**DEXSPORT TERMS AND CONDITIONS**

Version 21.10.2026

This Dexsport Terms and Conditions consist of two parts: 1) General Terms and Conditions dedicated to the overall functioning of the Platform; 2) Betting Terms and Conditions dedicated to participation in bets.

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## I. GENERAL TERMS AND CONDITIONS

### 1. DEFINITIONS

Definitions used throughout Dexsport Terms and Conditions shall start with the capital letter.

1.1. **Dexsport** creator, owner and manager of the Platform and Protocol.

1.2. **Deposit** assets, including virtual and monetary assets, deposited by a Player to the Liquidity Pool to participate in sports betting, gaming, or other products the Platform may offer.

1.3. **Liquidity Pool** the pool of virtual assets to which all the Deposits made on the Platform are added. As any withdrawals are subtracted from such a pool of assets.

1.4. **Player** a User who has created a Profile allows participating in betting within the Platform.

1.5. **Platform** web-hosted (https://dexsport.io/) interface operated by Dexsport, where the person can create his/her profile to participate in sports betting, gaming, or other products offered within the Platform. This interface is a community-driven Platform of Dexsport Protocol.

1.6. **Privacy Policy** Privacy Policy adopted by Dexsport and published within the Platform, incorporated into Terms by reference.

1.7. **Protocol** predetermined data transfer rules developed by Dexsport. Represents an open-source protocol in which games are played only between Users' liquidity. The protocol itself is non- profit.

1.8. **Profile** virtual profile registered by the User on the Platform, which contains, among other recordings of Bets and transactions made via the Platform, statistics and information on available Winnings.

1.9. **Partner** a third party provides services to the Users via the Platform, including payment processing, crypto exchange, and crypto wallet connection.

1.10. **Refund** the event occurs during betting on the Platform that qualifies for a transfer of the Bet amount back to the User's Wallet.

1.11. **Terms** these Dexsport Terms and Conditions regulate relations of Users with the Platform in the practical version published at https://dexsport.io/

1.12. **User** a private individual (natural person) or authorized representative of a legal person who has accessed and/or uses the Platform.

1.13. **Wallet** virtual currency wallet owned by the User can be connected to the Platform to participate in betting and other offered activities. A wallet is the sole property of the User or another third person. Dexsport is not responsible for holding private keys, safeguarding stored assets, or any other way related to this wallet.

Particular betting definitions are specified in the respective section of the Betting Terms and Conditions.

## 2. GENERAL PROVISIONS

2.1. These Terms regulate the operation of the Platform in its entirety and the use of the Platform by Users.

2.2. With the use of the Platform, Users may participate in sports betting and online games using virtual currency with the possibility of receiving winnings.

2.3. Upon creating the Profile, the User confirms that he/she has read, understood, and accepts these Terms without any reservations and that the User has become familiar with the Privacy Policy, which is available at https://dexsport.io/. If it is impossible to read or understand the Terms or in case of disagreement with them, the User must terminate the use of the Platform.

### 2.4. Eligibility

2.4.1. Individuals

a) Only Users who have reached the age of majority have the right to use the Platform. For the purposes of these Terms, the age of majority means the User reaching the age of eighteen (18) years or another age from which full legal capacity starts, according to the applicable laws to determine the User's individual rights.

b) Users who have not reached the age of majority, as well as adult users whose legal capacity has been limited or who were recognized as disabled persons by the applicable laws, have the right to use the Platform and may use this site only through a legal representative or other authorized people. Otherwise, such Users are obliged to immediately leave the Platform and stop further utilising the Platform.

2.4.2. Legal entities

a) The use of the Platform for and on behalf of a legal entity is carried out by an individual authorized to represent and perform legal acts on behalf of a legal entity. Such an individual is subject to all the eligibility requirements provided for individuals in these Term.

b) The legal entity on whose behalf the use of the Platform is made must be established and act in accordance with the law applicable to a such legal entity, must not be in the process of liquidation, bankruptcy or restructuring, the use of the Platform must not violate the constituent documents of the legal entity. Otherwise, the person acting for and on behalf of the legal entity must immediately leave the Platform and cease its further use.

2.4.3. Not eligible Users

a) Dexsport is not liable for any direct and indirect damages caused by Users who are not eligible to use the Platform.

b) Dexsport reserves the right to void any actions of not eligible User if these actions are revocable.

c) In the event, if Dexsport suffers any loss or damage as a result of the action of not eligible User.

Dexsport reserves the right to take legal action and seek compensation for such losses from the legal representative of another authorized person.

## 3. PROFILE

### 3.1. Creation

3.1.1. To participate in sports betting and online games using virtual currency or any other potential product on the Platform, the User must create a Profile.

3.1.2. Upon creating the Profile, the User must connect their own virtual currency Wallet to the Platform using one of the available Partner integrations.

### 3.2. Confirmation of Actions within the Platform

3.2.1. The User's activities performed within the Platform, including any Deposits, placement of a bet, playing games, instructions, and communications – shall be conducted by the User, who is connected own virtual currency Wallet and shall be binding upon such User.

### 3.3. Third-Party Access

3.3.1. The Profile can only be accessed by the User whose virtual currency Wallet is connected to the Platform. If contrary to the above stated, the User gives consent/permission/authorization to any third person to perform activities within the Platform through this Profile – such actions are deemed to be performed by this User personally, are binding upon him/her, and the User stays fully responsible for any results of such actions.

3.3.2. If the User has reasonable suspicion or is aware of the unauthorized use of his/her Profile by third parties, the User must immediately notify Dexsport thereof, but no later than 24 hours from the moment when reasonable suspicion arose or from the moment when User became aware of the unauthorized use. Timely notification will facilitate taking appropriate measures to prevent or to stop unauthorized use of the Profile.

### 3.4. Information

3.4.1. The User gains access to various information regarding his/her use of the Platform through the Profile, including balance, an amount placed on bets, available winnings, statistical data, and transaction history.

3.4.2. The User acknowledges that information provided within the personal Profile supported by the Platform does not mean that Dexsport or Platform open or maintain any payment account for the User, i.e. electronic money account, bank account, virtual currency wallet, or their equivalent. In particular, the Profile cannot be used to receive or credit funds received from third parties, store the User's financial savings, or execute instructions of the User to transfer or withdraw any amounts.

## 4. TRANSACTIONS

### 4.1. Deposit

4.1.1. In order to use products presented in the Platform User deposits funds to the Liquidity Pool. The corresponding amount will appear in the User's Profile once the deposit is confirmed.

4.1.2. Deposits should be made in a virtual currency supported by available Liquidity Pools. If Dexsport allows, deposits can be made in virtual or fiat currency other than supported by the open Liquidity Pool. In such an event, these funds will be exchanged for the supported virtual currency via the Partner service.

4.1.3. Charges may apply to deposits, the specification of which is presented on the Platform. You are responsible for the expenses you may incur from depositing funds.

### 4.2. Withdrawal

4.2.1. If entitled to the winnings according to these Terms, the User has a right to withdraw the amount of the winnings to his/her virtual currency Wallet connected to the Profile.

4.2.2. User shall inform Dexsport about changes to the virtual currency Wallet information before submitting an order to withdraw funds. Until the User informs of changes, the data provided is deemed correct.

4.2.3. In the event the User withdraws an incorrectly calculated bet, it will be possible to write off the difference from the User's balance within the Platform or, otherwise, from the winnings of bets that have not yet been withdrawn.

4.2.4. Fees may apply to withdrawals, the specification of which is presented on the Platform. You are responsible for your costs that you may incur due to withdrawing funds.

4.2.5. The user’s balance can be withdrawn from the platform after completion of the wagering requirements. The user must place bets on the deposit amount with minimum odds of 1.3 or x2 in casino games or make a turnover of the x1 deposit on Prediction markets. Bets settled via "Cashout" do not count toward the wagering requirement.

### 4.3. Refund

4.3.1. In the event of an error with the transfer of data at the Platform, the Bet might be placed by the User with a mistake. In this case, the Protocol security system will make a Refund to the User's Profile.

4.3.2. If suspicious activity by the User during the betting is detected by the Protocol security system, the Refund of the amount of placed Bet will be processed back to the User's Profile.

### 4.4. Partners' Responsibility

4.4.1. All transactions, including deposit and withdrawal, are provided by Partners responsible for payment processing and/or exchange of virtual currency and fiat. Partners are fully accountable for holding appropriate permits/authorization to deliver the services.

4.4.2. Dexsport is not responsible for transferring, safeguarding, or maintaining the User's private keys or any virtual currency. It is also not responsible for performing Partner's contractual and other obligations towards Dexsport and its Users.

## 5. RIGHTS AND OBLIGATIONS

### 5.1. Dexsport Rights and Obligations

5.1.1. In addition to other rights outlined in this Terms, Dexsport shall have the right to:

a) Operate the online Platform on the right of ownership or use.

b) Refuse to make payments of winnings and return the bets made by the Player if there are grounds to believe that the Player is involved in money laundering, terrorist financing, or other illegal activities.

c) Prohibit the Player from betting if such Player violates this Terms, is involved into money laundering, terrorist financing, other illegal activities.

d) Set limits on a Bet and/or Bid amount.

5.1.2. In addition to other obligations outlined in this Terms, Dexsport undertakes to:

a) Comply with this Terms and Privacy Policy.

b) Consider complaints of Users.

c) Ensure the protection of data if data is collected.

d) Refrain from actions that may affect the outcome of a bet, Event.

e) Ensure that winnings are paid timely and fully to the Players, except in cases when the Player is not entitled to the winning.

f) Ensure the availability of the Platform and the continuity of its operation.

### 5.2. User Rights and Obligations

5.2.1. In addition to other rights outlined in this Terms, the User shall have the right to:

a) Create the Player's Profile independently and voluntarily on the Platform to participate in sports betting or use other Dexsport products.

b) Choose different types of bets, Events, and Liquidity Pools to participate.

c) File a complaint with Dexsport in electronic form.

d) Receive a Winning, make a Deposit, make other transactions by these Terms.

e) Contact Dexsport for information on the rules of sports betting, use of other products, the Platform's functioning and the Player's Profile.

5.2.2. In addition to other obligations outlined in this Terms, User undertakes to:

a) Get familiar with the requirements and obligations imposed by these Terms before using Platform.

b) Not violate requirements and obligations stipulated by these Terms.

c) Not violate any applicable law, rule, or regulation concerning the participation in sports betting, taxation or criminal laws.

d) At the request of Dexsport provide information and documents for User identification.

e) during the game, do not apply methods, technologies, programs or techniques that may affect the winning results.

f) Refrain from interfering with or compromising the integrity, security, or proper functioning of any computer, server, network, personal device, or other information technology system, including, but not limited to, the deployment of viruses and denial of service attacks.

g) Refrain from attempts, in any manner, to obtain the private key, password, account, or other security information from any other User, including such information about the virtual currency

Wallet.

h) Refrain from decompiling, reversing engineers, or otherwise attempting to obtain the source code or underlying ideas or information of or relating to the Platform.

i) Refrain from other actions that interfere with the normal activities of the Platform and Dexsport.

j) Not to disguise or interfere in any way with the IP address of the computer you are using to access or use the Platform or that otherwise prevents us from correctly identifying the IP address of the computer you are using to access the Platform.

k) Not to use any assets in Dexsport games and sports betting derived from illegal activities or market.

l) Not to use multi Profiles, meaning two or more Profiles owned, directly or indirectly controlled by the same individual or legal entity.

## 6. ACKNOWLEDGEMENTS

6.1. You understand that you must not use the Platform if this is prohibited for you under the applicable laws or in another way contrary to the laws or regulations applicable to you. Dexsport reserves the right to limit or terminate the access to the Platform to any person, geographic area, or jurisdiction at any time and at Dexsport's sole discretion.

6.2. You confirm and agree that when interacting with the Platform, you are not using virtual or monetary assets derived from illegal activities. In case it is found that assets used by the Player originate from illegal activities, such Player will not be allowed to use the Platform further on.

6.3. By accessing or using the Platform, you agree that you are solely and entirely responsible for compliance with all laws and regulations that may apply to you. You further agree that Dexsport and/or Platform has no obligation to inform you of any potential liabilities or violations of law or regulation that may arise in connection with your access and use of the Platform and that Dexsport is not liable for any failure to comply with applicable laws or regulations.

6.4. You agree that all interactions related to the Protocol are executed outside of Dexsport's Platform direct or indirect control. Dexsport's Platform does not interact with the virtual currency involved at any stage of providing products to Users. Any integration with virtual currencies is made via the Partner services integrated or presented on the Platform.

6.5. By using or accessing the Platform, you represent, warrant and understand that there are inherent risks associated with virtual currency and the underlying technologies, including without limitation, cryptography and blockchain, and you agree that Dexsport is not responsible for any losses or damages associated with these risks.

6.6. You specifically acknowledge and agree that the Platform facilitates interaction with decentralized networks and technology and, as such, Dexsport have no control over any blockchain or virtual currencies and cannot ensure that any of your interactions will be confirmed on the relevant blockchain, cannot effectuate any cancellation or modification requests regarding any of your interactions.

6.7. You acknowledge and agree that the pricing information provided through the Platform does not represent an offer, a solicitation of an offer, or any advice regarding or recommendation to enter into a transaction with the Platform and/or Dexsport.

6.8. You acknowledge and agree that the Platform and/or Dexsport does not act as an agent for any of the Users.

6.9. You acknowledge and agree that the Platform and/or Dexsport does not own or control any of the underlying software through which blockchain networks are formed and therefore are not responsible for them and their operation.

6.10. You acknowledge and agree that you are solely responsible for reporting and paying any taxes applicable to you.

6.11. You also agree that the Platform provides accurate, current and complete information, although the Platform or relevant tools may contain technical inaccuracies or typographical errors. Therefore, you should check the information provided since all decisions based on this information are your sole responsibility.

6.12. By accessing and using the Platform, you represent that you understand (a) the Platform facilitates access to the Protocol, the use of which has many inherent risks, and (b) the cryptographic and blockchain-based systems have inherent risks to which you are exposed when using the Platform. You further represent that you have a working knowledge of the usage and intricacies of blockchain-based virtual assets, including, without limitation, ERC- 20 token standard available on the Ethereum blockchain. You further understand that the markets for these blockchain-based virtual assets are highly volatile due to factors that include, but are not limited to, adoption, speculation, technology, security, and regulation. You acknowledge that the cost and speed of transacting with blockchain- based systems, such as Ethereum, are variable and may increase or decrease, respectively, drastically at any time. You hereby acknowledge and agree that Dexsport is not responsible for any of these variables or risks associated with the Protocol and cannot be held liable for any resulting losses that you experience while accessing or using the Platform. Accordingly,

you understand and agree to assume full responsibility for all the risks of accessing and using the Platform to interact with the Protocol.

