

LUCKY BETS SPORTSBOOK: TERMS AND CONDITIONS

These are the Terms and Conditions for all bets offered by any of the companies in the Lucky Bets Sportsbook Group, as well as other bookmaking operations managed by Lucky Bets Sportsbook on behalf of other licensees, which shall hereafter be referred to as "Luckybets". A list of the companies which comprise the Lucky Bets Group and the bookmaking operations managed by Luckybets are available on the Luckybets website which can be found at www.luckybets.co.za.

Please select a link below to view detailed information and the relevant terms and conditions applicable to your chosen topic or particular sports event:

1. [General](#)
2. [General Betting Terms and Conditions](#)
3. [Horse Racing Terms and Conditions](#)
4. [Soccer Terms & Conditions/ Rules](#)
5. [Lucky Numbers Terms & Conditions/Rules](#)
6. [Other Sports Terms & Conditions/Rules](#)
7. [Betgames Terms & Conditions/Rules](#)

1. General

The purpose of these Terms and Conditions is to record and explain the terms and conditions under which all bets are offered and accepted by Luckybets. **These Terms and Conditions apply to all transactions between you and Luckybets. Luckybets shall not be bound by any express or implied term, representation, warranty, promise or the like not recorded herein.**

Any bet offered and accepted by Luckybets is accordingly subject to these Terms and Conditions as read with the Customer Privacy Notice. It is your responsibility to ensure that you are fully acquainted and familiar with them, as well as the relevant national and provincial legislation.

In addition to these Terms and Conditions, the reader is encouraged to visit Luckybets' Customer Privacy Notice in terms of the Protection of Personal Information Act, 2013 (POPI). The Privacy Notice is to be found on the Luckybets' website and contains guidance on what your personal information is collected for, under what circumstances Luckybets may use that information, what safeguard measures Luckybets has in place to protect your personal information, how to engage with Luckybets to have your information updated or deleted and related guidance on the protection of your personal information.

These Terms and Conditions may be changed from time to time by Luckybets and it is your responsibility to ensure that you are acquainted and familiar with any such changes. All changes will be posted on the Luckybets website.

No variation, addition or termination of any of these Terms and Conditions shall be of any force or effect unless agreed to in writing by Luckybets.

No failure on the part of Luckybets to exercise, and no delay by Luckybets in exercising, any right under and in terms of these Terms and Conditions will operate as a waiver of that right, nor will any single or partial exercise of any right under these Terms and Conditions preclude any further or other exercise of that right nor act to the exclusion of any other right.

Should Luckybets fail or decline to enforce the whole or part of these Terms and Conditions or grant any indulgence to you, then that act or omission shall not be interpreted as a waiver of rights, nor shall it act as an estoppel against or otherwise prejudice Luckybets.

Should you have any query or comment regarding these Terms and Conditions, or in the event that you require clarification or advice in this regard, kindly e-mail your query or comment to support@luckybets.co.za or call our helpline on 087 803 2029.

1.1 Licensing

Luckybets is licensed to carry on business as a bookmaker by the KwaZulu-Natal Gaming and Betting Board and is subject to the relevant provincial gambling legislation and national gambling laws. Luckybets carries on business in accordance therewith as well as the prescribed Operational Rules for Bookmakers within South Africa. Luckybets complies with all gambling and betting laws so that you are assured of uniformity, transparency, fairness and protection in all your betting transactions.

Luckybets.co.za are licensed in the South African province of KwaZulu-Natal Gaming and Betting Board. With effect from 26 September 2019 all online bets placed on the Betgames bouquet of games shall be regulated by the KwaZulu-Natal Gaming and Betting Board. The rules and regulations of the KwaZulu-Natal Gaming and Betting Board can be viewed and read at www.kznngbb.org.za

1.2 Minimum Age to Place a Bet with Luckybets

The minimum age to open an account or place a bet with Luckybets is 18 years. National Gambling law prescribes that the placing of bets by persons under the age of 18 is an illegal transaction which is void in law.

1.3 Verification and FICA Requirements

FICA regulations dictate that Luckybets must identify and validate all customers who open an account with Luckybets and also customers who are not account holders and who place bets or request payouts of a particular value with

Luckybets. Accordingly, you may be requested to provide documentary evidence of your identity and residence before you can place a bet or request a payout with Luckybets. Luckybets reserves the right to use a third party verification agent/process in order to verify your identity and/or residence, and by opening an account customers specifically consent to Luckybets providing such third party agent with their details. In addition, new customers who open an account with Luckybets will be required to stipulate the source of their funds as part of the registration process. More information regarding the FICA Act can be found at <http://www.acts.co.za/fica>. If you fail to comply with FICA requirements, Luckybets is obliged to refuse to accept any bet from you.

1.4 Account Closure

Luckybets aims to maintain a friendly business relationship with all its customers. Luckybets does, however, reserve the right to refuse to accept a bet from you and to suspend or close any account if you refuse or fail to comply with these Terms and Conditions or gambling law, in which event Luckybets will refund you any credit in your account at the time.

1.5 Fraudulent Activity

In the event that Luckybets suspects fraudulent activity in relation to any account or bet, Luckybets reserves the right to suspend the account and the processing of any and all transactions on that account until Luckybets is satisfied that the transactions concerned are lawful. Luckybets will report any fraudulent activities to the relevant authorities. Persons attempting fraud may be prosecuted and any bets fraudulently placed with Luckybets will be void.

1.6 Governing Law/Jurisdiction/Foreign Exchange Regulations

Luckybets is governed by the laws of the Republic of South Africa and all bets are offered and accepted by Luckybets in the Republic of South Africa in terms thereof.

All transactions are in South African Rands.

Foreign Exchange Regulations in the Republic of South Africa limit the extent to which Luckybets may offer its online betting service to non-residents. Bets are accepted and payment of winnings can only be made in South African Rand into a South African bank account in the name of the customer.

Betting with Luckybets and access to the Luckybets website may not be legal for some persons in certain countries. Luckybets does not intend that the website should be used for betting or any other purpose in countries or jurisdictions where such activities are illegal. The Luckybets website does not constitute any offer, solicitation or invitation to any person for any service or transaction where such activities are prohibited by law. It is your responsibility to understand and determine the law that applies to the jurisdiction in which you are present and Luckybets does not accept any responsibility under any law in any jurisdiction other than that of South Africa.

1.7 Security

Luckybets will treat your bets and winnings as confidential and will not disclose any information in connection with your transactions to a third party unless and to the extent that it is obliged by law to do so.

If you open an online account with Luckybets your username, account number and password must be kept confidential and secret by you. All transactions where your username and password have correctly been entered will be deemed to have been placed and accepted by you and shall be for your account. It is your responsibility to advise Luckybets of any changes of address or contact details.

Luckybets and its directors, employees, agents and shareholders accept no responsibility or liability for any damages or loss that may result, or be alleged to have resulted, from Luckybets' website or its contents, including interruptions in transmission or operation, loss of or corruption of data, failure of lines or any other communication medium, any individual misuse of the site or its content or any error or omission in content.

1.8 Third Party Links

Luckybets is not responsible for the content of linked third party websites or the services offered therein, does not make any representations regarding the content or accuracy of materials on such third-party websites and will accept no liability for any direct or indirect damages arising out of your access and use of the information provided therein.

1.9 Time

All times quoted by Luckybets are South African.

1.10 Competition Rules

Any competition prize awarded by Luckybets may not be redeemed or exchanged for cash.

2. General Betting Terms and Conditions

2.1 Right to Refuse/Limit Bets

Luckybets is not obliged to accept any bet or type of bet. Accordingly, Luckybets reserves the right to refuse the whole or part of any bet without offering any explanation. You acknowledge, agree and confirm that all betting transactions with Luckybets shall be subject to the market win limits and the daily overall win limit indicated in section 2.14.

2.1.1 You undertake not to submit any betting transaction offer which exceeds the win limits indicated in the table and paragraphs of section 2.14

2.1.2 You acknowledge that it is possible that the computer software, for whatsoever reason, of Luckybets and/or the conduct/misconduct of its team members may result in Luckybets accepting your betting transaction offer (notwithstanding your undertaking indicated in 2.1.1) and notwithstanding that such offer exceeds the win limit impositions indicated in section 2.14.

2.1.3 You agree that should you breach the undertaking indicated in 2.1.1 and should Luckybets accept such offer from you, then, in such event, Luckybets, in its sole discretion, shall be entitled at any time (before, during and/or after the event) to void or cancel the betting transaction alternatively shall be entitled to reduce the betting transaction win limit amount so as to bring it within the maximum win limit amount as indicated in section 2.14.

2.2 Correction of Errors

2.2.1 Luckybets recognizes that whilst it takes all possible steps to prevent errors during the course of betting transactions, errors may arise as a result of, *inter alia*, computer hardware and or computer software or human errors. Such errors may include the failure of the computer system to reject certain betting transactions e.g. related bets or betting transactions that exceed the limit impositions or reflect the incorrect odds or handicaps or have an event (other than an in-running event), open after the scheduled start time. In all these events Luckybets shall be entitled to correct these errors or cancel the betting transactions. Luckybets will endeavour to communicate with the customer with regard to any correction/cancellation, the failure by the customer to receive such communication shall not entitle the customer to contend for the existence of a valid and binding betting transaction.

2.2.2 Luckybets reserves the right to correct any errors in odds offered by Luckybets at any time by substituting the corrected odds as determined by Luckybets, in its sole discretion in respect of the event concerned, for the original Luckybets price, regardless of whether or not the bet has been struck, in which event you will be deemed to have been offered and where applicable, accepted and accordingly the bet to have been struck at the corrected odds.

2.2.3 Luckybets reserves the right to correct any errors in sports betting handicaps offered by Luckybets at any time by substituting the corrected sports betting handicaps as determined by Luckybets, in its sole discretion in respect of the event concerned, regardless of whether or not the bet has been struck, in which event you will be deemed to have been offered and where applicable, accepted the corrected sports betting handicaps and accordingly the bet to have been struck at the corrected sports betting handicaps.

2.2.4 If a customer should realise or suspect that Luckybets' computer system and/or its employees or agents may have made an error in accepting a betting transaction, then the customer is urged to communicate with Luckybets to determine whether in fact an error has taken place and thereby avoid the potential dispute and disappointment when the betting transaction concerned has been corrected or cancelled.

2.2.5 Luckybets reserves the right to correct results where they have been previously incorrectly processed and paid. Luckybets accounts which have been incorrectly credited with incorrect winnings as a result will be adjusted to reflect the corrected position or where customers are incorrectly paid in cash with incorrect winnings, then the incorrect winnings will be deducted from customers' Luckybets account, and account holders hereby authorise Luckybets to do so and also waive all and any claim which they may have against Luckybets for payment of any amount incorrectly credited to their accounts or incorrectly paid to them in cash.

2.2.6 Any error in venue, time, date, team composition, identity of any competitor or result of any past event in respect of any event advertised by Luckybets, shall not entitle the customer to a refund of stakes or to avoid the bet concerned.

2.3 Acceptance of Bets

2.3.1 For a bet to be accepted by Luckybets, it must be a valid bet.

2.3.1.1 A valid bet is:

2.3.1.1.1 One which has been offered by Luckybets;

2.3.1.1.2 In respect of which Luckybets has issued a transaction code or ticket;

2.3.1.1.3 Taken by a person of 18 years or older;

2.3.1.1.4 Is a bet taken by a person who has not been self-excluded;

2.3.1.1.5 Not fraudulent;

2.3.1.1.6 Is not a credit bet;

Has been placed with Luckybets using any one of the prescribed methods used by Luckybets from time to time 2.3.1.1.7 to offer bets to punters;

2.3.1.1.8 Is not a void bet as may be determined elsewhere in the terms and conditions.

Luckybets shall not be obliged to accept a bet or pay out monies in respect of a bet that is not a valid bet.

If you have any doubts as to whether a bet has been accepted and is accordingly valid you should view your list of "pending" bets or check with a member of Luckybets' staff.

2.3.2 Telephone Betting - It is your responsibility to ensure that the details of all bets are correct when called to and confirmed by the operator. Once a bet is confirmed by an operator and agreed to by the client, it will be deemed as being the correct offer being made by the client. For a bet to be accepted, Luckybets must issue a virtual or physical ticket in respect of each bet. A bet is not accepted on call back confirmation of the content of the bet by the operator but only on the issue of a ticket.

Cash bets – the onus is on the customer to check the ticket as no bets may be amended or cancelled after the commencement of the bet.

Once a transaction code or ticket has been logged or issued to you, bets may not be cancelled or changed by you under any circumstance. It is your responsibility to ensure that the details of all bets are correct. If you dispute the nature, type and odds in respect of any bet Luckybets' transaction log database will be final and binding in determining the outcome of that dispute.

2.3.3 Customers can only bet up to the amount held within their account. No credit bets will be accepted by Luckybets.

A customer shall not, at any time, use any amount that has been incorrectly credited to his betting account as a result of:

- an incorrect deposit entry (whether done erroneously or deliberately and fraudulently),
- a prohibited betting transaction,
- an incorrect result or
- incorrect for any reason and which does not rightfully accrue to him.

Luckybets shall be entitled to void any and all winning betting transactions where applicable and claim from the customer all amounts wagered on unsuccessful betting transactions

2.3.4 It is a condition of Luckybets' acceptance of bets from you, and, by offering to place a bet with Luckybets you represent and warrant that:

- You are not prohibited from entering into the bet by any term of your contract of employment or any rule of a sport governing body which applies to you.

- You are not a self-excluded person

- Where the bet is placed on the outcome of a race, competition or other event or process or on the likelihood of anything occurring or not occurring ('the event'), you do not know the outcome of the event.

In the event that any representation made by you proving to be false, your stake shall be forfeited and Luckybets shall not be obliged to pay any winnings which might otherwise have been payable in respect of the bet.

2.3.5 If Luckybets, in its sole discretion, believes or has reason to believe that the bettor is using a nom de plume (i.e. betting under an assumed name), with or without the other person's permission, then the customer agrees that he/she shall forfeit all stakes in respect of such bets and Luckybets shall not be obliged to pay any winnings which might otherwise have been payable in respect of the bets. In all instances, the onus to prove the validity of the bet shall rest with the customer.

Furthermore, Luckybets reserves its right to freeze all accounts which it, in its sole discretion, believes or has reason to believe are suspicious pending an investigation by the relative authorities, be they SARS and/or FIC investigators, and personal verification by Luckybets or its appointed agents.

2.3.6 You are solely responsible for the security and confidentiality of your account. In particular, you agree to keep your username, password and/or PIN strictly confidential and you are responsible for any misuse of your password and/or PIN. Provided that we have been correctly supplied with the account information requested, we are entitled to assume that offers and payments are made by you. You should change your password on a regular basis and never disclose it to any third party. You undertake to protect your username and password in the same way that you would in respect of your bank cards and any failure to do so shall be at your sole risk and expense.

If another person accesses your account, you are solely responsible for all their actions whether or not their access was authorised by you and you hereby indemnify Luckybets and hold Luckybets harmless against all costs, claims, expenses and damages howsoever arising in connection with the use of or access to your account by any third party.

2.3.7 All bets on contingencies which have already arisen, or where you could have an indication of the outcome at the time of placing the bet, or where Luckybets has continued to accept bets on an event which should have been suspended for any reason, shall be void. Any bet placed after the start of an event and not identified as "IN RUNNING" or "IN PLAY" shall also be void. If you dispute the time at which a bet was placed, the time recorded in Luckybets' transaction log in respect of that bet will be binding and Luckybets' determination thereof will be final and binding on you.

2.4 Methods of Placing a Bet

A bet may only be placed with Luckybets using any one of the following methods:

2.4.1 Telephone - It is your responsibility to ensure that the details of all bets are correct when called to and confirmed by the operator. For a bet to be accepted, Luckybets must issue a ticket in respect of each bet. A bet is not accepted on call back confirmation of the content of the bet by the operator but only on the issue of a ticket.

2.4.2 Any mobile phone application ('Mobile') offered by Luckybets from time to time for the placing of bets but excluding by SMS or text message to any Luckybets employee or agent;

- 2.4.3 At a betting counter at any Luckybets outlet;
2.4.4 A bet placed with Luckybets on its website.

A bet placed with Luckybets by SMS, fax or any other medium not prescribed and identified within these terms and conditions will not be accepted by Luckybets and will be void *ab initio*.

2.5 Taxation

Winning bets may be subject to betting tax in accordance with the law, in which event it will be deducted from your winnings and the balance paid to you.

2.6 Void Bets and Right of Set off

Luckybets reserves the right in its sole discretion to deem any bet that does not comply with these terms and conditions as void.

Subject to 2.16, in the event of a void bet, the bet will be declared void *ab initio* and:

2.6.1 Luckybets will return all stakes on void bets placed.

2.6.2 All winnings paid under a void bet will be forfeited and refundable to Luckybets on demand by Luckybets.

2.7 In-Running Betting

Betting "In-Running" or "Live In-Play" refers to all bets that take place while an event is in progress, i.e. betting that occurs after the official start but before the official end of the event. The odds in respect thereof shall be continuously updated during the event to reflect the current status of the game. In-running betting is only available on certain sports.

For all bets placed in-running, the rules before the start will apply except where otherwise offered by a difference in selections, prices or markets offered.

Luckybets reserves the right to suspend (and re-open) in-running betting during the event concerned. No bets will be accepted when the betting is suspended.

Internet and Mobile - In-running betting odds may be subject to a time delay (which may appear as a browser delay) prior to acceptance. If a price of a bet changes after it is requested but before the bet is accepted, the bet will be re-offered at the new price. A further time delay will apply if a new price is subsequently requested. If the bet is suspended after the price is requested, but prior to acceptance of the bet, the transaction will be declined if you attempt to accept the bet.

Telephone Betting - It is your responsibility to ensure that the details of all bets are correct when called to and confirmed by the operator. For a bet to be accepted, Luckybets must issue a ticket in respect of each bet. A bet is not accepted on call back confirmation of the content of the bet by the operator but only on the issue of a ticket. Once a ticket has been issued, bets may not be cancelled or changed by you under any circumstance.

