

Sport Betting Rules - House Rules

Introduction

- The House Rules which may also be referred to as the Sports Wagering Rules consist of General Sport Wagering Rules and Sports Specific Rules (the "**Rules**"). The Rules are an integral part of the Underdog Terms of Use and govern the use of Underdog's Sportsbook.
- Reference to the "**Company**", "**we**", "**our**", "**us**", or "**Underdog**" in these Rules shall mean Underdog Sports Wagering, LLC. References to "**you**", "**your**", "**user**", or "**member**" means the person that has contracted with the Company through the User Agreement.
- Please see General Rules to review the types of picks which you can place on the Underdog sports mobile application (the "**Site**") and the applicable definitions used in the Rules.
- It is your responsibility to ensure that the details of the wager in which you place on the Site are correct. We advise you to check that the details that you enter with regards to your wager are correct prior to placing such a wager. You can view the wagers which are accepted by us in the "Track" section of your mobile application.

Definitions

<u>Definition</u>	
<u>"Company",</u> <u>"we", "our", "us",</u> <u>or "Underdog"</u>	Shall have the meaning given to it in the Introduction Section.
<u>Dead Heat Rule</u>	This rule applies where two or more selections which you have had the opportunity to wager on, have finished in the same position, drawn or tied (as applicable). The number of selections which you have had the opportunity to wager on who finish in the same position, drawn or tied (as applicable) will determine your return with respect to such wager. In such an event, your wager will be settled at the full odds, but your stake will be divided by the number of selections which you have an opportunity to wager on, which have finished in the same position, drawn or tied (as applicable). The method for calculating dead heat returns is as follows: Return = (Original Stake * (Number of Expected Winners / Number of Actual Winners)) * Original Odds By way of example only, 1. Player A places a wager on Patrick Mahomes for 100 USD at 2.5x to have Most Passing Yards in the NFL regular season

2. Player B places a wager on Joe Burrow for 150 USD at 11x to have Most Passing Yards in NFL regular season
3. Player C places a wager on Bryce Young for 200 USD at 21x to have Most Passing Yards in the NFL regular season

In the event that at the end of the NFL regular season, and all three players have recorded the same amount of passing yards (tied for the most):

1. Player A will receive: $(100 \text{ USD} * (1/3)) \times 2.5 = 83.33 \text{ USD}$
2. Player B will receive: $(150 \text{ USD} * (1/3)) \times 11 = 550 \text{ USD}$
3. Player C will receive: $(200 \text{ USD} * (1/3)) \times 21 = 1,400 \text{ USD}$

If one or more legs of a parlay is affected by a "Dead-Heat" then the original parlay stake is reduced accordingly. For example, if one leg of a three-leg parlay is affected by a dead heat with four players tied for one place, the original parlay stake would be divided by four and the returns calculated using the original parlay odds.

Error

Any type of mistake, misinterpretation, misreading, technical hazard, registration error, transaction error, manifest error, (including without limitation any such error made by us or on our behalf).

An "Obvious Error" or "Palpable Error" can be defined by the non-exhaustive list below:

1. where any odds or terms of a wager are misstated to you;
2. a wager which is accepted due to a technical or human error;
3. a wager containing any incorrect participant;
4. a wager placed at odds that are materially different from those available in the general market at the time the wager was placed;
5. The prices offered at the time the wager is placed are clearly incorrect given the probability of the event occurring;
6. a wager accepted on any event or market that has already concluded or in which betting has closed, or on which the result has already been determined at the time of bet placement;
7. If an event does not exist and we have created a wager for such event;
8. a wager with an incorrect venue listed;
9. a wager placed after the start of an event, if the event remained in pre-match status;
10. a wager in which the customer did not have adequate funds in the account;
11. failures, errors, manipulations, or fraudulent or dishonest activities;
12. a wager on a market where the incorrect teams are listed and/or listed in the incorrect order (i.e. Home Team listed as Away);
13. where the ticket does not correctly reflect the wager; or
14. where equipment failure renders a ticket unreadable.

In the event of an Obvious Error, affected users will be contacted regarding the wager(s) and all wagers will be canceled or voided, after obtaining regulatory approval, if necessary.

	If a user believes a wager was accepted at incorrect, stale, latent or otherwise inaccurate odds, then Underdog will rely on its backend trading database to confirm the correct odds at the time of wager acceptance, and reserves the right to grade the at-issue wager based on that data housed and maintained by Underdog, to the extent permitted by law. Underdog has the right to void or cancel any wagers where odds differ between the customer's betslip and Underdog's database. To resolve such issues, Underdog Customer Support can be contacted at support@underdogsports.com. If a user believes Underdog has posted an incorrect wager result, please contact Underdog Customer Support at support@underdogsports.com. Underdog will make any necessary adjustments to a user's account balance to account for any incorrect payments or deductions made based on an incorrect wager result.
<u>Injury Time</u>	Means the amount of time displayed by the relevant official and not the amount of time which is actually played.
<u>Influence Wagering</u>	Means any occurrence where you act in conjunction with a third party in any manner whatsoever (whether directly or indirectly) in an attempt to inappropriately, directly or indirectly, influence an event.
<u>Live Wagering, Live or In-Play</u>	Means any occurrence where you are provided the opportunity to place a wager on a match or event after it has started and while it is in progress.
<u>Push Rules</u>	Means when you have placed a wager on a spread, total or handicap and your wager ends in a tie when the spread is taken into account and no tie option was available to place a wager on. Your stake will be returned in this case.
<u>Regular Time and Full Time</u>	Means the time period of an event, match or game (as applicable) which the relevant governing association, body or organization defines the length of an event, match or game (as applicable). By way of example, in soccer this means 90 minutes plus Injury Time. This does not include any extra time, overtime or anything analogous thereto, unless we detail otherwise. If the relevant governing association, body or organization determines prior to the relevant event, match or game (as applicable) that such will be played for a different length of time this will be the official duration.
<u>Rules</u>	Shall have the meaning given to it in the Introduction Section.
<u>Site</u>	Shall have the meaning given to it in the Introduction Section.
<u>Syndicate Wagering</u>	Means where you place a series of wagers on the same event, tournament or competition (as applicable) in conjunction with other players. This type of wager is considered by us to be an act of fraud. Where we have any evidence whatsoever of such, we may void any related wagers and withhold any payment from us to you in relation to such wager until we have completed our investigations.
<u>Walk Over</u>	Means the awarding of a victory to a contestant because there are no other contestants, or the other contestants have been disqualified or have forfeited.
<u>"you", "your", "user", or "member"</u>	Shall have the meaning given to it in the Introduction Section.

Part A - House Rules - General

1. In these Rules, if the context so requires, references to the singular shall include the plural and vice versa.
2. These Rules apply in relation to all markets offered and wagers placed on the Site. These Rules consist of the following:
 - The House Rules - General (set out in this Part A).
 - The **General Rules** (set out in Part B below). The General Rules apply to all wagers on the Site unless stated otherwise in the Specific Sports Rules.
 - The **Specific Sports Rules** (set out in Part C below). The Specific Sports Rules apply to certain, specific sports.
3. If there is any inconsistency between the Specific Sports Rules and the General Rules, the Specific Sports Rules shall prevail. The General Rules will apply in respect of any category of wagers or markets not referred to in the Specific Sports Rules (for example, special wagers).
4. Underdog reserves the right to amend these Rules at any time subject to the approval of the state regulatory body, as may be required. Any such revision will be binding and effective immediately upon the posting or notification of such rule changes, as set forth in the Terms of Use, and any wagers accepted after the rule changes have been posted shall be governed by the new Sportsbook House Rules.
5. **User Responsibility** - Underdog users should make themselves aware of all of the Sportsbook House Rules affecting any market on which they wish to place a wager.
6. **Waging Disputes** - Any Underdog user who has any concerns or questions regarding these Rules or regarding the settlement of any Underdog market should contact Underdog Customer Support at support@underdogsports.com All disputes will be governed by the Underdog Terms of Use, which are incorporated herein. In the event of a conflict between these House Rules and Underdog's Terms of Use, the Terms of Use will control. When a user has exhausted the internal Underdog wager dispute process without a satisfactory outcome, and the user's wager dispute is related to a wager that took place in North Carolina, the user has the right to submit a dispute to the North Carolina State Lottery Commission at:

North Carolina State Lottery Commission

2728 Capital Blvd., Suite 144,

Raleigh, N.C. 27604

<https://ncgaming.gov/>

Part B - General Rules

- **Wagers**
- Wager Acceptance
 - How you can view your picks: When your pick is accepted by us, it will appear in the "Track" section of our mobile application. To access this, you must log into your account and click on "Track". In any event that there is a conflict between what is shown in your "Track" page and our servers, our servers will take precedence.
 - If your wager is accepted by us, you will not be able to cancel such a wager.
- Bonus Cash

- Bonus Cash may also be available to make your wager. Bonus Cash refers to a bonus issued to users that must be wagered prior to the amount being cashable.
- Voiding of any Wager
 - Cancellation of an otherwise validly placed wager by Underdog shall be nondiscretionary. Underdog may cancel or void a wager without prior authorization of the Director as provided for in Underdog's Internal Controls, these House Rules, or under the following circumstances:

(1) a wager where after a player has placed a wager, the wagering event is canceled, postponed or rescheduled to a different date prior to completion of the wagering event;

(A) in the case of a wager on a portion of a wagering event, that wager shall be valid when the event is canceled, postponed, or rescheduled if the outcome of the affected portion was determined prior to the cancellation, postponement, or rescheduling;

(B) the Specific Sports Rules below set forth additional information about the timeframe for the canceling of a wager in the event a specific wagering event is rescheduled or postponed;

(2) a change in the venue where a wagering event was scheduled to be held occurs after a player has placed a wager;

(3) a wager when an individual participant fails to participate in a wagering event and the outcome of the wager is solely based on that individual participant's performance;

(4) a wager received on whether a team will qualify to participate in post-season competitions when the number of teams allowed to participate in the post-season changes after a player has placed a wager;

(5) changes to rules by a sports governing body or equivalent regarding the format or number of participants scheduled to participate in a defined phase of a wagering event or in the event that a defined phase is not played at all;

(6) when, prior to the start of the wagering event, a player requests a wager be canceled or voided due to an error in communicating the type, amount or parameters of the wager; or

(7) when authorized or ordered by the Commission.

Where Underdog has a reasonable basis to believe there was an Obvious Error (as defined herein) in the placement or acceptance of the wager, Underdog may use its discretion to cancel the wager without prior authorization from the Director. For more information relating to this, see examples in the rules for each individual sport below.

Underdog may cancel or void a wager for a material change in circumstances for a given wagering event or wager type, provided:

(1) the Director approves the material change;

(2) Underdog documents the material change in these Wagering Rules (see the Specific Sports Rules below); and

(3) Underdog displays what constitutes a material change to a player at the time of placement of the wager.

Occasionally wagers may be placed in "pending" status. When Underdog requests that the Director authorize the cancellation or voiding of one or more wagers, wagers related to the request will be placed in a pending status until the Director rules on the request. Moreover, if Underdog suspects an Obvious Error or any illegal or suspicious wagering activity, wagers may be placed in a pending status until Underdog completes an investigation. While a wager is pending, the wager will remain unsettled. Following the Director's ruling or the completion of Underdog's investigation, as may be appropriate, the wager will either be voided or allowed to settle normally at the correct odds and time. If the wager is deemed an Obvious Error or otherwise permitted by the Director to be cancelled or voided, the wager will be voided.

When a wager is cancelled or voided, all funds will be returned to the customer. For parlays (situation involving wagers with multiple selections) where one or more legs or selections are cancelled or voided, please refer to our parlay rules.

- Wager Types
 - We may provide you with the opportunity to place the following types of wagers:

<u>Type of Wager</u>	<u>Explanation</u>
Parlay Wager	Means a wager which combines two or more selections into a single wager. You need to win every selection in order to win the wager.
Handicap, Margin or Spread	Spread wagering (also known as handicap) is where one selection in an event is given a "spread" to overcome in order to win. Spread wagering may also be referred to as "handicap" or "margin". For example in a two way spread where you may wager on a winner or loser (there is no handicap draw option to wager on): 1. Carolina Panthers @ Dallas Cowboys where the spread is Cowboys -3 (the Panthers are essentially given a 3-point head start). Even if the Cowboys win the game 23-21, if you placed a spread wager on the Panthers +3, you will win your wager, because the spread makes the score 24-23 Panthers for the purposes of the wager. 2. Carolina Panthers @ Dallas Cowboys where the spread is Cowboys -3 (the Panthers are essentially given a 3-point head start). Even if the Cowboys win the game 23-21, if you placed a spread wager on the Cowboys -3, you will lose your wager because the spread makes the score 21-20 Panthers for the purposes of the wager. 3. Carolina Panthers @ Dallas Cowboys where the spread is Cowboys -3 (the Panthers are essentially given a 3-point head start). The Cowboys win the game 21-18. In such an event the Push Rules will apply to all wagers for Cowboys -3, as well as Panthers +3, since both wagers will result in a push (tie) after the spread is applied.
Outright Winner or Place	This provides you with the opportunity of wagering on a selection winning or finishing in a specified place (but not necessarily winning). For example, on golf events we may offer you the chance to wager on players finishing inside the top five or ten.
Over/Under or Total	This gives you the opportunity to be on a predefined amount of events or occurrences in a game. For example: Over/Under 2.5 goals. For an Over wager to win there must be 3 or more goals in the relevant match. For Under 2.5 goals to win there must be two or less goals in the relevant match. Over/Under or Totals can also be three way. If no draw option is provided for you to wager on, and the result lands on the exact amount, your stake will be returned. Overtime is included for settlement here, and the wager will be settled on the official game score.
Period/Half Wagering	This provides you with the opportunity of wagering on a period, quarter, or half.
Player Props	These give you the option to wager on an individual player's performance. There are over/unders, such as Passing Yards in football or Points in Basketball. There will also be Yes/No markets such as "player to score a TD" in football or "Player to hit a HR" in baseball.