## 7. DISCLAIMERS

7.1. The Platform enables access to an online, decentralized and autonomous Protocol and environment associated with decentralized networks, that are not controlled by Dexsport.

7.2. Dexsport cannot and does not represent nor guarantee that the information contained in the Platform is complete, reliable, current or relevant to your needs. Also, some data or services is provided via Partner services for which Dexsport is not directly or indirectly responsible.

7.3. Your use of the Platform is at your sole risk. Dexsport makes and expressly disclaims all representations and warranties, express, implied or statutory, with respect to the Platform and the code, proprietary or open-source, of title, non-infringement, merchantability, usage, security, suitability, or fitness for any particular purpose, or as to the workmanship or technical coding thereof, or the absence of any defects therein, whether latent or patent. Dexsport does not represent or warrant that the Platform, Protocol, code and any related information are accurate, complete, reliable or error-free.

7.4. The Platform is provided on an "*as is*" and "*as available*" basis, without warranties of any kind, either express or implied, including, without limitation, implied warranties of merchantability, fitness for a particular purpose or non-infringement. You acknowledge that no advice, information, or statement we make should be treated as creating any warranty concerning the Platform.

7.5. Dexsport is not responsible for transferring, safeguarding, or maintaining your private keys or any virtual currency associated in addition to that. Dexsport is not responsible for the fact that the associated virtual currency private keys of User were lost, mishandled or stolen and that User may not be able to recover the associated virtual currency.

7.6. Before making any financial, legal, or other decisions involving the Platform, you should seek independent professional advice from a licensed and/or qualified professional in the area for which such advice would be appropriate.

## 8. LIABILITY

### 8.1. General Provisions

8.1.1. The User is fully responsible for the legitimacy of his/her actions performed using the Platform. Any loss deriving from illegal, fraudulent acts, willful misconduct, or negligence of User shall remain the sole responsibility of such User.

8.1.2. Dexsport shall only be liable for intentional conduct causing damage to the User, in which case the User is entitled to reimbursement of any direct damages deriving from such behaviour. Dexsport's intent shall be established and proved by the decision of the competent authority, or court decision or shall be expressly recognized by Dexsport.

8.1.3. The User acknowledges that all decisions related to the use of the Platform are made by the User independently under his/her responsibility, based on information that the User considers necessary and sufficient for making such a decision. In this regard, if the User finds the information provided via the Platform is insufficient to take any decision, the User must refrain from making transactions via the Platform.

8.1.4. The User is fully responsible for examining this Terms and Privacy Policy. The User is fully liable for any legal consequences deriving from using the Platform.

### 8.2. Limitation of Liability

8.2.1. If any damages are due from Dexsport under these Terms, the number of such damages shall be restricted to the number of losses on the User at the time the losses were incurred and do not include loss of profit.

8.2.2. Regardless of the type of damage, the aggregate amount of Dexsport liability concerning any User shall not exceed the amount equivalent to 1000 USD. Therefore, the number of damages paid is determined when the losses were incurred.

### 8.3. Exclusion of Liability

8.3.1. By these Terms, Dexsport and/or its connected persons, to the extent permitted by applicable law, are not responsible for any direct, indirect damage incurred by the User and/or third parties as a result of:

a) Interruption in electronic data exchange and payment system of credit institutions, payment institutions, or electronic money institutions.

b) Disruptions, errors of blockchain-based systems.

c) Any inherent risks of blockchain-based systems.

d) Failure of the Partner to perform obligations, provide services, and hold regulatory permit.

e) Regular or unscheduled technical maintenance of the Platform.

f) Actions, including illegal ones, of other Users or third parties.

g) Violation of these Terms by Users or third parties.

h) Restrictions imposed on certain Users or Profiles in accordance with these Terms.

i) Any unauthorized access to or use of Platform and/or any personal information stored.

j) Loss of profits or expected income.

k) Damage or loss to business reputation.

l) Missed opportunities, loss of customers, or damage to business relations.

8.3.2. Neither the User nor Dexsport shall be responsible for any failure to perform its obligation established herein as the result of:

a) Force majeure event, which is understood as circumstances which are beyond the control of the User and/or Dexsport, could not have been foreseen or avoided, including but not limited to unplanned disruptions in the operation of the Internet, Protocol or equipment, unplanned power outages, war, civil unrest, epidemics, earthquakes, floods, fires and other natural disasters, actions of state or municipal authorities.

### 8.4. Compensation for Damages by the User

8.4.1. The User undertakes to compensate Dexsport for all losses incurred as a result of:

a) Violation by the User of the provisions outlined in these Terms.

b) Violation by the User of the rights of third parties while using the Platform.

c) Violation by the User of the laws applicable to the User while using the Platform.

8.4.2. Similarly, the User undertakes to indemnify Dexsport of any claims, demands, investigations, or liability arising or incurred in the cases specified above.

8.4.3. Dexsport, at its discretion, determines the procedure and conditions for compensation by the User of losses incurred. Dexsport has the right to determine the conditions under which the pre-trial settlement to be made with the User and procedure of compensation.

## 9. MISCELLANEOUS

### 9.1. Amendments

9.1.1. Dexsport has the unilateral right to revise, supplement, or in any other way amend these Terms. The corresponding amendments come into force when the updated (modified) version of the Terms on the Platform is published.

9.1.2. The User shall check the effective Terms regularly to timely familiarize himself/herself with the amendments made and is obliged to stop using the Platform in case of disagreement with the updated version of the Terms.

9.1.3. To increase users' awareness, Dexsport will notify about the amendments made or planned to be made to these Terms if Dexsport reasonably believes such modifications will significantly affect the User’s rights and obligations arising from these Terms.

### 9.2. Intellectual Property

9.2.1. All intellectual property rights about any objects of intellectual property on the Platform belong to Dexsport, except for those relating to the things of intellectual property not owned by Dexsport but which Dexsport is authorized to use. Objects of intellectual property rights include, but are not limited to, graphic materials, images, audio and video materials, Platform design, computer programs and code, other components of the Platform, logos, trademarks, brand name, and domain, regardless of whether they are registered and/or subject to registration.

9.2.2. If User (i) satisfies all of the eligibility requirements outlined in the Terms, and (ii) access to and use of the Platform complies with the Terms, User is hereby granted a single, personal, limited license to access and use the Platform. This license is non-exclusive, non-transferable, and freely revocable by Dexsport at any time without notice or cause in its sole discretion. Use of the Platform for any purpose not expressly permitted by the Terms is strictly prohibited.

9.2.3. Unlike the Platform, the Protocol is comprised entirely of open-source software running on the public blockchain/-s and is not Dexsport proprietary property.

9.2.4. Users are prohibited from selling, copying, reproducing, distributing, publicly displaying, and otherwise disposing of any materials contained on the Platform to obtain a commercial benefit and are also prohibited from using the materials of the Platform in a way that may harm Dexsport, other Users, or third parties.

### 9.3. Third-Party Resources and Promotions

9.3.1. The Platform may contain references or links to third-party resources, including (but not limited to) information, materials, products, or services out of Dexsport ownership and control. In addition, third parties may offer promotions related to the User's access and use of the Platform. Dexsport does not endorse or assume any responsibility for such resources or promotions. For example, suppose you access any such resources or participate in any such promotions. In that case, you do so at your own risk, and you understand that this Term does not apply to your dealings or relationships with any third parties. Instead, you expressly relieve Dexsport of any liability arising from using such resources or participating in such promotions.

### 9.4. Dispute Resolution

9.4.1. Any dispute or claim arising out of these Terms shall be first forwarded to resolution through negotiations between Dexsport and the User. To resolve the dispute by way of negotiations, the User has to send a written notice to Dexsport by email at team@dexsport.io. In such a notice User must indicate their name, surname, contact address, and description of circumstances.

9.4.2. If a dispute was not resolved by way of negotiations, the User should have the right to refer the dispute arising out of or in connection with this Terms, including any question regarding its existence, validity or termination, to arbitration under the LCIA Rules, which Rules are deemed to be incorporated by reference into this clause.

9.4.3. Any claim for arbitration must be filed within one (1) year after the dispute arose; otherwise, the statute of limitations for this claim will be deemed expired for User and Dexsport (which means that you will no longer have the right to assert a lawsuit regarding the dispute).

### 9.5. Complaints and Notices

9.5.1. All notifications under this Terms must be in writing and sent within the Platform or by email.

9.5.2. Any notification for the User/-s that does not contain personal, confidential, or other sensitive or private data may be published on the Platform.

9.5.3. In case of any questions, complaints or suggestions about the Terms or Platform User can write an email to team@dexsport.io.

### 9.6. Interpretation

9.6.1. Headings of sections and subsections are used in the text of this Terms for reference purposes only and shall not affect the legal interpretation of the relevant sections, subsections and clauses contained therein, do not define, or explain their content, and are not legally binding.

9.6.2. These Terms are made initially in English and may be translated into another language for the convenience of the Users. A such translation shall not be legally binding, and the English version of the Terms must prevail.

### 9.7. Severability

9.7.1. If any provision or part of this Terms is held to be invalid, illegal, or unenforceable, the unlawful provision will be severed, and the remaining provisions will remain valid in full force and effect, provided that the material intent of this Terms is not altered.

### 9.8. Entire Agreement

9.8.1. These Terms and any documents incorporated by reference, all as may be amended from time to time, represents the entire understanding between the User and Dexsport on the subject matter and supersedes all prior agreements, representations, statements, negotiations, arrangements, and understandings between them.

## 10. BONUSES

### 10.1. Welcome Bonus

480% up to 10,000 USD + 300 FS

- First deposit bonus: 130% up to 4,000 USD + 100 FS on Pragmatic Play – Gates of Olympus
- Second deposit bonus: 150% up to 3,000 USD + 100 FS on Pragmatic Play – The Dog House Megaways
- Third deposit bonus: 200% up to 3,000 USD + 100 FS – Sweet Bonanza

**General Rules:**

- Minimum deposit amount – 10 USD
- Wagering period – 7 days
- Activation period – 30 days
- Maximum winnings amount – 4,000 USD on the first deposit, 3,000 USD on the second deposit, and 3,000 USD on the third deposit
- Wagering requirement – 40x
- Maximum bet amount – 100 USD

### 10.2. Cashback Bonus – % Conditions

- Weekly cashback is credited on Mondays at ***09:00 UTC***
- Cashback is calculated for the period from Monday 00:01 to Sunday 23:59 UTC
- Cashback is provided according to the formula:

(Total amount of bets excluding bonus bets – Total amount of winnings excluding bonus winnings) * cashback %

- Cashback percentage depends on the negative result for the past period:

1. Negative result 100 USD or more – 5%
2. Negative result 500 USD or more – 7.5%
3. Negative result 1,000 USD or more – 10%
4. Negative result 10,000 USD or more – 12.5%
5. Negative result 25,000 USD or more – 15%

- Cashback can be obtained for any activity on Dexsport – sports betting, esports, casino, or live casino.
- Cashback levels must be confirmed weekly. Exceptions: Platinum level must be confirmed once every 2 weeks, and Diamond level must be confirmed once every 3 weeks.
- To receive cashback, users must place 5 sports bets on different matches or 5 bets in the casino during the calculation period.
- If bets are recalculated, the player's cashback is also recalculated.
- According to the terms and conditions, Dexsport may refuse to grant cashback to any player without explanation.

### 10.3. Other Rules

- The maximum amount that can be withdrawn from any winnings obtained with free spins is 50 USD or the equivalent in another currency, unless otherwise stated in the bonus terms.
- Only one bonus can be active at a time. Deposit bonuses cannot be combined.
- Players have the right to refuse any bonuses.
- Any winnings obtained using bonus funds can only be withdrawn after meeting the wagering requirements.
- All bonuses are subject to the following restrictions: minimum deposit requirement, maximum bonus amount, wagering requirements, maximum bet during wagering, and one-time bonus unless otherwise stated (for more information, please refer to each bonus description).
- Bonuses are automatically canceled when the active balance reaches 0.19 USD or the equivalent in another currency. This rule applies only to the balance linked to the bonus (deposit + bonus or bonus only, in the case of a no-deposit bonus) and does not apply to funds from other deposits or bonuses.
- When withdrawing funds, the active bonus is canceled.
- When making a new deposit, the bonus from the previous deposit is automatically canceled.

## II. BETTING TERMS AND CONDITIONS

### 1. DEFINITIONS

1.1. **Client (bettor)** is a betting participant who entered into an agreement with Dexsport.

1.2. **Bet** is an agreement concluded between the Client and Dexsport on accepting bets from the participants of the agreement on the terms offered in the line of Dexsport. According to the terms of the bet, a losing party shall fulfill its obligation.

1.3. **Bid** is a cash deposit used to for wagering.

1.4. **Event** sports, eSports, cultural, socio-political, entertainment, competitive event or its episode, another actual event or its episode, which development is unknown in advance and which result cannot be influenced by the Player, Platform or Dexsport.

1.5. **Odds** the quotations of various Outcomes of the Event proposed via the Platform, which can be displayed by any indicator (verbal, combined, digital, analog or any other) by which it is possible to make mathematical calculations (multiplication, division, subtraction, addition, splitting, percentage calculations and other actions) to determine the final result of the Bet in case of winning, losing, paying, returning funds or other actions. Teams in the betting line are labelled "Team 1" (indicated by "1") and "Team 2" (indicated by "2"). At the same time, details of the Event venue are for information purposes only.

1.6. **Outcome** is the result of an Event on which the client made a Bet with Dexsport.

1.7. **Line** list of Events offered by Dexsport for betting on their Outcomes that have certain winning Odds.

1.8. **Winning** payout of assets, which are due to the Player as a result of winning Bet or in other cases prescribed by these Terms, excluding the costs of the fees which may be charged by Dexsport and/or Partners.

1.9. **Freebet** is a bonus bet. If the player wins, only the winnings will be credited to his balance; if he loses, his balance will remain the same. Freebets can only be used once. When you use Freebet, you're placing a bet. Dexsport determines the size, type, odds, and duration of Freebet.

1.10. **Winning** means quotes of various event outcomes offered by Dexsport. Teams in the betting line **odds** are labeled "Team 1" (indicated by "1") and "Team 2" (indicated by "2"). At the same time, details of the event venue are for information purposes only.

## 2. GENERAL TERMS

2.1. The main activity of Dexsport is to accept bets on sports competitions and other events, such as public, political, entertainment, or any other (hereinafter referred to as the "Events"). All Bets are accepted in strict accordance with these rules, which is a confirmation that the Client (bettor) is familiar with and fully agrees with the current rules.

2.2. Dexsport has the right to amend the above provisions, rules, and procedures of the payments without prior notice to the Clients. In this case, all subsequent bets are accepted in accordance with the amendments to the rules, and the terms of previously made bets remain unchanged. Making bets are allowed only Clients of full age, who have full responsibility for the legality of gambling via the Internet in their country of residence and for providing information about wins or losses to the fiscal or law enforcement agencies of their region or country.