Where a blatant or palpable error is made in transmission on any event on which there is live betting, bets will be settled at the correct price at the time at which the bets was placed.

Where we have reason to believe that a bet was placed after the outcome of an event is known, we reserve the right to void the bet. Where any in-running event is not completed all bets on that event shall be void except bets where the contingency has already been determined.

Luckybets reserves the right to amend the odds on any bet if that bet was placed during the period when betting should have been suspended for any reason.

The terms and conditions and specific rules for various sports covered 'in-running' are detailed below per section 4

2.8 Dead Heat

In the event of a dead heat or a tie, where odds were not offered by Luckybets on such an outcome and the event was not a "draw no bet" event, bets will be paid at the face value of the ticket divided by the number of competitors dead-heating or tying for that placing. Place ties will only be paid on an event for which place betting was available and the winnings thereon will be calculated by multiplying the face value of the ticket by the remaining number of places available and divided by the number of competitors tying for those available number of placings.

In the event of a dead heat where odds were offered by Luckybets on such an outcome, then all win or place bets will be losers and the draw option will be paid on the winner.

Save in respect of the foregoing the dead heat rule in 3 below shall *mutatis mutandis* apply in respect of all sports / events and bets thereon.

2.9 Suspension of Markets

Luckybets reserves the right to suspend a market at any time. When a market is suspended any bets placed during that suspension will be rejected and any bet accepted will be void.

2.10 Official Starting Time

The official starting time for any event is that stated by the controlling body for the relevant event.

2.11 Results

The result of any event will be accepted and posted by Luckybets in accordance with the first **official** result of that particular event, irrespective of any subsequent revocation of that result due to disqualification or otherwise.

2.12 Special events

All special events on which bets are offered by Luckybets shall be deemed to be sporting events even if they fall outside the scope of sport. All the Terms and Conditions relating to sport as well as the specific discipline rules in respect thereof shall apply to special event bets.

2.13 Sports Betting

In all betting relating to sports other than horse racing, the terms and conditions relating to betting on horses shall *mutatis mutandis* apply to all circumstances not covered by the specific sports discipline rules.

2.14 Maximum Winning

The maximum amount that any single customer may win from any bet or bets placed with Luckybets on any one day, irrespective of the stakes in respect thereof or the terms of that bet, is set out in the table 2.14.2 below but subject otherwise to a maximum of R150 000 (one hundred and fifty thousand rand) per customer per day save in respect of four exceptions being:

- a bet of 30-39 legs on a soccer multiple,
- a bet on four numbers or four numbers across multiple draws or a Quad (where 3 balls are correctly selected from machine 1 together with the powerball number), in the following lotteries, SA Lotto Main, SA Lotto Plus1, SA Lotto Plus2, SA Powerball Main, SA Powerball Plus, UK 49s Lunch, UK 49s Tea

in which case, the maximum payout limit shall be R250 000 (two hundred and fifty thousand rand) per customer per day,

and

- a bet of 40-49 legs on a soccer multiple,

in which event the maximum payout limit shall be R500 000 (five hundred thousand rand) per customer per day

and

- a bet of 50 or more legs on a soccer multiple,

in which case the maximum payout limit shall be R1 000 000 (one million rand) per customer per day (inclusive of any applicable bonus)

As a definition, Customer shall mean a customer, bettor, punter or syndicate of customers or any group of people acting in conjunction with each other, as may be determined by Luckybets in its sole discretion.

In the event that a customer transacts a number of individual betting transactions which either constitute the same betting transactions and/or similar ones then these will be treated by Luckybets, at any time either before, during and/or after any one or more of the sporting events has occurred, as constituting one combined betting transaction. In the event, and as a result of the combining of the betting transactions, it should transpire that the maximum payout limit amount is exceeded, then Luckybets shall be entitled to adjust the betting transaction (combined) to bring same within the maximum payout limit and if necessary, Luckybets shall be entitled to void all betting transactions and to replace same with a single betting transaction.

If a number of bets containing the same selections are placed by more than one customer and Luckybets has reason to believe that these bets originated from or were placed on behalf of the same customer, syndicate of customers or any group of people acting in conjunction with each other as may be determined by Luckybets in its sole discretion, Luckybets reserves the right to limit the total winnings payable in respect thereof to the maximum amount that a single customer may win on one day's trading, being the lesser of the value in the table 2.14.2 below or R150 000.00, save in respect of the five exceptions as aforesaid. Luckybets, in its sole discretion, shall determine if a bet has been placed by a nominee or on behalf of a single customer and Luckybets' decision in that regard shall be final and binding.

Where bets have been placed on different days in respect of an event or events held on the same day, the maximum amount that one customer may win on one day's trading is determined by the day that the final event/market is resolved, and not on the individual day on which each bet was placed and accordingly limited to the lesser of the maximum amount displayed in the table 2.14.2 below or R150 000.00 per customer per day per event, save in respect of the four exceptions as aforesaid.

Notwithstanding the aforesaid daily limit, where the selection of multiple bets is made from the different categories listed in the maximum winnings table below, the lowest daily maximum winnings recorded in the table below will apply.

Where a soccer multiple has 25 or more legs but also includes an event from another sport or horse racing, such multiple shall fall within the maximum winning category of that sport or horse racing but the maximum winnings shall not exceed R150 000.00 (one hundred and fifty thousand rand). The same shall apply in respect of bets including the exceptions on Lucky Numbers as above.

Any bet placed by a customer in excess of the payout limit that is accepted, whether they are winning or losing bets, and paid out subject to the payout limits prescribed. **The onus is on you, the customer, to ensure that bets taken fall within the generic payout limits or individual limits assigned to your account. In the event that the win limit impositions, as indicated hereinunder, are exceeded, for any reason whatsoever, then Luckybets shall be entitled, at any time, to amend the betting transaction/s concerned in order to bring same within the win limit imposition/s – Luckybets shall furthermore have the right to reverse any amount that has been credited to a client's account and where necessary to credit the account with the correct amount, which crediting is necessary as a result of the amendment of a betting transaction to bring it within the imposed win limit amount. The amendment of the betting transaction, to bring it within the win limit imposition, shall be such that the odds are amended to ensure the limit is not breached. By way of example, if a horse racing treble bet is taken (by whatever means) in the value R100 000/1000 (odds 100/1), such bet shall be amended to R30 000/1000 (odds 30/1), where the win limit imposition is R30 000 only.**

2.14.1 **Open Bet Limit**

An open bet is a bet offered by Luckybets on one or more events in which no fixed odds are agreed at the time the bet is placed and the winnings and therefore the payout is determined after the outcome of the event on which such bet was struck becomes known, with reference to dividends generated by a totalisator.

If a number of bets containing the same selections are placed by more than one customer, and Luckybets has reason to believe that these bets originated from or were placed on behalf of the same customer, syndicate of customers or any group of people acting in conjunction with each other as may be determined by Luckybets in its sole discretion, Luckybets reserves the right to limit the total winnings payable in respect thereof to the payout limits table below or Pool Limit, whichever is lower.

Winning limits shall also apply to Win, Place, Swinger, Exacta, Trifecta, Quartet, Double and Pick3. The maximum winnings in respect thereof will be limited to the payout limits table below or THE TOTAL NET POOL LIMIT of the local SAFTOTE pool, whichever is lower.

<u>Bet Type</u>	<u>Win Limit</u>
Win	50
Place	10
Exacta	100
Swinger	50
Trifecta	500
Quartet	2000
Double	100
Pick 3	1000

2.14.2 **Fixed Odds Maximum Winnings Table**

Where indicated with a *, these limits shall apply, notwithstanding the limits set out in 2.14.1, to Open Win Bets as well.

Sport	Event/League	Bet Type	Payout Limit
Horse Racing		Single Bet – first timer*	5,000
		Double – incl a first timer*	10,000
		Treble – incl a first timer*	20,000
		Quads or more – incl first timer*	30,000
		Single Bet – other*	10,000
		Double – other*	20,000
		Treble – other*	30,000
		Quads or more – other*	50,000
Soccer	All Leagues	Single Bet	5,000
		2-9 legs	25,000

		10-19 legs	50,000
		20-29 legs	100,000
		30-39 legs	200,000
		40-49 legs	300,000
		50 or more legs	500,000
		All soccer limits are inclusive of any bonus	
All Other Sporting Events and Contingencies		Single Bet	5,000
		Doubles	20,000
		Trebles	30,000
		4-20 legs	50,000
		Other Multiple Bets	150,000
Betgames	All Games	Single Bet or Number	5,000
		Two Numbers, Doubles	10,000
		Three Numbers, Trebles	20,000
		Quads and more	30,000
Lucky Numbers		Single Number or Bet	5,000
		Two Numbers, Doubles	10,000
		Three Numbers, Trebles	20,000
		Four Numbers and Quads (3 Numbers and Powerball / Bonus Ball) All lotteries other than below	30,000
		Four Numbers and Quads (3 Numbers and Powerball / Bonus Ball) SA Lotto Main, SA Lotto Plus 1, SA Lotto Plus 2, SA Powerball Main, SA Powerball Plus, SA Daily	150,000

2.15 Related Bets

No related bets, (where the outcome of one part of the bet contributes or determines another part of the bet), will be accepted. If a related bet is accepted, the stake of the single bet will be divided and applied and paid equally over the respective events in the bet. Luckybets, in its sole discretion, shall determine if a bet is a related bet, and Luckybets' decision in that regard shall be final and binding.

Example: Liverpool to win in 90 minutes (price even money 1/1) AND Liverpool to win with exact score of 2-0 (price 7/1) will erroneously return a multiple price of 15/1. A bet of 1500/100 will be corrected to two bets, namely R50 on Liverpool to win in 90 minutes (price 1/1 bet would be 50/50) and a bet of R50 for Liverpool to win with exact score 2-0 (350/50).

2.16 Multiple Bets

Multiple bets will be subject to the win limit as per the maximum winnings table above, per customer. If any multiple bets are accepted by Luckybets over this limit, the said bets will be adjusted to the prescribed limit at the same odds, whether they are winning bets or losing bets and winnings reduced and paid out accordingly.

If any selection in a multiple bet becomes or is deemed void, the money staked on that part of the bet which is void shall be placed on the remaining selections which comprise the multiple bet and the remaining selections of the bet shall stand. For

example, if one match in a quad bet becomes void, the bet becomes a treble. If one leg of a multiple bet remains, that bet will stand as a single bet.

No multiple bet will be accepted where two legs of the multiple bet can be placed on and relate to the same individual event. *For example, where one leg of a double is for Hamilton to qualify in pole position for the Monaco Grand Prix and the second leg is for him to win the Monaco Grand Prix. The two bets are connected in that they relate to the same race. Should any bets be erroneously accepted by Luckybets, the stakes will be equally divided between the selections which are connected.*

Similarly, two legs of a multiple bet cannot be placed from the same individual event. *For example, Chelsea is playing Liverpool and you select Liverpool to win as your first leg, you cannot now add an additional selection from within the same game to form another leg of your multiple bet.*

2.17 Deposits

Deposits from account holders can be made via various channels, all of which are set out below in more detail.

These deposits will be held by Lucky Bets Sportsbook (Pty) Ltd and credited to the customer's online / mobile betting account once the amount has been cleared. Proof of a customer's deposit may be requested from the customer at the company's discretion. If a deposit is not cleared before the event that has been bet on using that deposit commences, Luckybets will not be held liable for any bets missed as a result thereof.

All deposits held by Lucky Bets Sportsbook (Pty) Ltd will not bear interest. There is no minimum or maximum deposit value, unless this has been specifically stipulated below for a particular deposit type.

Luckybets will not be held liable should any of the third-party service providers be unavailable at any time.

Luckybets reserves the right to add, cancel or withdraw any deposit option or change any of its terms and conditions related thereto at any time and without cause or notice.

All account information and transaction records held by Luckybets are housed in a secure data centre and remain confidential.

If a customer wishes to query a deposit that is not reflecting, they can utilise any one of the below channels to do so (proof of payment will be required for all deposit-related queries):

- Email: accounts@luckybets.co.za
- Telephone: 0878032029
- WhatsApp: 0734419819

2.17.1 Cash

Cash deposits into online / mobile betting accounts are accepted at all Luckybets branches. For deposits of R5 000 or more, the identity of the customer will need to be verified prior to acceptance of the deposit. For deposits of R25 000 or more, valid proof of residence will also be required.

2.17.2 Direct Electronic Funds Transfer (Direct EFT)

This deposit mechanism can only be utilised by clients who have internet banking.

Direct EFT deposits can only be made into the bank accounts listed below and will be held by Lucky Bets Sportsbook (Pty) Ltd and credited to the customer's online / mobile betting account once the amount has been cleared by Lucky Bets Sportsbook (Pty) Ltd bankers and the amount in question is reflecting/visible on the company's bank statement. Proof of a customer's deposit may be requested from the customer at the company's discretion.

Clients should ensure that they include their Luckybets account number as a reference on all EFT deposits so that the deposit can be allocated timeously and accurately.

Standard Bank
Account Name: Lucky Bets Sportsbook Pty Ltd
Account No: 202015610
Branch Code : 043826

2.17.3 Instant Electronic Funds Transfer (Instant EFT)

This deposit mechanism can only be utilised by clients who have internet banking.

Instant EFT deposits are currently facilitated by Ozow (formerly i-Pay) and will be credited to the customer's online / mobile betting account once the amount has been cleared by the relevant service provider. Proof of a customer's deposit may be requested from the customer at the company's discretion.

2.18 Withdrawals

Withdrawals by account holders can be made via various channels, all of which are set out below in more detail.

Irrespective of the method selected for withdrawal, clients who have not previously submitted their identity document and valid proof of residence when opening their account will be requested to do so before the first withdrawal on their account can be processed. Depending on the value of the withdrawal and the method selected, further documentation may be requested

Settlement or payments in respect of online / mobile betting accounts will be made to the account holder only and not to any third party in any circumstance. The customer's right to settlement or payment is not transferable or negotiable. Should funds be paid to you in error, it is your responsibility to immediately notify Luckybets of the error. Any money paid to you as a result of the error and prior to the notification of Luckybets, whether linked to the error or not, shall be deemed to be invalid and will be repayable by you to Luckybets and you are deemed to agree and accordingly hereby authorise Luckybets to deduct from your account the sum of the money incorrectly paid into your account.

Luckybets shall be entitled to set off any amount due by you to Luckybets (or any other company or entity in the Group) from any payment due to you by Luckybets.

Luckybets will honour the payment of all winning bets but if any winning bet is not collected within 90 days of the date of the event in respect of which it was placed, it shall be forfeited by you in favour of Luckybets.

Luckybets reserves the right to reject any withdrawal request should irregular activities be noted.

Luckybets reserves the right to add, cancel or withdraw any withdrawal option or change any of its terms and conditions at any time and without cause or notice.

If a customer wishes to query a withdrawal request, they can utilise any one of the below channels to do so:

- Email: accounts@luckybets.co.za
- Telephone: 0878032029
- WhatsApp: 0734419819

2.18.1 Cash

Cash withdrawals from online / mobile betting accounts can be made at all Luckybets branches.

Cash withdrawals are limited to a R5 000 daily cash withdrawal. The balance of any larger withdrawal shall be paid via an electronic transfer. Clients will be requested to present their identity document for all cash withdrawal requests and for cash withdrawals in excess of certain limits, valid proof of residence may also be required.

2.18.2 Electronic Funds Transfer (EFT)

The minimum value for EFT withdrawal requests is R50.00.

Multiple withdrawal requests by a single customer may be consolidated and paid in one lump sum.

Electronic settlements will be processed within 24 hours of your request but are subject to banking hours and usual electronic settlement delays.

Payments via EFT are made to any South African bank account. Unfortunately, we cannot cater for international banking accounts.

Luckybets will require a nominated bank account in the account holder's name and a copy of the account holder's identity document. Luckybets may verify the nominated banking details by requesting a stamped bank statement.

Luckybets reserves the right to verify the identity of all account holders at any time and particularly on withdrawal of funds. Luckybets, in its sole discretion, may require a client withdrawing funds to affirm, by way of signed and notarised affidavit, that the bets recorded as taken on his/her name are, in fact, his/her bets and not bets for any third party.

2.19 Multiple Accounts

Should Luckybets believe, using its absolute and sole discretion, that you have:

1. registered and/or used more than one account; and/or
2. acted in collusion with one or more other individuals through a number of different Luckybets accounts to back the same combination of selections (regardless of whether or not such bets are struck separately, at a range of different prices or on different days)

in an attempt to exceed the maximum pay-out for an individual account holder across linked accounts, it reserves the right to withhold any winnings arising from such behaviour.

2.20 "Book-a-Bet" / Quick Bet

This unique feature allows you to create a ticket online, "book" that bet and collect the ticket through an express line at any Luckybets outlet.

- You should follow these easy steps:
- enter the Luckybets website or mobile application but **do not log on**
- select your options of any fixed odds sporting event or contingency
- set the stakes and confirm the creation of the bet by clicking "Place Bet". Enter your cell number and click "BET" to book your bet. This booked bet is valid while the markets selected remain active.
- when you get to the Luckybets outlet present your cell number to the team member and your ticket will be printed.
- if any event or contingency selected on your "Book-a-Bet" has commenced, the reference number and the "booked bet" will be void.
- the odds of the "Book-a-Bet" will be the odds **at the time the ticket is printed** and not the odds as may have been available when the bet was created.
- "Book-a-Bet" only applies to fixed odds betting markets and expressly excludes In-Running or In-Play markets, BetGames, and Open Bets.
- The "booked bet" is not a ticket, it is **not** a bet but only the reservation of a bet. The bet will only be valid once it has been paid for at a Luckybets outlet and a valid ticket has been produced.
- Luckybets reserves the right to suspend or stop offering any particular market, which will result in the reference number being invalidated.
- Luckybets reserves the right to stop offering this service, for any reason whatsoever, without notice.