- **Ineligible Persons**

- any person under the age of 21;
- an involuntary excluded person and any person who has requested and not revoked a voluntary exclusion designation from sports wagering pursuant to G.S. 18C-922;
- any person who has been adjudicated by law as prohibited from engaging in sports wagering;
- a Commissioner, or any member or employee of the Commission when placing a sports wager in North Carolina;
- any employee or key person of an interactive sports wagering operator or service provider license when placing sports wagers with that interactive sports wagering operator;
- with respect to a sporting event, any participant in that sporting event, including an athlete, coach, trainer, official, or any employee or staff of a participant, when placing a sports wager on that sporting event in which that participant is participating;
- any employee or staff of a sports governing body, when placing a sports wager on sporting events with which that individual or sports governing body is affiliated;
- an individual while not in the authorized geographic boundaries within the State of North Carolina;
- a person wagering in violation of state, local, or federal law;
- an individual wagering on behalf of another individual or person;
- except for the purpose of layoff wagers, as defined in the Commission Rules Manual For Sports Wagering and Pari-Mutuel Wagering, Rule 24 NCAC 06B .0101, a Person that is not an individual; or
- other persons as determined by the Commission.

- **Payout Calculations**

- Multiplier Odds (e.g. 2.50x, 1.50x) and American Odds (e.g. +150, -200) will first be converted into Decimal Odds (e.g. 2.5, 1.5) for determining payouts.
- All Odds will be then calculated in the following manner, based on the decimal odds. We utilize the "half round up" method to determine final odds for each wager (example - 100.5 will become 101, but 100.4 will become 100, 2.675 will become 2.68, but 2.674 will become 2.67).
 - Odds 1 - 1.100 will be rounded up to the nearest thousandth.
 - Odds 1.10 - 10.00 will be rounded up to the nearest hundredth.
 - Odds 10.0 - 100.0 will be rounded up to the nearest tenth.
 - Odds 100+ will be rounded to the nearest whole number.
- All Payouts will be calculated using the rounded odds. In the event that the payout is more than 2 decimal places, the final payout will be truncated rather than rounded. For example - a \$25.52 wager placed at odds of 2.53 returns a payout of \$64.56 to the customer.
 - $(\$25.52 \times 2.53 = \$64.5656) > \$64.56$ based on truncation
- Parlay Payouts will be calculated based on the prices of the individual selections, but are subject to recalculations in the event of related contingencies.
- Notification of Odds or Line Changes

- The product will indicate if odds or lines change throughout the wagering experience. The user will have to accept those changes before placing a wager. If the user chooses, they can enable a setting to automatically accept these changes for convenience.

- **Funding of Wagers**

- A wagering account may be funded using approved methods which shall produce a sufficient audit trail for verification of the source of the wagers. Approved methods for funding Wagering Accounts include:

- (1) cash;
- (2) cash equivalents converted to cash;
- (3) credit cards and debit cards;
- (4) electronic funds transfers including automated clearing house and other methods;
- (5) promotional or bonus credits;
- (6) winnings;
- (7) adjustments made by Underdog with documented notification to the player;
- (8) a reloadable prepaid account or card, which has been verified as being issued to the player and is nontransferable; and
- (9) other forms of payment approved by the Commission.

Please review Section 4(iii) of the Terms of Use, "User Account Funds and Withdrawals."

- **In-Play Wagering**

- If a market is not scheduled to be turned in-play but Underdog fails to suspend the market at the relevant time, then:
 - if the event has a scheduled start time, all wagers matched after that scheduled start time will be void; and
 - If the event does not have a scheduled start time, Underdog will use its reasonable efforts to ascertain the time of the actual start and all wagers after the time of the start determined by Underdog will be void.
- Underdog aims to use its reasonable efforts to suspend in-play markets at the start of and at the end of the event. However, Underdog does not guarantee that such markets will be suspended at the relevant time.
- Underdog reserves the right at its absolute discretion to part-suspend or fully suspend outcomes/selections in a market that has been turned in-play.
- Underdog users are responsible for managing their in-play wager(s) at all times.
- For the purposes of in-play wagering, users should be aware that transmissions described as "live" by some broadcasters may actually be delayed or pre-recorded. The extent of any delay may vary depending on the set-up through which they are receiving pictures or data. Please also be aware that, for operational reasons, wager requests made in-play may take slightly longer to process.
- If Underdog accepts a wager on a market for which the outcome has already been determined, then that wager shall be deemed void (and no winnings shall be payable in respect of it) regardless of the wager being a win, lose or push.

- Underdog cannot guarantee the accuracy or timeliness of live scores, time remaining and the status of games displayed on the Wagering Apps in connection with live wagering, which may come from third parties not controlled by Underdog. We accept no liability for the incorrect display of this information. If you rely on this data to place a wager, you do so entirely at your own risk.

- **Results and Market Settlement**

- General

- Where the Specific Sports Rules do not specify how and on what basis a market will be settled, markets will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result.
 - If no official result of a relevant governing body is available, the result will be determined by Underdog (acting reasonably) using information from independent sources. In such cases, if any new information comes into the public domain within 48 hours of settlement, then Underdog shall (acting reasonably) determine either:
 - whether the market should be reinstated or resettled in light of this new information; or
 - whether or not to wait for further information before deciding whether to reinstate or resettle the market. Except where Underdog has announced that it is waiting for further information, any information that comes into the public domain more than 48 hours after a market has been settled shall not be considered by Underdog (regardless of whether or not such information may have led to a different result).
 - In the event of any uncertainty about any result or potential result, Underdog reserves the right to suspend settlement of any market for an unlimited period until the uncertainty can be resolved to the reasonable satisfaction of Underdog. Underdog reserves the right to void any market if the uncertainty regarding settlement cannot be resolved to Underdog reasonable satisfaction.
 - All-In Wagering - All-In' means that regardless of whether or not a particular competitor or team or member of a team starts or completes the event on which a wager is placed, all wagers stand and no refunds will be payable. Clients will be notified if a market is All-In via Blurbs, Market title and/or Selection name.
 - In the event a player, team or selection are deemed the winner of a specified outright market with one winner (e.g. NCAA Men's Basketball Championship) but were not offered for wagering due to state regulations forbidding wagering on that player, team or selection then all wagers placed on that market will be void. This does not include cashed out wagers, which will be settled at the specified cash out offer received by the user. For markets with multiple winners (e.g. To Make Final Four), if a non-listed player, team or selection wins, then all wagers are action.
 - In the event that Underdog mistakenly offers a tournament, event, or market that is unapproved according to the state regulator, all wagers will be voided
 - Underdog will also void any "hypothetical" events and/or markets that do not happen. For example - All Wagers placed on a hypothetical boxing match between Mike Tyson and Jake Paul will be void if the fight does not take place within a reasonable timeframe from the expected date.
 - "Predict the Matchup" markets will be graded as Win/Loss, unless the correct matchup was not an option for wagering. For example - if the Buffalo Bills and Carolina Panthers play in the Super Bowl, all wagers on the Philadelphia Eagles vs. Kansas City Chiefs will be deemed losers, unless this was not available as the winning selection within the market.

- Weekly/Daily specials: All relevant games must be played to a natural completion for wagers to stand. In the event one or more game(s) are postponed and/or have a venue change, all wagers in the relevant market will be refunded.
- Regarding multiple player markets. In Addition to the rules above, all listed players must be active for wagers to stand. For example - A wager for "LaMelo Ball & Brandon Miller to Combine for Over 59.5 Points" will be voided if one or both players listed do not play.
- "First" Markets will be graded as losing wagers if the person/team selected is not the winning selection, regardless of whether or not the winning selection was offered. Underdog will do its best to offer all potential winners, but the market will not be voided in the event that a non-listed player/team scores first. This includes, but is not limited to: 1st Homerun, 1st Touchdown, 1st Goal Scorer, 1st Scorer

◦ Resettlements

- Markets are generally settled shortly after the end of the event in question. Underdog may settle (or part-settle) some markets before the official result is declared purely as a user service benefit. However, Underdog reserves the right to amend the settlement of the market if:
 - the official result is different to the result on which Underdog initially settled the market; or
 - if the whole market is eventually voided (e.g. for an abandoned event).
- Underdog reserves the right to reverse the settlement of a market if a market is settled in error (for example, a human or technical error), subject to regulatory approval, as may be required.
- If Underdog resettles a market, this may lead to amendments being made to a user's balance and/or the deduction of funds from a user's account to reflect changes in market settlement.
- Underdog will settle markets on the basis that it obtains the relevant information once the outcome has been determined. If this information is not obtained, or if there is an obvious/palpable error in the information, the settlement of the wager offer will be based on other public information/ official sources at the reasonable discretion of Underdog. Please refer to Underdog's Terms of Use, under "Game Rules" for more information on obvious/palpable errors.
- Underdog may be required by law or regulation to seek approval with the relevant regulatory body before making any amendments to a price or wager status.

◦ Non-Runners

- Unless stated otherwise under a specific sport, pre-live wagers are accepted on a "non-runner, no wager" basis. This means that all pre-live wagers will be void on any player, team or other competitor that does not participate in the event. "Participate" is defined as being on the field, court, rink, etc for any duration of live play.
- If a player, team or other competitor has taken any part in a sporting event once it has officially started and then fails to complete that event for any reason, any wager placed on that player, team or other competitor will be deemed live (i.e. wagers on that player, team or other competitor will not be voided).
- Any in-play wagers will not be voided if the player, team or competitor has already been deemed a runner. For example - a wager placed at halftime for "Chuba Hubbard Over 25.5 2nd Half Rushing Yards" will be graded as a losing wager if Chuba Hubbard played in the first half, but does not play in the 2nd half, for any reason.
- Where specified, certain markets will be offered on an "all-in compete or not" basis. This means that, if a player, team or other competitor is withdrawn from an event (whether he, she or it pulls out of the event, is suspended

or disqualified from it or otherwise) before he, she or it has taken part in the event, then any wager placed on that player, team or competitor (as applicable) will be deemed a losing wager.

- If an event is specified as “fixed draw” and a team, player or other competitor is withdrawn, suspended or disqualified from that event, we reserve the right to settle any wagers on the subsequent prices once the market has been revised without the withdrawn team/player.

- Unexpected Events and Other Changes

- To the extent there is any inconsistency between the General Rules contained in this part and the Specific Sports Rules applying to a specific event, the sport specific rules will apply. Should there be no clear answer in the sport specific rules, then the following will apply:

- If an event or events occur beyond the reasonable control of Underdog such as an epidemic, pandemic, flood, fire, earthquake, element of nature or act of God, act of war, terrorism, riot, rebellion, strike, blockade, labor disruption or other cause, that materially impact any sporting or other event (or a series of events in a season), which is the subject of a contingency or outcome of a market offered by Underdog, Underdog may, acting in good faith, exercise its discretion to void, cancel, restrict or otherwise alter or adjust the payout (in whole or in part) of the affected wager(s) placed on the relevant market (including, without limitation, retrospectively take any of the actions contemplated once a wager has been placed and before or after it has been resolved). For the avoidance of doubt, “impact” on any sporting or other event includes, without limitation:

- Any reduction in the number of games or matches in a season;
- Any material change in the length of a game or match or when the matches are played;
- A material change to the format or rules of the relevant event(s), series or competitions as determined by the relevant sports body; or
- A change in the location of any match, game or event.:

- Wagers on markets that don't reach completion before the interruption but have already been unconditionally determined will be settled as such. For example, if a team is mathematically eliminated from playoffs prior to the interruption then wagers on them to miss the playoffs are winners whereas wagers on them to make the playoffs or win the Championship are losers.
- If the ruling governing body announces within 90 days of the original scheduled completion date, the rescheduling of a tournament or competition all wagers on the original competition will remain active. At the user's request, Underdog will void wagers made on the originally scheduled tournament or competition but only before the start of the rescheduled competition. In the event that no official ruling is made postponing the competition or tournament within 90 days of the original scheduled completion date all wagers will be void.

- Example: An unexpected natural disaster strikes the United States and the NFL decides to push back all NFL playoff games one week. All NFL Futures wagers for Super Bowl Winner will stand, but individual users reserve the right for their wager(s) to be voided, if they so choose.
- Example: There is an extended delay with the NBA Collective Bargaining Agreement and the regular season is pushed back substantially. The NBA Finals are now scheduled for October, 2025 instead of the original date of June, 2025. All NBA Futures wagers for NBA Finals Winner will be void.

- **Abandonments, Cancellations, Postponements, Forfeits**

- Some markets have different rules and these are listed in the Specific Sports Rules. However, where a market has no rules in the Specific Sports Rules in relation to an abandonment, cancellation and/or postponement the following shall apply:
 - In relation to any match, fixture, game, individual event, race or similar: If the event is not completed within 48 hours of scheduled starting time, then all wagers on markets for this event will be void, except for wagers on any markets that have been unconditionally determined.
 - All wagers on an event that is officially deemed a forfeit will be void.
 - In relation to any tournament, future or similar: If the event is not completed within 24 hours following the scheduled completion date of the event, then any markets relating to the event will be settled in accordance with the official ruling of the relevant governing body, providing such a decision is given within 90 days after the scheduled completion date. If no official ruling is announced in this 90 day period, then wagers on any market relating to this event will be void, except for wagers on any markets which have been unconditionally determined. If a market is to be voided but has been part-settled as a courtesy to Underdog users, then such part-settled wagers will be reversed and all wagers on the market will be void.
 - If there is no further sporting action in any market that does not contain the selection 'draw' or 'tie', all wagers placed after this conclusion of action will be voided (e.g. If the game ends in a draw and the two selections that are named in the market are "Team A" and "Team B" without a "Draw" or "Tie" selection - the wager on either Team A or B will be Voided).
- Underdog will decide (acting reasonably) whether a market relates to a match (or similar) or a tournament (or similar). However, by way of example, the following shall apply:
 - Super Bowl Winner (outright) = tournament;
 - Philadelphia Eagles vs. Carolina Panthers = match.

- **Change of Venue**

- Some markets have different rules and these are listed in the Specific Sports Rules. However, if change of venue is not dealt with in the Specific Sports Rules then the following shall apply:
 - For any team sport: if the scheduled venue is changed after a wager is placed, all wagers will be void only.

- **Periods of Time**

- Some markets have different rules and these are listed in the Specific Sports Rules. However, if not dealt with in the Specific Sports Rules then the following shall apply.
 - If the scheduled duration of an event is changed after a wager is placed but before the start of the event, then all wagers will be void.
 - Some markets refer to the length of time until an occurrence in the event (e.g. time of first goal). If an event happens in stoppage or injury time after any regular time period then it will be deemed to have occurred at the end of the regular time period. For example, if a goal is scored in first half stoppage-time in a soccer match it will be deemed to have occurred in 45 minutes.
 - All wagers apply to the relevant full 'regular time' period including stoppage time. Any extra-time and/or penalty shoot-out is not included.