2.3. Dexsport guarantees non-disclosure of the Client's confidential and privileged information by its employees. It is not responsible for the consequences if the Client's confidential and privileged information gets to third parties.

2.4. Dexsport cannot be held liable for any loss or damage claimed as incurred due to the content of the website of the bookmaker's company or its use.

2.5. This provision applies equally to the Client's misuse of the content of the website of the bookmaker's company, or inability to connect to or use the website, any errors, typos or omissions in the content of the website, as well as delays in its operation or data transmission due to technical failures.

2.6. In relation to the general rules, priority is given to sport or competition rules.Special Settlement Rules apply only to events where such rules are clearly indicated at the time of bet placement.

2.7. Rule regarding the prohibition for users from Russia and Belarus to use the service, and in case of detection, their accounts will be immediately closed:

a) Users residing in the Russian Federation or the Republic of Belarus are strictly prohibited from using our service.

b) In the event of detecting the use of our service by users from Russia or Belarus, we reserve the right to immediately close their accounts without prior notice.

c) Account closure will result in the termination of all associated privileges, including access to the service, storage of data, and utilization of functional features.

d) We disclaim any liability for any losses, damages, or consequences arising from the violation of this rule and the use of the service by users from Russia or Belarus.

e) All information collected from users in Russia and Belarus will be promptly deleted in accordance with our privacy policy.

2.8. Scoreboards and match information

a) Scoreboards and match-related information, including scores, timers, statistics, and other event data, are provided exclusively for informational and convenience purposes. Dexsport does not guarantee the availability of Scoreboards for any specific event and reserves the right to restrict, hide, disable, or remove Scoreboards at its sole discretion without prior notice.

b) Scoreboards operate independently from odds compilation systems and settlement systems. Information displayed within Scoreboards is not used for generating, updating, or changing odds, determining official event results, settling bets, or making operational betting decisions.

c) Scoreboards may be delayed, incomplete, inaccurate, temporarily unavailable, or unsynchronized with the actual course of an event or other components of the Service. Differences between Scoreboards, markets, live broadcasts, official statistics, or actual event progress may occur at any time and shall not constitute grounds for cancellation, recalculation, refund, or voiding of bets, or for any claims against Dexsport.

d) Settlement of bets is performed exclusively on the basis of official results and data sources determined by Dexsport. In the event of any discrepancy between Scoreboards and official event data, official event data shall prevail.

e) Live broadcasts and other third-party media sources may operate with different transmission delays and shall not be used as a basis for claims regarding Scoreboard accuracy, markets, settlement, or timing of customer actions.

f) Scoreboards are not official products of any sports league, federation, tournament organizer, or club unless explicitly stated otherwise. Display of match information does not imply sponsorship, partnership, affiliation, endorsement, or official association with any sports organization or tournament organizer.

## 3. TYPES OF BETS

3.1. Dexsport offers the following betting options for sports and/or other events:

a) "Ordinar bet" means a bid on the outcome of an single event. The ordinar bet win is the product of the sum of bet and odds of the event.

b) "Combo" means a bet on several independent events. The "Combo" win is the product of the sum of bet by "Combo" odds, received by multiplying the odds of the outcomes of all events included in the "Combo". The "Combo" may include any combination of outcomes of unrelated events from any sports or other events. If all events are correctly predicted, the "Combo" is considered won. At least one incorrectly predicted event outcome means that the entire bet of this option is lost. The maximum odds value for "Combo" bets is 10 000. There shall be at least two events in one "Combo".

3.2. It is forbidden to include different outcomes in the same event, as well as different bets on the same athlete in the same tournament (for example, winning a match and winning a tournament) in one "Combo", even if bets and events are not directly related. If any events related to this match were included in the "Combo", then such a bet is subject to refund unless the software for accepting bets initially blocked this "Combo". Taking into account the peculiarities of determining odds for certain types of outcomes (correctly predicted totals, handicaps, etc.), the final winning odds for all the above types of bets are determined. In case of cancellation or postponement of events for the period specified in these rules, odds equal to "1" are used to calculate such outcomes.

## 4. MAIN TYPES OF OUTCOMES OFFERED FOR BETTING

4.1. Bets are accepted on:

a) Bets are accepted on "Win (Team or athlete 1)" (indicated in the line by "1"), a draw (indicated by "X"), or "Win (Team or athlete 2)" (indicated by "2"). If the outcome of the match was predicted correctly, the bet is considered won.

b) "Double Chance (Team or athlete 1)" or a draw is indicated by "1X". To win a bet on such an outcome, the first team or athlete shall not lose. "Double Chance" (victory of the first or second team or athlete) is indicated by the combination "12". A victory of one of the teams or athletes is necessary to win a bet with such an outcome. Double Chance (Team or athlete 2) or a draw is indicated by the combination "X2". To win a bet on such an outcome, the second team or athlete shall not lose.

c) Participant results. In such bets, it is necessary to predict whether the team or athlete will reach a certain stage of the competition (for example, 1/8, quarter-finals, semi-finals, finals, etc.), or what place he will take in the tournament or group. If the team or athlete declared in the tournament did not participate in the competition for some reason, then all bets on events with his participation are calculated with odds equal to "1".

d) "Who Will Go On". In the proposed pairs, it is recommended to name the team or athlete, who will go further in the tournament grid. The best will be considered the team or athlete who has gone further in the tournament grid. If both teams or athletes were eliminated from the competition at the same stage, or if one of the teams or athletes refused to participate in the competition before it began, winning odds for such bets are equal to «1".

e) "Winner". The team or athlete who takes first place in the tournament, or a participant in other non-sports events, who wins first place, is considered the winner. If a participant withdraws from the competition before the start of the tournament, winning odds for bets are considered to be equal to "1".

f) The "First Blood" bet involves killing the game character by the characters of the opposing team. The first kill on the map by the opponent's creeps/minions (without the help of allied characters) or neutral units is not counted. In this case, the bet remains valid until the first game character is killed by the opposing team.

g) The "First Roshan" bet means that the Client shall correctly predict which team will kill Roshan first.

h) The "Round Duration" bet means that the Client shall correctly predict the duration of the round in minutes (more or less than the suggested value). Only the whole number of minutes played is counted.

i) The Client can also bet on events with a handicap (indicated by "H"). The handicap assumed by the Client is added to the result of the selected team. The bet is considered won if the If the score for the chosen team is correctly predicted after the addition of the handicap . If a draw is resulted after adding a handicap, the bet is refunded and the "Combo" is calculated with winning odds of this event as equal to "1". If the other team wins after the addition of the handicap, the bet is a loser.

j) The Client can bet on the Total (indicated by "T" or "Total") which means the number of certain actions in the match. To win, you need a correct prediction of what number of specified actions will be performed in the match: over ("O") or under («U").

k) A bet on the Individual Total of Teams (Participants) (indicated by "iT" or "iTotal") provides a prediction for the number of actions performed in the match for one of the teams or one of the participants of the competition. To win, a Client need to correctly predict whether over (Ov) or under (Un) of the specified actions will be performed in the match by the selected team or participant. In the case of scoring Total, the bet is refunded and "Combos" are calculated with winning odds of this event as equal to "1".

l) Unless otherwise specified in the line, the Total, Handicap, Even/Odd total of the round, or individual total is indicated in "Deaths". "Death" is considered the death of a game character for any reason (caused by enemy unit, creeps, Roshan, etc ).

m) Double Asian Handicap is a bet on the game with a handicap in which the Handicap value (H) is multiple of 0.25, but not multiple of 0.5, for example: H = -0.25, +0.25, -0.75, +0.75, etc. Such a bet is interpreted as two (simple, "half") bets with the same odds and with the nearest common Handicap value (H1 = H - 0.25 and H2 = H + 0.25). The amount of each "half" bet is equal to the half of the "Double" bet amount.

n) Double Total Bet is a Total bet in which the Total value (T) is multiple of 0.25, but not multiple of 0.5, for example: T = 2.25, 2.75, 3.25, etc. Such bet is interpreted as two (simple, "half") bets at the same odds and with the nearest common Total value (T1 = T - 0.25 and T2 = T + 0.25). The amount of each "half" bet is equal to the half of the "Double" bet amount.

The following examples are simplified four options of settlement for such "Double"

**K(g) -** general odd for Bet; **K**

- place bet odd;

**k1 -** the odd of the first half Bet;

**k2 -** the odd of the second half Bet;

| Result of the first half bet | Result of the second half bet | Calculation of K(g) |
|---|---|---|
| Win | Win | K(g)= K |
| Win k1=K | Refund k2=1 | K(g)=(k1+1)/2 |
| Lose k1=0 | Refund k2=1 | K(g)=(0+1)/2=0,5 |
| Lose k1=0 | Lose k2=0 | K(g)=0 |

**Example**:

Bet amount is $200, Handicap 1 (-1.75), odd is 1.8., match result 2:0.

| H1 (-2) is [(-1,75) - 0,25] | H1 (-1,5) is [(-1,75) + 0,25] |
|---|---|
| Refund | Win |
| k1=1 | k2=1,8 |
| K(g)=(1+1,8)/2= 1,4 | |
| Payment amount: 1,4x200= $280. | |

**5. CONDITIONS FOR ACCEPTING BETS**

5.1. Bets on the outcomes of the events are accepted based on the line, which is a list of upcoming events for which Dexsport sets certain quotes (winning odds). After any bet (winning odds, Totals, Handicaps, limits on the maximum bets, on "Combo", etc.), the line may be amended but conditions of previously placed bets remain the same.

5.2. The sum of bets on any event cannot exceed the maximum sum specified in the line during one game day (on a line dated by a single number). When the total maximum bet for the same event is reached, no more bets for this event will be accepted.

5.3. Bets are accepted before the event starts, except for bets on "live" matches. Bets made by the Client after the actual start of the event or competition, regardless of the reasons, are considered by Dexsport as invalid. They are either subject to refund or excluded from "Combos". Bets on "live" events are considered valid until the end of the competitions. If they are accepted for any reason after the end of the event or match or tournament, the bet is calculated with odds equal to "1".

5.4. The date and the time for the event start is listed on site is for information purposes only. The incorrectly specified date or time in such a case is not sufficient reason to cancel the bet. Dexsport is not responsible for the accuracy of the results information during the "live" event. Also, the start date and time of the event indicated in the line are for information purposes only, and therefore the wrong date and time are also not sufficient grounds for canceling the bet. In such a case, bets placed before the actual start of the event are considered valid. When calculating outcomes, the actual start time of the event is considered as the actual start time of the competition according to official information from the matches or tournaments organizer, as well as the websites that Dexsport refers to when collecting statistics.

5.5. Dexsport is not responsible for accurate translation or spelling of the names of athletes, teams, and cities where competitions (matches, tournaments) are held.

5.6. In the event of software failures when accepting bets (discrepancy of odds in one or more positions, obvious typos in odds, etc.) or staff errors, Dexsport has the right to consider these bets invalid. The management of Dexsport has the right to cancel a bet made after the start of the event or on a deliberately "incorrect" line.

5.7. Technical Errors.

We reserve the right to suspend odds during an event due to failed transmission or other technical related issues or if fraud is suspected. We reserve the right to void bets even subsequently if any such bet was won by the customer because of a technical fault or error, inclusive of but not limited to an error or fault in transmission.

5.8. The Client cannot cancel or change the bet after it has been placed on the server, and the confirmation message with the bet number has been appeared on the website page and/or bet slip received. If the bet has already been registered on the server, A connection failure and other technical mistakes in communication are no reasons to change or cancel a bet.

## 6. SPECIAL CONDITIONS

6.1. If:

a) The event did not start on the scheduled date and/or was officially postponed by the organizer for more than 36 - 48 hours from the start time indicated in the bet slip, - all bets on this event are calculated with the odds 1 (unless otherwise specified in the rules for that sport).

The exact settlement interval is determined by Dexsport individually within the specified time range.

b) The event was interrupted and, according to official data, was not finished within 12 - 48 hours from the start time indicated in the bet slip - all bets on this event are calculated based on the results at the time of the event interruption. Odds equal to "1" are used to calculate bets on outcomes, the results of which are not defined (unless otherwise specified in the rules for that sport).

The exact settlement interval is determined by Dexsport individually within the specified time range.

6.2. The initial result of the event is counted for calculation in case of cancellation or change of the result (protest, disqualification for doping, etc.).

6.3. If more than one participant (team or athlete) is declared the competition winner, then bets placed on winning the competition of these participants (teams or athletes) are calculated with odds equal to "1".

6.4. The actual results of the competition are announced by Dexsport based on official protocols and other reliable sources of information. In case results from different sources do not match or there are obvious errors, Dexsport makes the final decision on determining the results for calculating bets in the event of disputes.

6.5. If Dexsport has reason to believe that the bet was made after the outcome of an event became known or after the selected athlete/ team got a clear advantage (significant advantage in the score, sending off or substitution of player, etc.), it gets the right to cancel these bets (make a refund), both winning and losing.

6.6. Dexsport uses its own data on the actual course of competitions for betting settlement. If the results of events cannot be determined (broadcast failure, lack of results in official information sources, or other reasons), these events will be settled with odds 1.

6.7. The English version of the rules is the official version and will be used in case of any differences in translation.

6.8. The Client must check the correctness of the bet slip because, in case of an error, Dexsport can refund the bet, regardless of the reason caused this situation and the culprit of the incident.

6.9. Claims on disputed issues are accepted within 10 days from the date of disputed bet calculation. No claims will be accepted after this application date expired. In the questionable situations, which do not have precedents Dexsport has a right to make a final decision.

## 7. FINANCIAL RESTRICTIONS

7.1. The maximum bet sum can be determined by Dexsport specifically for each event or sports, and is subject to change without prior written notice. The maximum bet sum for individual events may be limited by Dexsport.

7.2. The maximum odds for the "Combo" are 10 000. If the product of odds for a winning "Combo" exceeds the maximum amount, such an "Combo" is calculated with odds equal to 10 000. The winning sum cannot exceed the size of the maximum payout for a single bet. "Combo +" odd is a regular odd.

## 8. BETS SETTLEMENT

Bets are settled in accordance with the General Rules, unless otherwise specified for a particular match. If a match is marked as having “Special Rules”, bets are settled in accordance with the Special Rules.

Bets on the eSports events are calculated based on the General Rules, but the specific nature of the calculation is also taken into account.

