming addiction.

Please call +44 808 8020 133 or visit the website

www.gamcare.org.uk

Gambling Therapy

Gambling Therapy offers assistance by phone and a forum for addicted gamblers around the world to discuss any problems they may have.

www.gamblingtherapy.org

Gamblers Anonymous

Gamblers Anonymous is a multinational camaraderie of women and men that have come together to somehow fight their own addiction and to help other addicted gamblers.

www.gamblersanonymous.org.uk

Be Gamble Aware

BeGambleAware® is managed and funded by an independent charity organization, the Responsible Gambling Trust, which operates under the name GambleAware.

www.begambleaware.org

GamBlock

GamBlock provides services to gambling addicts by blocking access to gambling websites.

www.gamblock.com

14. CLOSING THE GAMING ACCOUNT AND SELF-EXCLUSION

14.1. If a bettor wants to close his/her gaming account in BC, he/she should contact the BC Support Service. In most cases, the bettor will be able to reopen his/her account. However, if the bettor insists on closing his/her account permanently, BC will honor this wish and the gaming account will be closed permanently.

14.2. Self-exclusion

If a bettor is concerned about his/her participation in gambling and, having considered the situation, feels that he/she cannot continue to spend time with BC and to spend money, there is a self-exclusion procedure.

Self-exclusion is a procedure whereby a bettor voluntarily establishes a period of time when he/she will not be able to place bets on the BC website. This period can be set for 6 months to 5 years. There is also an option of self-exclusion on a permanent basis.

If a bettor decides in favor of self-exclusion, he/she should keep the following basic provisions in mind:

- **The bettor will not be able to make deposits and place bets on the BC website during the period of time he/she chooses.**
- **It must be remembered that the decision to self-exclude is final. BC will not be able to open a new gaming account for the bettor before the selected period expires.**
- **To protect the bettor so that he/she cannot take advantage of the BC's services during the self-exclusion period, BC will close any other gaming accounts of the bettor detected by BC. BC is not responsible for any financial losses of wager participants that have opened any accounts after they had excluded themselves.**
- **If there is a positive balance on the bettor's account, he/she will be able to withdraw funds even after self-exclusion.**
- **BC asks the bettor to update his or her contact information (address or phone number) so that BC could implement protective measures against opening new accounts with changed contact information. If inaccurate or incomplete information is provided, or if the bettor's data are not updated, BC is not responsible for subsequent losses or other circumstances arising from these actions.**

15. KYC

To comply with international trading standards and to protect our clients' funds, BC acts exclusively in accordance with the Anti-Money Laundering Act and to counter financing of terrorism and criminal activities.

BC has established and is constantly improving a number of anti-money laundering procedures and BC has also implemented and actively adheres to the "Know Your Customer" (AML/KYC) principle. These procedures and principles are binding for all BC bettors and BC employees. In addition, BC has a clearly defined policy for interaction with bettors who are registered on the BC website and have a personal account.

These measures are necessary to ensure that all BC transactions comply with international anti-money laundering standards and that all documents submitted by the bettor comply with legal requirements and are up-to-date. Therefore, by opening an account on the website, the client unconditionally accepts the terms of the BC's KYC Policy, agrees to the following basic rules and commits to observe them (full text of KYC rules can be found on the BC website):

- 15.1. BC has a list of documents that can be used by the bettor to prove his/her identity. Additional documents must be provided at the BC's request.**
- 15.2. Withdrawal of funds from the account is allowed only after verification of the bettor, based on the proper documentation provided. Withdrawal of funds is made only to the account belonging to the person identified as a BC bettor (the owner of the personal account on this website). The funds may not be withdrawn by the third parties. Internal transfers between bettors are also prohibited.**
- 15.3. BC is obligated and has a right to share the bettor's information with financial institutions and law enforcement agencies as it is required by the applicable law without prior consent of the bettor. For his/her part, the bettor gives BC his/her consent to these actions. To fulfill this**

point, BC will retain any information about the bettor's payment transactions for a minimum of five years.