- **Errors**

- Underdog makes every effort to ensure that it does not make any errors when accepting wagers.

- An “Obvious Error” or “Palpable Error” (defined in the definitions section):

When an Obvious/Palpable Error has occurred, Underdog reserves the right to either (i) correct any obvious/palpable errors by settling winning wagers at the ‘correct price,’ as reasonably determined by Underdog, or (ii) void any wager placed where such errors have occurred and with regulatory approvals as necessary.

- **Duplicate Events**

- In the event that odds for the same exact game are displayed on the Underdog more than once (regardless of whether the markets are related and/or displayed odds are different), Underdog reserves the right to cancel any correlated parlay wagers placed on both/multiple events, regardless of whether the markets and/or displayed odds are different.
- Single wagers placed individually on the above markets will be settled in accordance with official results.

- **Minimum and Maximums**

- The minimum wager for all customers wagering with Underdog platform is \$0.10. The maximum wager for all new customers entering the Underdog platform is \$1,000. These limits include all wager types offered on Underdog wagering platform (straight wagers, parlays, same game parlays, etc). The minimum and maximum wager thresholds are per market type per event. For avoidance of doubt and by way of example, a customer can place a wager on Bryce Young over 210 passing yards for \$1,000. However, the same customer cannot place another wager on Bryce Young over passing yards at current price/odds, any adjusted price/odds that might be different from the initial wager, alternate markets with Bryce Young passing yards, or combinations with the same market type. Underdog reserves the right to change, for any reason permitted by law, the minimum or maximum wager limits for any customer(s) or group of customer(s) at any time without written notice, consent, or communication to the customer. Underdog customers can request limit increases by contacting Support@underdogsports.com. Before Underdog adjusts a customer’s limits, Underdog may require the customer to provide sufficient documentation for review to ensure that the customer is playing within their means and not otherwise prohibited from participating in the Site’s offerings. Failure to comply or provide such documentation could result in a denied request. For the avoidance of doubt, there are many reasons and factors that Underdog could increase or decrease a customer’s wager limits, including but not limited to, responsible gaming concerns, self-imposed limits, the nature of the customer’s request, the customer’s gaming history, or for any other reason in the sole discretion of Underdog. Underdog reserves the right to void or cancel wagers at our discretion for reasons, including but not limited to failure to adhere to the min/max wager limits disclosed in this section of our House Rules or failure to comply with Underdog’s Terms of Use.
- For all events offered, the maximum winning limit per wager (e.g., straight, parlay, same game parlay, or other) is \$250,000 US Dollars. Maximum winning limits per wager shall only be established through limiting the amount of a Wager and cannot be applied to reduce the amount paid to a Player as a result of a winning Wager. For the avoidance of doubt and by way of example, if a customer places a \$1,000 wager to win \$250,001, Underdog will not adjust the payout but instead provide the customer with an avenue to reduce wager size or remove a portion or leg of a wager.
- The \$250,000 maximum winnings limit shall apply to any one user, or multiple users acting together, wagering on the same combination of selections, regardless of whether or not such wagers are made separately, at a range of different prices, on different days and through a number of different accounts. If Underdog, in its discretion and to the extent permitted by law, believes that a number of wagers have been placed in this way, then the total payment of all those wagers combined will be limited to one single maximum winnings of \$250,000.
- At its sole discretion, management may accept wagers at other than currently posted terms or odds.

- **Parlays**

- A parlay wager consists of a number of legs. A leg is defined as one or more chosen selections in any individual event market. A Same Game Parlay (SGP) is a parlay that consists of 2 or more legs from the same event. A Same Game

Parlay Plus (SGP+) is a parlay that consists of 2 or more legs from the same event plus additional leg(s) from another event. An SGP group is the group of selections within a parlay that belong to the same event. A parlay may contain multiple SGP Groups, in the case of an SGP+.

- Parlay Example – Panthers, Eagles, Chiefs All to Win
- SGP Example – LaMelo Ball Over 24.5 Points to Win & Hornets to Win
- SGP+ Example – LaMelo Ball Double-Double, Hornets to Win & Panthers to Win
- SGP Group Example – (LaMelo Ball Double, Hornets to Win) in the SGP+ example above
- SGPs and SGP+s are specific types of Parlays and are graded differently in certain circumstances.
- Underdog reserves the right in its sole discretion not to accept certain parlay wagers or to scale back stakes.
- All parlay wagers placed are subject to the Sportsbook Rules that apply to each individual sport that relates to any leg of any parlay wager.
- If any selection in any leg is a non-runner or otherwise void under the Sportsbook Rules (e.g. an abandoned match, push, non-runner, etc) then all wagers on that individual leg will be void and the parlay wager shall be adjusted accordingly. For example, a 3-leg parlay where one leg is void/push will become a 2-leg parlay. A 2-leg parlay where one leg is void/push will become a single wager, and the single wager will stand.
- SGPs and SGP+s that are placed pre-event will be settled in the same manner as a normal parlay. If a selection within the wager is void/push, the wager odds will be re-calculated using the remaining legs. For example – an SGP for “Bryce Young Over 200 Passing Yards & Carolina Panthers to Win” will be paid out as a 1-leg bet, at recalculated odds, if Bryce Young throws for exactly 200 yards (causing this leg to push).
- SGPs and SGP+s that are placed in-play (after the event has started, but before it is finished) will either be fully void/push, or recalculated, depending on the circumstances.
- In-play SGPs and In-play SGP+s will be recalculated in the following scenarios:
 - All legs in the SGP Group are void/push
 - All legs in the SGP Group are win
 - All but 1 leg in the SGP Group are void/push, and the 1 remaining leg is a win
- In-play SGPs and In-play SGP+s will be void/push if 1 or more leg is void/push and there are 2 or more remaining legs as wins (and no legs are losses).
- In-play SGPs and In-play SGP+s will be settled as Loss if any legs are losers
- There may be instances where parlays and/or SGPs and SGP+s are not accepted when there are related contingencies (i.e. where the outcome of one event is likely to affect the odds on the outcome of another event). The rejection of related contingency wagers may happen automatically at the wager placement stage. However, if such a wager is accepted in error, Underdog may settle the individual wager combinations which include two or more of the related contingency selections, as single wagers, at appropriate odds.

- **Miscellaneous**

- Underdog reserves the right in its sole discretion not to accept certain Sportsbook wagers, or to scale back the stakes (on a per user or aggregate basis).
- All references to time periods in these Rules relate to the time zone in which the event takes place. For example, a reference to the start time of a football game, relates to the local kick-off time.

- All information supplied by Underdog is done so in good faith. However, Underdog cannot accept liability for any errors or omissions in respect of any information, such as the posting of prices, runners, times, scores, results or general statistics.
- Any results or scores of which you may be advised by an Underdog employee or agent (for example during wagering in-play) are provided for guidance purposes only.
- Users are responsible for ensuring that the selection on which they place a wager is their intended selection. For example, in the case of a competitor bearing the same name as another individual not competing in the relevant event, the onus is on the user to ensure that they know which competitor is being referred to in the relevant market and to ensure that they are placing their wager on their chosen competitor.
- Please be aware that if you place related or corresponding wagers on a combination of Underdog platforms (and/ or the wagering products of other third parties), it is possible for wagers on one product to be voided in accordance with Underdog terms and conditions, while wagers on another product may stand. You should note that Underdog will have no liability to you in the event that one or more of your wagers on Underdog products are amended or voided in accordance with Underdog Terms of Use, even if your other related wagers stand (and even if you have specifically relied on wagers you have placed on one product in order to place related wagers on another product).
- Underdog may, in its sole and absolute discretion, decide to suspend wagering on a market at any time (even if such suspension is earlier than anticipated by the Sportsbook Rules). In the interests of maintaining integrity and fairness in the markets, Underdog may also void certain wagers in a market or void a whole market in its entirety.
- Underdog promotions are available at the discretion of Underdog, and Underdog reserves the right to restrict the availability of a promotion to any person at its absolute discretion.
- Underdog reserves the right, at our discretion, to perform any and all reasonable investigations on users for the purpose of verifying information about users such as source of funds, background history, and creditworthiness.

- **Cash Out**

- Cash Out availability varies and is not guaranteed. Underdog reserves the right to offer such functionality solely at its own discretion and does not acknowledge or accept any liability whatsoever if the Cash Out functionality is not available.
- Cash Out allows the customer the possibility to settle their entry early without some or all of the events on their entry having ended.
- Cash out is not available for entries placed with promotions, including but not limited to bonus funds, no sweat, or Gimme picks.
- If cashing out, promos like profit boosts and discounts will no longer apply and will not be returned to the customer.
- To successfully cash out an entry a customer must:
 - See that cash out is available on their entry within the Track → Picks → Live tab
 - Tap the button with the Cash out offer and then tap again to confirm their cash out offer
 - See a success message indicating their cash out has completed
- Once cashed out, the entry is settled and any subsequent events will have no impact on the cashed out entry or the amount returned to the customer's account.
- Entries which are cashed out will not be considered to have satisfied playthrough requirements.

- Underdog reserves the right to reverse the settlement of a Cash Out if the entry or a market is settled in error (for example, a human or technical error). If Underdog resettles an entry, this may lead to amendments being made to a customer's balance to reflect changes in entry settlement. If an incorrect Cash Out offer is presented to a customer and then accepted due to a technical fault, Underdog reserves the right to resettle the entry using the correct Cash Out offer.

Part C - Specific Sports Rules

American Football

General Rules

- - Games that are postponed prior to starting will be void unless they are played on the originally scheduled week.
 - An NFL week is defined as Thursday to Wednesday, local stadium time. (For example - NFL Week 3).
 - An NCAAF week is defined as Tuesday to Monday, local stadium time.
- If a game is suspended after starting:
 - - And Completed within 48 hours from start time:
 - All wagers will stand, and will be settled based upon the final score.
 - And Not completed within 48 hours from start time:
 - And there is more than 5 minutes remaining in the 4th Quarter at suspension, all wagers will be void (unless the outcome of the wager has already been determined. For example - a wager for Miles Sanders Anytime TD will remain a winning wager if Miles Sanders had a Rushing/Receiving TD in the 1st Quarter).
 - And there is less than 5 minutes remaining in the 4th Quarter, all wagers will stand, and will be settled at the score of the game when suspended.
- Should a game's scheduled venue be changed, all wagers placed prior to the notification of the change will be void.
- All wagers on a game that is officially deemed a forfeit will be void.
- Overtime counts for all markets unless stated otherwise.
 - All settlements are based on results and statistics provided by the relevant league's governing body.
 - We reserve the right to suspend any or all wagering on a game at any time without notice.
 - If the index (value) of a market is a whole number and the result (score) of that market lands on that number, wagers will be void and refunded (For example - If the Final Score for Panthers vs. Texans end at Panthers 24 - Texans 21, All wagers for "Panthers -3" and "Over 45 Total Points" will be voided.

Overview of Specific Markets

- - Live Wagering:

- Prices quoted are for the whole game inclusive of any overtime played.
- As the markets are in-running, we reserve the right to close the market at any time.
- When scores are displayed in running, every effort is made to ensure the accuracy of the score and game time; however, no liability is accepted for incorrect information displayed.
- Player Prop Wagers:
 - In the event of an abandoned game, all stakes are returned, unless a result is already determined through the course of play that has taken place.
 - Overtime counts for all markets, unless otherwise stated.
 - Touchdown markets are based on the player to carry or catch the ball into the endzone. If Bryce Young throws a TD to Adam Thielen, Thielen is graded as having scored a touchdown. For QB's, this would count as a passing touchdown but not an anytime touchdown.
 - For touchdown scorer market, the player must play at least one snap for wagers to stand.
 - If a player does not play a snap in the game, all selections will be voided. A few examples of scenarios in which wagers will be graded as normal and will **not** be voided include:
 - If a player is injured during the game, regardless of returning to the game;
 - If a receiver does not record a target; or
 - If a running back does not receive a carry.
 - Longest Completion/Rush/Reception - If the specified player does not record a completion/rush attempt/reception then the "under" selection will be deemed the winner for settlement purposes as long as they met the snap requirement.
 - First Touchdown/Team First Touchdown- A player does not need to have played a snap prior to the touchdown. If they play a snap in the game, their selections are active. Individuals are not credited for defensive or special teams touchdowns. Instead, Team D/ST would be graded as the winning selection.
 - Defensive Props - Includes those recorded on both Defense and Special Teams. Half sacks are counted as "over/yes" for "will a player record a sack?".
 - While included in the official stats, please note that in college football, sack yards are recorded as negative rushing yards for quarterbacks, while in the NFL they are not. If there is any discrepancy, official stat providers numbers are deemed final at all times.
 - Fewer Interceptions: Awarded to the player who totals fewer interceptions thrown for the entire game.
 - Match Passing Yards Gross – determined based on the total passing yards by both teams in the game without yards lost to sacks subtracted.
 - Match Rushing Attempts – determined based on the total number of rushing attempts by both teams in the game.
 - Team Passing Yards Gross - determined based on the total passing yards by the selected team in the game without yards lost to sacks subtracted.
 - Game High markets: Resulted on the player that totals the most of the listed statistic in the game, across both teams. If multiple players tie for the top total, they will all be graded as the high scorers.