3. Horse Racing Terms and Conditions

3.1 Ante-Post Betting

3.1.1 An ante-post bet is a bet on a medium to long term feature race or event.

In the case of weather or outside influences that cause an event to be postponed or rescheduled to another day, then all ante-post bets shall stand. Ante-post bets may include runners that do not ultimately participate in the race or event and bets wagered on such will be considered losers. These races/events may be referred to as "all-in" events. No deduction shall be taken on scratching from ante-post all-in races or events. A multiple bet that includes an ante-post leg will be a losing bet in the event the ante-post selection does not participate or run.

An ante-post bet will be void where the race on which the ante-post bet has been placed is officially abandoned, the conditions of the race altered or if the venue of the race has been changed. In these circumstances any multiple bet, which includes this selection, will be paid out on the remaining selections.

3.1.2 Non Runner, No Bet

From time to time Luckybets may offer a "non-runner, no bet" option of selected feature race. This means that if your selection does not run in the **selected race** on which you have placed your bet, your stake will be refunded (single bets). You will receive your money back as soon as your non-runner is declared. If your selection is part of a multiple bet, the bet remains alive on the remaining runners (i.e. your selection is abandoned).

3.2 Feature Race Multiples

The horse racing year provides occasions where the same selection can be backed to win in two different events. In these events the multiple bet will be reduced by one-third of the full accumulated odds.

Example:

Hawwaam to win the Queen's Plate – 1/1

Hawwaam to win the J&B Met – 15/10

Ante-post Double price – 4/1 x 66% = 27/10

3.3 Withdrawals/Scratchings

In all horse races, except horse races on which ante-post bets have been placed, if a horse is withdrawn without coming under starters orders, the horse will be treated as a non-runner. In which event, a deduction may be made, at the time Luckybets processes the scratching, from the winnings of bets struck at a fixed price prior to the scratching and, if there is insufficient time to form a new market/starting price, the starting price will be subject to the same deduction. Each deduction will be determined in accordance with the following deduction table.

Deduction Table

Odds of Withdrawn Horse/Participant			Deduction
25 and over			0%
13.0	-	20	5%
9	-	12	10%
6	-	8	15%
4	-	5.5	20%
3	-	3.5	25%
2.2	-	2.8	30%
1.6	-	2	35%
1.3	-	1.5	40%
1.1	-	1.2	45%
1	-	1	50%
0.8	-	0.9	55%
0.6	-	0.7	60%
0.5	-	0.5	65%
0.4	-	0.4	70%
0.33 and shorter			80%

3.4 Betting with a Run (any bet other than an ante-post bet)

Where a single bet is made “with a run” and the selected horse is scratched, the bet shall be void.

All bets struck “with a run” on the remaining horses in a race where one or more horses have been scratched shall be subject to the deductions detailed in the table above.

Where a deduction applies to remaining runners in the event of a multiple event bet “with a run”, the relevant deduction in the table above shall be applied to the runner of the event where the scratching occurred, and the entire bet recalculated in respect of the event from which the horse was scratched.

Any bets “with a run” struck after the official announcement of the withdrawal of one or more horses shall not be subject to any deduction, unless there is a further withdrawal or withdrawals.

Where a race is abandoned, all bets “with a run” on the race concerned shall be void.

In starting price multiple bets “with a run”, winnings on winning bets shall be calculated and paid at the Luckybets starting price.

3.5 Luckybets Starting Price

The starting price of a horse shall be the last fixed odds laid or displayed by Luckybets on that horse, prior to the start of the race. In the event of a late withdrawal, where no new betting is displayed before the start of the race, then the starting price shall be the last price displayed, subject to a deduction.

3.6 Jockey Championship

The winner is the jockey or jockeys who have ridden the most winners, numerically, in a championship period.

The winner of the SA Jockeys Championship is the jockey who rides the most winners on the flat and all-weather tracks during the championship period. Dead-heat rules apply.

3.7 Betting for Absolute Second

In certain instances, betting may be offered, on the field, to run second. Fixed odds to run absolute second will be displayed against all participants in the event. A pay-out will be made on all bets struck on the horse that finished in second place. Dead-heat rules will apply.

3.8 Match Races

The horse (or jockey) that attains the highest finishing position in the official result will be the winner of the match race. Both horses must come under starter's orders or bets will be void. Luckybets reserves the right to change the horse in a match race without notice and reserves the right to suspend betting at any time.

In hurdle/jump races, all runners that come under starter's orders will be declared as runners in the Match Bet market. Should only one runner finish the race, this runner shall be declared the winner. In the event that both horses do not complete the race, the bet will be void.

3.9 Triple Headers

The horse that attains the highest finishing position in the official result will be the winner of the triple header race. All horses must come under starter's orders, failing which should two horses be scratched then all bets will be void. Should one horse be withdrawn without coming under starter's orders, the horse will be treated as a non-runner in which event a deduction may be made from the winnings of bets struck at a fixed price and, if there is insufficient time to form a new market/starting price, the starting price will be subject to the same deduction.

In hurdle/jump races, all runners that come under starter's orders will be declared as runners in the triple header race. Should only one runner finish the race, this runner shall be declared the winner. In the event that all three horses do not complete the race, the bet will be void.

3.10 Place Betting

3.10.1 Fixed Odds Places

The following shall apply to place betting at fixed odds:

- In races of 5 runners or less no place bets shall be accepted. All place bets placed will be void.
- In the event of a dead heat in the placings, normal dead heat rules will apply.
- All fixed odds place bets are subject to the rules relating to the scratchings and the deductions table above. In the event that scratchings result in 5 runners or less, all place bets will be refunded.
- If scratchings reduce the size of the field, and deductions are declared, bets will stand as taken subject to those deductions, save where the number of runners in reduced to 5 or less. If no deduction is declared the odds and places will be determined as per the table below.
- Luckybets may at any time withdraw the offer of fixed odds place betting in any given race or event.
- Luckybets may from time to time offer feature race place betting which will include multiple alternate place betting opportunities based on the win odds of the contestants

FIXED ODDS PLACES TABLE	
Number of carded runners	Places Paid
5 or less	Nil
6 to 7	2
8 – 13	3
14 or more	4

3.10.2 Open Places (Local Meetings)

Where there are 6 or 7 runners, including where the field is reduced by scratchings or withdrawals, the Operators **may** offer a place pool where dividends will be paid in respect of the horses placed first and second. Where a dividend is not declared all place bets will be void.

Where there are 8 to 15 runners, 3 places will apply.

Where there are 16 or more runners, 4 places will apply.

The Operators may offer dividends for more than four places in selected races or events.

3.11 Dead Heats

In the case of a dead heat in a match race the bet shall be resulted as a dead heat.

In the case of a two-horse dead heat and also in winning multiple event bets where one race results in a two-horse dead heat, the customer will lose half of the amount staked and the remaining stake will be applied at the original odds as a winner.

In winning multiple event bets where two races result in dead heats, the customer shall win the odds to one quarter of the stake and lose the other three quarters, and so on, for further dead heats. The remaining portion of the stake shall be applied at the original odds as a winner.

Notwithstanding the provisions above, in the case of a three-horse dead heat in multiple event bets, where one race results in a triple dead heat, the customer shall lose two thirds of the stake and the entire bet is recalculated as a result of the event where the dead heat occurred.

The dead heat rule may apply in other sporting codes such as, but not restricted to, darts, golf, athletics and soccer, and will be applied as above.

3.12 Unit of Betting on Racing

All bets shall be to a R1 unit. Where dividends are declared to a different unit, then the dividend shall be adjusted to pay to a R1 unit.

3.13 Open Bet Types

3.13.1 Win bets are won when the runner selected finishes first.

3.13.2 Place bets are won when the runner picked finishes in one of the up to four places. The number of places for which the bet is paid is determined by the Totalisator. Usually, there are three places being paid. However, depending on the country and number of runners, two or up to four places might be paid. All place bets are lost past the fourth place, even if the Totalisator pays further places. (In the USA this is called a show).

3.13.3 Exacta bets are won when the two runners picked finish first and second in the exact order specified. Should one of the picked runners become a non-runner, the stakes shall be refunded. Should less than two runners cross the finishing line for a given race, all exacta bets shall be lost unless the Totalisator is providing exacta dividends.

3.13.4 Trifecta bets are won when the three runners picked finish first, second, and third in the exact order specified. Should one of the picked runners become a non-runner, the stakes shall be refunded. Should less than three runners cross the finishing line for a given race, the Totalisator rules shall apply for payout.

3.13.5 Quartet bets are won when the four runners picked finish first, second, third, and fourth in the exact order specified. Should one of the picked runners become a non-runner, the stakes shall be refunded. Should less than four runners cross the finishing line for a given race, the Totalisator rules shall apply for payout.

3.13.6 Swinger bets are won when the two runners picked finish in one of the top three places regardless of their order of arrival. Should one of the picked runners become a non-runner, the stakes shall be refunded. Should less than three horses cross the finishing line for a given race, all swinger bets shall be lost unless the Totalisator provides swinger dividends.

3.13.7 Double bets are won when the horses picked win both of the races that comprise the double. Luckybets lays the open bet on the tote double to a R1 unit.

3.13.8 Pick 3 bets are won when the horses picked win each of the three races that comprise the Pick 3. Please note that with effect from 30 September 2019, the totalisator amended the Pick 3 unit to R2. Luckybets lays the open bet on the Pick 3 to a R1 unit. Therefore, for settlement purposes, the tote dividend will be divided by 2 for the open bet dividend.

With effect from Thursday 1 October 2015, ALL open bets on racing shall be subject to the SAFTOTE terms and conditions and paid in accordance with the Saftote dividend. All exotic bets (Jackpots, Bipots, Pick 6s and Place Accumulators) shall be laid in accordance with the Saftote rules. Pool limits as applied in paragraph 2.14 Maximum Winnings shall apply to all open bets on racing.

3.14 Yankee Bets

All Yankee bets and bets of a similar nature (including Canadian) will be laid subject to the betting limits in section 2.14 above. Any bet placed by a customer in excess of the payout limit will be accepted, whether they are winning or losing bets, and paid out subject to the payout limits prescribed. **In the event that the win limit impositions, as indicated in section 2.14, are exceeded, for any reason whatsoever, then Luckybets shall be entitled, at any time, to amend the betting transaction/s concerned in order to bring same within the win limit imposition/s. This condition applies particularly to quads and five-timers in Yankee and Canadian type bets where the limit of a quad is set at R50 000.**

A Yankee is a wager on four selections (in four separate events) and consisting of 11 separate bets: 6 doubles, 4 trebles and a fourfold accumulator. A minimum of two selections must win to gain a return.

A Canadian is a wager on five selections (in five separate events) and consisting of 26 separate bets: 10 doubles, 10 trebles, 5 fourfolds and a fivefold, all to come (fivefold multiple). A minimum of two selections must win to gain a return.

3.15 Time and Venue of Race

No bet may be accepted in respect of a horse race once that race has officially started. All bets placed on a race after the actual start will be void.

Where the venue or the racing surface of a race or race meeting is changed from that originally advertised the following will apply:

For fixed odds betting, the race or race meeting shall be deemed to have been abandoned and any and all single bets struck prior to the change shall be **void**. In the case of multiple bets, the affected legs shall be treated as scratchings and the balance of the bet shall remain in force.

If a race is changed from around the turn to the straight course or vice-versa, then all bets are **void**.

For open and exotic bets, all bets **stand** and are valid regardless of the change in venue or racing surface and will be subject to the result achieved at the revised venue/racing surface.

In the event of a venue or racing surface change, open bets may be cancelled prior to the running of the race (or the first leg of an exotic).

For the purposes of this section, all of the Turffontein, Vaal, Scottsville and Kenilworth racecourses with multiple same-surface tracks, shall each be considered to be one venue.

3.16 Change in Distance

Where the racecourse operator amends, for any reason, the distance of a race or races then the following shall apply:

Bets may be cancelled, on request, up to the start time of the event. No cancellations of multiples or open/exotic bets that have already started will be entertained.

For open and exotic bets, all bets **stand**.

For fixed odds bets

- if a race is changed from around the turn to the straight course or vice-versa (regardless of the distance change), then all bets are **void**. In the case of multiple bets, the affected legs shall be treated as scratchings and the balance of the bet shall remain in force.

- if the distance changes by greater than 300m all bets are **void**. Multiples treated as above.

- if the distance changes by 300m or less, all bets **stand**.

3.17 Postponed Races

Where a race advertised to be run on a certain date is postponed to any future date, if the race is run more than 48 hours after the originally advertised date and time all bets on that postponed race shall be void, save in respect of ante-post bets.

3.18 Races Re-Run

In the event of any race being ordered to be re-run:

- Starting price bets shall be calculated and paid at the current price at the time the race is finally run.
- "With a run" bets on any horse which started on the first occasion and which was subsequently scratched, shall be void and the deductions in terms of the table above shall apply.
- Ante-post bets shall stand.

4. Soccer Terms and Conditions/Rules

4.1 Duration of Match

All soccer bets will be settled on the score at full-time (90 minutes and stoppage time added by the referee, if any) unless otherwise indicated. Extra time, golden goal and penalty shootouts will be excluded. Where a bet is struck to "lift the cup" or "to progress" there shall be no betting on a draw as extra time or penalties may be required to decide the outcome.

The exception to this rule is in relation to friendly matches (which may be scheduled for less than 90 minutes), where all match markets will be settled based on the actual result when the game finishes (excluding any extra-time), irrespective of whether 90 minutes is played.

The *Overtime* market is to predict, yes or no, if the game will extend into extra time.

The *Penalty Shootout* is to predict, yes or no, if the game will extend to a penalty shootout.

4.2 Kick Off

All bets will be accepted until kick off time. Any bet, other than an in-play or in-running bets, placed after kick off time shall be void. That part of a multiple bet on a soccer event placed after kick off time shall be void but all remaining selections which do not include the match in that multiple bet will stand.

Should a match start and be abandoned prior to the completion of full-time and an official result is declared by the governing association of the match or event within 24 hours of abandonment thereof, all relevant bets will be determined on that result notwithstanding any later changes to the result for any reason or any error in the results save that all bets which are dependent on number of goals scored shall be void.

If a soccer match is officially called off prior to its scheduled completion and an official match result is not declared by the relevant controlling authority within 24 hours of abandonment, bets not determined at the time the match is called off shall be void. This exclusion does not apply to bets already determined.

Bets placed on postponed matches will stand provided the match is played within 36 hours of the original scheduled kick off time and the venue remains the same, failing which those bets shall be void.

In the event that a result of a match is not made available on the internet or other reliable source within 48 hours of the scheduled kick-off, such match shall be made void, provided that an alternate kick-off has not been scheduled within that same 48-hour period. Should a result subsequently be forthcoming it shall be ignored for the purposes of settling bets.

If a scheduled match does not kick-off and a team is declared a winner by a walkover, by the governing association, then such decision shall not be considered a result for betting purposes and all bets on the match shall be void.

4.3 Early Betting

Where Luckybets provides betting on individual matches well in advance of the proposed date and bets are taken on those matches, then changes to the proposed date, whether brought forward or delayed, shall be binding on the outcome of the bet. E.g. Premier League fixtures are available 3-weeks in advance and a selection of Leicester is made for that round but Leicester's proposed weekend game is brought forward to the midweek as a result of Cup commitments (or any other reason), then the result of the midweek Leicester match shall be valid for the settlement of the bets. Similarly, if the match is postponed for a period of less than one week, all bets shall be valid.

4.4 Home and Away

Luckybets shall display prices on both teams as well as the draw. The price of the home team will be displayed first followed by the price on the away team, unless the home team is otherwise clearly indicated.

If a team plays a different opponent to that which is advertised, or if the venue of a match is changed to a different venue, all bets on that match shall be void save that multiple bets which include that match shall stand whilst all other bets on that match shall be void.

Where games are played on a neutral ground home and away teams may differ amongst reporting websites but regardless, all bets shall stand.

4.5 Soccer Bet Types

4.5.1 Match Bet Types

The *Full-Time* market shall be settled on the result at the time the referee blows the final whistle at the end of regulation time.

In the *Draw No Bet* market if a game ends in a draw, after 90 minutes, then all bets are refunded

Double chance and Win + Draw markets will be paid on the completion of a full 90 minutes of play.

The *Handicap* betting markets will be resulted on the actual 90-minute result taking into consideration the handicap (plus or minus) as displayed.

4.5.2 Combination Bet Types

Half-time-Full-time double result – bets are offered on the double result of the half-time result and the full-time result. *For example, a selection by the customer showing Arsenal-Arsenal will require Arsenal to be winning at half-time and Arsenal to be winning at full-time.*

The *Match Flow* market will be resulted as one of the seven options applicable at the end of the 90-minute period. This market couples the first team to score (home or away) with the final result, remembering too, that a No Goal option is valid.

The combined *Matchbet & Both Teams to Score* market will be resulted to the correct one of the six options available.

The combined *Matchbet + Totals* market will be resulted based on the component parts of the bet type.

4.5.3 Goals and Score Bet types

The *Correct Score* market will be paid on the final result after the full 90 minutes of play.

In *First Goal Scorer* selections, if the customer's selected player:

- comes on after the first goal has been scored; or
- does not take part at all;

the bet shall be void.

In the *Anytime Goal Scorer* market, all players who take part in a match (players and substitutes regardless of how long they play) will be considered 'runners'. If the customer's selected player does not take part at all, the bet will be void.

In *First Goal* selections, "*Any Other Goal Score*" means any player besides those quoted in the event. Only players NOT quoted in this event will be taken into account for the "Any Other Player" bets.

If a game has no goals scored, the first goal bets will be settled at 90 minutes.

The *Total Goals Over/Under* market is to predict whether there will be under or over a certain number of goals in a match. In the event of a match being abandoned before 90 minutes have been played, then all bets will be void unless settlement of bets is already determined.

If a match is abandoned but a goal has been scored, bets will be settled on the First Goal Scorer only and all other bets thereon shall be void.

Own goals will **not** count in *First/Last/Anytime* goal scorer markets.

In the event of a dispute over the award of a goal for *First/Last/Anytime Goal Scorer*, for betting purposes the bet will be determined on the scorer as reported by the controlling authority in respect of the game.