8.1. Cash Out. “Cash Out” is an individual offer addressed to the user, aimed at changing one or more essential conditions of the bet (odds, settlement time, etc.) in order to fix a new result and settle the bet at the current moment. The cashout offer can be accepted or declined by the user. By choosing “Cash Out,” the user confirms acceptance of the new essential terms of the bet. Dexsport reserves the right to change the cashout offer over time or not to provide a cashout offer without explanation.

a) "Cash Out" option is the ability to settle your bet before its outcome is known.

b) "Cash Out" amount depends on the course of events and changes of odds in the game that you selected. It may be higher or lower than your original bet.

c) "Cash Out" option is available only for your unsettled bets.

d) "Cash Out" option will be active both for Pre-match and Live betting.

e) If you have several bets, then "Cash Out" option will be available separately for each of these bets. "Cash Out" option is available only for the whole Parlay but not for its separate events.

f) "Cash Out" option is provided on the condition that the markets, in which you have placed your bets, are still open. You can apply "Cash Out" option to your unsettled bets in the "Account History" tab.

g) The settlement amount will be displayed next to each of your bets for which "Cash Out" is available. Dexsport does not guarantee that "Cash Out" option will be available at any time.

h) If your "Cash Out" request for an individual bet is successful, then your bet will be settled instantly and the appropriate amount of funds will be credited to your gaming account. In this case, the result of selected event will not matter for settlement of this bet.

i) Dexsport reserves the right to accept or reject any "Cash Out" request for any kinds of sports, competitions or markets.

8.2. Conditional Cash Out

Conditional Cash Out is an automatic bet settlement feature that triggers when a preselected condition is met.

a) Applies only to Single bets.

b) One of the following conditions can be set: odds drop below the selected value; odds rise above the selected value.

c) When the chosen condition is met, the bet is automatically settled at the current available Cash Out value.

d) Once the condition is created, it cannot be changed. It may be cancelled until the bet is settled.

e) If the automatic Cash Out option is unavailable at the moment the condition is met (for example, the market is closed or the feature is temporarily suspended), the settlement will not be performed.

Example 1: Condition — odds below 2.0. Odds change: 5.0 → 2.5 → 1.5. At 1.5 the bet is automatically settled at the current Cash Out value.

Example 2: Condition — odds above 1.5. Odds change: 1.1 → 1.32 → 2.7. At 2.7 the bet is automatically settled at the current Cash Out value.

## 9. RULES FOR ENROLLMENT WINNINGS

9.1. After the announcement of the actual sports events results on official websites of the competition organizers, Dexsport credites of winnings for client bets.

9.2. Dexsport reserves the right to suspend the settlement of bets and accrual of winnings if Dexsport has substantial grounds to believe that the that the following happened: a) Prerequisites to suspect a fixed match;

b) Certain doubts about event fairness;

c) Manipulations with the turnover or bet odds.

9.3. Evidence for the above may be based on the volume, size and structure of certain types of bets in Dexsport. Further proceedings and investigations on events, that show signs of any fraud, will be conducted by the official partners of Dexsport. Bets on events with signs of fraud will not be settled until all ongoing proceedings and investigations are completed. If the deception of the event is confirmed in the official conclusions of the partners, Dexsport may decide to refuse payments and declare all bets on such events invalid. The verdict rendered, based on the final decision made in the course of proceedings and investigations by the company's official partners authorized to take such actions, is final. However, until the investigation is officially completed, Dexsport reserves the right to review written applications from Clients requesting a refund of bets on any event that is being reviewed and/or investigated.

9.4. If there are certain suspicions of fraudulent actions detected (arbitrage betting, multi-accounting or using software to automate bets), Dexsport may suspend client's gaming account for any operations (future bets, cash withdrawal, others) for the investigation period. The detailed verification process can take up to fourteen business days.

9.5. If facts of fraudulent actions are confirmed, Dexsport may decide to cancel all bets made by the Client and refund all the funds credited to the balance of Client’s gaming account.

9.6. Dexsport may also declare an agreement concluded with a Client (before or after an event that shows signs of fraud) as invalid, refusing to fulfill any obligations under such an agreement (payment of winnings or refund of bets), if such winnings or bets are proved to be directly related to the fraudulent outcome of the event in which the Client:

a) is an athlete, coach, employee or owner of a sports club that took part in an event which is showing signs of fraud;

b) is an active athlete, referee or commentator;

c) appeared as a person in respect of whom bets were made on behalf of any persons involved, specified in subclauses "1" or «2». This rule is applied by Dexsport regardless of the period (when it became known that its Client appears as one of the designated persons).

9.7. If Dexsport has reasonable suspicions about a dishonest sports game or influence on the immediate course of an event in respect of which the Client and Dexsport have entered into a bet, Dexsport may recognize the bet on the outcome of this event (in full or any part thereof) as doubtful. This will result in the suspension of bet calculation and payment of winnings to the Client on this bet until the official end of all proceedings initiated by Dexsport or other persons regarding suspicions of fraud and unfair athletic game. If the fact/facts of the unfair sport game during or the influence of the result of the event are established during investigations, Dexsport may refuse to pay the winnings or refund the bet to the Client, simultaneously contacting law enforcement officials for assistance in establishing the involvement/complicity of the Client in an unfair contest and holding him/her accountable as established by current legislation.

9.8. If the specified investigations are not completed within 365 days after Dexsport recognizes the bet or part thereof as doubtful, Dexsport may declare the doubtful bet invalid based on the Client's written request. The bet is calculated with odds equal to «1".

9.9. An sport game showing all the signs of deception includes situations where the game result was completely or partially predetermined (but not limited to):

d) Fixed match as defined in the regulations for various sports competitions

e) Collusion of the event participants (with each other and/or with a third party)

f) Illegal influence on the result of an official sports competition or another event

9.10. Checking the integrity of the game, Dexsport can request the Client to explain the principles of certain bets, why these events interested him/her, what considerations guided his/her decision-making regarding a bet or several bets, or any other information related to the bet that Dexsport considers appropriate to ask. If the answers provided by the Client do not dispel doubts about bet integrity and game transparency, this may lead to a loss of confidence of Dexsport toward the Client. And if, for some reason, Client's account balance has become negative, Dexsport may also take this fact into account before making any payments to the Client.

9.11. "Combo +"

All combo bets with size N is added the odds X. Where: N - the number of outcomes in the combo;

X - is a multiplier/odd "Combo +" which increases the payout to the player.

Size table "Combo +":

• 4 events - X odd is 1.08;

• 6 events - X odd is 1.15;

• 8 events - X odd is 1.2;

• 10 events - X odd is 1.5;

Only outcomes with odds ≥ 1.4.

Live and prematch bets.

Any bet amount.

If there are more than 2 events in the combo that is calculated as a "refund", the odd X=1.

Cashout cancels " Combo +" multiplier. That is, if the client wants to calculate the bet by cashout, the combo service is canceled.

If at least one outcome is settled as HalfWon, HalfLost, or Refund, the booster odd will be recalculated according to the new odds.

## 10. RULES ON DISCIPLINES: SPORTS

### 10.1. FOOTBALL

Bets on football matches are accepted for the primary time stipulated by the game or tournament rules, which includes the compensated time added by the match referee after the immediate time of the half or the match.

Events that took place during the time compensated by the referee are considered to have occurred at the 45th or 90th minute.

The football bets are available for one team to win or draw or with a handicap. Bets in Cup matches are also available on whether one of the teams goes to the next round, depending on the number of matches played.

The line also offers bets on double results:

- 1X – home team victory or draw; • X2 – draw or away team victory;
- 12 – home or away team victory.

Bets are accepted on handicaps and totals (total number of goals scored). The Player can choose different values of handicaps (positive and negative) and calculations in the line. For example, if the Player bet on an integer "Total" and get into it, the bet is calculated with odds equal to «1".

For cup competitions consisting of multiple matches, the market **"To qualify"** is offered. Qualification is determined by the total of all completed matches between the respective pair of teams.

The bet on " Who will score more goals " compares two teams from different matches when the team that scores more goals will be recognized as the best. Bets are not accepted for "Combos" and "Systems" with the proposed teams and are calculated with odds equal to "1" upon the same performance from both teams.

There are available Bets on the match listing:

- "Match Result" bet (the Player need to predict the final match score);
- "Half time/Full-time Result" bet (the Player need to predict both the result of the first half and the entire match). Initial letters are used in the line to indicate these outcomes: V - victory, D - draw. The first place suggests the outcome of the first half, and the second one suggests the match outcome. The outcome of the second half does not matter for the calculation of this bet. For example, if the match finished 1:1, and the first half 1:0 - the bet on the "V1D" outcome is winning; if the match finished 1:0, and the first half 0:0 - the bet on the "DV1" outcome is winning; if both the first half and the match finished 1:0 - the bet on "V1V1" is winning.
- "Goal in the First Half" bet means that the Player can choose between "Yes/No" options to predict whether a goal will be scored before the break.
- The client can bet on the time and Player scoring the first goal, on the totals of the first and/ or second half, etc.All players who took part in the match are considered as runners. If for any reason an unlisted player scores a goal all bets on listed players stand. If a player is listed but does not take part in the match, all related bets made on the player will be considered as void.
- Goals scored by replaced players are also taken into account for the "At Least One Players Scores Two or More Goals" bet.

For the "Home/Away" game, the Player is asked to predict whether the difference between the goals scored by the "Home" and "Away" teams will be more or less than the "handicap" offered.

For the "round total" game, the Player is asked to predict whether the total number of goals scored by the "Home" and "Away" teams together will be more or less than the number offered by Dexsport. Additionally, Players can bet on playing round:

- number of "Home" victories;
- number of "Away" victories;
- number of draws in the round;

• number of "Away" points, etc.

"Home/ Away" and "round total" bets are not accepted in "Combos" with any other events of the same tour. If one or more matches in the tour were interrupted and were not completed within 12 hours, then bets for "Home/Away" and "round total" games are calculated with odds equal to «1".

Bets on "Corner Kicks, Yellow/Red Cards, Fouls, Shots on Target, Offsides, and Percentage of Ball Possession, Substitutes" include the following:

- Corner kicks assigned but not completed are not counted in the statistics. If the referee does not count the corner kick but assigns it again, the corner kick will be counted only once.
- Yellow cards count as 1 card and a second yellow card or a straight red to the same player would count as 1 red. Consequently, one player cannot count for more than 2 cards. A player will be regarded as sent-off if he was in the field at the time of being sent off.). Cards shown to players on the bench or team personnel (coaching staff, managers, etc.) are not counted. Cards shown after the end of the first half are considered as shown in the second half.

If two or more players from different teams get yellow or red cards based on a single game episode - bets on the "Match First Yellow/Red Card" will be calculated with odds equal to "1".

Booking Markets .Yellow card counts as 1, red card counts as 2. Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).

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

For the bet on "Time of the First or Last Goal" in a match, indicating the time intervals, the Player needs to predict during which period the first or last goal in the match will be scored. For example, if the game finishes 0:0, the bet will be calculated with odds equal to "1".

In the " Who will score the next goal " market, there are three possible outcomes for the Client: "Team 1", "Team 2", or "Zero Score».

For bets on "Most Productive Match", "Least Productive Match", or "Match with Most (Least) Goals Scored", the Client needs to predict the match/matches from the selected list in which the most or least goals will be scored. For example, if the highest number of goals is scored in two or more matches - bets on these matches are settled at the odds 1.

- If the rules or format of a match differ from our accepted norm, we reserve the right to void any market.
- If one or more matches selected in the line were postponed for more than 36 - 48 hours from the originally officially specified time, or were interrupted and not finished within 12 - 48 hours, all bets on
- these games will be settled at the odds 1.The exact settlement interval is determined by the bookmaker individually within the specified time range.
- In case of unusual time periods (e.g. 3 periods of 30 minutes each), bets will stand as long as the total statutory time of the match is between 45 minutes and 120 minutes.
- If the match is interrupted and not completed, Dexsport may settle bets according to the official result, provided that at least 75 minutes have been played at the time of interruption.

Dexsport line accepts bets on the event that first occurs in a certain game period. The Client need to predict what will happen during a certain time period: a goal scored, a corner kick, a goal kick, an offside, a foul, an out, or none of these. Similarly, bets on comparisons of the above events are available - the Clients can bet which of the specified events (for example, a goal or offside, a goal kick or corner kick) will occur earlier in a certain period, or none of the above.

The following events are considered as occurred: a corner kick in the case of a kick executed from a corner flag; a goal kick in the case of an actual goal kick; offside in the case of a free kick performed upon recording the offside; out in the case of an actual throw-in; foul in the case of a free or penalty kick performed upon recording a violation. The source for determining the results and matches statistics can be checked from the following sites:

- http://www.premierleague.com/ - Premier League, England
- http://www.bundesliga.de/de/liga/ - Bundesliga, Germany
- http://www.lequipe.fr/Football/Ligue-1/ - League 1, France
- http://www.raisport.rai.it/ - Serie A, Italy
- http://www.uefa.com/ - UEFA Champions
- When determining the statistical indicators of football matches, the source for determining the results is the information posted on the website https://www.whoscored.com/ . In the absence of information on this resource, the calculation of statistical indicators will be carried out on the basis of an alternative source https://www.flashscore.com/. If a situation arises that none of these resources provides the necessary information on statistical indicators, Dexsport reserves the right to make a calculation based on internal/alternative sources.

In the absence of the necessary information or obvious errors in the protocols on these sources, Dexsport can sattle bets based on statistical data from its own internal sources.

Time accounting of each event to calculate the following:

- goal – the same time as the timer at the moment of the ball crossing the goal line (scored goal);
- corner kick – time at the moment of the kick from the corner mark;
- foul – time at the moment of the free or penalty kick upon recording a violation of the rules;
- offside – time at the moment of the free kick upon recording the offside;
- goal kick – time at the moment of the goal kick;
- out – the same time as the timer at the moment of the out thrown.

The bet is sattled based on the match timer for the TV broadcaster, which will be specified in the comments to a specific match on the line. The parallel timer which is starled in parallel by Dexsport is considered the main timer for sattling the bet when there is no time indicator in the TV broadcast. To determine and make a final decision in disputed situations, Dexsport can operate information from internal sources about the match.

In the "First 5-Minute Match Prediction" the Client proposed to predict before the match (pre-match bet) what event will take place first within the first five minutes (see Clause 18 for live bets):

- Goal scored;
- Penalty appointed;
- Corner kick appointed;
- Yellow or red card shown;
- None of the above.

Bets on the first five minutes of the match will be sattled based on the period from 0:00 to 5:00 (from the first to the fifth minute inclusive) of the event. To consider a bet as a winning, the goal shall be scored in the specified period (the goal kick and the ball crossing the goal line shall be recorded in a certain period). If the kick was made in a given period, and the goal was scored beyond such period, the bet will be considered as lost. The corner kick shall be assigned within the specified time period and, if assigned, will be counted. The penalty shall also be assigned within the specified time period. Penalties will be ignored if the penalty event happened within the allotted time period, and its appointment by referee outside of the period. If the penalty is awarded within the specified period, and the attempt to execute it occurs later - the bet is still considered won. Yellow or red cards will be counted at the moment when they will be shown by the referee, but not at the moment of the foul commitment. If the reason for the yellow or red card belongs to the specified period but the direct display of the card does not, the card will not be counted. Only cards shown to the field players who participate in the match at the time of card shown will be counted. Appointed penalty is considered as the winning outcome if the penalty had been appointed before the referee showed the card for a foul.