- A safety does not count as a turnover unless noted as one in the official game stats.
 - Point Spread (Handicap) Wagering.
 - Overtime counts for match handicap Wagering.
 - In the event of a tie, stakes are refunded. In the event of a tie after overtime, all moneyline wagers will be refunded. Any event that has already been determined will be settled accordingly. For example, if a game finishes 28-28, total points will be settled at 56.
- Match Wagering:
 - Overtime counts. In the event of a tie following overtime, all stakes are refunded.
- Total points:
 - Overtime counts for all total match / team total markets.
 - In the event of total points being exactly the nominated line, all stakes are refunded unless a price for the exact amount is quoted.
- 2pt conversion made Yes/No:
 - There does not need to be an attempt for this market to be active.
- Team/Match Fumbles/Fumbles Lost
 - These are specified. Fumbles count any and all fumbles. Only fumbles lost requires a change of possession.
- Futures/Season Prop Bets:
 - Bets will be settled based on official results provided by the league. For bets to stand, the number of games deemed to be officially resulted must equal the number of games scheduled when the season begins, unless the outcome has already been unequivocally determined. Any forfeited game that is considered an official result will count towards season long bets.
 - For season long player prop bets and player award bets, the nominated player must be involved in at least one snap during the regular season game for bets to have action.
 - For the purposes of regular season win total markets, games that result in ties are to be treated as losses.
 - For Best Record and Worst Record markets, dead heat rules apply if multiple teams tie (see Dead Heat section).
 - For Last Winless and Last Undefeated markets, dead heat rules apply if multiple teams tie (see Dead Heat section). Bets are settled based on NFL Scheduling Week.
- NFL Draft:
 - The official draft list on nfl.com is used for settlement purposes.
 - For over/under draft position markets under means the player is chosen with a pick that is less than the designated number and over would be after that designated number, for example a market of 'Player A over/under draft position 3.5', if Player A is picked with the second pick of the Draft then under bets would win and over bets lose.
 - EDGE is classified as defensive lineman for settlement purposes.
 - Unless otherwise specified, all NFL Draft markets are considered all-in (see All-in section).

- Quarter and half markets:
 - For bets based on the specific quarters or halves, the entire period of play must be played unless the result is already determined, except second half markets which do include overtime if played.
 - The fourth quarter does not include overtime.

Baseball

General Rules

- - Games that are postponed for rain, weather, or any other reason, prior to starting will be void unless they are played on the originally scheduled day (local time).
- If a game is suspended after starting, bets will be graded only if the game is resumed within 36 hours of the original start time. All bets are void unless the outcome of a bet is clearly already determined before the game was suspended. (For example: Wagers for "Aaron Judge to Hit a Home Run" will be graded as winners if Judge hits a 1st inning HR and the game is suspended in the 3rd inning and rescheduled for the following week.)
- If a game is officially shortened and deemed official by the MLB (5 innings or 4.5 innings with the home team leading), after the visiting team has made 15 outs and a game is called early and the home team is leading, all bets will be graded at the point of suspension in the game.
- Should a game's scheduled venue be changed, all wagers placed prior to Official League announcement of the venue change will be void.
- All wagers on a game that is officially deemed a forfeit will be void.
- All wagers are graded based on the official results published by the relevant league's governing body (e.g. Major League Baseball).
 - Extra innings, where applicable, count for settlement purposes.
 - In the case of a suspended playoff game, all wagers will stand and be graded at the completion of the game.
- In the event that a game goes to extra innings and ends in a tie, all moneyline entries offered without a draw option will be void.

Player Props

- - For all MLB player markets, wagers will be void as per below (unless explicitly stated in market specific rules):
 - Pitcher Markets: the listed pitcher must pitch at least one pitch for a bet to stand. If a listed pitcher comes in after an opener, or any point in the game, markets are graded as win/loss/push and will not be voided.
 - Batter Markets (Hits, Runs, etc.): if the listed player does not start. Pinch Hitters, pinch-runners, and/or any other replacement player will be voided, regardless of the outcome of their plate appearance.
 - To Hit First Home Run: if the listed player does not start. If a listed player is in the starting lineup and plays the field, but is pulled from the lineup before getting a plate appearance, wagers will be settled as a loss. If a non-listed player is ruled the winner, wagers on listed qualified players are action. All wagers will be voided if no Home Runs are hit in the game.
 - Player to Record a Hit Markets: if the listed player does not start. If a listed player is in the starting lineup and plays the field, but is pulled from the lineup before getting a plate appearance, wagers will be settled as a loss.

Once a player has recorded a plate appearance, wagers on all subsequent hits markets (2+ hits, 3+ hits, etc.) will stand regardless of the number of plate appearances that player ultimately records in the game.

- **Total Bases:** Total Bases are recorded through hits. They do not include walks, HBPs, reach on errors, or fielder's choices, nor include base running. Players who get a single and score a run are given 1 TB.
- **Pitcher to Record a win:** This is YES/NO based on the stat given to the pitcher. This is not the pitchers team to win the game, this is the pitcher specifically to be given a win on their record.
- **Pitcher to have first SO/ER:** This is not based on the time in the inning. If the Yankees are hosting the Phillies, Gerrit Cole strikes out the 3rd batter in the top of the first, then Aaron Nola strikes out the 1st batter in the bottom of the first, Gerrit Cole has the first SO.
- **Batter to have first H/R/RBI/HR:** same thing, this is the batter to have the first in the game, not the first based on a point in an inning.
- **Total Bases:** counts the number of bases earned through a players hit. For example, Single = 1, Double = 2, Triple = 3 etc. Walks and Stolen bases are not included in the scoring system.
- **First Earned Run Allowed (Pitchers):** Scored as the first pitcher in the game to allow an Earned Run in the game. If a pitcher does not allow an Earned Run before they are replaced, all 'Yes' selections will be graded as a loss. This projection will only void if the specified pitcher does not start the game.
- **Strikeouts:** The total number of strikeouts a pitcher records in a game. Strikeouts refer to strikeouts recorded as the pitcher, batter strikeouts don't count.
- **First RBI (Batters):** Scored as the first batter in the game to record an RBI in the game. If no RBI is recorded in the game, all 'Yes' selections will be graded as a loss. If the specified batter exits the game without an RBI, all 'Yes' selections will be graded as a loss. This projection will only void if the specified batter does not start the game.
- **Hits Allowed:** Graded as the amount of hits a pitcher has given up
- **Walks (Batters):** Scored based on the number of times a batter was walked, based on official MLB scorekeeping.
- **First Home Run (Batters):** Scored as the first batter in the game to record a Home Run in the game. If no Home Run is recorded in the game, all 'Yes' selections will be graded as a loss. If the specified batter exits the game without a Home Run, all 'Yes' selections will be graded as a loss. This projection will only void if the specified batter does not start the game.
- **First Hit (Batters):** Scored as the first batter in the game to record a hit in the game. If no hit is recorded in the game, all 'Yes' selections will be graded as a loss. If the specified batter exits the game without a Hit, all 'Yes' selections will be graded as a loss. This projection will only void if the specified batter does not start the game.
- **Stolen Bases:** Scored based on the number of stolen bases recorded by the runner. Graded from official MLB feed.
- **First Strikeout (Pitchers):** Scored as the first pitcher in the game to record a strikeout in the game. If a pitcher does not record a strikeout before they are replaced, all 'Yes' selections will be graded as a loss. This projection will only void if the specified pitcher does not start the game.
- **First Run (Batters):** Scored as the first batter in the game to record a run in the game. If no run is recorded in the game, all 'Yes' selections will be graded as a loss. If the specified batter exits the game without a Run scored all 'Yes' selections will be graded as a loss. This projection will only void if the specified batter does not start the game.

- First Pitch of Game Strike: If the first pitch by the respective starting pitcher is a strike or foul ball or batted ball, then the projection will be graded as a "Yes", if the first pitch by the respective starting pitcher is a ball or a HBP, then the projection will be graded as a "No". In the event of a clock violation on the first pitch by either the pitcher or batter, this projection will void.
- Pitch Count: counts the amount of pitches thrown by a pitcher. This is scored in accordance with MLB's official count.
- First Pitch Velocity (MPH): the velocity in miles per hour of the pitcher's first pitch.
- Fantasy Strikeouts: The total number of strikeouts a pitcher records in a game. Strikeouts refer to strikeouts recorded as the pitcher, batter strikeouts are not counted.

Basketball

Sport Rules – NBA, WNBA, and NCAA Basketball

- - Games that are postponed prior to starting will be void unless they are played on the originally scheduled day.
 - If a game is suspended after starting:
 - And completed within 48 hours from start time:
 - All wagers will stand, and will be settled based up on the final score.
 - And Not completed within 48 hours from start time:
 - All wagers will be void (unless the outcome of the wager has already been determined). Example - if a game is suspended in the 3rd Quarter and not rescheduled, a wager for LaMelo Ball Over 29.5 Points will be graded a winner if LaMelo Ball has 30 points at the time of the suspension. All wagers not unequivocally settled at the time of suspension will be void, regardless of whether the governing body (NBA/NCAAB) declares an official winner.
- Should a game's scheduled venue be changed, all wagers placed prior to the notification of the change will be void.
- All wagers on a game that is officially deemed a forfeit will be void.
 - Wager settlement is based solely on results and statistics provided by the relevant league's governing body (www.nba.com, www.ncaa.com, <http://www.wnba.com>) and their official data supplier.
 - The void rule applies for all markets where a draw/tie price is not offered.
 - Overtime counts for all markets unless otherwise stated.
 - All outright markets, unless otherwise stated, include playoffs. Any official governing organization tie-breaks where applicable are included in settlement.
 - Where a season or tournament is unexpectedly shortened all futures markets/wagers will be settled in accordance with the official ruling of the relevant governing body so long as the ruling is made within 90 days after the scheduled completion date; or unless the outcome has unequivocally been determined prior to the interruption of the season.

Overview of Specific Markets – NBA, WNBA, and NCAA Basketball

- - Quarter/Half Markets: The entire period of play must be completed for wagers to stand.

- Quarter/Half Markets: Resulted on score for relevant quarter - overtime does not count.
- Home team/Away team total points: Resulted on score at the end of the game, inclusive of overtime.

Player Props – NBA, WNBA, and NCAA Basketball

- First Basket Markets: Resulted on the first score of the game, inclusive of free throws, as per official NBA/NCAA box score. Should a player listed not start the game, all wagers on the player selected will be void (otherwise wagering is all-in). In the event of a tie at the end of the first quarter, First Basket / First Quarter Double wagers are resulted as a loss.
- The First Team Basket: Scorer will be the first scorer from each team; Should a player listed not start the game, all wagers on the player selected will be void (otherwise wagering is all-in).
- Method of First Basket: All Rules relating to "First Basket Markets" apply. The market will be settled according to the official nba.com/ncaa.com play by play description.
- Game Props: Player most points/rebounds/assists/etc.: Wagers placed on this market will be settled on the player who makes the most of the relevant quoted statistic. In case two or more players tie, dead heat rules apply. Should a player listed not take part in the game, all wagers on the player selected will be void. Otherwise, all wagers are action. Wagers are All-In, meaning should a player not listed in the market make the most of the relevant quoted statistic, then all wagers shall be settled as a loss.
- Half/Quarter markets: Bets are void if player does not appear at any point in the game. Bets stand if the selected player appears in the game but not in the selected period.
- Double Doubles: Player is required to record a stat value of 10 or more in at least two of the following statistics: points, rebounds, assists, steals, blocks.
- Free Throws Made: Resulted on the total number of free throws made by the selected player during the game, including overtime.
- Game High Scorer: Awarded to the player that scores the most points for the entire game across both teams. If multiple players tie for the top score, they will all be graded as the high scorers and paid out accordingly. Dead heat rules apply.
- Team High Scorer: Awarded to the player that scores the most points for his respective team throughout the entire game. If multiple players tie for the top score, they will all be graded as the high scorers and paid out accordingly.
- Triple Doubles: Player is required to record a stat value of 10 or more in at least three of the following statistics: points, rebounds, assists, steals, blocks.
- Turnovers: Resulted on the total number of turnovers by the selected player during the game, including overtime.
- Field Goals Attempted: Graded as the number of Field Goals attempted in a game by the selected player.
- Cumulative projections: Any projection joined by the plus (+) symbol means that that pick is a combination of those stats. "Points + Rebounds + Assists" for example is the combination of all 3 stats.

Sport Rules - European/Other Basketball

- The rules in this section apply to FIBA tournaments, European, Australian, Central American, South American, African, Asian Basketball Competitions, as well as The Basketball Tournament, Big3 Basketball and any other basketball.
- Bets will be settled according to the result declared by the relevant governing body at the end of the match (including any overtime played). In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

- Should play be suspended in any game and subsequently not fully completed within 48 hours of the original scheduled start time, all wagers will be void unless the outcome of a specific market or selection has already been pre-determined. If the event is not completed within 48 hours and/or not completed at all, but the governing body declares a winner, wagers will still remain voided unless pre-determined.
- Should a match be abandoned, all markets will be voided unless the outcome has been unequivocally decided.
- In the event that a game does not begin on the scheduled start date and is postponed (using time-zone of the original scheduled venue) all wagers will be void unless the game is played within 48 hours.
- In the event that a match finishes in a tie and overtime isn't played, Match betting and Normal Time Match Betting (2 way) will be settled as void. "Will there be Overtime" markets will be settled as Yes.
- In the event that a match does not finish in a tie, but overtime is played for qualification purposes, the markets will be settled according to the result at the end of regular time.
- All outright markets, unless otherwise stated, include playoffs and any official governing organization tie-breaks where applicable.

Overview of Specific Markets

- Match betting, total points, point spread (handicap) betting & odd/even: Resulted on score at the end of the game, inclusive of overtime.
- Quarter/Half Markets: The entire period/half of play must be completed for bets to stand.
- Quarter Markets: Resulted on score for relevant quarter - overtime does not count.
- Second Half Markets: Resulted on score for second half - overtime does not count.
- Highest Scoring Markets: Should two or more quarters/halves result in the same high score, Dead Heat Rules will be applied. Overtime does not count.
- "Will there be overtime?": Market will be settled as yes if, at the end of regular time, the match finishes in a draw, regardless of whether or not overtime is played.
- Double Result (Halftime/Fulltime): Resulted on score at half time and full time, (exclusive of overtime).
- Home team/Away team total points: Resulted on score at the end of the game, inclusive of overtime.
- "Race To X" Markets: Resulted on the team to achieve the specified total in the specified period first. A 'neither' selection is offered. Overtime doesn't count for these markets.
- Highest Scoring Half: For settlement purposes, the second half is inclusive of overtime.
- Series Markets: A series must come to a natural conclusion for bets to stand.
- Last point market: Is settled on the last point at the end of the game, inclusive of overtime.

Player Props

- First Basket Markets: Resulted on the first score of the game, inclusive of free throws, as per official box score provided by the relevant leagues governing body. Should a player listed not start the game, all bets on the player selected will be void (otherwise betting is all-in). In the event of a tie at the end of the first quarter, "First Basket / First Quarter Double" bets are resulted as a loss.
- The First Team Basket: Scorer will be resulted on the first scorer from each team. Bets will result by the play by play information provided from the relevant leagues governing body. For Example: "First Hornets Scorer" will be settled after the first point is

scored for the Hornets. Points scored from the opposing team will not be considered.