The *Correct Score – First Half* will be paid on the result after the first 45 minutes of play plus injury time

The *Any Other Score* option will be resulted as the winner if the correct score is different to the options offered.

The *First /Last Team to Score* will be resulted in the team which is awarded the first/last goal on the scoreboard (90-minute market). Own goals count to the team credited with the goal. If an event is abandoned after a goal is scored, then all bets on First Goal (and No Goal) will stand while bets on Last Goal will be void. If an event is abandoned without any goal being scored, then all bets will be void.

The *Which Team to Score* market has four options of either team to be the only scorers, no score or both teams to score (90-minute market). Own goals count to the team credited with the goal. If an event is abandoned after both teams have scored, that result will stand, alternatively all bets will be void.

The *Odd/Even Goals* will be resulted on the total number of goals scored, in 90 minutes, by both sides. Zero goals will be resulted as an *Even* Number Total Goals.

The *Team Total Goals* will be resulted on the total number of goals awarded to that team in 90 minutes. Own goals are not awarded to the scorer's team.

Exact Total Goals in 90 minutes markets shall be paid on the total number of goals scored, including own goals, as per the result. Extra time does not count.

The *Both Teams to Score* will be resulted on the goals **awarded** to each team in 90 minutes. In the event of a match being abandoned after both teams have scored then 'Yes' bets will be settled as winners and 'No' bets as a loser. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be void.

The *Highest Scoring Half* (3-way market) is determined by the numbers of goals scored in period of play.

The *Clean Sheet* market is to predict if a team did not allow the opposition to gain a goal in a 90minute match. *Clean Sheet Home Team – Yes*, means the home team did not allow the away team to gain a goal. *Clean Sheet Home Team – No*, means the home team did allow the away team to gain a goal. *Clean Sheet Away Team – Yes*, means the away team did not allow the home team to gain a goal. *Clean Sheet Away Team – No*, means the away team did allow the home team to gain a goal.

If a match is abandoned, then all bets are void.

Clean Sheet				
Betting Type	Home Yes	Home No	Away Yes	Away No
Betting Type Meaning	Home team did not allow Away team to gain a goal	Home team allowed the Away team to gain a goal	Away team did not allow Home team to gain a goal	Away team allowed the Home team to gain a goal
Win the bet	Away team - NO goal	Away team - HAVE a goal	Home - NO goal	Home - HAVE a goal
Lose the bet	Away team - HAVE a goal	Away team - NO goal	Home team HAVE a goal	Home No Goal - NO goal

The *Half Time* market will be paid on the result of that period of play.

The *First Half Double Chance* markets will be paid on the result at the end of the period.

The *Second Half Double Chance* markets will be paid on the result of that period of play i.e. for the 45+ minutes of the second half only.

The *First Half Both Teams to Score* will be paid on the result at the end of the period. Own goals count.

The *Half-time Correct Score* market will be paid on the final result after a full 45 minutes of play. Own goals do form part of this market.

First Half Total Goals is to predict the total goals in the first half only, 45 minutes plus injury time

Second Half Total Goals is to predict the total goals in the second 45-minute period (plus injury time) only

Both Halves Over 1.5 goals is to predict, yes or no, if there will be at least 2 goals in both halves of the match.

Both Halves Under 1.5 goals is to predict, yes or no, if there will be less than 2 goals in both halves of the match.

The *First Half Odd/Even Goals* will be resulted on the total goals in that period. Own goals count.

Home to Score in Both Halves is to predict, yes or no, if the home team will score or be awarded at least 1 goal in both halves of the match.

Away to Score in Both Halves is to predict, yes or no, if the away team will score or be awarded at least 1 goal in both halves of the match.

Home to Win Both Halves is to predict, yes or no, if the home team will win both halves of the match.

Away to Win Both Halves is to predict, yes or no, if the away team will win both halves of the match.

4.5.4 Cards and Bookings

In *First Card* markets the result shall be that team whose player is the first player to be given either a yellow card or a red card. In the event that both teams are simultaneously shown cards for the same offence, then a dead heat shall be declared. If a second card is shown to a player for retaliatory action, then the first card shall determine the outcome of the bet.

Settlement on the *Total Bookings, Bookings Away, Booking Home, Exact Bookings* markets will be made on the evidence of the cards shown in the match (90 minutes). Any card shown after the final whistle has been blown will be disregarded. Cards shown to non-players (managers, players already substituted, substitutes on the bench) do not count. Yellow card counts as 1 and red cards count as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).

The *Total Bookings First Half, 1st half Bookings Home, 1st half Bookings Away, 1st Half Exact Bookings* will be resulted based on the position at the end of the period.

All *Player Sent Off* markets shall be paid as resulted by the service provider for the match, or if any dispute by the controlling authority of that event.

4.5.5 Corners

All Corner markets shall be paid on the exact number of corners played as resulted by the service provider for the match, or if any dispute by the controlling authority of that event. In the event of a match being abandoned before 90 minutes have been played, all bets will be void unless settlement of bets is already determined.

4.5.6 Time or Period Bet Types

Bets relating to time will be settled according to the result as posted by our service provider for the event concerned. In the case of a dispute, the official time as recorded by the controlling authority of that event shall be used.

In *10 Minute Events*, the event must occur between 0:00 and 9:59 to be classed in the first 10 minutes (e.g. a penalty awarded in this period but only taken and converted after 10:00 will not count as a goal in the first 10 minutes). All bets will be settled on the goal time provided by the resulting service provider. In the event of a dispute reference will be made to any official time as recorded by the controlling authority of that event.

The *First Goal Time* markets, the goal must be scored in the selected time period. The market has five selections:

- 1-10 – the goal must be scored in the period from kick-off to 9.59
- 1-15 – the goal must be scored in the period from kick-off to 14.59
- 1-30 – the goal must be scored in the period from kick-off to 29.59
- 31+ - the goal must be scored after 30.00 (in the 31st minute plus)
- no goals

The *First Goal Interval 15 minutes* markets, the goal must be scored in the selected time period. The market has seven selections:

- 1-15 – the goal must be scored in the period from kick-off to 14.59
- 16-30 – the goal must be scored in the period from 15.00 to 29.59
- 31-45 – the goal must be scored in the period from 30.00 to 44.59
- 46-60 – the goal must be scored in the period from 45.00 to 59.59

- 61-75 – the goal must be scored in the period from 60.00 to 74.59
- 76-90 - the goal must be scored in the period from 75.00 to the final whistle
- no goals

In *Early Goal and Late Goal Events*, the event must occur before or after the specified market time to be classed as a winner (e.g. a penalty awarded in this period but only taken and converted after will not count as a goal before the specified time).

All bets will be settled on the goal time provided by *xscores.com* or *flashscore.com*. In the event that *xscores.com* or *flashscore.com* indicates a goal has been scored on the specified time, this will be considered a goal for the purpose of settling bets.

4.6 Season Outright Betting

Multiple bets are allowed on outcomes from different leagues and cup competitions subject to the limits and rules stated above.

League or *Cup* markets will be paid on the official winners of the league or cup as declared by the respective controlling authority.

All full season outright bets, singles or multiples, on markets including but not limited to *Relegation, Promotion, Top 4, Top 6, Top half, Bottom Half, Bottom* markets will be paid on those teams as officially declared by the respective controlling authority.

Top Goal Scorer in a League or Cup markets will be paid on the official winners of the league or cup as declared by the respective controlling authority. Own goals do not count in these markets and dead heat rules may apply.

The *Golden Boot* market will be paid on the official winner of the Golden Boot title as declared by the respective controlling authority.

English Premiership without top 4 market excludes the 4 teams as nominated by Luckybets at the commencement of the season and shall pay on the team which then ranks next highest in the league mentioned.

4.7 Same Team Multiple Bets

Same team multiple trophy win bets may be offered from time to time. These bets shall be offered at a fixed price and will not be laid as related bets. *For example, Chelsea treble – to win Premiership, FA Cup and Champions League.*

4.8 In-Play/In-Running Soccer Rules

All markets (except half-time, first half markets, overtime and penalty shootouts) are considered for regular time only.

If a match is interrupted and continued within 48hrs after initial kick-off, all un-resulted bets will be settled with the final result. Otherwise all undecided bets are considered void.

Regular 90 Minutes: Markets are based on the result at the end of a scheduled 90 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal.

If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 5 minutes), we reserve the right to void betting.

If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If the team names or category are displayed incorrectly, we reserve the right to void betting.

Booking Markets

Yellow cards count as 1 card and red or yellow-red cards as 2. The 2nd yellow for one player which leads to a yellow-red card is not considered. As a consequence, one player cannot cause more than 3 cards.

Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

Cards shown after the match are not considered.

Cards for non-players (already substituted players, managers, players on bench who are not substituted in) are not considered.

Booking Points Markets

Yellow card counts as 10 points and red or yellow-red cards as 25. The 2nd yellow for one player which leads to a yellow-red card is not considered. As a consequence, one player cannot cause more than 35 booking points.

Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.

Cards shown after the match are not considered.

Cards for non-players (already substituted players, managers, players on bench who are not substituted in) are not considered.

Corner Markets

Corners awarded but not taken are not considered.

Next Goalscorer

Own goals will not be considered for Next Goalscorer settlement purposes and are ignored.

All players who took part in the match since kick-off or previous goal are considered as runners.

All players who are currently taking part are listed. If for any reason a non-listed player scores a goal all bets on listed players stand.

Markets will be settled based on the TV insert and the statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

Anytime Goalscorer

Own goals will not be considered for Any-time Goalscorer settlement purposes and are ignored.

All players who took part in the match are considered as runners. If for any reason a non-listed player scores a goal all bets on listed players stand.

In case a match hasn't finished within 48hrs after initial kick off all bets are considered void other than bets on players who have already scored, which shall be honoured.

Markets will be settled based on TV insert and statistics provided by Press Association unless there is clear evidence that these statistics are not correct.

5. Lucky Numbers Terms and Conditions/Rules

5.1 Jurisdiction

The lottery games on which Lucky Numbers bets are struck are subject to the lottery rules of the respective jurisdictions in which they are played, save to the extent of any inconsistency with Luckybets' General Terms and Conditions, in which event Luckybets' General Terms and Conditions will prevail.

Any bet made after closing time shall be void.

5.2 Results

The results of a draw will be accepted and posted by Luckybets in accordance with the first official result of that particular draw as provided by the controlling authority's website, irrespective of any subsequent revocation of that result due to disqualification or otherwise.

5.3 Bet Types

The bet types will vary from draw to draw and may be notably different depending on the number of balls in the 'drum', the number of balls drawn and the number of bonus balls.

5.4 Postponed Draws

If for any reason a lottery draw does not take place, or no result is announced by the controlling authority, all valid bets on that draw will stand, provided such draw is held within 24 hours of the original draw.

In the event that a lottery draw is postponed beyond 24 hours all valid bets on that draw shall be void.

5.5 Australia

The Australia Monday/Wednesday/Saturday lottos are 6 balls drawn from 45 plus 2 additional balls. However, only the 1st of the 2 supplementary balls will count as a winning ball. The 2nd supplementary ball will NOT be considered a winner.

5.6 Lucky Number Multiple

Multiple bets can be taken with selected Lottery Draws.

A multiple can be taken with any other sport available.

One can also bet on the Bonus Ball/s only.

What bets can be taken?

- A multiple bet of one ball to be drawn together with a different number as the bonus ball.
- Two numbers plus a third number to be the bonus ball
- A multiple with any other sport or horse racing together with one or two numbers and/or the different bonus ball

What CANNOT be taken?

A bet of one number to be drawn with the SAME number to be the bonus ball in the same draw. This will be shown as a related bet and is not allowed. In the event this occurs it will be treated as a related bet, where the stake will be divided and applied equally to the various winning combinations.

6. Other Sports Terms and Conditions/Rules

The general rules below shall apply to all sports unless specifically retracted and contradicted under the rules of a specific sport.

- Any bet taken after the commencement of an event (other than an in-play or in-running event) shall be void.
- A match must be played within 24 hours of the originally scheduled start date and time for bets to stand.
- Bets on abandoned or postponed matches shall be void unless rearranged and played within 24 hours of the scheduled time except for those bets that have already been determined at the time of abandonment or postponement.
- If the match is no longer being played at the venue advertised, all bets will still stand, provided the original home team is still designated as such and/or the venue has not been changed to the opponent's ground. If the home and away team are reversed, then all bets placed shall be void.
- All bets will be settled in accordance with the controlling authority competition rules.
- The outright winner market is considered to be ante-post or "all-in" and treated as an ante-post betting market whether or not the selection competes.
- The dead heat rule may apply in sporting codes such as, but not restricted to, athletics, cycling, darts, golf, soccer, swimming and will be applied as per sections 2.8 and 3.11.
- The official result/podium presentation will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.
- If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.
- In the case of an incorrect settlement of markets, we reserve the right to correct them at any anytime.
- In the case of the rules or format of a match differing from our implied information, we reserve the right to void any market.

6.1 American Football (includes NFL, NCAA College, WLAFL, CFL & Arena Football)

Outright match bets and handicap bets shall include overtime unless stated otherwise. The result of the match will be decided by who has the highest points at the end of the game, which includes overtime. If the game remains a draw after overtime and no betting was offered on the draw, then all bets will be void. (Rule change effective 26th September 2012)

If a game is abandoned or terminated at any time up to 5 minutes before the scheduled game end time, then all bets shall be void unless they have already been determined.

Futures/season bets

NFL regular season wins and match-ups are based on teams completing all 16 regular season games, and for CFL all 18 regular season games, unless the remaining games during the course of the season do not affect the result.

AFC/NFC Conference winners are determined by the teams progressing to the Superbowl.

NFL Divisional winners are determined by games won during regular season (NFL tie break rules apply) based on teams completing all 16 games.

Conference Wildcard winners are the 2 teams who qualify for the post-season via the NFL's Wildcard selection.

Conference Number One Seed winner will be the team designated by the NFL as the team who will have Home Field advantage throughout the Playoffs.

NFL/NCAAF regular season wins and match-ups are based on teams completing the minimum number of games specified.

CFL 'To Reach Grey Cup' - the team that progresses to the Grey Cup Final will be deemed the winner of the respective division.

6.1.1 In-Play/In-Running American Football Rules

In case of any delay (rain, darkness etc.) all markets remain unsettled and the trading will be continued as soon as the match continues.

Markets do not consider overtime unless otherwise stated.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 89 seconds), we reserve the right to void betting.

If a wrong score is displayed, we reserve the right to void betting for this time frame.

If the teams are displayed incorrectly, we reserve the right to void betting.

In case of abandoned or postponed matches all markets are considered void unless the match continues in the same NFL weekly schedule (Thursday - Wednesday local stadium time).

6.2 Archery

All bets on a competitor who fails to start shall be void.

6.3 Athletics/Olympics

All bets stand except those placed on participants not competing in the first round heats/qualification. We reserve the right to apply a deduction (as per the table in Section 3.3) in the event of a withdrawn participant prior to the start of an event.

Betting may be offered on individual races (such as heats and semi-finals) as well as on the final 'gold medal' event. For settlement purposes, the podium position or medal ceremony will count as the official result. Participants awarded gold, silver and bronze at the medal ceremony will be deemed 1st, 2nd and 3rd respectively. Subsequent disqualification or promotion of competitors at a later stage or any other change is irrelevant for the purposes of determining the result.

6.4 Australian Rules Football (includes AFL)

Single bets shall be accepted on all games unless otherwise stated.

All Australian Rules bets are settled on 80 minutes and extra time if required. If no extra time is played and the game results in a draw, then all bets not determined shall be void, unless betting was offered on the draw.

Race to 20 Points – all bets will be settled on the first team to reach 20 points.

Half-time betting – bets will be settled on the result at half-time. If the half ends in a draw then stakes will be refunded (on outright win bets only) unless a price is offered for the draw (stakes will be refunded in case of a single bet, for multiple bets the leg of that game shall be void).

6.5 Badminton

In the event of any of the named players in a match changing before the match starts all bets on that match shall be void.

In the event of a match starting but not being completed all bets shall be void, unless they have already been determined.

6.5.1 In-Play/In-Running Badminton Rules

In the case of a match not being finished all undecided markets are considered void.

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If the players/teams are displayed incorrectly, we reserve the right to void betting.

If a player retires all undecided markets are considered void.

6.6 Baseball and Softball

8½ innings rule

Total and run-line betting - The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to stand.

6.6.1 Baseball Futures

Regular season wins/match-ups

Team must complete at least 160 regular season games for bets to stand unless the remaining games during the course of the season do not affect the result.

The team that progresses to the World Series will be deemed the winner of the pennant.

Bets on the Series shall be void if the statutory number of games (according to the respective controlling authority) are not completed or changed.

Outright, pennant and divisional betting

All bets shall stand after the bet has been accepted, regardless of team relocation, team name change, season length or play-off format.

Wildcard betting

The team that progresses to the MLB Playoffs via the wild card position will be deemed the winner.

6.6.2 In-Play/In-Running Baseball Rules

Possible extra innings are not considered in any market except for "Who scores the Xth point" and "Which team will win race to X points" or otherwise stated.

The names of the markets do not reflect the actual terms used in baseball. Please take note of the following legend for the actual terms used in baseball:

NAME OF MARKET vs TERMS USED IN BASEBALL

Period	Innings
Overtime (OT)	Extra Innings
Points	Runs
Half-time	Result after 9th half-innings

All markets will be cleared according to the final result after 9 innings (8 ½ innings if home team is leading at this point).

In case a match is interrupted or cancelled and won't be continued on the same day, all undecided markets are considered void.

If markets remain open with an incorrect score or incorrect match status which has a significant impact on the prices, we reserve the right to void betting.

6.7 Basketball

Game betting

All games must start on the scheduled date and time, failing which all bets thereon shall be void. If a game has been postponed or cancelled before its due start time, then all bets thereon shall be void.

If a game is abandoned or terminated at any time up to 5 minutes before the scheduled game end time, then all bets shall be void unless they have already been determined.