- 15.4. The bettor commits to comply with legal norms, including international ones, aimed at combating illicit trafficking of funds, financial fraud and money laundering.
- 15.5. The bettor agrees to make his/her best efforts to prevent direct or indirect complicity in illegal financial activities and any other illegal transactions using the BC website.
- 15.6. The bettor guarantees legal origin, ownership and right to use the funds credited to his/her own account.
- 15.7. If any suspicious transactions on the bettor's account, deposits made from untrustworthy sources (e.g., sender and account owner data do not match) and/or any activity suggesting fraud (including any chargebacks or payment cancellation) are confirmed, BC reserves the right to conduct an internal investigation, to block or to close the bettor's account, to cancel all payments and to suspend account transactions until the official investigation is completed. Making its decision, BC is guided by the provisions of the applicable law.
- 15.8. BC has a right to request additional information about the bettor if the method of withdrawal differs from the method of depositing. BC also reserves the right to block the bettor's account during the investigation if the bettor refuses to provide additional information requested by BC.
- 15.9. During the investigation BC has a right to request additional copies of documents that confirm the bettor's identity, as well as copies of bank cards used to deposit, copies of payment and other documents that confirm legal ownership and legal origin of the funds. Regardless of the copies provided, BC has a right to require the original documents to be provided for review.
- 15.10. BC's refusal to perform transactions that BC deems suspicious (including blocking or closing the bettor's account) shall not impose any civil liabilities on BC for a failure to perform its obligations to the bettor.
- 15.11. BC is not obliged to inform bettors and other persons of the measures taken to counter legalization (laundering) of incomes from criminal activities and terrorism financing, except for informing bettors of suspension of work of a certain service, of refusal to fulfill requests of the bettor, of refusal to open the account and also of the documents that need to be provided by the bettor.
- 15.12. The Anti-Money Laundering Policy is an integral part of the agreement under which a bettor opens an account on the BC website.

16. PROMOTIONS, BONUSES AND PROMO CODES

- 16.1. Each promo code shall be used in accordance with certain rules. The conditions of promo codes use may differ in terms of amounts, odds values, types of sports, betting types, odds types, etc.
- 16.2. The conditions of use of a promo code are posted in the promotional and informational materials it is distributed through, and they can also be clarified with the BC Support Service. If the conditions of the promo code are not met, such a promo code will not be activated and cannot be applied.

- 16.3. **Support Service operators do not have a right to give promo codes to bettors. Promo codes are provided to bettors only on the BC website, in personal text messages, in newsletters/social media and push messages, or in advertising messages.**
- 16.4. **Each promo code has a validity period. Upon the expiration of the promo code, it is considered invalid. All promo codes are one-time, i.e. they can be activated and applied by the client only once.**
- 16.5. **The bonus can only be credited once per account, address, email address, credit/debit card number or IP address.**
- 16.6. **BC reserves the right to withhold any free bets if the Security Service has any concerns that there is a violation of the Rules, as well as to look for unusual betting patterns.**
- 16.7. **When calculating a bet using a coupon, the general rules for organizing gambling apply. If these Rules were violated when placing a bet on a Bet with a coupon, then such bets are canceled. Abuse of coupons. If the bookmaker reveals the abuse of coupons on the part of the Client, then it has the right to cancel the coupons of such Client, as well as winnings on such bets, and deny him the right to participate in any promotions in the future without giving reasons. If the bookmaker has suspicions of violating the rules for using coupons, then it has the right to delay payments on such bets for up to 7 (seven) business days in order to conduct an audit.**

17. CASINO RULES

- 17.1. **Casino is a catalog of interactive gaming applications that run in the browser. Before you play, it is recommended to read the rules of a particular application. Any bet in Casino is considered accepted once it is registered on the server, bets are not subject to cancellation and refunds.**
- 17.2. **Account Balance. A balance in gaming applications is your account balance on the website. Bonus points cannot be used to make bets in Casino. Demo currency is a virtual currency that is credited to the client's account and makes it possible to bet without risking real money. A participant may not place a bet that exceeds the amount on his/her account. The bet is deducted from the account after its registration on the server, the winnings are credited to the account immediately after the bet calculation. Complaints about bets made more than 7 days ago are not considered.**
- 17.3. **Complaints and Feedback. If a client has a complaint about a bet made in Casino, he/she should contact the Support Service. It is necessary to specify the exact date, time, application, amount and outcome the bet was made on. It is also preferable to describe the situation in as much details as possible with a screenshot attached.**
- 17.4. **The bettor acknowledges that the outcome of the games is determined by a random number generator, and agrees with the results of such games. The bettor agrees that in case of a discrepancy between the result displayed on the screen and the result on the game server, the result on the server will prevail.**
- 17.5. **Barrel Of Money Rules. The game application consists of four modules where winning conditions may differ.**

- **Barrel Of Money: More-Less.** The bettor sets a value and a result (more/less) before throwing. The outcome is determined by comparing the sum of the values on the two rolled dice with the value set by the bettor.
- **Barrel Of Money: One-To-Six.** The bettor selects one to four cube face options before throwing. The outcome wins if at least one of the cubes that fell out features the selected value.
- **Barrel Of Money: 1vs2.** The bettor selects one of three outcomes (Black/Tie/White) before throwing. The outcome (“black”/“white”) wins if the cube of the color selected by the bettor has a higher value than the other. The outcome “Tie” wins if the values on the two cubes are equal.
- **Barrel Of Money: Correct Score.** The bettor selects one to eight possible values before throwing. The outcome wins if the sum of the values on the two cubes is the same as the one selected by the bettor.