- Player Performance Markets: All bets stand once a player takes the court, irrespective of game time played. All totals are inclusive of overtime. If one of the players doesn't see any game time, then all bets on that market will be void.
- Player Performance Markets offered in-play/during half time: Bets on this market refer to the quoted statistic recorded by a named player for the whole match (including overtime). If a player doesn't see any game time, then all bets on that player will be void.
- Player Match Bets: Bets on this market refer to the quoted statistic recorded by a named player by the end of a match (including overtime). If one of the players doesn't see any game time, then all bets on that market will be void.
- Team: Player most points/rebounds/assists: Bets placed on this market will be settled on the player who makes the most of the relevant quoted statistic. In case two or more players, tie dead heat rules apply.
- Competition: Player most points/rebounds/assists: Bets placed on this market will be settled on the player who makes the most of the relevant quoted statistic at the end of the competition excluding playoffs, unless otherwise stated. In case two or more players, tie dead heat rules apply. Rule 4 deduction won't apply.
- Series Points, Rebounds, Assists, Steals and Blocks match bet: A series must come to a natural conclusion for bets to stand. Overtime counts for settlement purposes. In case two or more players tie, dead heat rules apply.

Cricket

- All markets will be settled according to the statistics and results provided by the relevant governing body or league's official statistical provider. If not available, espnccricinfo.com will be used as a source for resulting.
- Cricket matches are shortened using the limited overs method (DLS), which reduces the target score. If the game is shortened due to any circumstance, all selections will be voided.
- For example: if a 20-over match is shortened to 15 overs, each team will have 15 overs to bat instead of the intended 20. This would result in projections being voided.
- If a batter faces a delivery, their selections will be graded normally. If a batter does not face a delivery, their selections will void.
- Moneyline - This will be settled based on the official results provided by the relevant governing body or league's official statistical provider. If not available, espnccricinfo.com will be used as a source for resulting. In the event of a Tie in a Test Match, Moneyline will be void. For clarity, a tie is different to a Draw.
- 1st Inning Runs - the first inning can span multiple days, if it's a test match
- Runs - A run is scored each time both batters cross and reach the creases at opposite ends, as well as when a batter hits a Four or a Six. Runs will be given to the batter that hit the ball.
- Byes and Leg Byes are not counted towards a batter's score, nor are extras of any kind (wides, no balls).
- Fours - If the batsman hits the ball and it goes past the boundary line after hitting the ground, a Four is recorded.
 - Fours run between wickets, where the ball doesn't reach the boundary, do not count as 'fours'
- Sixes - If the batsman hits the ball and it goes past the boundary line without hitting the ground, a Six is recorded.
 - Sixes run between wickets, where the ball doesn't reach the boundary, do not count as 'sixes'
- Wickets Taken - Only graded if a player with a Wickets Taken projection participates as a bowler in the specified match. If the specified player does not bowl a ball in the match, the projection will be void.

Esports

- Esports are scored for a specified duration of the match, ex. "map 1."
- If a game does not start at the officially scheduled start time of posting - or starts and is then suspended or delayed due to any deferral, but the newly scheduled start time is within 36 hours of the original scheduled start time - the picks will grade.
- If the newly scheduled start time is 36 hours or more after the original scheduled start time, all picks will void.
- If an individual map or partial series is played for individual map projections or partial series projections, the picks will grade regardless of if later maps in that series are suspended or delayed to any time.
- CS2 / Valorant - A player must play in each map of their selection and a total of over 50% of their selection to be considered active.
- LoL / Dota / CoD / Halo - A player must play in all games/maps stated in their projection to be considered active.
- Map 1 / Game 1 will always represent the first map scheduled to be played in any situation.
- For all esports, if there is a forfeit during the time specified in the player pick, all picks for that match will result in a Void.
- * For LoL, there is no overtime. Non-guaranteed maps in a series are NOT considered overtime. Projections are only for the maps listed. In a Maps 1-2 projection, Map 3 does not count for example. For CS, Overtime stats in the maps for the player's projections DO count towards a player's projection. Overtime is defined as rounds going past the 24th round in an individual map.
- Deaths are considered to be any time a player dies during or after a round ends, before the reset. This includes team kills and self kills,
- Kills are considered to be any time a player kills an opponent during or after a round ends before the reset. Team kills and self kills are not included, but also DO NOT count as -1.
- If 'Chronobreak' is used to return a map to an earlier state, all markets will be settled based on events after the point at which the map clock was reverted back to. In game events which occurred during a period which was replayed as a result of a chronobreak will not count for settlement purposes.

Ice Hockey

US Ice Hockey (General)

- - Games that are postponed prior to starting will be void unless they are played on the originally scheduled day.
 - If a game is suspended after starting:
 - And is completed within 48 hours from start time:
 - All wagers will stand, and will be settled based upon the final score.
 - And is Not Completed within 48 hours from start time:
 - All wagers will be void (unless the outcome of the wager has already been determined). Example - if a game is suspended in the 3rd Period and not completed within 48 hours, a wager for "Sebastian Aho to score a Goal" will be graded a winner if Aho had a goal prior to the time of the suspension. All wagers not unequivocally settled at the time of suspension will be void, regardless of whether the governing body (NHL) declares an official winner.
- Should a game's scheduled venue be changed, all wagers placed prior to the notification of the change will be void.

- All wagers on a game that is officially deemed a forfeit will be void.
- All settlements are based on results and statistics provided by the relevant league's governing body (www.nhl.com, www.ncaa.com).
- All markets will be settled inclusive of overtime (including any subsequent shootout) unless explicitly stated to be settled on 60 Minutes or Regulation Time.
- In the event of a shootout, the winning team will be credited with one goal. This counts for all markets where applicable.
- Where a season or tournament is unexpectedly shortened, all futures markets/wagers will be settled in accordance with the official ruling of the relevant governing body so long as the ruling is made within 90 days after the scheduled completion date; or unless the outcome has unequivocally been determined prior to the interruption of the season.

Overview of Specific Game Markets (US Ice Hockey)

- Moneyline/Puck Line/Total Goals/Alternates - Includes overtime and any subsequent shootout for settlement purposes. In the event of the total being the exact index quoted, wagers will result in a push.
- 60 Minute Markets - Where indicated 60 minute markets exclude overtime and shootout goals. If the game goes to overtime, the "tie" selection will be the winner.
- Total Goals (Flat Line) - Settled on the total goals scored during a game. If the result is equal to the quoted index, wagers will be voided.
- Period Markets - Settled on the exact score of the specified period. For settlement purposes the 3rd period does not include any overtime played.
- 1st/2nd/3rd Period Moneyline - Settled on the final score of the listed period only. If the score is a tie, wagers will be voided.
- Highest Scoring Period/Team Highest Scoring Period - Settled on which period has the most goals scored. This market has a "Tie" selection and in the event of 2 or more periods having an equal number of goals scored, the "Tie" is the winning selection. For settlement purposes - the 3rd period does not include OT or Shoot-outs.
- Total Goals/Odd/Even - Settled on whether the final number of goals scored is an odd or even number. For settlement purposes 0 goals is considered even. This market does not include OT or Shoot-out for settlement purposes.
- 60 Min Team to Score 1st/Last Goal - Markets settled by which team scores the listed goal in the game. If the game has 0 goals scored in regulation, the "None" selection will be deemed the winner.
- Period X Team to Score 1st/Last Goal - Markets settled by which team scores the listed goal in respective period. If the period has 0 goals scored, the "None" selection will be deemed the winner. 3rd Period does not include OT or Shoot-Outs.
- Team to Score xth Goal - The winner will be the team to score the specified goal number first. Market contains a "None" selection and if the specified goal is not scored, then that selection will be the winner. This market is settled on the basis of 60 minutes of play only and does not include overtime or shootouts.
- Goal Scored in the first 5/10 Minutes of Quoted Period - For settlement purposes the First 5 Minutes of a hockey period are 00:00 - 04:59 of elapsed time and the first 10 minutes are 00:00 - 09:59 of elapsed time.
- Any of the listed games does not fully complete the necessary 55 minutes required to have action.
- In the event that multiple games have the same number of goals scored, the dead heat rule will apply (See Dead Heats).

- All markets are subject to their respective pre-match rules for the purposes of Live Wagering.

Overview of Player Prop Markets (US Ice Hockey)

- - Players must receive time on ice per the governing body box score to be considered as action. If a player does not receive any time on the ice, then all wagers on the player will be void. Once they have one second of ice time, markets are active.
 - All proposition markets are graded on the inclusion of regulation and overtime, unless otherwise explicitly stated that markets are for a specified period or 60 minutes. Player Shootout attempts/stats do not contribute unless the market specifically states shootouts.
 - Goals against goalies only include goals they are on the ice for. Empty net goals do not count.
 - Markets such as shots on goal and blocked shots can often be subjective. Official stat provider results are deemed final at all times, and things such as video clips sent to support will not change grading.
 - Time on Ice: The total amount of time a skater played during the game (overtime is NOT included). Time on Ice will be scored as a decimal (.5 indicates 30 seconds). If a player is on the ice for 14 minutes and 14 seconds, he will grade as 14.23. If a player plays 14 minutes and 30 seconds, he will grade as 14.50.
 - Cumulative projections: Any projection joined by the plus (+) symbol means that that pick is a combination of those stats. With 'Points' (as mentioned above) already being a cumulative projection.

Soccer

General Information

- - For soccer betting, the team listed first is the Home Team, unless the game takes place in a neutral venue. For settlement purposes, the first team listed will still be considered the Home Team in this case.
 - Markets will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result.
 - For statistic related markets, the definitions provided within the “terminology” section will be used to determine the settlement of any bets which are placed on:
 - Shots/Shots on Goal Markets
 - Assists Markets
 - Tackles Markets
 - Cross Markets
 - Pass Markets
 - Goalkeeper Save Markets
 - Underdog reserves the right to settle the above markets in accordance with the definitions if there are disputes on official league data.
 - All bets on soccer are automatically settled on the basis of 90 minutes play unless otherwise stated for that particular market. 90 minutes play includes time added on by the referee for stoppages.

- Domestic leagues and competitions, UEFA competitions, and international competitions scoring are based on official league stats provided by Opta Stats unless otherwise stated. World Cup scoring is based on official league stats from Opta Stats.
- Settlement will be at the price prevailing at the time the bet was placed and confirmed. Dates and kick-off times of matches shown on our app are for guidance purposes only.
- Underdog reserves the right to void or stand any bet inadvertently accepted after the betting has closed or where the event was resolved or at a stage where the customer could have any indication of the outcome.
- There is a small possibility that we will inadvertently offer soccer bets in respect of which it is impossible for the outcome to occur (for example, we continue to offer bets on a player to be the first goal scorer in a match after that player has been substituted). While we have implemented systems which aim to prevent this from occurring, in the small number of circumstances where it does, Underdog will void the bets in question (and return the relevant stakes to customers accordingly).
- For head to head markets where there is a draw/tie option offered, if the market ends in a tie, bets on all other selections will be losers.
- A player must start a game for their projection to be scored. If a player does not start a game, their projection will void.

Abandoned, Postponed, Venue Changed or Unplayed Matches

- - If a match is postponed past the original date, all undetermined bets will be voided.
 - If the venue of a match is other than what is indicated on our app, the bet will stand provided the match has not been switched to the opponent's ground, in which case the match will be declared void. Notwithstanding this rule, in major international tournaments (e.g. World Cup, European Championships), all venues will be deemed neutral. If the scheduled venue of a match is changed, including if the venue changes to a new venue in a different country, all bets will stand.
 - If a match starts but is later abandoned, all undetermined bets will be voided as long as the match is not played to a finish before midnight local time on its scheduled date.

Terminology

- - "Normal Time" refers to the full length of a game (usually 90 mins plus additional time added on by the referee for stoppages) and excludes any extra time or penalty shootout.

Futures/Season Prop Bets:

- - Bets will be settled based on official results provided by the league. For bets to stand, the number of games deemed to be officially resulted must equal the number of games scheduled when the season begins, unless the outcome has already been unequivocally determined. Any forfeited game that is considered an official result will count towards season long bets.
 - For season long player prop bets and player award bets, the nominated player must be involved in at least a minute during the regular season game for bets to have action.
 - For the purposes of "Regular Season Win Total" markets, games that result in ties are to be treated as losses.

- For “Best Record” and “Worst Record” markets, dead heat rules apply if multiple teams tie (see Dead Heat section).

Overview of Specific Markets

- - Goalscorer Markets
 - First/Last Goalscorer
 - Own goals do not count for settlement of “First/Last Goalscorer” bets. If any goal is an own goal, the result of the following goalscorer market will count for the settlement of the original one (e.g. Second goal of the game is an own goal. The scorer of the third goal will be settled as the winner for both the second goal scorer and third goalscorer markets.) If the last goal of the game is an own goal, then the second to last goal of the game will be considered the winner for the “Last Goalscorer” market.
 - Every effort is made to quote the “First/Last Player to Score” odds for all possible players. However, odds for other players are available on request and will count as winners if they score the first/last goal even if they are not named in our lists and non-winners will be deemed ‘losers’.
 - In the event of a dispute over the award of a goal for “First/Last Goalscorer” or any other goalscorer markets, settlement will be in accordance with the result given by the governing body of that league within 48 hours of the final whistle (Underdog standard settlement process). Any subsequent changes to the result will be ignored for settlement purposes.
 - Anytime Goalscorer
 - Goals scored in normal time plus additional stoppage time only count for this market. Goals scored in extra time or in a penalty shoot-out do not count.
 - Own goals do not count for settlement of “Anytime Goalscorer” bets.
 - All below markets also abide by the rules outlined above:
 - To Score 2 or More
 - To Score A Hat-trick
 - First Team Goalscorer
 - To Score And Win
 - To Score First Or Second
 - To Score First and Second
 - To Score in First Half
 - To Score in Second Half
 - To Score in Both Halves
 - To Score in First 20 Minutes
 - To Score in Last 20 Minutes
 - Assist Markets
 - An assist is defined as the final touch from a teammate, which leads to the recipient of the ball scoring a Goal. If the assist is deflected by an opposition player, it must be deemed as traveling to the Goal-scorer irrespective of

the deflection. In the event of an own Goal, direct free kick Goal and direct corner Goal, an assist will not be awarded. This same rule applies to penalties unless the penalty taker chooses to pass the ball for another player to score.