Three-way markets are settled on the score at the end of the prescribed match time.

To Win the Match bets, which exclude a draw, shall be settled after overtime should that be necessary to determine the winner.

Outright bets

All long term/outright bets (e.g. to win the league) shall include overtime unless otherwise stated.

Handicap bets

Handicap bets are settled on the result at the end of the controlling authority's prescribed match time and do not include overtime.

Series betting

Bets shall be void if the statutory number of games (according to the respective controlling authority) are not completed or changed.

6.7.1 In-Play/In-Running Basketball Rules

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.8 Beach volleyball

In the event of any of the named players in a match changing before the match starts then all bets on that match shall be void.

In the event of a match starting but not being completed, then all bets thereon shall be void, unless they have already been determined.

6.8.1 In-Play/In-Running Beach Volleyball Rules

In the case of a match not being finished all undecided markets are considered void.

Golden set is not considered in any of the mentioned markets.

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If a team retires all undecided markets are considered void.

6.9 Board and Related Diving

Competitors must compete for bets on that competitor to stand, failing which any bet on that competitor shall be void.

6.10 Bowls

If a match does not play, all outright bets thereon shall be void. If an event starts but is not completed, the player progressing to

the next round will be deemed the winner. In the event of a tie, the result at the end of the tie breaker will be used for settlement purposes.

6.10.1 In-Play/In-Running **Bowls Rules**

In case of a retirement and walk over of any player all undecided bets are considered void.

If a match is interrupted and continued within 48hrs after initial start time, all open bets will be settled with the final result.

Otherwise all undecided bets are considered void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.11 **Boxing**

All boxing matches shall include betting on a draw and therefore bets on either boxer are losing bets if the fight ends in a draw.

If any fighter fails to answer the bell at the beginning of a round, the fight is deemed to have finished in the previous round for the purposes of round by round betting.

If a points decision is awarded before the scheduled number of rounds are completed, or a boxer is disqualified, bets will be settled on the round in which the fight was stopped.

The bet "*To Win on Points*" will only come into effect if the scheduled number of rounds are completed.

Bets will stand on the result given immediately after the fight has concluded, and will not be affected or amended by any future appeals or protest.

6.12 **Canoe/Kayak**

Competitors must pass the starting line for bets on that competitor to stand failing which any bet on that competitor shall be void.

6.13 **Chess**

If either player is substituted with another player all bets on that match shall be void.

6.14 **Combat sports/UFC/MMA**

Prices are offered for each fighter to win the fight and in the event of a draw all bets shall be void.

If either fighter is replaced with another fighter all bets on that fight shall be void.

6.15 **Cricket**

The *To Bat First* market will be resulted as the team which bats first in the match. This market will be closed before the toss and any bet struck after the toss has been determined will be void.

The *Highest Opening Partnership* market will be resulted at the fall of the first wicket of the second team batting. Should an opening batsman retire hurt all bets will be void (as no end to the partnership has been determined).

The *Man of the Match* will be resulted as the player who is declared the man of the match by the controlling authority.

All bets will be settled in accordance with controlling authority competition rules, including matches where a reduction of overs takes place.

When a match is tied, top batsman, bowler and total bets shall stand, but match bets shall be void, unless a tie is included in the betting. TNB on a market is an acronym for "Tie No Bet". This means that if the tie is a result for the match, where both teams finish on the same number of runs, then all bets shall be void. If betting does not contain TNB, this means there is betting available on the tie, and this will count as a result for the match – meaning all bets on either side to win the match shall become losing bets.

Limited Over Games

If a match is abandoned due to outside interference and no result is declared, all bets thereon shall be void. In a weather affected match, where the minimum number of overs necessary to declare a result has not been bowled, all bets on the game shall be void except those bets where the contingency bet has already been determined.

All bets placed on matches that are reduced in length (including matches where adjustments are made by the Duckworth Lewis system), but are not abandoned, including "in-running" bets will stand, provided that the match has been completed and a result declared.

If there is a change in venue or team selection, all bets shall be void.

In *T20* and *IPL* events where a match ends in a tie, Luckybets will declare the result as a tie if the market includes tie betting. If the event clearly states (INC SUPER) in brackets in the market name, the match winner will be decided on the basis of a "Bowl Off" or "Super Over" and if the "Super Over" is tied then the next basis of determination used by the controlling body shall decide the winner of the match. The winner of the "Super Over" will be declared the winner of the match, and all bets on the winner will be paid, and all bets on the loser shall be declared as losing bets.

In top batsman and top bowler betting as well as runs scored by an individual batsman or wickets taken by individual bowlers:

- Bets on any player not in the starting eleven shall be void.
- All bets shall be void in a match unless at least one ball has been bowled by each side.
- Top batsman and bowler bets will stand so long as the player is picked to play in the match, irrespective of whether he bats or bowls and in the event that the player does not bat or bowl, such players will be deemed to have scored zero runs and taken zero wickets respectively.
- Head to head bets require at least one ball to have been bowled and a minimum of 25 overs for a one-day event and 10 overs for a T20 event to have been bowled, or the relevant innings to have been completed, to stand. Ties shall be void.
- Bets on an individual batsman's runs shall be void if he does not face at least one ball.
- If a match is abandoned before a bowler can complete his allotted overs or take more wickets than the other bowler, then all bets on the top bowler market shall be void.

The *Top Batsman* market will be settled on the batsman who scores the most runs in the innings. In the case of two or more batsmen scoring the same number of runs the dead heat rules (refer paragraph 3.1) shall apply.

The *Top Wicket Taker* market will be settled on the bowler who takes the most wickets in the innings, series, or tournament as applicable. In the case of two or more players taking the same number of wickets the dead heat rules (refer paragraph 3.1) shall apply.

The *Top Bowler* market will be settled on the bowler who takes the most wickets in the innings, series, or tournament as applicable. In the case of two or more players taking the same number of wickets then the bowler with the least number of runs conceded will be deemed the winner in the *Top Bowler* market.

The *Top Catcher* market will be settled on the player who takes the most catches in the innings. In the case of two or more players taking the same number of catches the dead heat rules (refer paragraph 3.1) shall apply.

The *Most Match Sixes* will be resulted as the team which hits the most sixes, with a draw/tie being a betting option.

The *Race to 10 Runs* will be resulted as the batsman who gets to 10 runs first in the innings.

Innings Runs/Innings Sixes

ODIs - Bets on the total runs (overs/unders) and total sixes (overs/unders) in an innings will be void if the intervention of rain or any other delay results in the number of overs being reduced by more than 5 overs than that scheduled when the bets were struck; unless settlement of bets is already determined. This applies to both ante-post and In-Running betting.

T20s - Bets on the total runs (overs/unders) and total sixes (overs/unders) in an innings will be void if the intervention of rain or any other delay results in the number of overs being reduced by more than 2 overs than that scheduled when the bets were struck; unless settlement of bets is already determined. This applies to both ante-post and In-Running betting. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

Test Matches –A minimum of 50 overs must be bowled in the innings unless the team is All Out or the team declares. Otherwise all bets are void unless settlement of bets is already determined.

Four/Five Day Matches

All bets shall be void if a ball is not bowled.

Should the scheduled number of matches not be played in a test series, then all bets thereon are void, save where a winning lead has already been established.

If a match is abandoned for any reason and there is no official result, then all bets not determined on the match shall be void.

In the event of a tie, dead heat rules (refer paragraph 3.1) will apply and bets on a draw will be losing bets.

The *Top Batsman* market will be settled on the batsman who scores the most runs in the first innings only. In the case of two or more batsmen scoring the same number of runs the dead heat rules (refer paragraph 3.1) shall apply.

The *Top Wicket Taker* market will be settled on the bowler who takes the most wickets in the first innings only. In the case of two or more players taking the same number of wickets the dead heat rules (refer paragraph 3.1) shall apply.

The *Top Bowler* market will be settled on the bowler who takes the most wickets in the first innings only. In the case of two or more players taking the same number of wickets then the bowler with the least number of runs conceded will be deemed the winner in the *Top Bowler* market.

The *Top Catcher* market will be settled on the player who takes the most catches in the first innings only. In the case of two or more players taking the same number of catches the dead heat rules (refer paragraph 3.1) shall apply.

The *Most Match Sixes* will be resulted as the team that hits the most sixes in the match, both innings if applicable, with a draw/tie being a betting option.

The *Score 100 Runs in the First Innings* shall mean the first innings of the match only (i.e. relating to the innings of the first batting team).

The *Score 50 Runs in the First Innings* shall mean the first innings of the match only (i.e. relating to the innings of the first batting team).

Test Series/One Day Series/T20 Series

Series Correct Score bets shall be void if the designated number of matches is not completed.

Series Top Batsman, Top Wicket Taker and Top Bowler betting are “all-in” and treated as ante post betting markets, whether or not they bat or bowl.

Where a bet on an outright winner of a series has been taken and the trophy is shared due to a tie or no result, dead heat rules (refer paragraph 3.1) apply, unless betting on a shared series was offered. However, bets on a team to win a final shall be void if the match ends in a tie unless a tie is included in the betting.

6.15.1 In-Play/In-Running Cricket Rules

The *Highest Opening Partnership* market will be resulted at the fall of the first wicket. Should an opening batsman retire hurt all bets will be void (as no end to the partnership has been determined).

The *Man of the Match* will be resulted as the player who is declared the man of the match by the controlling authority.

All bets will be settled in accordance with controlling authority competition rules, including matches where a reduction of overs takes place. In case of a retirement and walk over of any player all undecided bets are considered void.

If a match is abandoned due to outside interference and no result is declared, all bets thereon shall be void. In a weather affected match, where the minimum number of overs necessary to declare a result has not been bowled, all bets on the game shall be void except those bets where the contingency bet has already been determined.

All bets placed on matches that are reduced in length (including matches where adjustments are made by the Duckworth Lewis system), but are not abandoned, will stand, provided that the match has been completed and a result declared.

When a match is tied, top batsman, bowler and total bets shall stand, but match bets shall be void, unless a tie is included in the betting. TNB on a market is an acronym for “Tie No Bet”. This means that if the tie is a result for the match, where both teams finish on the same number of runs, then all bets shall be void. If betting does not contain TNB, this means there is betting available on the tie, and this will count as a result for the match – meaning all bets on either side to win the match shall become losing bets.

In *Limited Over* events where a match ends in a tie, Luckybets will declare the result as a tie if the market includes tie betting. If the event clearly states (INC SUPER) in brackets in the market name, the match winner will be decided on the basis of a “Bowl Off” or “Super Over” or another form of play or basis of determination that declares the winner of the match. The winner of the “Super Over” will be declared the winner of the match, and all bets on the winner will be paid, and all bets on the loser shall be declared as losing bets.

The *Top Batsman* market will be settled on the batsman who scores the most runs in the innings. In the case of two or more batsmen scoring the same number of runs the dead heat rules (refer paragraph 3.1) shall apply.

The *Top Wicket Taker* market will be settled on the bowler who takes the most wickets in the innings, series, or tournament as applicable. In the case of two or more players taking the same number of wickets the dead heat rules (refer paragraph 3.1) shall apply.

The *Most Match Sixes* will be resulted as the team which hits the most sixes, with a draw/tie being a betting option.

ODIs - Bets on the total runs (overs/unders) and total sixes (overs/unders) in an innings will be void if the intervention of rain or any other delay results in the number of overs being reduced by more than 5 overs than that scheduled when the bets were struck; unless settlement of bets is already determined. This applies to both ante-post and In-Running betting.

T20s - Bets on the total runs (overs/unders) and total sixes (overs/unders) in an innings will be void if the intervention of rain or any other delay results in the number of overs being reduced by more than 2 overs than that scheduled when the bets were struck; unless settlement of bets is already determined. This applies to both ante-post and In-Running betting. In matches of 10 overs or less, bets will be void if the entire innings is not completed, unless settlement of bets is already determined.

Test Matches – A minimum of 50 overs must be bowled in the innings unless the team is All Out or the team declares. Otherwise all bets are void unless settlement of bets is already determined.

If a match is abandoned for any reason and there is no official result, then all bets not determined on the match shall be void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.16 Curling

All outright tournament bets shall stand irrespective of whether or not the player competes. These bets will be treated as ante-post bets.

All matches will be settled on the final score. For betting purposes, extra ends will count.

For end betting purposes, if a ‘blank end’ price is not offered for a specific end, all bets will be void if the end is blank (0-0).

6.17 Cycling

The outright winner market is considered to be ante-post or "all-in" and treated as an ante-post betting market whether or not the selection competes. In the event of a disqualification, the official result will count as the "weigh in" and this will determine the result.

Head to head bets will be settled on a first competitor past the finish line basis.

Once a competitor has started he will be considered a "runner" for both individual stage and outright betting.

6.18 Darts

Outright betting

If a competitor does not compete, all bets on all other competitors may be subject to a deduction in terms of the Deduction Table (see paragraph 3.3).

Match betting

In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. For Premier League darts events, match betting may be offered in the form of three-way and two-way markets. For settlement purposes the three-way market includes the 'tie' option. Bets shall be void in the two-way market if the match result is a tie.

6.18.1 In-Play/In-Running Darts Rules

In the case of a match not being finished all undecided markets are considered void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If the players/teams are displayed incorrectly, we reserve the right to void betting.

Bullseye counts as red check out colour.

6.19 Equestrian

Competitors must pass the starting line for bets on that competitor to stand, failing which any bet on that competitor shall be void.

Bets stand regardless of riders changing named horses during an event.

6.20 E-Sports

Settlement will be based on the official result as declared by the relevant governing body of the specified competition. Non-runner no bet. Outright and Group Winner markets may be subject to a Rule 4 (Deduction).

An unplayed or postponed match will be treated as a non-runner for settlement purposes unless it is played within 48 hours of the originally scheduled start time.

Bets will be void if the fixture is listed incorrectly.

If a match is played before the scheduled start date/time, all bets placed after the actual starting time will be void. All bets placed before the actual starting time will stand.

To Win Match/To Win Map - If a match or map is replayed due to a draw, the replayed match or map will be treated as a separate entity. In the event of a match or map starting but not being completed, then all bets will be void unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition will be deemed the winner for settlement purposes.

If a match or map is replayed due to a disconnection, all bets on the specified market will be void unless the outcome is already determined. The replayed match or map will be treated as a separate entity.

If a player/team is given a walkover on at least one map before the match starts, all bets will be void.

Handicap Betting / Total Map Betting / Correct Score Betting / 'Race to' Maps - Bets are void if the statutory number of maps are changed, or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

To Win At Least One Map - In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

StarCraft II

Map Betting: in the event of a draw, To Win Map market will be voided.

Winning Race / Winning Player Nation: In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

CS:GO

Settlement is based on regulation time only.

Map Betting: in the event of a draw, the quoted draw participant will be deemed the winner for settlement purposes.

Round Handicap Betting - Bets are void if the statutory number of rounds are changed, or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

DOTA2/LOL

Map Betting: in the event of a draw, the *To Win Map* market will be voided.

First Blood markets: Only kills by the opposition team / player will count.

Kill markets: will be settled based on the official scoreboard.

All time-based bets are settled on the in-game clock, and do not include the period before minions/creeps spawn. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

FIFA Interactive World Cup

To Win Match settlement will be based on the official score at the end of a scheduled 90 FIFA minutes played and does not include extra-time, time allocated for a penalty shootout or golden goal.

In-Play Markets - If a match or map is replayed due to a draw or disconnection, all bets on the specified market will be void unless the outcome is already determined. The replayed match or map will be treated as a separate entity.

To Win Match / To Win Current Map / To Win Next Map - In the event of a match or map starting but not being completed then all bets will be void unless the outcome is already determined; or after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition will be deemed the winner for settlement purposes.

Handicap Betting (Map/Score) - Bets are void if the statutory number of maps are changed, or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.

6.21 Fencing

Prices are offered for each competitor to win the duel and in the event of a draw bets on both competitors shall be void. If either participant is replaced with another fencer all bets shall be void.

6.22 Floorball (Bandy)

All games must start on the scheduled date for bets to have action. If a game has been postponed or cancelled before its due start time or is not completed in full according to regulation time, then all bets are deemed no action and are void.

All match markets will be settled on the score at the end of regulation time and will exclude overtime if played, unless stated otherwise.

Highest Scoring Period - excludes overtime. If 2 or more periods have the same score, the result will be settled as a tie.

Winning Margin - includes the tie.

Match Totals Odd or Even - if there is no score all bets will be settled as even.

To Score First Goal – if the match is abandoned before a goal is scored, bets will be void.

To Win Match (2-Way), To Lift the Trophy and To Qualify - include overtime/shootout if played.

Period Betting - The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

6.23 Futsal

All match markets will be settled on regulation time (specific to competition governing body), unless stated otherwise, including Match Odd/Even, which in the event of no score will be settled as Even. Regulation time must be completed for bets to stand unless the specific market outcome is already determined.

All games must start on the scheduled date for bets to have action. A game must be completed in full for bets to stand, unless settlement of bets is already determined.

Half bets will be settled at the end of the specified half (exclude any extra-time played). In the event of a specific half not being completed bets will be void, unless the specific market outcome is already determined.

6.23.1 **In-Play/In-Running Futsal Rules**

All markets (except half-time, first half markets, overtime and penalty shootout) are considered for regular time only.

If a match is interrupted and continued within 48hrs after initial kick-off date, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

If the team names or category are displayed incorrectly, we reserve the right to void betting.

6.24 **Gaelic Sports**

All outright bets stand regardless of season length, provincial or qualifier format.

Unless otherwise stated all Gaelic Sports bets are settled on regulation time only (including injury-time); Extra-time does not count unless specified. Where a market specifically includes overtime and the game finishes level after overtime then bets will be void.

Bets will be settled on official GAA (Gaelic Athletics Association) result only.

If either team does not play, then bets will be void.

Bets on postponed matches are void unless the matches are re-arranged and played in the same 'Gaelic Week' (Monday - Sunday inclusive UK time).

Match Markets (including Alternatives)

Total game score is used to settle bets (goal = 3, point = 1).