It is proposed to the Client to specify the outcome of the match based on the European handicap. In case of a bet with a European handicap, the Client needs to predict the outcome of the match with condition that the match begins from a certain score, specified in the value of the handicap. The final score for such bets is calculated by adding the game result and the handicap value. The following outcomes are possible when betting with the European handicap:

- Home win with handicap;
- Away win with handicap;
- Draw with handicap.

The European handicap does not imply a partial or full refund of the bet: the client can either win or lose the bet in full.

Example 1. Handicap (0-1) means a bet assuming that after the end of the game, 0 is added to the goals scored by the home team, and 1 is added to the goals scored by the away team. The "home win with handicap" outcome will be a win if the match ends with the home team winning by 2 or more goals, for example, 2:0 or 3:1 (2:1 or 3:2 with 0-1 handicap), etc. The "draw with handicap" outcome will only be a win if the home team wins exactly 1 goal, for example, 1-0 or 2:1 (1:1 or 2:2 with the selected handicap 0-1), etc. The "away win with handicap» outcome will be a win if the away team ends the match with a draw or win, for example, 0:0 or 0:1 (0:1 or 0: 2 with the selected handicap 0-1).

Example 2. Handicap (1-0) means a bet assuming that after the end of the game, 1 is added to the goals scored by the home team, and 0 is added to the goals scored by the away team. The prediction for the "home win with handicap" outcome will play for any home win or draw, for example, 1:0 or 1:1 (2:0 or 2:1 with the selected handicap 1-0), etc. The bet on the "draw with handicap" outcome will only take place if the away team wins by a single goal difference, for example, 0:1 or 1:2 (1:1 or 2:2 with the selected handicap 1-0), etc. The "away win with handicap" outcome will only be won if the away team triumphs with a difference of two or more goals in 2 or more goals, for example, 0:2 or 1:3 (1:2 or 2:3 with the selected handicap 1-0), etc.

The "Shots on the goal/crossbar kick" market: when settled this bet, one takes into account shots at the goal post or crossbar, after which the ball remained in play (flying out into the pitch or touching the referee, or a player of one of the teams, or another post or crossbar after a rebound).

The ball hitting the post or crossbar is not considered in the following cases:

- the goal was scored (the ball flew into the net);
- the game was stopped before the ball hit the post or crossbar;
- after hitting the crossbar, the ball crossed the goal line without touching the pitch.

Bet on "goalless time periods" assumes that if "n" goals are scored during a match, then the minutes, when goals have been scored, divide a time period of a match (from 0 to 90 minutes) into «n+1" goalless time periods. The duration of goalless time periods is calculated as the difference between:

- minutes of the first goal and match start;
- minutes of successive goals;
- minutes of the match end and the last goal.

The match starts at 0 minute. Goals scored in the time compensated by the referee for the first and second half are considered goals scored at the 45th and 90th minutes respectively. If there have not been scored any goals, thus, it is considered that there has been one 90-minute goalless period.

Example 1. If a match has been completed within the main time with 0:0 score, thus, it is considered hat there has been only one 90-minute goalless period.

Example 2. If there have been scored 2 goals in a match: at 23rd and62nd minutes, then there have been only 3 goalless periods: 23 minutes (23-0), 39 minutes (62-23), and 28 minutes (90-62).

Example 3. If there have been scored 3 goals in a match: at the 15th, 45th, and 90th minutes, then here have been only 4 goalless periods: 15 minutes (15-0), 30 minutes (45-15), 45 minutes (90-45), and a 0- minute period (90-90)

"Cyberfootball" is a betting on the FIFA PC game which is a football simulator with with 2 players take art in it. Games played with settings "two 5-minute halves" and the "beginner" complexity level. If a match is stopped due to technical reasons (disconnect or computer failure) and a re-match is scheduled, bets on the stopped match are settled according to the General Rules, and bets on the rematch are accepted as for a new event.

**Replays**

**1. General Description**

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.
- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.
- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.
- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.
- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

**10.2. BASKETBALL**

Dexsport accepts bets on basketball matches taking into account overtimes (OT), if the scheduled game time ends with a draw. In addition to individual bets on a draw or a clean victory of one of the teams (1, X, 2), bets on such outcomes are accepted for the scheduled game time. In basketball matches, determining the winner of the confrontation provided for two games (home and away games), the match can end in a draw without overtime.

Example 1: play-off match (according to the regulations, a winner is determined based on the sum of two matches), the first match ends with a score of 85-80, the second match ends with a score of 75-75 (without overtime). In the second match, the rules do NOT provide for overtime, since the score of two matches is 160:155, which guarantees the first team to get to the next round.

Example 2: play-off match (according to the regulations, a winner is determined based on the sum of two matches), the first match ends with a score of 78-72 in favor of team 1, the second match ends with a score of 87-81 in favor of team 2. Since the sum of two matches is 159:159, overtime in the second match is appointed to determine a team to pass to the next round (this overtime is only considered when betting on the "Qualifying to the next round)" market).

When betting on a combined total or individual total, Dexsport offers the Clients to predict the total number of the points in a match scored by teams combined or the score of one individual team.

In some specific matches bets available for each quarter of the match. For example, the client must predict the most/least productive quarter of the match.

Bets on number of points, rebounds scored by the players of either team according to the line are also avaliable. The bet will be refunded if one of the basketball players does not appear on the pitch.

In the "Duel of players" betting market, Dexsport offers the Client to predict which who will will score more points, make more assists or collect more rebounds. Such bets are settled based on the official match protocol (including overtime, if the scheduled game time ends in a draw). The bet will be refunded if one of the basketball players does not appear on the pitch.

Bets on general "Performance" for basketball players take into account the total sum of points, assists and rebounds of a particular athlete. Blocked shots and steals are not counted as Performance points. Bets are settled according to the official match protocol (considering overtime). The bet will be refunded if one of the basketball players does not appear on the pitch.

**Replays**

**1. General Description**

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.
- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.
- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.
- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.
- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

**10.3. TENNIS**

**General Information**

Some events may be settled according to different settlement rules depending on the data provider used for the event.

Events marked with “Special Settlement Rules” are settled according to the dedicated rules described in the section below.

If an event does not contain the “Special Settlement Rules” mark, standard rules apply.

**Standard Rules**

Dexsport offers the Clients the following betting markets for tennis:

- match winner;
- score by sets (2:0 or 2:1 for three-set matches, 3:0, 3:1, 3:2 for five-set matches);
- bet with a handicap on match (handicap can be either positive or negative);
- bet with a set handicap in a match (handicap can be either positive or negative);
- bet on the total number of games in a set or match;
- bet on the number of aces per match for a certain player;
- bet on the number of double faults for a certain player;
- bet on a certain player victory in the specified set;
- bet on whether the match will have a tie-break in one or more sets (the set score is 7:6 or 6:7).
- The following live bets are also available:
- who will win the "x" number of games in a set;
- who will win the "x" number of points in the game (there is a difference between the number of points in the game and the score of the game: if the current score of the game is 30:15, then three points have played, but not forty five, while the fourth point will be played next in the game, and then the fifth); - game score;
- whether there will be a score of 40:40 in a game, etc.
- Dexsport uses its own data about the actual course of the game for the live bets settlement. If, for any reason (lack of results in official information sources or broadcast loss), the results of competition cannot be reliably established, then bets on these events are settled with odds equal to "1". Any claims for bets on a live event are accepted not later than 24 hours after the competition ends.

All bets on tennis matches remain valid until the end of the tournament.

All bets on tennis matches remain valid if the tennis courts surface have been replaced during the tournament. Dexsport provides data about the surface of tennis courts (ground, grass, hard) for information purposes only and does not accept claims about inconsistencies in the data about the type of court surface in the betting line information.

- In case of a retirement and walk over of any player all undecided bets are considered void (including the market for the Match Winner).
- If a player retires all undecided markets are considered void.
- If penalty point(s) are awarded by the umpire, all bets on that game will stand.
- In case of a match is finished before certain points/games were finished, all affected point/game related markets are considered void.

If the regulations have been changed (the planned five-set match was replaced by a three-set match, or vice versa), the bets on a match winner, first set winner, total of the first set and game handicap for the first set are sattled at the at the odds offered in the line. All other bets will be refunded.

If one or more players of one of the teams in team competitions are replaced (for example, the Davis Cup), regardless of the reasons, bets on the match outcome and qualifying to the next round remain valid.

Bets on tennis matches in doubles are calculated with odds equal to "1", if the composition of the pair was initially specified when replacing at least one of the players. Otherwise, the bet remains relevant.

If two or more tennis players win the tournament at the same time, then bets on the victory of these players in the tournament are calculated with odds equal to "1".

If a so-called "championship tie-break" (a race to 10 points won) is played instead of a decisive set in a match, a score of a decisive set is considered as 1:0. Accordingly, the overall the handicap and the overall total of the match are settled basic on this score.

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

**Special settlement rules**

Special Settlement Rules apply only to events where such rules are clearly indicated at the time of bet placement.

- In the event of a weather delay, schedule change to the order of play or change in time and date of the scheduled match; bets will remain valid unless a walkover or official result is declared. This includes if a match has already begun and been suspended due to time restrictions or bad light.

- In the event of a walkover, retirement or a default from any player. All un-resulted markets will be made void except the match winner (provided the minimum game length has been played).
- If a challenge is made or a penalty point awarded, all bets will be settled/resettled on the official score.
- In the event a match finishes before certain points/games are completed, all affected markets with unsettled bets are void.
- For settlement purposes, each tie-break or match tie-break is settled as 1 game.
- In the event of a retirement, set and game related markets that were already settled as lost will remain, unsettled bets will be made void.
- In the event of a venue or surface change. All bets will remain valid.
- A minimum of 1 full set must be completed for the match winner to be settled. All other unsettled markets will be void.

**Markets**

- Winner (Match/Set/Game): The player/team who officially wins the match or specified period. In the event of a tie, all bets will settled by the tie-break winner.
- Total Games (Match/Set/Game): The total number of games played in the match or specified period. Bets settlement is determined on whether the result will be over or under the total line taken.
- Player/Team Total Games (Match/Set/Game): The total number of games won in the match or specified period by a specific player/team. Bets settlement is determined on whether the result will be over or under the line taken.
- Correct Score (Match/Set/Game): Settled on the correct prediction of the final score in the match or specified period.
- Handicap Games (Match/Set): Determined by which player/team will win the match or set once the specified handicap is applied to the overall match or specified period score.
- Total Games Odd/Even (Match/Set): Determined by the total points scored in the match or specified period being either odd or even.
- Total Sets: Determined by whether the total number of sets played is over or under the specified line.
- Tiebreak Yes/No: Settled on whether a tiebreak takes place in any set during the match.
- Player To Win A Set: Settled on whether the named player wins at least one set during the match.
- Any Set To Nil: Settled on whether either player will win a set 6-0.
- Player/Team To Win + Total Games: Determined by the named player winning the game and scoring more or less total games than the taken line.
- Double Result (1st Set/Match): Settled as the winner of the first set along with the winner of the match.
- To come from behind: Determined on whether a player/team will be behind in set count but come back and win the match.
- Highest scoring set: Determined by which set has the greatest number of games played in it. Dead Heat rules apply.
- Xth Set – Race to X games: Settled as the player/team who first reaches the specified number of games in the given set.
- Xth Set – Xth Game - Break Point Yes/No: Determined by whether there is a break point in the game
- Xth Set – Xth Game – Result after 3rd Point: Determined by the exact score after the 3rd point in the given game is finished.
- Event - Winner: The official classified winner of an event (Dead heat rules apply).
- Stage of Elimination: Settled on the round a selected player is eliminated from the named competition.
- Winning Quarter/Group: Settled on which quarter / group of the tournament the winner of the tournament comes from.
- Winning Half: Settled on whether the tournament winner comes from the top or bottom half of the draw.
- To Reach The Final: Settled on whether the selected player reached the final of the tournament.

### 10.4. VOLLEYBALL

Dexsport offers clients to place bets on volleyball matches with the following markets in the line:

- a match or a set winner;

- whether there will be a tie-break in a match; • on totals or handicaps in a set or a match.

Handicaps and totals for volleyball matches are indicated in points unless otherwise indicated in the betting line.

If the rules of a volleyball match have been changed (sets have been played to 21 points), then bets on set or match winner and exact score of the match are calculated based on accepted odds. The "Gold Set" is not taken into account when bet is settled. All other bets will be refunded.

### 10.6. HOCKEY

Dexsport offers clients to bet on hockey matches of various championships. The Client can bet on the match result (a clean victory for one of the teams or a draw), as well as on handicaps and totals. Dexsport offers a line of totals and handicaps (positive and negative) to bet. e of scoring the "total", such bets are calculated with odds equal to "1".

Bets on hockey matches are accepted only for the regular time, excluding overtimes (if this is assumed by the competition regulations), except for specially stipulated bets.

In the "Performance of Periods" betting market, the Client is asked to predict which of the three periods will be the most productive for the both teams in total (the highest number of goals will be scored).

The following types of bets are available in the betting line:

- bets on the clear victory of the selected team or a draw, as well as win with the selected handicap in any of the match periods;
- bets on the total number of goals scored in certain match periods;
- bets on the time of the first goal and the goalscorer;
- bets on the total points («goal+pass") scored by a particular hockey player in a particular match;
- for NHL matches (regular championship and the playoffs of the Stanley Cup), bets on the number of penalty minutes, individual performance (excluding penalty shootouts) and others;
- For the matches held under the auspices of the International Ice Hockey Federation (IIHF), bets on shots on goal, penalty time and individual performance of players are accepted for the main time;

Also, clients can use the «home/away" betting market, which includes the following options:

- The Client needs to predict the difference between home and away shots on goal attempts (whether it will be less or more than the offered handicap);
- The Client needs to predict whether the sum of home and away shots on goal attempts will be less or more than the offered total;
- The Client needs to predict the overall result of the playing round: the number of home and away points gained, the number of draws, the number of home and away shots on goal attempts, etc.

The home/away market bets are not accepted in "Combo" bets along with any other matches of the corresponding round. If one or more matches have been interrupted and not completed within the time limit set by the rules - such bets of the "home/away" market will be calculated with odds equal to "1".

There is also a "Next Goalscorer" bet available for Clients in the betting line, where they can choose one of three options: "Team 1", "Team 2" or "No Score».

According to the terms of the "When will be scored the first (last) goal" bet, indicating the time periods, the clients need to predict in what time period the first/last goal will be scored in the match. If the regular time of the match ends in a draw, the bet will be calculated with odds equal to "1".