- Spread Betting (3-way)

- For the purpose of deciding results on spread betting, the actual score of the match (Team A v Team B) is adjusted for the spread. If Team A or Team B are selected, then the spread adjustment applies to the goals scored by that team. If the draw is selected, then the spread adjustment applies to Team A.
- For example, spread markets are shown as:
 - Team A (-1)
 - 4.5 Draw (-1) 4
 - Team B (+1) 1.53
- If Team A wins by 2 or more goals then all bets on Team A (-1) will be winners. Bets on the Draw (-1) and Team B (+1) will be losers (e.g., Team A wins 2-0 so becomes Team A 1-0 after the -1 adjustment so Team A are the spread winners).
- If Team A wins by exactly 1 goal, then all bets on Draw (-1) will be winners. Bets on Team A (-1) and Team B (+1) will be losers (e.g., Team A 1-0 becomes 0-0 after the -1 adjustment to the home team so it's a spread draw).
- If the match ends in a draw or Team B wins by any number of goals, then all bets on Team B (+1) will be winners. Bets on Draw(-1) and Team A (-1) will be losers (e.g., Team A 1-1 Team B becomes Team A 1-2 Team B after the +1 adjustment to Team B so Team B are the spread winners).

- Tie/Draw No Bet

- A 2-way money line market where bets are void if the game ends in a tie after normal time.

- Time of X Markets

- Bets on "Time of the First/Last Goal", "Time of First Corner", and interval bets will be settled as the time shown by the official league data provider.
- For "Time of First Corner" market, the time that the corner is taken will count.
- In the event of a dispute, the decision of the official league data will be final.
- The 1st minute is defined as between 00:00 & 00:59 and so on for every other minute of the game.

- X - Y Minute Markets

- "Goal Scored X - Y" markets are defined as betting on whether there will be a goal scored by one of the teams within the time period X - Y (inclusive) of the event's match clock. Only goals scored within that timeframe will count for settlement.
- "Corner Awarded X - Y" markets are defined as betting on whether there will be a corner awarded to one of the teams within the time period X - Y (inclusive) of the event's match clock. Only corners taken within that timeframe will count for settlement.

- Number of Goals

- These are known as special spreads.
- Bets on number of goals include own goals.

- In the event of an abandoned match all bets on special spreads will be void unless the maximum quote has been obtained. For example, should a customer bet 12 or more corners in a match and that match is abandoned when 13 corners have already been taken then that bet is a winner with all other bets on corners losers.

- Corner Markets

- Bets on "Number of Corners" refers to number of corners taken and not corners awarded.
- For "Time of Corner" markets, the time that the corner is actually taken will count and not the time it was awarded.
- For "Odd or Even" corner markets, 0 is counted as an even number.
- Markets for "Race to X Corners" will be settled on whatever team reaches "X" corners first. E.g. Race to 3 Corners will be settled on the first team to take 3 corners in the match.

- Shots on Target

- For any bets involving a given player to achieve a number of shots on target, the final determination of the number of shots on target will be made by Underdog, using the definitions below. A shot on target is defined as any goal attempt that:
 - Goes into the net regardless of intent; or
 - Is a clear attempt to score that would have gone into the net but for being saved by the goalkeeper or is stopped by a player who is the last-man with the goalkeeper having no chance of preventing the goal (last line block).
 - Shots directly hitting the frame of the goal are not counted as shots on target, unless the ball goes in and is awarded as a goal.
 - Shots blocked by another player, who is not the last-man, are not counted as shots on target.
- All "Shots on Target" bets are settled on the basis of 90 minutes' play (plus injury time) unless otherwise stated.

- Player in Each Half Rules

- You are betting on a nominated player to achieve the stated stipulation in both the first half and second half.
- If the nominated player achieves the stated stipulation in the selection, then the selection will be settled as a winner (e.g. if the selection is Harry Kane to have 1 or more assists in each half and he has an assist in the first half and an assist in the second half, this would be settled as a winner).
- If the nominated player plays no part in the first half of the match, or indeed any part of the match, then the selection is void (e.g. if the selection is Harry Kane to score 1 or more goals in both halves and Harry Kane is a substitute, but comes on during or after half time, or plays no part whatsoever, the selection would be void).
- If the nominated player plays any part of the first half and fails to achieve the stated first half stipulation, then the selection is a loser regardless of the duration of their participation in either the first or second half (e.g. if the selection is Harry Kane to have 1 or more shots on target in each half, and he starts the match/comes on during the first half and fails to register a shot on target during the first half, this selection will be a loser regardless of his participation in the second half).
- If the nominated player plays any part of the first half and does achieve the stated stipulation, but is subsequently withdrawn before or during half time and plays no part in the second half, then this selection will be void (e.g. if the selection is Harry Kane to score 1 or more goals in each half and assist 1 or more goals in each half, and he scores AND assists in the first half but is withdrawn before or during half time i.e. plays no part

in the second half, then the selection is void. In this instance however, if he scored but didn't assist in the first half, the selection would be a loser).

- Extra Time Markets
 - Extra time markets refer only to the 30 minute period of extra time plus any time added by the referee for stoppages (minutes after 45:00 in first half and after 90:00 in second half). For settlement purposes, this is essentially treated as a new game, and stats (goals, corners etc.) start at zero here. Goals scored in penalty shootout do not count for settlement purposes.
- Match Penalty Markets
 - Refers only to penalties scored in Normal Time. Penalties scored in extra time or penalty shootouts do not count here
- Penalty Shootout Markets
 - Refers to results of penalty shootout only. Penalties scored in normal time or extra time do not count here.
- Shot Attempted - any shot taken by a player (blocked, off-target, or on target).
- Chance created - the final pass leading to a recipient having an attempt at goal.
- Clearance - this is a defensive action where a player kicks the ball away from his own goal with no intended recipient.
- Crosses - any intentional played ball from a wide position intending to reach a teammate in a specific area in front of the goal, from set pieces, open play, and long corners.
- Top X Finish
 - Refers to team finishing in top X positions of league table in regular season play, excluding any subsequent playoff matches. If the bet is for the Top 4 finishers, the top 4 teams would be deemed winners.
- Stages of Elimination
 - Refers to the round of the tournament at which a team is eliminated. E.g. If a team is defeated in the quarter final, the "Quarter Final" selection would be the winner.
- Tournament Markets
 - Top Goalscorer: Which player will score the most goals in the tournament. Should players tie on the same number of goals, dead heat rules will apply. Goals scored in a Penalty Shootout are NOT included in final goal totals.
 - Golden Boot: The Golden Boot award is given to the player who has scored the most goals. If more than one player is tied at this stage, ties are broken by another criteria and will be settled in line as per official governing body rules on the award. Goals scored in a Penalty Shootout are NOT included in final goal totals.
 - Winner/Top Goalscorer Doubles: Which player will score the most goals in the tournament and which team will win the tournament outright. Should players tie on the same number of goals, dead heat rules will apply.
 - Name the Finalists: Which two teams will play each other in the final of the tournament.
 - Straight Forecast: Which teams will finish 1st and 2nd in the tournament - in the exact order.
 - Reach the Final/Semi Finals/Quarter Finals: Team to reach the stated round of the tournament.
 - Runner Up: Which team will lose the final and finish in 2nd place.

- Winner Double Chance: Either of 2 named teams to win the tournament.
- Winning Group: Which group will produce the winner of the tournament.
- Winning Confederation: Which confederation will the winning team represent, i.e., UEFA, CONCACAF, etc.
- Eliminated in Round of 16/Quarter Finals/Semi Finals: Team to reach the stated round of the tournament but fail to qualify for the following round of the tournament.
- Highest Scoring Team: Team to score the most goals in the tournament. Dead heat rules apply. Goals scored in a Penalty Shootout are NOT included in final goal totals.
- Lowest Scoring Team: Team to score the fewest goals in the tournament. Dead heat rules apply. Goals scored in a Penalty Shootout are NOT included in final goal totals.
- Best Player of the Tournament: Which player will the official governing body announce as the best player of the tournament.
- Best Young Player of the Tournament: Which player will the official governing body announce as the best young player of the tournament.
- Top Team Goalscorer: Which player will score the most goals for their stated team in the tournament. Should players tie on the same number of goals, dead heat rules will apply. Goals scored in a Penalty Shootout are NOT included in final goal totals.
- Group Outrights:
 - Group Winner: Which team will win/finish top of the stated group.
 - To Qualify From Group: Team to qualify from the group and progress to the next round of the tournament.
 - Group Runner Up: Which team will finish second/runner up of the stated group.
 - Group Finish 3rd: Which team will finish in third place of the stated group.
 - Group Bottom: Which team will finish in bottom/last place of the stated group.
 - Group Straight Forecast: Which teams will finish 1st and 2nd in the group - in the exact order.
 - Group Dual Forecast: Which teams will finish 1st and 2nd in the group - in any order.
 - Group Quadcast/Exact Order: Which teams will finish in 1st, 2nd, 3rd, and 4th place in the exact order.

Tennis

Games/Matches

- If any market does not reach its natural conclusion (e.g. the end of a game/point for a game/point market via disqualification or retirement/walkover), bets will be void unless the market has already been determined, or unless otherwise stated. In the event of a retirement, walkover, or disqualification after the start of the match, the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
- Bets will be void in the event the statutory number of sets is not completed (e.g. retirement, disqualification or cancellation) or changed, unless the market has already been determined, or unless otherwise stated.
- In any of the following circumstances, all bets will stand:
 - A change of venue

- A change from indoor court to outdoor court or vice versa
- A change of surface (either before or during a match)
- A delay in start of a match
- Suspensions, as long as the play is resumed and the match is completed.
- In the event a player/team is disqualified after the start of the match, the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. Bets stand if the statutory number of sets is changed.
- If a player retires injured in the 3rd set, all bets to win the 1st and 2nd sets will stand.
- Spreads: Predict the winner of the set/match applying the given spread. A super tie break is considered as one set for settlement purposes.
- Totals or over/under bets: refer to the total number of games/sets played. Win/loss is determined by the number of games/sets accumulated by both players, unless otherwise stated. A tie break is considered as one game for game bets. A super tiebreak is considered as one game for game bets and one set for set bets. In the event that the total is exactly equal to the betting line, then all bets on this offer will be declared void.
- A super tie break is not considered as a tie break for bets on "Total Tie Break".
- All bets on "First Player to Win X Games", "First Break", and "Player to Win First Point/Game" that are placed after the coin toss will be void.
- All "Total Aces" and "Total Breaks of Serve" bets will be void in the event the statutory number of sets is changed. In the event a match is not completed because of a player retirement or disqualification, all bets will be void.
- In the event the point is awarded by the umpire as a penalty point, all "Point Winner" and "1st Point Winner" bets will be void.
- Tie breaks do not count as service games.
- If players finish with the same first-serve percentage, all bets on "Highest First-Serve Percentage" will be graded as a loss.
- Service games lost - Number of games a player loses while serving.
- Breakpoints won - Number of games a player wins while their opponent is serving.
- Games won/lost - Set tie-breakers won/lost count towards "games won/lost". For example, if a player wins a match by a score of (7-6, 7-6) then they would be scored as having 14 games won and 12 games lost while their opponent would have 12 games won and 14 games lost.

Futures

- - For futures bets, bets are void if the player selected does not start the 1st round of the tournament.
- Predict from which quarter or half the winner of the tournament will come from: All players taking part in the tournament are divided into 4 groups (quarters), with one of the top 4 seeds in each quarter.
 - Winning Quarter: choose from which quarter the winning player will come from (e.g. 1st, 2nd, 3rd, 4th).
 - Winning Half: choose from which half the winning player will come from (e.g. top or bottom).

Golf

General Rules

- If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 72 hours. If the postponement lasts more than 72 hours, all pending wagers will void.
- If a tournament is postponed, bets will stand if the event is completed in the calendar year, otherwise they will be void.
- If a golfer withdraws before the start of a tournament then all bets on that participant will be void.
 - - Bets stand once the player has teed off the first hole.
- Tournament bets will only be settled if 36 or more holes have been completed and an official result has been declared. Should 36 holes not be completed then all bets on that event will be void except markets that have already been decided i.e., "First Round Leader", etc.
 - - Tournament bets placed after the last shot of the previous round will be void in the event that the following round is never played (i.e., If a tournament is considered final after 54 holes, all wagers AFTER the 54th hole is complete will be void).
- If a Tournament/Round is restarted from the beginning, all bets placed after the official off time will be void, except on markets which have been unconditionally determined, which will stand.
- For all 'lie related' markets (e.g., Closest to the Pin, Number of Greens in Regulation, etc.) - the lie will be determined using league official data.
- For all markets related to a single shot, bets will be voided if that shot does not take place.

Settlement

- All settlements are based on the statistics and results provided by the official website of the league's governing body or league's official statistical provider, unless otherwise stated.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support bet settlement.

Outright Winner

- In the event of a play-off, the result of the play-off will determine the winner of the tournament
- 2 Balls and 3 Balls
 - In 2/3 ball betting the winner will be the player in the pairing or group with the lowest score over 18 holes.
 - Should a player in the 2/3 ball not tee-off all bets in that 2/3 ball are void. However, should a player retire during the round after completing a stroke, they will be deemed to have played.
 - If a player posts a score but is later disqualified, all bets will be settled on the score that the player initially signs for that round. Signing of the card is deemed as the official score and subsequent disqualification or amendment of result will be ignored for settlement purposes.
 - If odds for a tie are offered in 2 ball betting, in the event of a tie bets on both players are losers and bets on the tie are winners.
 - Any tournament that applies the stableford scoring system, the highest point scorer during the round will be deemed the winner.
 - Should all players fail to complete the round then all bets will be void.

Mythical 2-balls:

- In 'mythical 2 ball' betting the player/group with the lowest score over 18 holes is the winner.
- Should a player in the 2 ball not tee-off, all bets in that 2 ball are void. However, if a player starts their round but withdraws or is disqualified during any part of the round, they are deemed to be a loser.
- If a player posts a score but is later disqualified, all bets will be settled on the score that the player initially posts for that round.
- If odds for a tie are offered in mythical 2 ball betting and in the event of a subsequent tie, then bets on both players/groups are losers and bets on the tie are winners
- Any tournament that applies the stableford scoring system, the highest point scorer during the round will be deemed the winner.