Double Result 5-Way

If either/both the result at half time or full time end in a Tie, then Any Other Result will be settled as the winner.

First Goalscorer/Last Goalscorer/To Score a Goal Anytime

Own goals do not count. In the case of an own goal being scored first bets will be settled on 2nd goalscorer. In the case of the last goal being an own goal bets will be settled on the previous goal.

First Goalscorer/Team Goalscorer - Any player coming on as a substitute after the first goal is scored, or who takes no part in game, is deemed a non-runner.

Last Goalscorer - Any player that takes no part in the game is deemed a non-runner.

Score a Goal Anytime - Any player that takes no part in the game is deemed a non-runner.

First Scoring Play, Last Scoring Play 1st Half, First Scoring Play 2nd Half, First Points of 2nd Half, Last Scoring play, Team to Score 1st

Includes: free, penalty, 65/45, sideline cut/kick. Own goals count.

Half Betting

Half markets, the relevant half must be completed for bets to have action, unless the specific market outcome is already determined.

Total Goal Markets

Own goals count for settlement of the following: -

Match Total Goals

Both Teams to Score a Goal or More

Team to Score 1st Goal

Home / Away Total Goals

Total Goals 6-Way

Home / Away Goals 5-Way

First Goal and Result

Winning team is team that wins game having scored first goal/not scored goal/conceded first goal. Own goals count.

Game Total Odd/Even

Combined total of both teams used to determine winner. If the combined score is zero then bets will be void.

Team Total Odd/Even

Settled on respective totals achieved by teams. If team score is zero, then bets void.

Race to 10/15/20/25 Points

Team to reach 10/15/20/25 points first (including goals) deemed the winner.

Leader After 20/30/40 Etc Minutes In-Play

Settled on the result at the specified time in the match. E.g. 20 minutes leader is settled on the result in the match after 20:00 minutes of play. In the event of an abandonment prior to completion then all bets will be void unless settlement is already determined.

10 Minute Betting In-Play

The designated 10-minute period must be completed for bets to stand, unless the outcome of the specific market is already determined.

Winning Margin/Winning Margin 5-Way

Draw option is available.

Number of 45's/65's

Settlement is based on the number of 45's (65's for Hurling) awarded, irrespective of whether they are scored or not.

Season Top Scorer

Player who scores most through the All-Ireland Championship (including qualifiers) is deemed the winner. All-in, play or not.

Team Performance

Predict the exact stage where the team will be eliminated or exactly what final classification they will achieve.

Furthest Progressing Team

Should both teams be eliminated at the same stage then dead-heat rules apply. Provincial series does not count. Team which achieves best placing in qualifier and knockout series will be deemed the winner.

To Qualify/To Lift Trophy/To Win Match/To Win in Extra Time

Settlement includes Extra Time if played.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

6.25 Golf

Where a tournament which is scheduled for 72 holes is abandoned for any reason, all bets on the outcome of the tournament shall be void.

Where a tournament is suspended for any reason and no official result is declared in circumstances where the balance of the tournament is intended to be rescheduled, all outstanding bets will stand until a result is declared by the relevant controlling authority. If a result is not declared within 7 days of the original scheduled completion date, all outstanding bets thereon shall be void.

Where a tournament is reduced from the scheduled number of holes for any reason (e.g. adverse weather conditions) outright bets placed prior to the final completed round will be settled on the player awarded the trophy if 36 holes of the tournament

have been completed. If less than 36 holes have been completed or outright bets were placed after the final completed round then bets will be void.

All outright bets are settled on the player who wins the trophy and any playoff holes will be taken into account when determining the winner of a tournament.

In the case of place bets where there is a tie after completion of the scheduled number of holes (subject to the rules outlined above), the revised payout payable shall be calculated by the following method:

- Divide the face value of the bet (the original payout and the original stake) by the number of players involved in the tie, draw or dead heat.
- Then multiply the figure obtained by the calculation detailed above by the number of official placings to be filled by the players involved in the tie, draw or dead heat.

Bets shall be void on any player who fails to tee off in the first round. Players who withdraw after tee off shall be deemed a loser of the tournament.

A player who tees off is deemed "under orders" and all outright and match bets stand.

The following applies to "make the cut" betting:

- For a bet to stand the player must play 36 holes (or 54 holes where the cut is made at that point).
- A player is deemed to have made the cut if a player is eligible to play in the round after the cut has been made (even if he chooses not to). If a player is not eligible to do so (even if the rules for the cut have been changed during the tournament), that player is deemed to have missed the cut.

The following applies to tournament group betting:

- Bets on any player in a specified group who fails to start the tournament shall be void and deduction rules (refer deduction table in 3.1) shall apply in respect of the remaining players in that group.
- Dead heat rules applicable to horse racing shall apply if two or more players tie for first place in the group.

The following applies to tournament match betting:

- Prices are quoted for the tie in match betting – i.e. both players to achieve the same overall score after 72 holes, inclusive of when the number of holes has been reduced provided that it is not fewer than 36 holes and an official result has been declared by the recognized governing body.
- If either player fails to take part in the tournament, or if the specific round is abandoned, then bets on that match shall be void.
- The winner in a match bet is the player to complete the most holes with the lowest score. If one player misses the cut his opponent is deemed the winner.
- Play off holes do not count unless the bet was made specifically to exclude the tie.

The following applies to two, three and four ball matches:

- All bets are settled on the lowest single round score over the specified 18 holes played and all 18 holes must be completed.
- In *Modified Stableford* competitions the winner shall be the player who accumulates the most points, for the highest overall score.
- If a player starts a round but fails to complete it, all bets on that player will be deemed losers regardless of score.
- All bets shall be void if the specified round is abandoned or if any one of the players fails to start the round.
- Dead heat rules applicable to horse racing shall apply for three and four balls if more than one player achieves the lowest score, unless a tie is quoted.
- A tie will be quoted for two ball betting and where a tie occurs all bets on players are losers unless it clearly states that betting is quoted with no tie.
- In the event of a player listed in a three or four ball withdrawing before the event has started, all bets on that specific three or four ball shall be void.
- If a player withdraws for any reason or is disqualified during the tournament after he has teed off, all bets will stand on that three or four ball.
- If two or three players are tied on the same score they will be settled as a dead heat for betting purposes, unless they are involved in a playoff where the winner of the three or four ball is the golfer with the lowest finishing score. If all three or four golfers miss the cut, the player with the lowest score will be deemed the winner.

UK and Ireland Greyhounds

Antepost wagers are accepted on the basis all-in run or not, entered or not. Where Each-Way Antepost bets are placed on a Greyhound which is subsequently declared a non-runner for a final (having qualified for it), resulting in the original place terms offered being greater than the number of runners in the final, then the selection will be settled as placed (with Dead Heat rules applying where necessary). This does not apply to Greyhounds that are disqualified at the Semi-Final stage, or in finals where a reserve replaces the absent Greyhound.

To Qualify for the Final – Once a Greyhound has qualified for a specified final, bets will be settled as a winner (even if they are subsequently declared a non-runner for that final). This does not apply to Greyhounds that are disqualified at the Semi-Final stage.

All bets placed after the semi-finals are non-runner no-bet. If a greyhound is withdrawn at that stage any bets placed after the semi-finals prior to the withdrawal will be settled at SP.

Greyhound bets are accepted for all meetings whose card is published on our Website

Each-Way betting at starting prices will be settled as follows:

8 runners: one fifth the odds for the first three places.

5, 6 or 7 runners: one quarter the odds for the first two places.

Less than 5 runners: the place part goes to win.

Where a client selects a trap number from which no selection runs, in singles, doubles, trebles, etc, then this will be treated as a non-runner.

If a reserve dog runs the following settlement rules apply:

If a trap number is selected and a reserve runs then bets on the trap number will be settled on the reserve at SP.

Bets on all other dogs in the race where a price was taken before the reserve was announced will be settled at SP.

If a named dog (No reserves) is selected and a reserve runs in place of the named dog, then the bet will be settled as a non-runner.

Where a price is taken then bets on named dogs placed prior to withdrawal in a race where a reserve runs from a different trap will be settled at SP.

Payment will be made on the official result of races. Bets will be void in the event of no Starting Price being returned. Luckybets reserves the right to declare void any bets where it considers there to be reasonable suspicion or evidence of unfair price manipulation.

When a race is re-run all bets stand. However, where a price has been taken, settlement will be at the Starting Price returned on the re-run. Should a race be declared void and not re-run then all selections will be treated as non-runners.

In the event of abandonment or postponement to races where early prices have been offered, all bets will stand as long as the races are rescheduled and completed. However, bets where a price has been taken will be settled at the Starting Price, should a non-runner, in the specified race, be declared.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

6.27 Gymnastics

Competitors must attempt one discipline/round for bets on that competitor to stand; failing which any bet on that competitor shall be void.

6.28 Handball

Outright Betting is all-in compete or not.

Unless otherwise stated all bets will be settled based on the score at the end of regulation time and excluding overtime if played. All match betting markets are based on the result at the end of a scheduled 60 minutes play unless otherwise stated. If the scheduled 60 minutes is not played then bets will be void, with the exception of game props where the result has already been determined.

The following markets include overtime/shootouts for settlement purposes:

To Qualify
To Lift Trophy

Specifically, for any competition that uses a Mercy Rule, in the event of such a Rule being called in a match, all bets will stand on the score at the time.

If a match venue is changed, then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

Matches Postponed or Cancelled

Any postponed or cancelled matches will be treated as a non-runner for settling purposes, unless it is played within 48 hours of the original start time.

Half Betting

The designated half must be completed for bets to stand, unless the outcome of the specific market is already determined. This excludes overtime, if played.

Game Props

All game props, including the following markets, will be settled on regulation time only and exclude overtime if played:

Team with Highest Scoring Half/Highest Scoring Half/Game Total Odd-Even/Team Total Odd-Even/Winning Margin (incl. Alternative)/Double Result (incl. Alternative)/Double Chance/Tribet 2.5/Race to Markets/Team to score X Goals/Both Teams to score X Goals/Either Team to score X Goals.

Team Performance

Predict the exact stage where the team will be eliminated or exactly what medal they will win.

Top Team Goalscorer

Goals scored in 60 minutes and extra-time count, but penalty shootout goals do not. Dead-heat rules apply. If a player takes part in the tournament bets have action.

Tournament Top Goalscorer

Goals scored in 60 minutes and extra-time count, but penalty shootout goals do not. Dead-heat rules apply. If a player takes part in the tournament bets have action.

Top Non-European Team

To determine the best non-European team the following criteria will be used for settlement purposes: Firstly, team with the highest place finish. In the event of no teams being placed, then most points accrued in group stages, then team with best goal difference, lastly team with most goals. If still tied, then dead-heat rules apply.

Tournament MVP / Tournament All Star Team Goalkeeper / Tournament Best Defender

Settlement will be based on the results as published by the official tournament governing body.

In-Play Betting

A game must be completed in full for bets to stand (unless the outcome of the specific market is already determined). All In-Play game markets exclude overtime if played, except the following:

To Qualify
To Lift Trophy
To Win Match (Inc OT/SO) – if the match is determined in regulation time this market will be settled on the outcome at that time.

For In-Play half betting, including the following markets, the designated half must be completed for bets to stand (unless the outcome of the specific market is already determined). All In-Play half bets exclude overtime if played.

Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Margin of Victory/First Goal of Half/Draw-No-Bet/Double Chance/Race to Markets

For In-Play 10-minute betting, including the following markets, the designated 10-minute period must be completed for bets to stand (unless the outcome of the specific market is already determined):

Handicap(s)/Total Goal(s)/Result(s)/Team Total(s)/Total Odd-Even/Last Goal/Margin of Victory/Race to Markets

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant

evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

6.28.1 In-Play/In-Running Handball Rules

All markets (except half-time, first half, who scores the Xth point and which team will win race to X points) are considered for regular time only.

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.29 Hockey

If an event is suspended, abandoned or postponed more than 36 hours after the scheduled commencement time, then all bets on that event shall be void. If the event takes place at a different venue, then all bets shall be void.

All bets are determined at the end of a scheduled 70 minutes play unless otherwise stated. This does not include extra time or time allocated for a penalty stroke shootout.

Where the venue of any arranged or reconvened match is changed all bets shall be void.

6.30 Ice Hockey

All games must start on the scheduled date and time failing which all bets thereon shall be void.

If a game is abandoned or terminated at any time up to 5 minutes before the scheduled game end time, then all bets shall be void unless they have already been determined. In the event of a draw where no odds are offered on a draw, all bets shall be void.

NHL/NCAAH

All bets include overtime/shootouts unless otherwise stated. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total.

Three-way markets are settled on the score at the end of the controlling authority's prescribed match time, unless specifically stated otherwise.

All Competitions (excluding NHL/NCAAH)

All bets will be settled based on the score at the end of prescribed match time and excluding overtime if played.

Tournament betting including IIHF World Championships/Olympic Games

Settlement of match-up bets will be based on which team progresses further in the tournament. If both teams are eliminated in the same stage all bets shall be void apart from the semi-finals where the bronze medal match will count for final positions.

Series betting

Bets shall be void if the statutory number of games (according to the respective controlling authority) are not completed or are changed.

6.30.1 In-Play/In-Running Ice Hockey Rules

All markets (except period, overtime and penalty shootout markets) are considered for regular time only unless it is mentioned in the market.

If a match is interrupted and continued within 48hrs after initial kick-off all active bets will be settled with the final result. Otherwise all undecided bets are considered void.

If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting.

If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.

6.31 **International Rules**

All match bets settled on regulation time only (80 minutes). Bets will be settled on official GAA/AFL result only.

Series winner is team with highest combined score from both tests. If both teams finish with a tied aggregate score, then the current holders will be deemed the winner.

Own goals, overs and behinds will count as first scoring play.

Quarter with highest combined score of both teams will be deemed the winner. If there is a tie for highest scoring quarter, then bets are settled as a tie.

The First quarter must be completed for bets to have action. If quarter ends in a tie, then bets will be settled at the tie price if offered

Any player coming on as a substitute after the first goal or who takes no part in the game is deemed a non-runner in the first goalscorer market. Own goals do not count. In the case of own goal scored 1st bets will be settled on 2nd goalscorer.

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

6.32 **Motor Racing**

All race bets are "all-in" or ante post markets.

In the case of Grand Prix betting, for settlement purposes, the official result immediately after the race will count as the official result and that result will not be affected by any subsequent protests, processes or amendments to placing. In the event of a disqualification the official result, declared immediately after the race will determine the settlement of bets. In the event that the number of laps in the race is reduced for any reason, bets will stand and the official result will be applied to determine the outcome of the event.

For Championship betting, bets will be determined by the number of points accumulated immediately after the final race of the season and will not be affected by any subsequent enquiries.

The official start of any Grand Prix is defined as the start of the "formation lap". Once the formation lap has commenced, all contestants are "under starter's orders".

In Match Betting between two drivers, if neither driver finishes the race, the most number of laps completed will determine settlement. If both drivers complete the same number of full laps, dead heat rules (refer paragraph 3.1) will apply.

In the event that the number of laps in the race is reduced for any reason, bets will stand and the official result will be applied to determine the outcome of the event.

6.33 **Netball**

A game must be completed in full for bets to stand, unless settlement of bets is already determined.

In 2-Way markets bets are void if the match is tied. Stakes on single bets are returned, and in multiples the selection is treated as a non-runner.

Pre-Game Bets

All pre-game bets exclude overtime, if played unless otherwise stated.

In-Play Game (Quarter/Half/Full-time) Bets EXCLUDE Overtime Unless Stated Otherwise

6.34 **Politics**

Unless otherwise stated all bets on Politics markets are all-in run, or not.

All betting within a given election is singles only. Accumulative bets accepted in error will be settled as singles with the stake apportioned.

Settlement of all bets will be based on the total votes cast and counted at the time of the election, and not on any subsequent legal challenge.

All bets on the US Election are settled on the winner of the election and not on the person who is inaugurated.

6.35 Rowing

The controlling authority's times and results will determine settlement of bets.

In the event of a race starting but not being completed (i.e. there is no deemed winner) then all bets thereon shall be void.

6.36 Rugby

All bets are laid on 80 minutes play, plus referee's optional time, if applicable. Any score in extra time or as a result of a penalty shootout after extra time, are excluded for the purposes of any bet.

If a match is abandoned for any reason and there is no official result, then all bets not determined during the match shall be void.

All betting to win a tournament/lift the cup/progress to the next round will include extra time and penalty shootouts played.

Double Result betting will apply to which team is winning at half-time and which team wins the match at full-time.

The *Highest Scoring Half* will be decided on the half where the most points were scored, with the tie being a betting option.

The *Team to Win Both Halves* will be decided on whether the winning team will score the most points in both halves. If the winning team scored all their points in the first half and none in the second they will not be recorded as winning this market.

The *Team to Score Last* will be decided on the team to score the last points in the 80 minutes of play.

The *Team Scoring First Wins Game* is decided on the double event that the team which scores first in the game, wins the game in 80 minutes of play.

The *Team to Trail in Match* is decided on the yes or no answer to the question: Did the team trail at any stage in the match, up to the final 80-minute whistle?

Penalty tries will be included for betting on *first try* bets. If a price is quoted for a penalty try for the purposes of *first try scorer* betting, then bets on players will be a losing bet. If no price is quoted, then the penalty try will be ignored for betting purposes.

In *First Try* Markets:

- Bets shall be void if the selected player does not take part in the starting line-up.
- If a match is abandoned, "first player to score" bets shall stand, provided a try has been scored.
- Bets will stand regardless of whether the player who is the subject of the bet or any other player takes or leaves the field or is dismissed from the game.
- "*Any Other Try Scorer*" means any player besides those quoted in the event. Only players NOT quoted in this event will be taken into account for the "*Any Other Player*" bets.