As part of the " Come From Behind and Win" bet in a match, the Client needs to predict which team will lose in the score during the game but will be able to win in the of the match in regular time.

If, for some reason, an ice hockey match has not been played on the scheduled date, then all bets on this match are calculated with odds equal to"1".

The Clients can verify the results of hockey matches on the following websites: NHL - www.nhl.com

World Cup - www.iihf.com

Champions League - www.championshockeyleague.net Sweden - www.swehockey.se

Czech Republic - www.hokej.cz Finland - www.finhockey.fi KHL - www.khl.ru

Germany - www.deb-online.de Norway - www.hockey.no Belarus - www.hockey.by VHL - www.vhlru.ru

**Replays**

**1. General Description**

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.

- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.
- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.
- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.
- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

### 10.7. BASEBALL

Dexsport accepts bets on baseball within the approved betting line, but there are several features when calculating bets.

- For MLB matches, unless a starting pitcher is listed in the market, all bets will stand in the event of a change to either starting pitcher.
- Should an event be interrupted, all remaining unsettled markets excluding the moneyline/match winner are considered void if the game does not resume within 12 hours and after 5 full innings of play from the start of the game.
- If a match is postponed or canceled, then bets will still stand providing the original fixture starts within 24 hours of the original start time and a minimum of 7 innings has been played. If the event does not start within 24 hours, all bets will be void.
- All bets will be void should the event take place at a venue other than originally advertised.
- All pre-match bets do not include extra innings unless otherwise stated. This also applies to Livebetting where all bets are settled after regular time unless otherwise stated.
- Markets whose outcomes were already determined at the time of match stoppage will be settled

(e.g., first home run, first hit, winner of the first five innings, etc.).

- If a match is interrupted or canceled and won’t be continued within 48 hours, all undecided markets are considered void. However, moneyline bets are considered official if at least 5 innings are played; or 4.5 innings if the home team is leading.

**Markets**

- Winner / Moneyline (Match/Innings): Determined by which team officially wins the match or specified period. In the event of a tie after regular time, all bets will be voided unless the draw is a given option.
- Total (Match/Innings): The total number of runs scored in the match or specified period. Bet settlement is determined on whether the result will be over or under the total line taken.
- Handicap / Spread (Match/Innings): Determined by which team will win the match once the specified handicap is applied to the overall match or specified period score.
- Winner / Moneyline 3-Way (Match/Innings): The official winner in the match or specified period. Bets are settled on either the Home, Tie, or Away team that scores the most points.
- Total 3-Way (Match/Innings): The total number of runs scored in the match or specified period. Bets are settled on either the Home, Tie, or Away team that scores the most runs.
- Home/Away Total (Match/Innings): The number of runs scored in the match or specified period by a specific team. Bets settlement is determined on whether the result will be over or under the line taken.

- Odd/Even (Match/Innings): Determined by the total runs scored in the match or specified period being either odd or even.
- Winning Margin (Match/Innings): The specified margin (number of runs) by which a team wins the match or specified period.
- Total Hits: The total number of hits recorded in the specified period. Bets are settled on the total number of hits in the specified period being under or over the quoted line.
- Home/Away Total Hits: The total number of hits scored in the specified period. Bets are settled on either the Home, Tie, or Away team that records the most hits in the given period.
- Extra Inning: Determined on whether the game goes into extra innings. Unless otherwise stated, all markets are settled based on the result at the end of regular time.
- Player Props: If a player does not appear in the game, all bets related to that player will be void. If a player has participated in the game but does not achieve the required statistical outcome, the bet will be settled as a loss.

**Outright Markets**

- MLB - World Series – Winner: Settled as the team that wins the World Series Finals.
- MLB – National League – Winner: Settled as the representative team from the National League in the World Series.
- MLB – American League – Winner: Settled as the representative team from the American League in the World Series.
- MLB – Winning League: Settled as the league that provides the team that wins the World Series Finals.
- MLB – Winning Division: Settled as the division that provides the team that wins the World Series Finals.
- MLB – Division – Winner: Settled as the team that wins the named division at the end of the regular season.
- Player awards outrights: Typically awards given to a specific player awarded at the end of the season and settled on the official outcome in accordance with the governing body.

**Settlement and Cancellation Rules**

- Any and all onsite information relating to a game inclusive of scoreboards, stats, video streams etc are provided as a guide only. This information could be subject to a delay or be incorrect. No onsite information should be used as a basis for bet placement. Settlement is not based on the information displayed and thus we assume no liability for the delay in any video transmission or data available on the site.
- For doubleheader (shortened innings) matches, bets will be settled according to the official result.
- In the event of a Mercy Rule being called, all bets will stand on the score at the time.
- If a starting pitcher change occurs after bets are placed and the market is not listed as "listed pitcher", bets will remain valid.
- If an incorrect score or match information is offered resulting in a significant error in price of a selection, we reserve the right to void all bets on that selection, market or price. We also may exercise the right to resettle at the correct price at our discretion.

**Rapid Markets**

- If a hit and an error occur within the same play, a hit will be considered for settlement purposes.
- If a player does not return to bat but related player markets were offered, undecided markets are considered void.
- A foul ball will always be considered a strike for settlement purposes.

### 10.8. HANDBALL

Dexsport accepts various bets on handball matches of national championships or European cups, taking into account the result of the game in the regular time and the match rules.

Exceptions apply if otherwise specified in the betting line.

- Which team will win race to x points?- If a match ends before the Xth is reached, this market is considered void (cancelled). (incl. ot)
- If the match goes to a 7-metre shootout; the markets “Who scores Xth point?” and “Which team will win race to X points?” will be voided.

### 10.9. MMA

Dexsport offers the Player the following types of bets:

- Who will win the fight: winning by knockout or technical knockout, by submission or surrender of an opponent, decision of the judges or technical decision (based on points), disqualification or failure, other.
- The bet on the ahead-of-time win by winning by knockout or technical knockout, by submission or surrender of an opponent, disqualification or failure, other.
- The duration of the fight. Predict a specified number of rounds. Only the number of complete rounds counts for settlement purposes.
- The bet on winning a round means that the last round held is considered a win if on of the participating fighters refuses to continue the fight in the break between rounds, or fails to enter the fight after the beginning of the next round.
- If the number of rounds in a match changes, bets on the fight outcome and the method of achieving it remain relevant. Bets on the number of rounds will be refunded.
- If the referees at MMA tournaments cannot determine the winner of the fight by setting a draw, bets on the fight victory are settled with odds equal to "1".
- All other bets are settled based on the actual fight outcome.

UFC has differences in rules:

- In the case of a draw at UFC tournaments, bets on winning of the participants are settled at the odds "1". The remaining outcomes are settled according to the actual result.
- Win - includes winning by Decision (DEC), winning by KO, TKO, winning by Technical Decision (TD) based on points, Disqualification or Failure, winning by submission or surrender of an opponent.
- Ahead-of-time win – includes winning by KO, TKO, Disqualification or Failure, winning by submission or surrender of an opponent.
- The duration of the fight. Predict a specified number of rounds. Half of the 5 inute round considered 2 minutes. 30 sec. Therefore, 2.5 rounds - this will be 2 minutes 30 seconds of the 3rd round. If
- the match ends exactly in the middle (2 minutes 30 seconds) of the round, the over/under rate on the total number of rounds held is returned to the players.
- Win in the round - if the fighter refuses to continue the fight in the break between rounds, or after hitting the gong about the beginning of the next round, does not go out, then the last round held is considered to be winning.
- If for any reason the selected number of rounds changes, then all bets on number of rounds will be refunded. The bets on the result of the fight and the method of its achieving remain in force.

### 10.10. FUTSAL

Dexsport accepts various bets on futsal matches of national championships or European cups, taking into account the result of the game in the regular time and the match rules. Exceptions apply if otherwise specified in the betting line.

### 10.11. DARTS

- In the case of a match not being finished all undecided markets are considered void.
- **Settlement and cancellation rules**
- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a match is not completed all undecided markets are considered void.
- Bullseye counts as red check out colour.

### 10.12. SNOOKER

- In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined.
- No fouls or free balls are considered for settlement of any Potted-Colour market.
- In case of a re-rack settlement stays if the outcome was determined before the re-rack.
- In the case of a retirement of a player or disqualification, all undecided markets are considered void.

**Settlement and cancellation rules**

- If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
- If the players/teams are displayed incorrectly, we reserve the right to void betting.
- If a match is not completed all undecided markets are considered void.

### 10.13. BOXING/MARTIAL ARTS

Dexsport offers Clients to make the following types of bets on boxing matches and various types of martial arts:

- Who will win the fight: winning by knockout or technical knockout, by submission or surrender of an opponent, decision of the judges or technical decision (based on points), disqualification or failure, other.
- The bet on the ahead-of-time win by winning by knockout or technical knockout, by submission or surrender of an opponent, disqualification or failure, other.
- The bet on the fight duration means that clients need to predict the number of rounds completed by boxers or fighters.
- The bet on winning a round means that the last round held is considered a win if on of the participating fighters refuses to continue the fight in the break between rounds, or fails to enter the fight after the beginning of the next round.
- If the number of rounds in a match changes, bets on the fight outcome and the method of achieving it remain relevant. Bets on the number of rounds will be refunded.
- If the referees cannot determine the winner of the fight by setting a draw, bets on the fighters' victories are settled with odds equal to "1". All other bets are settled based on the actual fight result.

### 10.14. AMERICAN FOOTBALL

All markets are settled on the official result at the end of the scheduled regular time play unless otherwise stated. Overtime will not count unless specified in the market. Should a result for a market not be available, it will be made void after 48 hours.

Settlement result will be the published result from the official governing body wherever possible.

If a match is postponed or interrupted, bets will be void if it is not resumed within the current game eek (Thursday – Wednesday, local stadium time), unless an official winner is declared by the organizers.

All bets will be void should the event take place at a venue other than originally advertised, or in the event the home and away team are reversed.

For bets to be paid out, a minimum of 55 minutes of a 60-minute match must be completed for markets to be settled. Only markets with a known result will be settled if less than this time is played in a match. Markets whose outcomes were already determined at the time of the match stoppage will be settled (e.g., bets on the first touchdown, first goal, winner of the first quarter, etc.)

Player specific markets will be settled on the official statistics. If a player does not play in a game, the bet will be void. Overtime counts for all player prop markets in a game.

For Other Outright Markets, all bets will be settled on the team or player that wins the overall event or award, unless otherwise specified in the market (for example; Regular Season Winner).

Dead Heat rules apply.

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

Match Time and score are for information purposes only and should not be relied upon when placing a bet. We accept no liability for the incorrect display of this information. If you rely on this data to place bets, you do so entirely at your own risk.

In the event of a venue change, all markets are considered void.

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

Touchdown / Field Goal Markets (including ‘Time of First’, ‘Longest Scored’, ‘Shortest Scored’, and ‘Team to Score Longest’): In the event of no score (via the specified method) bets will be void.

Will Either Team Score 3 Unanswered Times - Forecast whether either team will score 3 consecutive times during the game. A Score excludes any PAT’s (point after touchdown or 2 point conversions) Markets

- Winner / Moneyline (Match/Half/Quarter): The team which officially wins the match or specified period. In the event of a tie after overtime all bets will be voided unless the draw is a given option.

- Total (Match/Half/Quarter): The total number of points scored in the match or specified period. Bet settlement is determined on whether the result will be over or under the total line taken.
- Handicap / Spread (Match/Half/Quarter): Determined by which team will win the match once the specified handicap is applied to the overall match or specified period score.
- Winner / Moneyline 3-Way (Match/Half/Quarter): The official winner in the match or specified period. Bets are settled on either the Home, Tie or Away team who score the most points.
- Total 3-Way (Match/Half/Quarter): The total number of points scored in the match or specified period. Bets are settled on either the Home, Tie or Away team who score the most points.
- Home/Away Total (Match/Half/Quarter): The number of points scored in the match or specified period by a specific team. Bets settlement is determined on whether the result will be over or under the line taken.
- Double Chance (Match/Half/Quarter): Settled as the official result of the match or specified period being included in the selection, where two of the three possible selections will be winners and one selection will be a loser.
- Winning Margin (Match/Half/Quarter): The specified margin (number of points) by which a team wins the match or specified period.
- Halftime/Fulltime: Settled on the official winner of the first half of the game and the full-time result.
- Will There Be Overtime: Settled on whether the game ends in a tied score. If a tied score is the official result and no overtime is played, the market will still be settled as a winner.
- Race to X Points (Match/Half/Quarter): Settled on either the home team or away team being the first to score the specified number of points in the given period. Bets will be void if neither team scores enough points.
- Total Touchdowns (Match/Half/Quarter): Determined by the total touchdowns scored in the match or specified period being above or below the taken line. Odd/Even (Match/Half/Quarter): Determined by the total points scored in the match or specified period being either odd or even.
- Highest Scoring Half / Quarter: Determined by the highest scoring half or quarter dependent on the selected market. Bets settled on the official result. In the event of a tie, dead heat results will apply.
- NFL - Championship – Winner: Settled as the team who wins the NFL Superbowl.
- NFL – American Football Conference (AFC) – Winner: Settled as the representative team from the AFC in the NFL Superbowl.
- NFL – National Football Conference (NFC) – Winner: Settled as the representative team from the NFC in the NFL Superbowl.
- NFL – Winning Conference: Settled as the conference which provides the team who win the NFL Superbowl
- NFL – Winning Division: Settled as the division which provides the team who win the NFL Superbowl.
- NFL – Division – Winner: Settled as the team who wins the named division at the end of the regular season.
- Team – Regular Season Wins: Determined by the total number of wins the given team has at the end of the regular season, being under or over the given total of wins.
- Will They Make the Playoffs – Team: Determined by whether the quoted team advances to the playoffs at the end of the regular season.
- Event – Winner: Predict which team will win the named event. Rapid Markets:
- New first down & yards gained by play penalties will not be considered for settlement purposes
- In case of no plays, all markets will be settled with the next play or voided if the drive ends before reaching the respective play
- In case of the drive ended before the respective play number was reached, all markets for the respective play will be considered void. This includes punts and field goals
- Field goal yardage will not be considered for total yards gained in a play A touchdown is credited as a first down only when the offence scores a touchdown

### 10.15. CRICKET

1. To win/3-way betting:

- All match betting will be settled in accordance with official competition rules.
- In matches affected by adverse weather, bets will be settled according to the official result.
- If there is no official result, all bets will be void.
- In the case of a tie, if the official competition rules do not determine a winner then all bets on the winner and any related markets are refunded. All other bets are settled according to the determined result.