End of Round Leader

- Lead After X Round and Win:
 - - Settlement is based on a player leading after the selected Round (ties included) and winning the tournament.
 - All 72 holes must be completed. In the event of a reduction in the number of Rounds/Holes played all bets will be made void.
- Wire to Wire Winner:
 - - Settlement is based on a player leading after Rounds 1, 2 and 3 (ties included) and winning the Tournament.
 - All 72 holes must be completed. In the event of a reduction in the number of Rounds/Holes played all bets will be made void.

Top X Finish (Top 5/10/20/etc.)

- Players must complete at least one stroke for bets to stand.
- Finishing position is decided by result posted by the governing body of that tournament (i.e., PGA Tour, DP World Tour).
- If a player is disqualified, retires injured, or withdraws they will be deemed to have finished last.
- Should 36 holes (or 54 holes in the case of a 3 Round cut) not be completed, all bets on this market will be void.

Top Player Betting (e.g. Top US Player, Top European Player) & Tournament Group Betting

- In "Top Player" betting, the winner will be the player with the highest placing at the end of the tournament.
- If all listed players in a given market miss the cut, the player with the lowest score at the cut will be deemed the winner.

Tournament match betting (Head to Head)

- In Tournament match betting, the winner will be the player with the highest placing at the end of the tournament.
- Players must complete at least one stroke for bets to stand.
- If both players miss the cut, the one with the lowest score will be deemed the winner.
- If a player withdraws or is disqualified after making the cut when his opponent has already missed the cut, the disqualified or withdrawn player is deemed the winner.
- If a player withdraws or is disqualified before the cut is made, the other player is deemed the winner.

- In the event of a tie in tournament match betting, stakes are refunded if no tie option is given.

Tournament Group Betting

- In tournament group betting, the winner will be the player with the highest placing at the end of the tournament. Players missing the cut will be eliminated. If all listed players miss the cut, the player with the lowest score at the cut will be deemed the winner.
- Players must complete at least one stroke for bets to stand.
- In the event of a listed player being withdrawn prior to the first round, the market will be void.

To Make/Miss the cut

- Players who are disqualified or withdraw before they complete 36 holes (or 54 holes in the case of a 3 Round cut) are deemed to have missed the cut.
- Players who are disqualified or withdraw after the cut will be deemed to have made the cut.
- If there is more than one cut in a tournament, settlement will be based on whether the player has made or missed the first cut.
- Should 36 holes (or 54 holes in the case of a 3 Round cut) not be completed, all bets on this market will be void.
- Bets on players to make/miss the cut will be settled on the official result posted on the tour sites.

Matchplay Markets

- For all matchplay markets (e.g., individual matches in the WGC Match Play or Ryder Cup), if the match is tied after 18 holes then:
 - - If the tournament allows for sudden death or playoff hole(s), then the market will be settled on the result of the sudden death or playoff hole(s); or
 - If the tournament allows for halved matches, then the market will be settled as a "half"; or
 - If the tournament allows for halved matches, and there is no half/tie/draw option offered, then stakes on the match betting will be refunded.
- For team matchplay events, bets on the winner of any singles match will be void if that match does not reach its natural conclusion. A match will be deemed not to have reached its natural conclusion if, for example, the applicable players agree to a half because the overall team contest has already been determined.
- Matchplay hole-by-hole markets (i.e. performance of players against each other on a given hole):
 - - Any player or team withdrawing or being disqualified having played a stroke on that hole will be settled as a loser providing at least one other player completes that hole.
 - If any player or team does not play a stroke on a hole all bets will be void.
 - Markets are settled on completion of the hole and any subsequent penalties or disqualification will not be taken into account.

Top X v. The Field

- If any of the players quoted as part of the Top "X" are non runners, bets will be void on this market.

Victory Margin Markets

- "Victory Margin" markets will be settled on the official tournament result NOT including any playoff.

Straight/Dual Forecast

- For "Straight Forecasts", players must come 1st and 2nd in the specified order, and in "Dual Forecasts" players must come 1st or 2nd in either order.
- Both players must tee off for bets to stand, otherwise bets will be made void on that selection.

Hole in One Markets

- Should the tournament be reduced to 36 holes or less, all bets on this market will be void, unless the market has been unequivocally determined.
- If the original card of the course is adjusted in any manner that affects the initial overall par of the course, bets on "Hole in One" related markets will be void.

Closest/Distance to the Pin

- Bets are on the ball closest to the pin/hole in regulation shots for the hole being played (1 shot for a par 3, 2 shots for a par 4 etc.).
- For group betting, at least one ball must be on the green in the regulated number of shots for the par of the hole to count, otherwise bets will be void.
- For individual player pin markets (e.g., Tee shot to finish within "X" Feet of the pin) the ball must be on the green to qualify, otherwise the bet will be settled as a loser.

Longest Drive Markets

- Balls must finish on the fairway or green to qualify. If no balls finish on the fairway, then bets will be void.

Putting Markets

- Putts are counted as all shots after the 1st shot where the lie is green (even if subsequent lie is not green).
- "To Make Putt" markets will be void if putt is not hit.

Player Performance Bets (Bogey Free/Birdie or Better etc.)

- Any Eagles or better will count for the birdies, and any Double Bogeys or worse will count for the bogeys.
- Any change of Hole par (72 to 71, 70 to 71) during the round will void all bets.
- The selected player must complete 18 holes for bets to stand. Any withdrawal or disqualification during the round will void all bets on that player.
- Bets are on the stipulated round only. Playoffs do not count as part of the bet.

Motorsports (NASCAR, Indy Car, Formula One, Superbikes, Speedway and Other)

General Rules

- The start of the race is the signal to commence the warm-up lap. If a driver is not on the grid or ready to start from the pit lane when the signal is given, all bets on the selection will be void.
- If a race is abandoned and no presentation position or official result is declared, all bets on that race will be void, except for bets on any markets which have been unconditionally determined.
- Bets will be settled on the result at the time of the podium presentation regardless of any subsequent disqualifications.

- If the scheduled venue is changed after a bet is placed, all bets will be void.
- On "head-to-head" bets (i.e., match bets) the driver/rider/car (in team races) who finishes ahead or completes the greatest number of laps is deemed to be the winner. Both drivers must start or all "head-to-head" wagers will be voided. If both drivers retire on the same lap, then wagers will be voided.
- In Speedway, bets will be void if all scheduled heats or races of a meeting or match are not completed, except on markets which have been unconditionally determined.
- In any case where there is no podium presentation but the market states that settlement of the relevant market will be based on the result at the time of the podium presentation, the market will be settled on the official result of the relevant governing body regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).
- On Safety Car "Yes/No" markets, a virtual safety car will not count as a Safety Car.
- In the event of a driver switching race teams during race week or a driver not originally listed entering the field, all bets taken prior to these changes being factored into the betting will be re-settled at the correct price taking into account the team/car change. This is inclusive of all markets offered for F1.
- Winning Manufacturer/Team: All bets are action regardless of certain drivers not starting the race.
- Leader After 1st/5th/10th Lap: For settlement purposes, the winner is deemed to be the driver leading the race as they cross the start/finish line after the named classified race lap (formation lap not included). In the event the number of lap(s) specified in the bet are not fully completed, all bets will be void. In the event that a race starts or laps are completed under safety car conditions, bets placed on this market will stand.
- Odd/Even – 0 and 00 are considered even numbers for settlement purposes.
- Finishing Position: Graded based on the standings after at the completion of the race. Penalties or adjustments made after the completion of the race will not impact grading. If a driver does not finish, they will be graded according to their listed position on the official leaderboard.

NASCAR

- Race Betting:
 - - The Field includes any driver who is not listed.
 - Bets on any drivers who do not qualify for the race will be void.
 - The race must be run within 24 hours of the scheduled start time for bets to stand.
 - The official NASCAR winner of the race shall be the winner of the race for betting purposes (this includes all races which are halted prematurely for any reason).
- Race Driver Matchups:
 - - All match-ups will be settled as per the official NASCAR result. If one driver fails to complete the race, the other driver will be declared the winner. Where both drivers fail to complete the race, the number of full laps completed will determine the result. In the event of both drivers failing to complete on the same lap, the official placing as assigned by the official NASCAR result.

- Both drivers must start the race (e.g., cross the start line) for bets to be action. If any driver is replaced before the start of the race, all match-ups will be void.
- Race Props:
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 - Race props will be settled on official NASCAR results (e.g., cautions, caution laps, lead changes, number of leaders, winning car etc.). If a race is shortened and no official results are posted, all bets will be void.
- Futures:
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 - All futures are deemed action when drivers qualify for at least 27 races. "Outright Drivers Championship" will be deemed as action when a driver has qualified for at least 27 races.

Formula 1 ("F1")/IndyCar

- Official Results:
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 - The race must be run within 24 hours of the scheduled start time for bets to stand.
 - All F1 race bets are settled on the official FIA classification at the time of the podium, with subsequent disqualifications disregarded.
 - IndyCar results will be settled on official classification at the time of the podium presentation, with subsequent disqualifications disregarded.
 - F1 Sprint Weekends: Unless otherwise stated, all F1 Grand Prix markets will be settled on results of the main weekend race. Sprint Race markets will be explicitly called out.
 - All Drivers who complete 90% of the race laps are deemed as classified finishers in line with the official FIA Classification. However, all drivers are given a ranking, and for the purpose of match and positional betting, this rank shall apply.
 - In the event a selection does not complete the designated number of laps to be deemed a classified finisher, for match and positional betting, the winner will be determined by the number of laps completed. Should both selections complete the same number of laps, wagers will be voided.
 - For Group Betting, the winner is the driver achieving the highest placing at the time of the podium presentation. If all drivers in the group fail to be classified, the driver completing the most laps will be deemed the winner. If all drivers in the group fail to be classified and two or more drivers retire on the same lap, dead heat rules will apply.
 - Drivers must start qualifying for action on qualifying wagers. Subsequent penalties or demotions will not affect the grading of wagers.
 - F1 Qualifying consists of three sessions whereby the six slowest drivers from each of the first two sessions will drop out leaving the remaining drivers to compete in the third session for the top places on the grid. Qualifying betting will be settled as the fastest lap posted during this third qualifying session. If for some reason Q3 does not take place, bets will settle if the grid is formed based on times from Q1 or Q2. All bets will be void if the grid is formed based on any other criteria. With respect to all bets on qualifying, either outright or match betting, the official times as recorded by the FIA will apply for the settlement of bets. Any subsequent penalties or demotions imposed shall be disregarded.

- The start of the race is deemed to be the signal to start the warmup lap. All drivers are action from this point on.
- For match and positional betting, all drivers within the specified market must start the race (see above) for bets to be action. If any driver is replaced before the start of the race, all match-ups will be void.
- Race props will be settled on official IndyCar and F1 results.
- For “First Retirement Markets” the following rules shall apply. All bets placed on drivers who do not start the formation lap will be deemed void. The first retirement will be settled on the number lap on which the driver retired. If 2 or more drivers retire on the same lap, dead heat rules will apply regardless of the time that the drivers retired.
- Leader after the first lap for Settlement purposes the winner is deemed the driver leading the race as they cross the start/finish line after one classified lap (warm up lap not included). In the event of one lap not being fully completed, all bets will be void. If the race starts under the Safety car, all bets will be void.
- Bets on the Formula One Championship and Constructors' Championship will be settled in line with the official FIA results immediately following the podium presentation of the final race of the season, with subsequent disqualifications disregarded. The drivers and constructors championship titles are awarded to the driver and constructor who score the most points over the course of the season. In the case of a dead heat for a championship place, the driver or constructor with the higher number of superior race results will be awarded the place.

Boxing

General Rules

- All statistics will be resulted using Compubox data. When such data is not available, selections will be resulted using statistics from the official sanctioning body of the event.
- A fight is considered official once the first round begins, regardless of the scheduled or actual duration.
- If the number of scheduled rounds is changed, bets on the “Money Line” have action. Bets on “Total Rounds Over/Under” markets have action only if the newly scheduled round count is greater than the total that was bet. All other “Total Rounds Over/Under” bets will be voided.
- Unless indicated otherwise, fights will be deemed void if they do not take place within two days of the scheduled date. In the event a market is offered prior to an official date being announced, all bets are action unless fight fails to occur within 12 months of first scheduled date.
- All full-fight period markets will be deemed void in the case of a technical draw. Periods that have been completed and markets that have been conclusively determined before the ending of the fight will be settled.
- If a fight is deemed “No Contest”, all bets will be deemed void except for periods that have already been completed and markets that have already been conclusively determined.
- Bets have action if a venue is changed to another location within the same country. If it is changed to a different country, all bets on the fight will be void.
- If a fight involves an extra round or “Sudden Victory” round, these rounds will be counted in all relevant markets.

Market Rules

- Inside Distance Markets: A bet on a fighter to win “Inside Distance” wins if the selected fighter wins by KO, TKO, DQ, or Technical Decision.
- “KO” Markets: A bet on a fighter to win by “KO” wins if the selected fighter wins by KO, TKO, or DQ.

- Rounds Over/Under: For the purposes of this market, a round is considered complete once half of its time has elapsed and the fight is ongoing.
- Ties: If a fight ends in a tie and no odds have been offered for this option, all bets will be void.
- Knockdowns: Only knockdowns that lead to a 'count' from the referee or if the referee initiates a 'count' qualify. Events deemed slips by the referee will not count as knockdowns.
- Knockouts - A fight will be deemed to have ended in a Knockout (KO) when a boxer does not stand up after a ten count. Technical Knockouts (TKOs) are deemed to occur when a fighter is knocked down three times (if applicable) within the same round and the fight is stopped or where the referee steps in to stop the fight, or when a fighter fails to answer the bell. KO/TKO selections also include fights ending in DQ or retirement.

MMA

General Rules

- Bets will be settled on the official results from the official governing league at the end of the event. Any appeals/changes do not affect settlement (unless the change was made due to human error when announcing the result).
- If an event ends in a "No Contest" all bets will be void, unless a market has been unequivocally determined.
- If a fighter withdraws or the fight is stopped between rounds, the fight will be ruled as finished in the previous round.
- If an event is postponed, canceled, a fighter is replaced, or the number of rounds changes, all bets will be void.
- If a fight does not take place on the scheduled date, all bets are void.
 - - Exception: If a fight is offered as a future with an unannounced date, once the official date is announced, rules will apply
- Fight Winner: If the fight results in a draw, all bets on the Moneyline will be void and stakes returned, unless the draw option was included in the offered Moneyline market. (ie 3 way Moneyline).
- Method of Victory and Exact Method of Victory: If the fight is stopped due to an injury or disqualification either by the referee or the doctor, this will be considered a technical knockout (TKO). In the event of a technical decision, all markets will be settled as a decision or points victory. In the event of a technical draw, all markets will be settled as a draw. A technical submission will be settled as a submission.