The *First Try Scorer* market allows one to bet on what positioned player will score the first try. This also allows for the penalty try option as well as for no try to be scored. This is an 80-minute market and excludes extra time played. The following options apply:

- Any Forward (numbers 1-8)
- Scrumhalf, Flyhalf or any Centre (9, 10, 12,13)
- Fullback or any Wing (11, 14, 15)
- Any team Penalty Try
- No Try scorer

The substitutes will have their position determined as the position they fill when they come onto the field (they will normally fill the position of the player they replace). If a starting player (1-15) switches position, but plays in the same jersey number, that jersey number will determine this market. (Therefore, if a wing moves to scrumhalf, he will still be considered a wing for this market). If a match is abandoned, "first try scorer" bets shall stand, provided a try has been scored prior to abandonment.

In the *First Stoppage* market pays the incident that produces the first referee designated stoppage. This explicitly excludes a quick lineout throw.

In *Rugby 7's matches*, handicap betting will be offered on the outcome after regulation time (14 minutes or 20 minutes) (until the referee blows the final whistle). This will not include any points scored during extra time, or during a drop-goal shootout.

In the '*New Coach*' market any bets taken within 24 hours of the announcement of the new coach shall be void.

6.36.1 **In-Play/In-Running Rugby Union & Rugby League Rules**

All markets (except half-time, first half markets, overtime and penalty shootout) are considered for regular time only.

If a match is interrupted and continued within 48hrs after initial kick-off, all open bets will be settled with the final result.

Otherwise all undecided bets are considered void.

Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated.

This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

If odds were offered with an incorrect-match time (more than 2 minutes), we reserve the right to void betting.

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If the team names or categories are displayed incorrectly, we reserve the right to void betting.

6.37 **Shooting**

Participants must start one round for bets to stand otherwise bets will be void and stakes returned.

6.38 **Snooker/Pool**

Competitors must compete for bets on that competitor in the outright markets to stand, failing which any bets on that competitor shall be void, and bets on the winning competitor may be subject to a deduction in terms of the deduction table (refer paragraph 3.3).

In the event of a match starting but not being completed the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

Handicap betting/frame betting/total frames

If the statutory number of frames in a match are not completed, are changed or are different from those offered for betting purposes, all bets on that match shall be void. In the event of a disqualification or retirement all bets thereon are void.

6.38.1 **In-Play/In-Running Snooker Rules**

In the case of a retirement of a player or disqualification all undecided markets are considered void. If a match is not completed all undecided markets are considered void

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If the players/teams are displayed incorrectly, we reserve the right to void betting.

6.39 **Specials**

6.39.1 **Singing Events, Beauty Competitions and Reality Shows**

Settlement will be based on official results.

6.39.2 **Sports Personality of the Year**

To Win Outright, Winning Sport, Top Three Finish, Straight Forecast; markets will be settled based on the awards presented on the evening of the ceremony. Dead-heat rules apply.

Match-Ups will be settled based on the official voting figures released after the award ceremony.

Where other Special Events are priced up, competition rules shall be displayed

6.40 **Squash**

All outright tournament bets shall stand irrespective of whether or not the player competes. These bets will be treated as ante-post bets.

In the event of a match starting but not being completed all bets thereon shall be void unless after the start of the match a player is disqualified in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

For the purposes of handicap betting at the end of the match all of the games each individual player/team wins are totalled and the handicap applied to determine the handicap winner.

These markets are based on a standard number of games being played as determined by the relevant controlling authority. In the event of the prescribed number of games being changed or differing from those offered for betting purposes then all bets shall be void.

6.41 **Surfing *Outright betting***

Competitors must start Round 1 of a specified competition for bets on that competitor to stand, failing which any bet on that competitor shall be void. The classification at the time of the official ASP result in respect of that competition will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets. If a specified event is not fully completed, then bets shall be void.

Outright markets may be subject to a deduction in terms of the deduction table (refer paragraph 3.1).

Match-ups will be settled upon the surfer progressing furthest in a specified competition. If both quoted competitors are knocked out in the same round of a specified tournament, then the winner, for betting purposes, is deemed to be the surfer with the highest score. Both quoted surfers in a match-up must compete in Round 1 for bets to stand.

6.42 **Swimming**

Betting may be offered on individual races (such as heats and semi-finals) as well as on the final 'gold medal' event. Competitors must pass the start for bets on that competitor to stand; failing which any bet on that competitor shall be void.

6.43 **Table tennis**

In the event of any of the named players in a match changing before the match starts then all bets thereon shall be void.

In the event of a match starting but not being completed, all bets thereon shall be void, unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

For all other bets in the event of a match starting but not being completed, all bets shall be void, unless the specific market outcome is already determined.

6.43.1 **In-Play/In-Running Table Tennis Rules**

In the case of a match not being finished all undecided markets are considered void.

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If the players/teams are displayed incorrectly, we reserve the right to void betting.

If a player retires all undecided markets are considered void.

6.44 **Tennis**

All outright tournament bets shall stand irrespective of whether or not the player competes. These bets are treated as ante post bets.

In the event of a match starting but not being completed, then all bets (including set betting but excluding those contingencies that have been finalised) shall be void for that match. If a match is postponed and rescheduled, all bets stand.

A tennis match is deemed to have commenced with the first serve and the player who progresses to the next round or wins the tournament if in a final, will be deemed the winner. However, if a match is a walkover or ends prematurely for any reason, all

single match bets thereon shall be void and multiples will be recalculated excluding that leg. Any player withdrawing from the tournament, after starting, by way of walkover, disqualification, illness or injury or any other reason shall be a loser in the outright market.

Any bet placed after the start of a particular match shall be void and where included in a multiple, the remainder of a bet will stand and the odds adjusted accordingly.

Bets stand regardless of any change of venue or court surface.

For set betting, if the match does not start or is unfinished due to either players' incapacity or disqualification, the bets shall be void.

In the event of a change in the total number of sets played, match bets will stand but set betting shall be void.

Markets Based on Total Games/Handicap Games Including In-Play

These general rules apply to Games in Individual Sets, Games in Match, Player Games, and Handicap Betting (based on games won).

In the event of forfeited points/games, these will count for final settlement.

For the purposes of all such markets a tie-break or Match tie-break is counted as one game.

In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.

E.g. (1) A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively, since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

E.g. (2) A best-of-3 sets match is abandoned at 6-4 2-6: bets on Over/Under 23.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 24 games; bets on Over/Under 24.5 games or more are void.

E.g. (3) A best-of-3 sets match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

International Premier Tennis League

Match Tie Betting - Settlement will be based on the official result.

Single-Set Match betting - Specifically for the final single-set match of a Match Tie, settlement of markets will be based on the first player(s) to reach 6 games (and the score at that point), and will ignore any subsequent 'catch up' games played in the set.

6.44.1 In-Play/In-Running Tennis Rules

In case of a retirement and walk over of any player all undecided bets are considered void.

In case of any delay (rain, darkness etc.) all markets remain unsettled and the trading will be continued as soon as the match continues.

In case of penalty point(s) being awarded by the umpire, all bets on that game will stand.

In case a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If the players/teams are displayed incorrectly, we reserve the right to void betting.

If a match is decided by a match tie-break then it will be considered to be the 3rd set.

Every tie-break or match tie-break counts as 1 game.

6.45 Triathlon

Participants must pass the starting line for bets to stand otherwise bets will be void and stakes returned.

6.46 Volleyball

A match must be played within 24 hours of the original scheduled start date and time for bets to stand.

In the event of a match starting but not being completed all bets thereon shall be void, unless the bet has already been determined.

In the event of referee enforced point deductions, the controlling authority's official results will be used for settlement purposes, on all markets.

For competitions where two legged ties have a 'golden set' to decide which team progresses (in the event of the tie being tied in sets), then for settlement purposes the 'golden set' will not count.

6.46.1 In-Play/In-Running Volleyball Rules

In the case of a match not being finished all undecided markets are considered void.

Golden set is not considered in any of the mentioned markets.

If a match is interrupted or postponed and is not continued within 48hrs after initial kick-off date, betting will be void.

If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

6.47 Water polo

All bets will be settled on the controlling authority's prescribed match time. In the event of a match starting but not being completed all bets thereon shall be void, unless the specific market outcome is already determined.

For odd/even markets, any score of zero is deemed to be even for settlement purposes.

6.48 Weightlifting

Competitors must attempt one lift for bets to stand.

6.49 Winter Sports

The sports include:

- Alpine Skiing Nordic Combined
- Biathlon Skating
- Bobsleigh Skeleton
- Cross Country Skiing Ski Jumping
- Freestyle Skiing Snowboarding
- Luge

If the conditions of a specific event are changed from those originally listed by the official governing body then bets will be void, unless settlement of the bet(s) is already determined. E.g. altered official distance

If a specific event (determined as: after a final competitor list is known) is suspended or postponed bets remain valid provided that the event is completed on the same run/same venue within 36 hours (with the exception of Winter Olympic events). If the event takes place on a different run/venue bets will be made void and stakes returned.

Participants must pass starting line/gate for bets to stand otherwise bets will be void and stakes returned. In the case of a competitor withdrawing/being disqualified prior to the specific event a Rule 4 (Deductions) may be applied to bets. Bets on any participant who takes part in qualifying for a specified event but then fails to qualify for the main Round(s) will be classed as losers.

6.50 Wrestling

Prices are offered for each fighter to win the fight and in the event of a draw all bets shall be void. If either fighter is replaced with another fighter, all bets on that fight shall be void.

6.51 Yachting/Sailing/America's Cup

Competitors must pass the starting line for bets on that competitor to stand, failing which all bets on that competitor shall be void.

7. Betgames Terms and Conditions/Rules

All games have a unique serial number which is used as a reference to settle bets.

7.1 Lucky 5 Rules

7.1.1 Five (5) winning balls out of 36 are randomly drawn to the cylinders of the game machine.

7.1.2 The draw is deemed to have taken place when Mixing and Selection process is over. In all other cases the draw is either void and all the stakes are returned, or Mixing and Selection process is continued until 5 winning balls are selected into the Cylinders and all the remaining balls lie at the bottom of the Drum of the game machine.

7.1.3 The order of the winning balls of the draw is determined by the machine cylinders from left to right. The cylinder to the left is considered to be first and the one on the right is the last. The order in which the cylinders are filled does not have any influence on the result of the draw.

- Game machine – a mechanical device used to put, shuffle and randomly select the winning balls.
- Balls – a set of thirty-six (36) balls which is used for the game. The balls are white, blue, green and red. There are 9 balls of each colour and the balls are numbered from 1 to 36. Total sum of the balls is 666. Total sum of the white balls is 45, total sum of the green balls is 126, total sum of the red balls is 207 and total sum of the blue balls is 288.
- Drum of the game machine – a part of the game machine where all the balls are placed after the presentation. Later the balls are mixed and the winning balls are drawn.
- Cylinders – 5 identical parts that are connected to the drum of the game machine where the winning balls are drawn. Each of the 5 winning balls are presented and shown in separate frames.
- Mixing and Selection process – a process is considered as started when all balls fall into the Drum of the game machine after the presentation of the balls. The process is considered as finished when 5 winning balls are selected into the Cylinders and all the remaining balls lie at the bottom of the Drum of the game machine.
- Odds – numerical expression determined by the game organizer, which is multiplied by the player's stake to calculate the winnings.

7.2. Lucky 6 Rules

7.2.1 Six (6) winning balls out of 60 are randomly drawn into the cylinders of the game machine.

7.2.2 The order of the winning balls is determined by the machine cylinders from left to right. The cylinder to the left is considered to be the first. The order in which the cylinders are filled does not have any influence on the result of the draw.

7.2.3 Game machine – a mechanical device used to put, shuffle and randomly select the winning balls.

7.2.4 Balls – a set of sixty (60) balls which is used for the game. There are 30 red and 30 blue balls. The balls are numbered from 0 to 9. Total sum of the numbers on the balls is 270. Total sum of the numbers on the red balls is 138 and total sum of the numbers on the blue balls is 132.

- Drum of the game machine – a part of the game machine where all the balls are placed after the presentation. Later the balls are mixed and the winning balls are drawn.
- Cylinders – 6 identical parts that are connected to the drum of the game machine where the winning balls are drawn. All 6 winning balls are shown in the separate frame.
- Mixing and Selection process – a process that is considered as started when all balls fall into the Drum of the game machine. The process is considered as finished when all 6 winning balls are selected into the Cylinders and all the remaining balls lie at the bottom of the Drum of the game machine.
- Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player's stake to calculate the winnings.
- 0 (zero) is considered an even number.

7.3 Lucky 7 Rules

7.3.1. Seven (7) winning balls out of 42 are randomly selected to the game tube.

7.3.2. The draw is deemed to have taken place when at least 7 winning balls are selected.

7.3.3. If more than 7 balls are placed in the tube only the first 7 balls are counted and the other balls in the tube are ignored.

7.3.4. Game machine – a mechanical device used to put, shuffle and randomly select the winning balls of the draw.

7.3.5. Balls – a set of forty two (42) yellow and black balls which is used for the game. There are 21 balls of each colour and the balls are numbered from 1 to 42. Total sum of the balls is 903. Total sum of the yellow balls is 451 and total sum of the black balls is 452.

7.3.6. Drum of the game machine – a part of the game machine where all the balls are placed after the presentation. Later the balls are shuffled and the winning balls are randomly selected.

7.3.7. Tube – a part of the game machine that is connected with the drum where the randomly selected balls are placed. 7 winning balls are presented and shown in separate frame.

7.3.8. Odds – numerical expression determined by the game organizer, which is multiplied by the amount of the player's stake to calculate the winnings.

7.4. **Gameplay**

7.4.1. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw.

7.4.2. A betting round takes place between the game draws and lasts about four minutes (when the first draw is finished, the betting round for the second draw immediately starts. The broadcast starts after the end of the betting round). Draws of the game run every 5 minutes daily.

7.5. **Betting limits – Applicable to all Betgames games**

Maximum winnings as per the table in paragraph 2.14, with single bets limited to R5 000, Doubles limited to R10 000, Trebles are limited to R20 000 while Quads and **greater** are limited to R50 000 only. A minimum betting stake of R1 is applicable online and R5 in the retail outlets.

7.6. **Special cases**

7.6.1. Cancelled draws.

All bets on cancelled draws are void and all stakes shall be refunded.

Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenter's mistakes.

Presenter's mistakes that result in cancelled draws:

- The balls are not prepared before the start of the draw. The presenter must put the balls in the specified place, so it can be clearly seen that a full set of unmixed balls is used.
- A ball or balls cannot be seen on screen due to the dealer's actions.

7.6.2. Video and audio streaming does not match or do not exist.

If the sound during the broadcast is lost or the presenter announces the wrong winning ball numbers, the correct draw outcomes and winning numbers are determined by the video broadcast.

If a player cannot see the live broadcast due to technical reasons at his end (no internet connection, no electricity etc.) but the broadcast can be found in the archive, the draw is deemed to have taken place.

7.6.3. Mixing and selection process (Lucky 5) may be continued if:

- Less than 5 balls are selected into the cylinders of the game machine when the mixing and selection process is over.
- During the process a selected ball or balls fall back into the drum of the game machine.

7.7. **Game organization procedure**

7.7.1. Game draws run every 5 minutes, 24/7 with maintenance breaks on demand.

The organizer has the right to change the time and duration of the broadcasts.

7.7.2. Longer breaks may occur due to technical failures in the studio. All bets placed on scheduled draws during a break are void and stakes are returned to the players.

7.7.3. Results of each draw and an archive for the broadcasts can be found on the game organizer's website.

7.8. **Wheel of Fortune**

7.8.1 The wheel is initially spun counter-clockwise and then spun clockwise. One spin is made per draw except for cases when the spin must be repeated (where 3 clockwise rotations are not completed).

7.8.2 The draw is valid when the wheel makes at least 3 full spins clockwise. A green light is lit when 3 clockwise rotations are completed.

7.8.3 The result of the draw is the sector's number or symbol where the pointer lands after the wheel has stopped turning.

7.8.4 If the pointer stops between sectors, on the metal handle which divides sectors, the sector on the right hand side of the metal handle on which the pointer stops, is considered to be the correct result of the draw.

7.8.5 There is one betting round which takes place between game spins. The game runs every 2 minutes daily.

7.8.6 Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenter's mistakes;

Presenter's mistakes that can result in cancelled draws:

7.8.6.1 The Wheel of Fortune does not make at least three (3) full spins during repeated spin (see 7.8.7);

7.8.6.2 The presenter makes physical contact with the Wheel of Fortune when the wheel is already spinning or the presenter changes the speed of the wheel in any other way;

7.8.7 Repeated spin. A spin has to be repeated if the Wheel of Fortune does not make three (3) full spins from the beginning of the spin until the wheel comes to a complete stop.

7.8.8 If the sound during the broadcast is lost or the presenter announces the wrong winning sector, the correct draw results are determined by the video broadcast. If a player cannot see the live broadcast due to technical reasons (no internet connection, no electricity etc.) but the broadcast can be found in the archive, draw is deemed to have taken place. Results of each draw and archive for the broadcasts can be found on the game organizer's website.

7.9 Dice

7.9.1. Dice are rolled only once during a draw except for special cases when the roll has to be repeated (see 7.9.5). A roll is deemed to have taken place when all 5 dice stand in the place for lucky combination on one of their sides and clearly make a five dice combination. The result of the draw is the 5 dice combination determined by the pip numbers on the top side of the dice after they are rolled on the table.

7.9.2 Dice combinations (results determined from left to right).

- One pair + dice from the smallest to the highest pip number;
- Two pairs + the final dice. Pairs are determined by the higher pip numbers;
- Three of a kind + dice from the smallest to the highest pip number;
- All different pip numbers without creating a line from the smallest to the highest pip number;
- High line (2, 3, 4, 5, 6);
- Low line (1, 2, 3, 4, 5);
- Three of a kind + a pair;
- Four of a kind + the final dice;
- Five of a kind.

7.9.3. There is only one betting round and players can place their bets on all available outcomes for the upcoming draw. A betting round takes place between the game draws (when one draw is finished, the betting round for the next draw immediately starts. The broadcast starts after the end of the betting round).