- In competitions where a bowl off or super over determines a winner, bets will be settled on the official result.
- In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams and not as a draw. If the Draw was offered, bets on the Draw will be settled as losers in the case of a Tied match.
- If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules.
- If a match is cancelled then all bets will be void if it is not replayed or restarted within 48 hours of its advertised start time. If there is a change in teams from originally advertised then all bets will be void.
- In First Class Matches, in case of Draw, To win(2-way) bets will be void.

2. Double Chance:

- A tie will be settled as a dead heat.
- All match betting will be settled in accordance with official competition rules.
- If there is no official result, all bets will be void.

3. Tied Match:

- All bets will be settled according to the official result at the end of the match not including super overs, bowl offs or any other means of deciding the winner in the event of a tied match. Must be an official match result for bets to stand.
- If the match is abandoned or there is no official result, all bets will be void.
- For First Class matches a tie is when the match has reached a natural conclusion with all innings being completed and the final scores are level. If all innings are not completed in their entirety at the end of the match then the official match result will stand. A declared innings counts as a completed innings.

4. Toss winner:

- If no toss takes place, all bets will be void.

5. Most Fours/ Most Sixes:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined. or the match has reaches its natural conclusion without either innings being shortened to less than 80% of the originally alloted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.
- "In First Class matches resulting in a draw, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows, all run fours and extras do not count.
- Fours scored in a super over do not count.
- In First Class games and Test Matches, only first innings fours/sixes will count.

6. Most Extras:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined or the match has reaches its natural conclusion without either innings being shortened to less than 80% of the originally alloted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.
- Extras in a super over do not count.
- In First Class games, only first innings extras will count.

7. Most Run Outs Whilst Fielding:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

- Run Outs in a super over do not count.
- In First Class games, only first innings run outs will count.

8. Most catches/keeper catches:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined or the match has reaches its natural conclusion without either innings being shortened to less than 80% of the originally alloted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Catches in a super over do not count.

9. Most keeper stumpings:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined or the match has reaches its natural conclusion without either innings being shortened to less than 80% of the originally alloted overs. Bets will stand if either innings is shortened due to it reaching a natural conclusion.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Stumpings in a super over do not count.

10. 3-way betting. Runs in over #:

- The specified over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- In First Class matches the market refers only to each team’s first innings.

11. Highest score in First 5/6/10/12/15/20 Overs:

- If the specified number of overs are not completed in both innings the bet will be void, unless settlement of the bet has already been determined.
- In limited overs matches, if the match is shortened due to external factors after the start of the first innings, the market will be void.
- In First Class matches the market refers only to each team’s first innings.
- The market will be settles according to the official result.

12. The best result of the first partnership / Highest score at 1st dismissal:

- If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed.
- For settlement purposes, a batsman retiring hurt does not count as a wicket.
- In limited overs matches, bets will be void if the innings has been reduced (by more than 10%)due to external factors, including bad weather, unless settlement has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- In First Class matches the market refers only to each team’s first innings.

13. Total Fours / Total Sixes / Total Boundary:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches the whole match counts. Bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Only fours/sixes/boundaries scored from the bat (off any delivery – legal or not) will count towards the total fours/sixes. Overthrows, all run fours and extras do not count.
- Fours/sixes/boundaries scored in a super over do not count.

14. Wickets Total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Retired hurt does not count as a dismissal.

15. Total runs / Team total runs:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Runs scored in super over do not count.

16. Total Ducks:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Ducks scored in super-over do not count.

17. Extras Total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total.
- Extras in a super over do not count.

18. Total Run Outs:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In First Class matches the whole match counts but in the case of a drawn match bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Run outs in a super over do not count.

19. Total in highest scoring over:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- All runs, including extras, count towards settlement.
- Super overs do not count.

20. Top batter:

- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather unless the innings has reached a natural conclusion.
- Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was

named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand. If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat. If a substitute (concussion, or otherwise) not named in the original XI is able to bat in their teams first innings, regardless of if they actually bat or not , bets on the market will stand.

- When two or more players score the same number of runs, these bets will settle as winners.
- Runs scored in a super over do not count.

21. Top bowler:

- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather unless the innings has reached a natural conclusion.
- Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but wasnamed in the starting XI, bets on that bowler will stand. If a bowler is substituted in after the in-play market has been offered, and takes the most wickets, bets on the market will be void, unless there is a dead-heat. If a substitute (concussion, or otherwise) not named in the original XI bowls at least one delivery in their teams first innings, bets on the market will stand.
- If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, these bets will settle as winners. Wickets taken in a super over don’t count.

22. Player of the match:

- Bets will be settled on the officially declared man of the match.
- When two or more players are declared as Players of the match, these bets will settle as winners.
- If no man of the match is officially declared then all bets will be void.

23. First Ball Of Match / Second Ball Of Match / Third Ball Of Match:

- Dead balls do not count, at least one ball must be delivered or will be made void.
- Wides/No Balls/Bye/leg byes - runs allotted to these do not apply in this market e.g. 5 wides is a settled as Wide.

24. Wide balls total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Wides in a super over do not count.

25. Runs total in delivery:

- The result will be determined by the number of runs added to the team total, off the specified delivery.
- For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over.
- If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count.
- All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery.

26. Runs total in Over #:

- The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined.
- If the over does not commence for any reason, all bets will be void.
- Extras and penalty runs will only count if they are accredited to a particular delivery within that over.

27. Wicket in Over #:

- As “Runs total in Over”.
- For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

28. Over Odd/Even:

As “Runs total in Over”.

- Zero will be deemed to be an even number.

29. Match Odd/Even:

- As “Total runs”.

30. First 5/6/10/15/20 Overs total:

- If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.

31. Total dismissals at first 5/10/15 Overs:

- If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined.
- For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

32. 3-way betting. Innings:

- Both teams must complete their first innings for bets to stand.

33. Innings Runs:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.
- In drawn First Class matches, bets will be void if fewer than 200 overs have beenbowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.
- Penalty runs awarded after the conclusion of the innings, will not count towards innings runs.

34. Innings Dismissals total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Retired hurt does not count as a dismissal.

35. total:

- Innings Fours total / Innings Sixes Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total fours/sixes. Overthrows, all run fours and extras do not count.
- Fours/sixes scored in a super over do not count.

36. Innings Extras total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.
- In first class or Test matches at least 60 overs must be bowled in the Innings unless team is all out or declares. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the
- final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. • Extras in a super over do not count

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37. Innings Run Outs total:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings.
- In first class or Test matches at least 60 overs must be bowled in the Innings unless team is all out or declares.
- Run outs in a super over do not count.

38. Innings Wide balls total:

- Wides in a super over do not count.

39. Top batter in Innings:

- The result of this market is determined on the batsman with the highest individual score in a team's innings.
- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.
- Top batsman bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand.
- If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat.
- If a substitute (concussion, or otherwise) not named in the original XI is able to bat in their teams first innings, regardless of if they actually bat or not , bets on the market will stand.
- In the case of two or more batsmen winning with the same total the winner shall be the one who has faced the fewest deliveries, if that is the same the winner shall be who has hit the most boundaries, if there is still no clear winner then bets will be void.
- Runs scored in a super over do not count.

40. Top Bowler in Innings:

- The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.
- In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather.
- Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

If a player was named at the toss, but later is removed as a concussion sub, that playerwill still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a bowler is substituted in after the inplay market has been offered, and takes the most wickets, bets on the market will be void, unless there is a dead-heat. If a substitute (concussion, or otherwise) not named in the original XI bowls at least one delivery in their teams first innings,bets on the market will stand."

- If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count.
- If no bowlers take a wicket in an innings then all bets will be void.

41. Total Runs Player / Player to score 25/50/75/100 runs / Highest individual score / Top batter total:

- If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting 11, bets will be void.
- If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.

- In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.
- Runs scored in a super over do not count.

42. Will score 50/100 runs:

- Same as "Total Runs Player»

43. Player Total Fours / Player Total Sixes:

- If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of fours will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void.
- If a batsman retires hurt, but returns later, the total fours hit by that batsman in the innings will count. If the batsman does notreturn later, the final result will be as it stood when the batsman retired.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed.
- In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.
- Only fours/sixes scored from the bat (off any delivery – legal or not) will count towards the total fours/sixes. Overthrows, all run fours and extras do not count.
- Fours scored in a super over do not count.

44. Dismissal method (2 ways) / Dismissal method (7 ways) / Player Dismissal method:

- If the specified batsman is not out, all bets will be void.
- If the specified batsman retires, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand. If the specified wicket does not fall, all bets will be void.

45. Fall of # wicket:

- If the batting team reaches the end of their allotted overs, reaches their target or declares before the specified wicket falls, the result will be the total amassed.
- For settlement purposes, a batsman retiring hurt does not count as a wicket.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, unless settlement has already been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the wicket in question falls.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.

46. Batters H2H:

- Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the “Total Runs Player” section above.
- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

47. Bowlers H2H:

- In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined.
- In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined.
- Both players must be named in the starting XI If either does not then subsequently bowl all bets are still settled.
- Wickets taken in a super over do not count.

48. Series Winner:

- Bets on Series markets stand as long as at least one scheduled match is completed, unless stated otherwise.
- If there is no further play in a Series after bets are placed, then bets will be void.
- If a Series is drawn and no draw option is offered, bets will be void.

49. Series winner after 2 Tests:

- Bets on Series markets stand as long as at least two scheduled matches is completed, unless stated otherwise.
- If there is no further play in a Series after bets are placed, then bets will be void.

50. Series Handicap:

- Bets will be void if the number of scheduled games (after bets are placed) are not played, unless settlement of bets is determined.

51. Team With Highest Innings Score:

- If a Series is drawn, bets will be void.

52. Series Correct Score:

- Series Correct Score - Bets will be void if the number of scheduled games are not played.

53. Result of the 1st Match Test/Series:

- Bets on Series markets stand as long as at least one scheduled match is completed, unless stated otherwise.
- If there is no further play in a Series after bets are placed, then bets will be void.
- If a Series is drawn and no draw option is offered, bets will be void.

54. Player Of The Series:

- Any quoted player, who takes no part in the specified series, will be void. Winner as declared by the ICC. Dead-heat rules apply.

55. Double chance:

- All match betting will be settled in accordance with official results.
- If there is no official result, all bets will be void.

56. Players sent off / retired out:

- A player being sent off is viewed as retired out, so will be settled as a wicket.

57. Concussion substitutions:

- When a player leaves the field as a concussion substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match.

**Replays**

**1. General Description**

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.
- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.
- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.
- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.

- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

### 10.16. BIATHLON

Wagering on winner. Winner is determined by the official protocol. If there is more than one winner - bets on these participants will be settled at the odds 1. If one of the participants mentioned in the list does not start - bets on him will be settled at the odds 1.

Wager "Who is higher". The Client predicts which competitor in a predetermined pair will finish at a higher position after the competition (team in relays). If both competitors fall out of the race or one of them does not start - the bets will be refunded.

Bet on the determining the participant's finishing position. It is proposed to specify the place at which the participant will finish the race. Variants: 1-3 places, 4-10 places, 11+ (i.e. below the 11th place in final protocol).

Wagering on the total number of target misses of the race participants. If the number of target misses is equal to handicap, all bets will be refunded. The bets that have actually finished by the time the participant falls out of the race (or disqualified) are considered valid.

Wagering on the number of misses in each shooting round (1st round, 2nd, 3rd, 4th, etc.). The bets that have actually finished by the time the participant falls out of the race (or disqualified) are considered valid. *The participant has fallen out of the race after two shooting rounds. Bets on the number of misses in the 1st and 2nd shooting rounds are valid. Bets on the 3rd and 4th shooting rounds will be settled at the odds 1.*

Comparison - which participant will make more target misses in a predetermined pair. The Client should predict which of the two competitors will make more target misses. If one of the competitors does not start or finish the competition - bets will be refunded.

Comparison "Member of which of the teams will be higher". Select a team whose member finishes higher on the final protocol.

The final results of the race participants will be determined by the official protocol immediately after the competition. Possible changes after that like disqualification will be ignored.

You can check the statistics on the official website: www.biathlonworld.com

### 10.17. BADMINTON

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

• If a match is interrupted or postponed and is not resumed within 48 hours after the initial kick-off date, all bets will be void.

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

• If a team retires, all undecided markets are considered void.

• If the players or teams are displayed incorrectly, we reserve the right to void any bets.

• Official points deductions will be taken into account for all undetermined markets. Markets that have already been determined will not take deductions into account.

### 10.18. AUSSIE RULES

All markets exclude overtime unless otherwise stated.

If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result (The bet can be voided, before 48 hours has passed, in agreement between the client).

Otherwise, all undecided bets are considered void.

Regular 80 Minutes: Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time.

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

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

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

### 10.19. WATER POLO

Bets are accepted for regular time, determined by the match regulations, unless otherwise stated. You can check the accuracy of the results on the website:

International Federation: http://www.fina.org/

In the absence of information from these sources or in the event of obvious errors in the protocols, the company reserves the right to make calculations based on internal sources.

### 10.20. BEACH VOLLEYBALL

All markets are considered for regular time only unless otherwise stated.

In the case of a match not being finished al undecided markets are considered void. Golden set is not considered in any of the mentioned markets.

Settlement and cancellation rules:

1. If a match is interrupted or postponed and is not continued within 48h after initial kick-off date, betting will be void (The bet can be voided, before 48 hours has passed, in agreement between the client ).
2. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
3. If a team retires all undecided markets are considered void.
4. Official points deductions will be taken into account for all undetermined markets. Markets which have already been determined will not take deductions into account.

### 10.21. BOWLS

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

If a match is interrupted and continued within 48h after initial start time, all open bets will be settled with the final result (The bet can be voided, before 48 hours has passed, in agreement between the client). Otherwise, all undecided bets are considered void.

Settlement and cancellation rules:

1. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.
2. If the players/teams are displayed incorrectly, we reserve the right to void betting.
3. If a player retires all undecided markets are considered void.

### 10.22. KABADDI

For the purpose of settlement, the terms Raiding and Defence Points shall include all points scored in the named raid or match excluding any extras assigned to the referenced team during a raid.

All markets relating to players will be void if that player is not selected in the starting squad. If the player is selected but fails to score any points, then settlement will be zero.

Points or action during extra time will not be considered in the settlement of any market, except for the Match Winner (2 Way) market that shall be settled on the final official result after any extra time or other qualifying process has been completed. All bets will be void if the match is postponed or cancelled and not replayed within 48 hours of original scheduled start.