Method of victory:

- For the purposes of this market, a KO may include the following:
 - - Referee stoppage while either fighter is, or both fighters are, standing;
 - Referee stoppage while either fighter is, or both fighters are, on the canvas;
 - Stoppage by doctor;
 - Stoppage by a fighter's corner/team; and
 - A fighter retires due to injury.
- For the purposes of this market, a submission may include the following:
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- Referee stoppage due to tap-out;
 - Referee stoppage due to technical submission; and
 - A fighter's verbal submission (including a verbal submission which is made due to strikes).
- Fight to Go the Distance: "Yes" will only be settled as a winner if the full number of scheduled rounds have been completed.
 - Round Betting: In the event of a technical decision, all markets will be settled as a decision or points victory. In the event of a technical draw, all markets will be settled as a draw.
 - Total Rounds/Minutes: For "Total Rounds" settlement purposes, 2 minutes and 30 seconds will represent half a round (if the round lasts for 5 minutes). For settlement purposes, where a half round is stated, x:01-x:29 will be considered under the half round, and x:30-x:00 will be considered as over.
 - To Win Fight and Over/Under Rounds: The market will be settled as per the winner of the fight combined with the time they do so in. For settlement purposes, where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over. For example: Over 2 minutes and 30 seconds into the 2nd round will equal Over 1.5 rounds. If the fight ends at exactly 2 minutes 30 seconds of the round bets will be considered as over.
 - Fighter to Win by Finish: To win by finish means to win by KO/TKO/disqualification, submission, or any other form of stoppage. Any decision made by the judges will not count as a finish.

Olympics

General Rules

- The final medal table declared by the governing body will be used to settle all bets. Any subsequent changes will not be taken into consideration.
- For the Olympic Games all events will be settled on the official IOC results at the time of the medal/podium ceremony only. Subsequent disqualifications or amendments will not be counted for settlement purposes.
- Rule 4: In the event of a team/participant not competing in an event for any reason Underdog reserves the right to apply a deduction in returns relevant to the price of the scratched selection.
- Unless otherwise explicitly stated in the market or the sports specific rules below, all bets will be settled according to the rules for the relevant sport and/or the relevant general rule.
- Team events will count as one gold medal/medal for any totals markets.
- If two or more countries/athletes share the applicable finishing positions and no odds have been offered for a drawn outcome, the payout will be calculated via Dead Heat Reduction rules. An exception to this rule is an event where 2 bronze medals are awarded. In that case, for the "To Win a Medal" market, both athletes awarded bronze would be settled as winners.
- If an event is postponed, bets will stand as long as the event takes place within 48 hours of the initial scheduled time. If the event is canceled or takes place after this period, bets will be voided.

Sport Specific Rules

- Olympic Basketball - Matches are played under FIBA rules. Therefore all bets will be settled according to 'European Basketball Rules'.
- Olympic Field Hockey - Match betting will be settled based on the result at the end of 60 minutes. In the event of a two-way match betting/to qualify market being offered, then this will be settled on whichever team progresses.
- Olympic Rugby 7s - all bets will be settled according to rugby 7s rules within the 'Rugby Union and Rugby League' section.

- Olympic Gymnastics - Competitors must attempt one discipline/round for bets to stand. Underdog reserves the right to apply a Rule 4 (above) deduction in the event of a withdrawn participant prior to the start of an event.

Rugby

General Rules: Rugby Union

- Unless otherwise stated, all rugby union bets are settled on 80 minutes' play plus any injury time.
- For Rugby 7s tournaments, all bets are settled on the result at the end of extra time unless the market has a "Draw" or "Tie" selection in which circumstances the market is settled on the result after the completion of normal time. Double Result will be settled after extra time. The "Any Draw" or "Tie" selection will only be a winner in the case of a half time draw in games where extra time takes place.
- If a match is postponed, bets will stand until 48 hours from the original kick off time, after which time they will be void.
- If the venue is changed from the one advertised, all bets on that match are void.
- Any parlay bet reduced by an abandoned, postponed or rearranged match will stand on the remaining selections.
- If a match starts but is abandoned before its completion, all bets will be void unless an official result is declared by the applicable governing body. Where an official result has been declared by the official governing body, that official result will govern match and point spread (handicap) market settlement but all other markets will be void unless their result has already been determined at the point of abandonment (i.e. at the point of abandonment, it would not have been possible for the outcome of the bet to change had the match continued to its natural conclusion). By way of example, if 37 points have been scored at the time a match is abandoned: (i) a bet placed on 35 points or more to be scored would be settled as a winning bet, (ii) a bet placed on 30-35 points to be scored would be settled as a losing bet and (iii) a bet placed on 40-45 points to be scored would be void. In such circumstances, bets on "Last Tryscorer" / "Team to Score Last" / "Team to Score Last" / last scoring play would all be void.
- Outright Bets: all bets placed on outright markets will be settled on official tournament results. For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is announced, the loss of points means that only one eventuality can occur then all bets on that competitor are void and monies will be returned. Any bets placed after a points deduction may have prices adjusted accordingly.
- All outright markets which state "Regular Season" (or similar) are deemed to mean the official standings of teams after all matches of the predetermined season are played and before any playoff matches have commenced.
- Tournament Tries/Points: Bets will apply to all playing time, including any extra time in any match where an official result is declared.
- To Miss Top 2 / Top 4 / Top 8: For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is announced, the loss of points means that only one eventuality can occur, then all bets on that competitor are void.
- Tryscorers: All bets will be refunded if they were placed on players not included in the official match day 22 or 23 (depending on the competition). If a substitute is not on the field before the first try is scored then bets on that player will be void in the 'First Tryscorer', 'First Team Tryscorer' and 'First Tryscorer Insurebet' markets. If a substitute comes on at any stage during the game, they will be considered 'All In' for all other tryscorer markets. If they do not take any part in the game, they will be void in all tryscorer markets.
- First/Last Tryscorer: In the event of a penalty try being the first / last try scored, Underdog will pay out on the penalty try option if offered. If the penalty try option is not offered, Underdog will pay out, for "First Try" markets, on the next tryscorer following the penalty try (where the first try is a penalty try) and, for "Last Try" markets, on the tryscorer immediately preceding the penalty try (where the last try is a penalty try). For 'Xth try scorer' markets, if the penalty try option is not offered, Underdog will

void any bets placed on the Xth try to be scored by a particular player if that try is in fact a penalty try. If there is no try scored after the penalty try then "First Try" and "Last Try" markets will be void.

- First Tryscorer Insurebet: If the player fails to score the first try but does score a try in the match then the bet stake will be returned. If a substitute is not on the field before the first try is scored then bets on that player will be void.
- Position to Score First Try: In the event of a penalty try being the first try scored, Underdog will pay out on the position of the next try scorer for "Position to Score First Try" markets. For "Position to Score xth Try" markets, in the event of a penalty try, we will pay out on the position which scores the next try (e.g. if the first try scored in a match is a penalty try and the second try is scored by a 'forward', then a 'forward' will be deemed to have scored both the first and second tries). If there is no try scored after the penalty try then this market will be void.
- To win in Extra Time: If there is no winner following extra time, dead heat rules will apply to bets on this market.
- Tryscorer Matchbets / Kicker Matchbets / To Score the Most Points Matchbets: Both players must be in the starting 15 for bets to stand. If there is no 'Tie' or 'Draw' selection offered and the result is a tie then all bets will be void.
- Best Kicking Percentage Matchbets / Kicker Matchbets / To Score the Most Points Matchbets: Bets will be void if both players do not attempt at least 1 placed kick at goal.
- Player Total Points / Perfect Kicking record: Bets will be void if the selected player does not attempt at least 1 placed kick at goal.
- Top Tryscorer / Top Team Tryscorer / Top Points Scorer: dead heat rules apply.
- Regular Season Team Matchbets: dead heat rules apply.
- Head to Head: Any extra time will be counted for settlement purposes. In the result of a draw where no extra time is played, this market will be settled according to dead heat rules.
- Man of the Match: for Rugby World Cup Man of the Match markets, the market will be settled based on the official 'Man of the Match' as determined by the Rugby World Cup official site. If the Rugby World Cup official site fails to declare an official Man of the Match for any reason, all bets will be void.

General Rules: Rugby League

- Unless otherwise stated, all rugby league bets are settled on 80 minutes' play plus any injury time.
- All bets on NRL matches will be settled on the official declared result including any extra time, except 'Match Betting', 'Point Spread (Handicap) Betting', 'Will There Be Extra Time?', 'Highest Scoring Half' and 'Half With Most Tries' markets (which will be settled on the basis of 80 minutes' play plus any injury time). In Point Spread (Handicap)/Line and Totals betting where the value selected is a whole number (e.g. 6.0), and the result lands on that number, then all wagers related to that line number will be refunded, and any such bet will be deemed an excluded leg for the purpose of any applicable parlay, which will be recalculated excluding that leg. The same rules apply for State of Origin and any other Australian Rugby League match where extra time is played.
- If the result of an NRL match after extra time is a draw, the Dead Heat Rule will apply to all bets where a winner has not been officially declared. All winning margin bets, including Dozen Winning Margins, will be deemed unsuccessful bets as neither team has won the match.
- If a match is postponed, bets will stand until 48 hours from the original kick off (local time of match), after which time they will be void.
- If the venue is changed from the one advertised, all bets on that match will still have action (unless it is also postponed to over 48 hours from scheduled kick off)

- Any parlay bet reduced by an abandoned, postponed, or re-arranged match will stand on the remaining selections.
- If a match starts but is abandoned before its completion, all bets will be void unless an official result is declared by the applicable governing body. Where an official result has been declared by the official governing body, that official result will govern match and point spread (handicap) market settlement but all other markets will be void unless their result has already been determined at the point of abandonment (i.e. at the point of abandonment, it would not have been possible for the outcome of the bet to change had the match continued to its natural conclusion). By way of example, if 37 points have been scored at the time a match is abandoned: (i) a bet placed on 35 points or more to be scored would be settled as a winning bet, (ii) a bet placed on 30-35 points to be scored would be settled as a losing bet and (iii) a bet placed on 40-45 points to be scored would be void. In such circumstances, bets on last try scorer / team to score last / team to score last try / last scoring play would all be void.
- Outright Bets: all bets placed on outright markets will be settled on official tournament results. For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is announced, the loss of points means that only one eventuality can occur then all bets on that competitor are void and monies will be returned. Any bets placed after a points deduction may have prices adjusted accordingly.
- NRL and Super League Outright / Regular Season Outright / Top 2 / 4 / 8 Finish: All In Betting. Any Team which has points deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of titles after the completion of the Grand Final will be deemed null and void and all bets will stand. All outright markets which state "Regular Season" (or similar) are deemed to mean the official standings of teams after all matches of the predetermined season are played and before any playoff matches have commenced.
- NRL and Super League Wooden Spoon: This market is settled on the team which has the least wins for the season. A draw is considered as half a win. In the event of more than one team having the same number of wins, the outcome will be determined by the worst 'for and against' points total. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In. Win Only.
- To Miss Top 2 / 4 / 8: For betting purposes, any team which has points deducted due to breaches of rules and regulations will be deemed a starter. If, at the time a deduction of points is announced, the loss of points means that only one eventuality can occur, then all bets on that competitor will be void.
- Tournament Tries/Points: Bets will apply to all playing time (including any extra time) in any match where an official result is declared.
- Tryscorers: All bets will be refunded if they were placed on players not included in the official match day 17. All players that are named in the match day 17 will be considered 'All In' for all try scorer markets (including "First Tryscorer" and "First Team Tryscorer" markets).
- First/Last Tryscorer: In the event of a penalty try being the first / last try scored, Underdog will pay out on the penalty try option if offered. If the penalty try option is not offered Underdog pays on the next try scorer for first try or preceding try scorer for last try. For xth try betting if the penalty try option is not offered Underdog pays on the next try scorer i.e. if the second try scored in a match is a penalty try and the third try is scored by Paul Smith, then Paul Smith will be deemed the winner for the second and third tries. If there is no try scored after the penalty try, this market will be void.
- First 2nd Half Tryscorer: If a player is included in his team's matchday 17-man squad, all bets on that player will stand regardless of whether the player is on the field for the first 2nd half try or not.
- To win in Extra Time: If there is no winner following extra time, dead heat rules will apply to bets on this market.
- Tryscorer Matchbets / Kicker Matchbets / To Score the Most Points Matchbets: Both players must be in the starting 13 for bets to stand. If there is no 'Tie' or 'Draw' Selection offered and the result is a tie, all bets will be void.

- Best Kicking Percentage Matchbets / Kicker Matchbets: Bets will be void if both players do not attempt at least 1 placed kick at goal.
- Player Total Points / Perfect Kicking record: Bets will be void if a player does not attempt at least 1 placed kick at goal.
- Statistics/Supercoach Markets: All bets on players not in the starting 13 will be void. All statistic bets will be paid at the completion of each round in accordance with official NRL statistics. Supercoach markets will be paid at the completion of each round in accordance with the Daily Telegraph (Australia) results.
- Top Tryscorer / Top Points Scorer: dead heat rules apply.
- Regular Season Team Matchbets: dead heat rules apply.

Rowing

General Rules

- If a crew or individual starts a race but does not complete it then they will be deemed a loser providing at least one other crew or individual completes the race. If no crew or individual completes a race then all bets will be void.
- If a regatta is cancelled for any reason, all bets will be void, except those on markets which have been unconditionally determined.
- Where there is a presentation ceremony, markets will be settled on the official result of the relevant governing body at the time of the ceremony, regardless of any subsequent disqualification or amendment to the result.
- If there is no presentation ceremony, outcomes will be determined in accordance with the official result of the relevant governing body, regardless of any subsequent disqualification or amendment to the result (except if an amendment is announced within 24 hours of the initial settlement of the relevant market in order to correct an error in reporting the result).