7.9.4. Special cases:

7.9.4.1. Cancelled draws:

- Draws can be cancelled due to technical failures: internet connection problems, technical problems in the studio or presenters' mistakes;
- Presenters' mistakes that can end up with cancelled draws:
- Dice falls off the table before, during or after the roll;
- When placing the lucky combination in its special place on the game table the presenter flips a dice or dice and cannot return them to their previous combination;

7.9.4.2. Repeated roll must be performed if:

- Dice stops on its edge after the roll;
- Dice does not stand fully on one of its sides;
- A dice combination cannot be determined (see 7.9.2)
- After the roll one, or more than one dice fully, or partially covers line of marked zone for lucky combination;

7.9.4.3. Video and audio streaming do not match or do not exist.

- If the sound during the broadcast is lost or the presenter announces the wrong winning combination, the correct draw outcomes are determined by the video broadcast.
- If a player cannot see the live broadcast due to technical reasons at his end (no internet connection, no electricity and etc.) but the broadcast can be found in the archive, draw is deemed to have taken place.
- Results of each draw and archive for the broadcasts can be found on the game organizer's website.

7.9.5. Game organisation procedure:

- Game draws run 24/7 every 3 minutes with maintenance breaks on demand.
- Organizer has the right to change the time and duration of the broadcasts.

7.10 Bet On Poker

"Bet-on-Poker" is a live game with similar rules and gameplay to the most popular poker game – Texas Hold'em Poker.

Each Position receives two (2) face-up cards. The Board is dealt face-up. Results are determined based on the video stream and scanner data which captures every face-up card placed on the table. The goal of the game is to form the best five card Combination using Position's pocket cards and the Board. The Position or Positions with the highest Hand ranking win.

A Draw or Tie is possible in the game if more than one Position has the same Combination. In this case, winnings are paid to all punters who placed bets on any of the winning Hands in any of the betting rounds, as a dead-heat or tie (refer 2.8). All Positions and Hands win and all punters who placed bets on any Hand are paid their winnings if the best hand is placed on the Board.

7.10.1 Possible poker combinations (from the lowest to the highest):

- High Card. Any hand that does not form any of the below mentioned combinations. The Hand with the highest card wins.
- Any two (2) cards of the same rank (two aces, two kings and etc.). If several Hands have a Pair, the Hand with the higher Pair wins. If several Hands have the same rank pair, the Hand with the higher kicker wins.
- Two pair. Any two (2) cards of the same rank together with another two (2) cards of the same rank. If several Positions have a Two pair Hand, the Hand with the higher pairs wins. If two players have the same rank pairs, the Hand with the higher kicker wins.
- Three of a kind. Any three (3) cards of the same rank. If several Hands have Three of a kind, the Hand with the higher Three of a kind wins. If two Hands have the same Three of a kind, the Hand with the higher fourth or/and fifth card wins.
- Any five (5) consecutive cards of different suits. Aces can count as either a low card (A-2-3-4-5) or a high (10-J-Q-K-A).
- Any non-consecutive five (5) cards of the same suit. If several Hands have a Flush, the Hand with the higher pocket card(s) used to form the best Hand wins.
- Full House. Any three (3) cards of the same rank together with any two (2) cards of the same rank. If several Hands have a Full House, the Hand with the highest Three of a kind wins. If several Hands have the same Three of a kind, the Hand with the higher Pair wins.
- Four of a kind. Any four (4) cards of the same rank. If several Hands have Four of a kind, the Hand with the higher Four of a kind wins. If several Hands have the same Four of a kind, the Hand with a higher kicker wins.
- Straight Flush. Any Straight with all five (5) cards of the same suit. If several Hands have a Straight Flush, the Hand with the higher Straight Flush wins.
- Royal Flush. A straight from Ten to Ace with all five (5) cards of the same suit. This is the strongest poker Hand.

7.10.2 The dealer deals twelve (12) cards face-up to six (6) Positions one at a time clockwise. Each Position receives two pocket cards and is numbered from 1 to 6 (Hand 1, Hand 2, Hand 3, Hand 4, Hand 5, Hand 6).

- The first betting round. The first betting round begins even before dealing of the pocket cards. Punters can place their bets one or more available outcomes.
- Bets can be placed on unlimited number of outcomes. Punters can place bets on one, two, three, four, five or all six Hands in one or several betting rounds.
- The second betting round. Pocket cards are dealt after the first betting round and updated odds of each hand are shown on screen. The second betting round begins. Bets placed in the first betting round have no impact on bets in the second betting round.
- The third betting round. The dealer discards one card from top of the deck and deals the Flop (the first three (3) community cards) face-up after the second betting round and odds of each Hand are updated. The third betting round begins and punters can place their bets on chosen outcome or outcomes.
- The fourth betting round. One card from top of the deck is discarded and the Turn (the fourth community card) is dealt face-up, odds are updated and the fourth betting round begins.
- There will be cases when some betting outcomes will have no chance of winning after the Flop or/and the Turn. These outcomes will be marked as Lost on screen and shown instead of odds;

- Some Positions might form the highest possible Hands after the Flop or the Turn. These Hands or outcomes will be marked as Won and shown instead of odds on screen;
- No more bets will be accepted for Won and Lost betting outcomes. Bets on other betting outcomes can be placed freely.
- The dealer deals the River (the fifth community card) after the fourth betting round and the program determines the draw results. Winning Hand or Hands are marked as Won and losing Hand or Hands are marked as Lost. Winning punters are paid their winnings, the dealer announces the winner or winners, shuffles the cards and starts a new draw.

7.10.3 Special cases:

7.10.3.1. Cancelled draws. Poker draws may be cancelled if:

- The scanner cannot read the card or it's readings do not match the card on the table;
- A card or cards are misplaced or get mixed;
- Technical problems occur: internet connection problems, technical failures in the studio or dealer's mistakes.
- Dealer's mistakes that can cause the draw to be cancelled:
- The dealing sequence is altered
- A card or cards are marked or damaged;
- A card or cards fall off the table or cannot be seen on screen due to the dealer's mistake;
- A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;
- The dealer forgets to use the cut card;
- The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.
- If the draw is cancelled, all bets are void and stakes are returned to punters (odds are equalized to one (1.00)).

7.10.3.2. Card Burning. Cards can be burned during the game if:

- The dealer takes and shows a card face-up from the shoe when the betting round is not finished;
- A card cannot be scanned or read by the program due to technical reasons.
- Card burning procedure:
- The dealer shows the card face-up to all punters;
- The dealer announces that the specified card will be burned;
- The dealer places the burned card to her right side near the edge of the table (left side on screen);
- The dealer takes a new card from the shoe in the place of the burned card.

7.10.3.3 It is considered to be a technical error if there are mismatches in graphical representation (different betting odds, wrong winning or losing hand) and video stream during a draw in a specific betting shop. Bets placed in a shop will be void if a punter can give sufficient evidence to confirm the mistake with visual information (photo or video clip).

- Game organisation procedure:
- Draws of the game run 24/7 with maintenance breaks on demand, however, everything else including dealer and card changes are shown live for everyone to see.

7.11 War Of Bets

War of Bets is a card game involving two sides - Player and Dealer. It uses a standard playing card deck. The higher card wins. If the two cards played are of equal value, then there is a "War"

The game is played between two sides – the Player and the Dealer. The dealer deals one card face-up to each side in every draw of the game. Cards are dealt one at a time and the Player always receives the first card. The goal of the game is to get a higher card according to the ranking (Aces counts as highest cards only and deuces counts as lowest). A War (Tie) occurs if the Player and the Dealer have the same value cards. In this situation War (Tie) outcome wins, both Dealer and Player loses.

First round bets can be placed even before the cards are dealt. Punters can bet on one or more available outcomes. Second round bets can be placed after the Player receives the first card and odds are updated. Bets made in the previous betting round have no influence on further bets therefore punters can place bets on the same or different outcomes more than once.

In the event of a War (Tie) punters who placed bets on this outcome are paid their winnings. Bets placed on the Player and (or) the Dealer are lost.

The game involves two sides – the Player and the Dealer. The dealer of the game deals one card face-up to each side in every draw. Cards are dealt to sides by one card in turn until both sides have one card face-up. The Player always receives the first card. When both sides each have one card face-up, the situation is assessed and it is determined who has won – the Player or the Dealer, or if it ended in War.

The winning side is the one that has a card of a higher value after each side have one card face-up. If after a deal of cards for the Player and the Dealer, both have cards that have the same value, then draw finishes in War outcome.

7.11.1 Gameplay:

- The first betting round. Bets can be placed even before the cards are dealt, during the first betting round. Punters can bet on one or more available outcomes.
- The second betting round. After the first betting round the Player receives the card and new odds for the betting outcomes are displayed on the screen and the second betting round begins. Bets made in the first betting round have no influence on bets of the second betting round, therefore punters can place bets on the same or different outcomes more than once.
- End of the game, result announcement. After the second betting round Dealer gets card face-up, outcome of the draw is determined and new draw begins.

7.11.2. The change of cards:

- When less than 40 cards remain in the shoe the dealer announces that the shoe will be changed after a draw.
- The dealer places all used and unused cards to the box of used cards. Empty shoe is replaced with a full and ready to use shoe with shuffled cards. The full box of used cards is emptied and placed back on the table. This change is made real-time when punters and audience can see it.
- After change of cards is completed, the dealer announces that between 3 – 6 cards from the top of the newly presented shoe will be discarded. Number of cards (3/4/5/6) discarded is generated randomly during each change of cards.
- When the shoes are changed, the second dealer comes and shuffles the cards while everyone sees it and prepares the cards for dealing.

7.12 Bet On Baccarat

The game is played between two sides – the Player and the Banker. The dealer deals two cards face-up to each side in every draw of the game. Cards are dealt one at a time and the Player always receives the first card. In special situations the third card is dealt to the Player and (or) the Banker. The goal of the game is to collect a total sum of points as close as possible or equal to 9 (nine). A Tie occurs if the Player and the Banker have the same number of points.

The value of numerical cards from Deuce (2) to Nine (9) is equal to the number of points of the given card. The value of Face cards and Ten (10) is zero (0). Ace has a value of 1 (one) point. All card points are summed up to calculate the total sum of player's points. If the total sum is expressed in a double-digit figure, the score of the Player is the right digit of the total of the cards.

For example, the sum of Nine (9) and Four (4) is 13, so the score will be 3. The sum of Seven (7) and Eight (8) is 15, and the score will be 5.

First round bets can be placed even before the dealing of the first card. Punters can bet on one or more available outcomes. Second round bets can be placed when the Player has received the first card and odds are updated. Bets made in the previous betting round have no influence on later bets, therefore punters can place bets on the same or different outcomes more than once. Third round bets can be placed when the Banker receives the first card and odds update. After this betting round the Player and the Banker receive the second and, if necessary, the third card(cards). The results are calculated and the winner of the draw is displayed on screen.

In case of a Tie, punters who placed bets on this outcome are paid their winnings. Bets placed on the Player and (or) the Banker are void and punters get their stakes back.

In addition to the main bets like Player, Banker or Tie there are extra betting options such as bets on pairs and bets on the total of dealt cards. Odds for these outcomes change with each betting round.

Bets on pairs (Player Pair, Banker Pair and Any Pair) apply only for the first two cards of the Player and Banker. The third card does not count and is not used to form pairs.

Bets on the total of dealt cards can be placed as well. Bet on Small wins when the total of dealt cards is 4. Bet on Big wins when 5 or 6 cards are dealt.

Additional bets are not linked with the main bets. It is possible to place the main bet on Player and additional bet on Banker Pair and vice versa. Additional bets can be placed without betting on the main bets.

7.12.1 Tables for the rules of dealing the third card:

7.12.2 Exceptions to the Rules:

- If Player or Banker is dealt 8 or 9 points in the first two cards, such hand is called a Natural hand, and no more cards are dealt. The total sums of the Player and the Banker points are calculated and the winner is announced. This rule supersedes all other rules.
- If Player is dealt 6 or 7 points in the first two cards, and Banker is dealt 5 points, or less (0, 1, 2, 3, 4) in the first two cards as well, then the Banker gets the third card.

7.12.3 Gameplay:

- The first betting round. Bets can be placed even before the dealing of the first card. Punters can bet on one or more available outcomes.
- The second betting round. After the first betting round the Player receives the first card and new odds for the betting outcomes are displayed on screen and the second betting round begins. Bets made in the first betting round have no influence for bets of the second betting round therefore punters can place bets on the same or different outcomes more than once.

The third betting round. After the second betting round the Banker receives the first card and new odds for the betting outcomes are displayed on screen and the third betting round begins. After this betting round the Player and the Banker receives the second and, if necessary, the third card each (see 2.6). The results are calculated and the winner of the draw is displayed on screen.

7.12.4 Change of cards:

- When less than 40 cards remain in the shoe, the dealer announces that the shoe will be changed after the ongoing draw.
- The dealer places all used and unused cards to the used card box. Empty shoe is replaced with a full and ready to use shoe with shuffled cards. The full used card box is replaced with an empty box as well. This change is made real-time when punters and audience can see it.
- After change of cards is completed, the dealer announces that 3 – 6 cards from the top of the newly presented shoe will be discarded. Number of cards(3/4/5/6) discarded is generated randomly during each change of cards.

The second dealer comes and shuffles the cards while everyone sees it and prepares the cards for dealing. Both shoes are visible on screen all the time so punters can see the shuffling and change of cards.

7.12.5 Special cases:

Cancelled draws. Bet-on-Baccarat game draws may be cancelled if:

- The scanner cannot scan the card or its readings do not match the card on the table;
- A card or cards appear in a wrong place or gets mixed;
- Technical problems occur (internet connection problems, technical failures in the studio or dealer's mistakes).
- Dealer's mistakes that can cause the draw to be cancelled:
- The dealing sequence is altered(see 2.2);
- A card or cards are marked or damaged;
- A card or cards fall off the table or cannot be seen on screen due to the dealer's mistake;
- A card or cards in the deck are turned face-up and picture/number is visible due to incorrect shuffling;
- The dealer incorrectly scans a card or cards and readings of the scanner do not match the cards on the table.
- If the draw is cancelled, all bets are void and stakes returned to players (odds are equalized to one).

Card burning. Cards can be burned during the game if:

- The dealer takes and shows a card face-up from the shoe when the betting round is not finished;
- A card cannot be scanned or read by the program due to technical reasons.
- Card burning procedure:
- The dealer shows the card face-up to all players;
- The dealer announces that the specified card will be burned;
- The dealer places the card into the used card box;
- The dealer takes a new card from the shoe in the place of the burned card.

7.13 **Speedy 7**

There are only two outcomes, with the player needing to predict whether the card will be red or black. There are seven cards dealt per two-minute draw and a player can join at any time. There are bonuses for four and seven correct predictions in a row. The odds on black and red being predicted are similar and continues to grow as four or seven successive correct picks come up. The live dealer uses six 52-card decks with a standard shuffler.

Players predict what the next face-up card will be, and correct successive predictions will start the streak. Only one streak per player at a time. A Player can start playing in any betting round of a draw and may cash out during any betting round of a draw. If a player cashes out, a player can still start a new streak - even during the same draw. The lucky streak ends after the seventh card in the draw is dealt, either when the player does not make any choice during betting round or cashes out.

Cards are dealt one by one after each betting round until 7 cards are dealt on the table. The betting round is active before the first dealt card and after each dealt card except the seventh card. Once betting round is over, a new card is dealt. After each dealt card, and in accordance with the fixed rules, the odds are determined by how many players correctly predicted the card. Draw ends when the seventh card is dealt, winnings are determined and paid out to the players who have not yet cashed out.

7.13.1 Gameplay:

- Game consists of seven betting rounds. During each betting round the player can predict the card to be dealt next.
- The first betting round begins before the first card is dealt, during which the player can place a bet for only one of the betting options available, predicting the next opened card (this rule applies to all betting rounds).
- Once the first betting round is completed, the first card is dealt and the outcome of the betting round is determined, the cumulative winnings are calculated, and the new betting round starts.
- Updated odds are displayed before the second betting round starts. Players who win in the first betting round can make one of the following actions:
 - Continue playing by predicting the next card.
 - Cash out (there will be a dedicated button for that). In this case, the accumulated winning will be paid out.
 - No action taken during the betting round (e.g. player cannot decide, internet connection was lost etc.). In this case, the accumulated winning will be cashed out once the betting rounds' time expires (see above).
 - The betting rounds from three to six follow the rules described above.
- As per, the player can start playing in any of the betting rounds.

7.13.2 The shuffle of cards:

There are two decks used in the game – one is being used for dealing the cards during the draw while the second one is not being shuffled.

At the end of the draw, the dealer collects a deck of used cards, which will be shuffled during the next draw. The deck which was being shuffled in the previous draw will be used for the next dealing of cards.

7.13.3 Bonuses:

The 4-card streak Bonus. This is a bonus for a lucky streak of four betting rounds that can be won by players who have correctly selected four cards in a row in the same draw without taking the cash out option. The player will receive a Bonus of the initial stake regardless of the subsequent outcome of player's game.

The 7-card streak Bonus. This is a bonus for a lucky streak of seven betting rounds that can be won by players who started playing from the first betting round and have selected all cards correctly without taking the cash out option. Bonus will be paid out as an additional winning calculated by fixed odds multiplied by the stake of player's initial bet.

Fixed odd value for the 7-card streak bonus is determined by Luckybets.

7.13.4 Cancelled draws

A draw might be cancelled if:

- The scanner cannot scan the card, or its readings do not match the card on the table;
- A card or cards appear in a wrong placement or gets mixed;
- Technical problems occur in the studio (internet connection problems, technical failure or dealer's mistake).
- Dealer's mistakes that can cause the draw to be cancelled:
 - The dealing is sequence altered (see above)
 - A card or cards are marked or damaged;
 - A card or cards fall off the table or cannot be seen on a screen due to the dealer's fault;
 - A card or cards in the deck are turned face-up due to incorrect shuffling;
 - The dealer incorrectly scans cards and readings of the scanner do not match the cards on the table.
 - The dealer draws two cards for one betting round.
- If the draw is cancelled, player will receive a refund of their stake or accumulated winning.