17.6. Night City Slots Rules. The game application is a slot machine with 5 reels, 3 lines and 5 fixed lines. The purpose of the game is to form winning combinations on the paylines. A winning combination is formed if the same symbols are located on the same payline sequentially (not interrupted by other symbols) from the leftmost reel to the rightmost reel. Winnings for the combination are equal to the odds for the corresponding number of symbols multiplied by the bet. One combination with the maximum winnings is paid out in each line. There are special symbols; the Wild symbol can replace any symbol except Scatter; if it is possible to use Wild in two combinations, the combination with the maximum odds is used. The Scatter symbols are activated regardless of their location on the reels and paylines. 3 Scatter symbols – bets on all lines are returned. 4 Scatter symbols – all bets are calculated with the odds of 10, the bonus game is activated, where the odds can reach 1,000.

5 Scatter symbols – all bets are calculated with the odds of 100, the bonus game is activated, where the odds can reach 5,000. A more detailed payout table is available in the Help menu of the game application.

- 17.7. Thimblerg Rules.** Before the game the bettor selects the mode – with one ball or two balls. Then the balls are placed under the glasses, and the glasses are stirred. A bet is considered made when a bettor selects one of the three glasses. The outcome wins if there is a ball under the glass chosen by the bettor.
- 17.8. Your Fortune Rules.** Bets on the sectors of the Wheel of Fortune are accepted. The bettor has a right to make several bets on different sectors. The outcome wins if after spinning the wheel of fortune, there are bets made on the sector that has come up. All bets on the resulting sector win with the odds equal to the sector number, all other bets lose. In case of winning, the bettor has a right to play a bonus game, betting the last winnings on the black sector or the white one. The outcome wins if a sector of the color selected by the bettor comes up on the wheel.

17.9. Absolute Restriction

NetEnt will not permit NetEnt Casino Games to be supplied to any entity that operates in any of the below jurisdictions (irrespective of whether or not NetEnt Casino Games are being supplied by the entity in that jurisdiction) without the appropriate licenses. Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, France, Italy, Latvia, Lithuania,

Mexico, Portugal, Romania, Spain, Sweden, Switzerland, United Kingdom, United States of America.

17.10. Blacklisted Territories

All NetEnt Casino Games may not be offered in the following territories: Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, Ecuador, Ethiopia, France, Ghana, Guyana, Hong Kong, Italy, Iran, Iraq, Israel, Kuwait, Latvia, Lithuania, Mexico, Namibia, Nicaragua, North Korea, Pakistan, Panama, Philippines, Portugal, Romania, Singapore, Spain, Sweden, Switzerland, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, United Kingdom, United States of America, Yemen, Zimbabwe.

17.11. Blacklisted Branded Games Territories

The followed NetEnt Braded Games have some further restrictions in addition to the Blacklisted Territories set out above:

17.11.1. In addition to the jurisdictions set out in paragraph 2, Planet of the Apes Video Slot must not be offered in the following territories:

Azerbaijan, China, India, Malaysia, Qatar, Russia, Thailand, Turkey, Ukraine.

17.11.2. In addition to the jurisdictions set out in paragraph 2, Vikings Video Slot must not be offered in the following jurisdictions:

Azerbaijan, Cambodia, Canada, China, France, India, Indonesia, Laos, Malaysia, Myanmar, Papua New Guinea, Qatar, Russia, South Korea, Thailand, Turkey, Ukraine, United States of America.

17.11.3. In addition to the jurisdictions set out in paragraph 2, Narcos Video Slot must not be offered in the following territories:

Indonesia, South Korea.

17.11.4. In addition to the jurisdictions set out in paragraph 2, Street Fighter Video Slot must not be offered in the following territories:

Anguilla, Antigua & Barbuda, Argentina, Aruba, Barbados, Bahamas, Belize, Bermuda, Bolivia, Bonaire, Brazil, British Virgin Islands, Canada, Cayman Islands, China, Chile, Clipperton Island, Columbia, Costa Rica, Cuba, Curacao, Dominica, Dominican Republic, El Salvador, Greenland, Grenada, Guadeloupe, Guatemala, Guyana, Haiti, Honduras, Jamaica, Japan, Martinique, Mexico, Montserrat, Navassa Island, Paraguay, Peru, Puerto Rico, Saba, Saint Barthelemy, Saint Eustatius, Saint Kitts and Nevis, Saint Lucia, Saint Maarten, Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, South Korea, Suriname, Turks and Caicos Islands, United States of America, Uruguay, US Virgin Islands, Venezuela.

17.11.5. In addition to the jurisdictions set out in paragraph 2, Fashion TV Video Slot must not be offered in the following territories:

Cuba, Jordan, Turkey, Saudi Arabia.

17.12. Universal Monsters (Dracula, Creature from the Black Lagoon, Phantoms Curse and The Invisible Man) may only be played in the following territories:

Andorra, Austria, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Cyprus, Finland, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Liechtenstein, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Russia, San Marino, Serbia, Slovakia, Slovenia, Turkey and Ukraine.