- Match Winner (2 Way) - Bets will be settled in accordance to the official match result. In the event of extra time, the settlement will be determined by the eventual winner, as per the official result. In the case of a tie, all bets will be void.
- Match Winner (3 Way) / DoubleChance (MainTime) - Bets will be settled in accordance to the official match result. Tied matches will be settled as a Tie, regardless of any extra time played.
- Match Winner Margin / Handicap - The official result at the end of normal play shall be used to settle this market.
- Half Time / Full Time Combinations - The official result at the end of each half shall be used to determine the result.
- Total Match Points / Total Match Points (3 Way) / Total Match Points, Odd Even - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.
- Total Raids / Total Match Successful Raids / Raid Points / Total Match Unsuccessful Raids / Tackle Points / Total Match Empty Raids - Bets will be settled in accordance to the official match scoring.
- Total Match Bonus Points - Bets will be settled in accordance to the official match scoring. Bonus points are defined as points scored by a raiding team by placing their foot over the bonus line while the other foot is in the air.
- Total Match Super Raids - Bets will be settled in accordance to our definitions. Super raids are defined as raids in which the raiding team score 3 points or more.

- Total Match Super Tackles - Bets will be settled in accordance to our definitions. Super tackles are defined as successful tackles in which the defending team has 3 or fewer players on the mat.
- Total Match All Outs - Bets will be settled in accordance to the official match scoring. All outs are when a team loses all of their players.
- Match Multiples (e.g. Telugu to Win and More Than 70 Points in Game) - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.
- First Half Winner (2 Way) - Bets will be settled in accordance to the official match scoring. The market will be void if points are equal at half time.
- First Half Winner (3 Way) / DoubleChance (Half1) - Bets will be settled in accordance to the official
- match scoring.
- First Half Points / First Half Points, Odd Even - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.
- Successful Raid / Raid Points (e.g Raid 10 : Mumba Touch Point) - Bets will be settled in accordance to official scoring. Extras do contribute to the settlement but technical points and penalties do not.
- Unsuccessful Raid / Tackle Points (e.g Raid 10: Telegu Tackle Point) - Bets will be settled in accordance to official scoring. Extras do contribute to the settlement but technical points and penalties do not.
- Raid Points (e.g. Raid 10: Total Points) - Bets will be settled in accordance to our definition. All points, for both teams, whether through open play or penalties will contribute to the settlement of this market.
- Bonus Point (e.g. Raid 10: Bonus Point) - Bets will be settled in accordance to the official match scoring. Bonus points are defined as points scored by a raiding team by placing their foot over the bonus line. Bets will be void if, due to insufficient defenders, it is not possible to score a bonus point in the named raid.
- Super Raid (e.g. Raid 10: Super Raid) - Bets will be settled in accordance to our definition. Super raids are defined as raids in which the raiding team score 3 points or more, not including any all out points earned. Bets will be void if, due to insufficient defenders, it is not possible to achieve a super raid in the named raid.
- Team Match Points / Team Half Points / Team Match Points, Odd Even - Bets will be settled in accordance to the official match scoring. Points are to include all methods of points scoring.
- Team Match Successful Raids / Team Match Raid Points - Bets will be settled in accordance to our definition. Raiding points are defined as points scored by the team raiding, regardless of method.
- Team Match Unsuccessful Raids / Team Match Tackle Points - Bets will be settled in accordance to our definition. Defence points are defined as points scored by the team defending a raid, regardless of method.
- Team Match Bonus Points - Bets will be settled in accordance to the official match scoring. Bonus points are defined as points scored by a raiding team by placing their foot over the bonus line.
- Player Raiding Points (e.g. Khan Player Points) - Bets will be settled in accordance to our definition. Player raiding points are defined as points earned by the named player through touch points and bonus points and do not include tackling points, penalties or all out bonuses. If the player is not present in the starting 7 line-up then the bets will be voided.
- Highest Scoring Raider - Player raiding points are defined as points earned by the named player through touch points and bonus points and do not include tackling points, penalties or all out bonuses. In the event of a tie, the following criteria, in order, shall be used to determine the top raider: most successful raids, most bonus points, first raider to score a point.
- Player Match Up (e.g. Praven v Narwal) - Raiding points only will count. This includes bonus points but not extras or penalties.
- Player Mash Up (e.g. Praven and Narwal) - Raiding points only will count. This includes bonus points but not extras or penalties.
- Player Multiples (e.g. Praven Super Ten and Telugu Win) - Raiding points only will count. This includes bonus points but not extras or penalties. In the event of a Tied match the settlement for this market will be ‘No'.
- Toss Winner (2-Way) - Bets will be settled in accordance to the official toss result.
- Home-away team market - Bets will be settled in accordance to the official match results of the teams for the game day.
- Tournament Team Points/Tournament Player Points - At least 95% of the originally scheduled matches must be played or bets will be void, unless settlement is already determined.

### 10.23. CHESS

- All markets will be settled in accordance to the official results of the governing body.

- The results of the game are determined by the sum of the number of games played within a match. In the event of a draw, bets will be made void.
- In the event of a postponed match; all bets will remain valid until the end of the tournament is concluded or an official winner is declared in the match.
- If a player fails to start the game, all bets will be made void.
- In the event of collusion by either bettors or the players, we reserve the right to withhold settlement and void bets.

### 10.24. CYCLING

All bets are settled on the results published by the official race governing body and taking into account any enquiries/jury-decisions made within 24 hours, of the respective stage start time. Beyond this time frame, subsequent enquiries, disqualifications and/or appeals will not affect bets. For multi-stage events, in the event of stages being cancelled, then the official standings after the last completed stage will be used for settlement purposes, providing one stage is completed in full.

Where Overall markets are revised in between stages, any bets placed after the final completed stage will be void.

**Individual Stage/Outright Betting/Rider Finishing Position**

Dead Heat rules apply Participants must pass the starting line of the respective event/stage for bets to stand.

Otherwise bets will be void and stakes returned.

For Team Classification markets, settlement is based on final standings in time based classifications (should there be more than one Team Competition in a specified event).

**Match-Ups**

Match-ups will be settled upon the cyclist achieving the highest placing in the specified event/stage. In the event of one or both cyclists not passing the starting line then bets will be deemed void. If both cyclists start but fail to finish a specific event/stage then bets will be deemed void. If both cyclists start a specific event/stage and only one fails to finish then the cyclist who completes the specific event/ stage will be deemed the winner.

**Intermediate Sprint Group Betting**

Only the quoted cyclists count for settlement purposes. In the event of one or more of the quoted cyclists being declared a non-runner, then the entire market will be void.

In the event of none of the quoted cyclists registering points in the specific Intermediate Sprint, then the entire market will be void.

### 10.25. FORMULA 1 Races

The following wagers are offered:

- Wagering on the winner of the race. The driver who takes the first place in final classification is the winner.
- Bet on a certain place of the driver in the final protocol.
- Wager "Finish - Not finish". Prediction whether a driver will finish the race or not. If a driver is qualified, he is considered to finish the race.
- Wager "Fastest lap". Which driver will drive the fastest lap.
- Wager "Who is higher". The Client predicts which driver in a predetermined pair will finish in a higher position after the race. If both drivers fall out of the race, the driver that finished more laps is the winner. If both drivers fall out of the race on the same lap, the bets will be refunded.
- Wager "Which team is better in a race". The predetermined teams are put in pairs consisting of two drivers and the Client predicts which team will perform better. The better team will be determined by: a) which team has more drivers to finish the race and be classified; b) if both teams have the same amount of classified drivers, the better team is determined by adding up the sum of drivers` positions. The smaller sum, the better a team has performed. (If the sum is the same for both teams, the bets will be refunded). If drivers are changed in teams after the line has come out, all bets on these teams will be refunded.

The positions of the drivers are determined by the official final protocol published immediately after the race. Subsequent disqualifications of the drivers and the changes in the protocol after the race will not be considered.

Warm-up lap is included in the race result.

In the disputable situations regarding winner bets and podium bets, the results will be determined according to the price giving ceremony. All bets are valid until the end of the stage, regardless of the possible transfer of the start time and date.

We also offer the following types of qualification bets:

- Bet on the winner of the qualification. The winner is the driver who has won first place in the specified qualifications.
- Bet "Who is higher". The Client predicts which driver in a predetermined pair will finish in a higher position after the qualification. The driver who showed the best qualification time in qualifying lap and took a higher place on the protocol of the specified qualifications is considered higher.

Bets on the driver who did not show qualification time in the specified qualifying lap as well as bets on comparison of him to other will be refunded.

The correctness of results can be checked from the following sites:

- http://www.formula1.com/
- http://www.nascar.com/
- https://www.motogp.com/

### 10.26. GOLF

The following types of wagering are offered:

- Comparison of two participants of the tournament. The winner is the participant with the lowest score. In case of similar results, the bet will be refunded.
- Total of the 1st place score – the score of the player who was announced as a winner of the tournament.
- Total the 2nd place score – the score of the player who has finished on the second place in the tournament. If there are more than one participants who finished on the second place, score of only one participant's counts.

Score of a player is the number of the ball strokes that were made while passing the holes during the tournament. In the event of a player withdrawing, the other opponent player is considered the winner. If both of the players withdraw, the lowest score after withdrawing will determine the winner.

In the event of a player being disqualified after having teed off or withdrawing before the end of 2 rounds or before the end of the tournament, the opponent player is the winner.

In the event of a player being disqualified during the third or fourth round and the opponent player has already withdrawn, the disqualified player is the winner. All the results are taken on the tournament official sites.

### 10.27. POLITICS

“Winner”. If a candidate has withdrawn before the polls close or is not allowed to take part in the election, bets on them will be settled at odds of 1.

### 10.28. RUGBY

- Total number of scored points ("total"). If the number of scored points is equal to the total, the bets will be refunded.
- The bets are accepted only for regular time in case of wagering on winning or draw of either team. Possible overtime counts for handicap and "total" betting.
- If for some reason the match was not played on the announced day, the bets will be refunded.

### 10.29. TABLE TENNIS

Bets on totals and handicaps in table tennis matches are indicated in points unless otherwise indicated in the betting line of Dexsport.

If the match was interrupted or one of the teams or an athlete has been disqualified, or for some reason has refused to continue the match, the following options are possible:

Example 1. If at least one set has been played in full, then all bets on the match winner are considered valid. All bets that have been actually completed by the time of the game interruption are also considered valid, but bets on handicaps on sets or points in a match, regardless of the score, will be refunded.

Example 2. If the first set has not been played in full, then all bets are calculated based on the current result at the time of the game interruption, and all other bets are calculated with odds equal to "1".
https://tabletennis.setkacup.com/en/

### 10.30. POWER SLAP

- All markets are settled according to the result available immediately after the end of the fight. Any subsequent appeals or amendments to the result are not to be taken into consideration for settlement purposes.

**Match Abandonments/Postponements**

- If the fight does not take place for any reason on the scheduled date then all bets will be void.
- Should there be a withdrawal or a substitution of one of the fighters concerned, bets will be void.
- In the event of a fight being declared a No Contest all bets will be void.
- Should the scheduled number of rounds be changed before the fight then all “Total Rounds”, “Winner and exact rounds” and “Winning Method” bets will be made void.

**Winner (To Win the Fight)**

- Predict which competitor will win the bout. No draw selection is offered.
- For the Winner market where no draw selection is offered all bets will be void in the event of a draw (this includes a fight which ends in a Majority Draw or a Technical Draw).

### 10.31. LACROSSE

- All match markets will be settled on regulation time including overtime (specific to the competition) unless stated otherwise.
- In a fixture that is postponed or abandoned, all bets are void if the event is not resumed within 48 hours of the scheduled end of the match, unless an official winner is declared.

**Markets**

Winner: The team which officially wins the match. In the event of a tie after regular time, bets will be settled as the winner in overtime where played. Bets void if a tie is the final result.

Total: The total number of points scored in the match. Bets settlement is determined on whether the result will be over or under the total line taken.

Handicap Betting: Determined by which team will win the match once the specified handicap is applied to the result of the match or named period.

## 11. RULES ON DISCIPLINES: eSPORTS

### 11.1. DOTA 2

**General Information**

Some events may be settled according to different settlement rules depending on the data provider used for the event.

Events marked with “Special Settlement Rules” are settled according to the dedicated rules described in the section below.

If an event does not contain the “Special Settlement Rules” mark, standard rules apply.

**Standard Rules**

The format of an esports match is determined by the regulations of the tournament organizer and may consist of one or several maps (e.g., Best of formats such as Bo1, Bo2, Bo3, etc.).

According to tournament rules or the organizer's decision, a team may be given a map advantage before the match starts. Such a map is considered as played for settlement purposes.

For all markets where overtime is considered in the settlement, the market name contains "incl. overtime".

All other markets are settled based on regular time only.

**Refund of Bets**

Unsettled bets are refunded if the match is postponed for more than 48 hours from the scheduled start time.

If the match is delayed by more than 48 hours after the start, bets on outcomes that have already occurred remain valid.

If the match is delayed for 48 hours or less after the start:

• In case of resumption from the current score, all bets remain valid and are settled based on the final result.

• In case of replay (restart), bets with determined outcomes remain valid, while all other bets are refunded.

Replayed maps or matches are considered as new.

If the planned number of maps is changed, bets on match markets (match winner, totals, handicaps, correct score, odd/even) are refunded. Bets on map markets are settled according to the final result of the specific map.

If a team (player) does not continue the match:

• Bets on map winner (if started) and match winner are settled according to the official result;

• Bets on outcomes that have already been determined are settled accordingly;

• All other bets are refunded.

If the map has not started, all bets on that map are refunded.

**Technical Defeat and Disqualification**

These rules apply unless the match is affected by a disqualification, which is governed by separate provisions.

If a disqualification is awarded after the completion of a map/game due to unfair advantage (including use of prohibited tools, exploitation of bugs, cheating or match-fixing), bets may be refunded fully or partially depending on the type of sanction.

Bets are not refunded after the match in the following cases:

• Violation of tournament rules or fair play principles;

• Unsportsmanlike conduct leading to disqualification;

• Participation of an ineligible player;

• Replay of the tournament bracket due to disqualification.

Bets are also not refunded in the following cases:

• Errors in team or tournament names;

• Substitutions in team lineups (unless more than 50% of the lineup is changed);

• Team name changes without significant roster changes;

• Replay of a round;

• Unequal lineups.

**Fixed Matches and Unsportsmanlike Conduct**

If there are signs of unsportsmanlike conduct or a fixed match, Dexsport reserves the right to:

• Suspend the settlement of bets for up to 72 hours;

• Refund bets at its discretion.

Decisions are made based on Dexsport’s internal data sources. Evidence is not disclosed to customers.

**DOTA 2**

Calculation is made according to the final score in post-match statistics, meaning the bet does not take into account deaths that are not credited to the opposing team, such as finishing off with allied units, neutral creeps, suicides with abilities, or items, etc. The kill count of the team may differ from its cumulative value in the teams. For example, in the case of a hero's death from enemy creeps or tower, the kill is not credited to the enemy heroes but is credited to the enemy team. The kill is taken into account when calculating the totals of kills and even/odd number of kills on the map. This rule does not apply to markets related to player deaths.

**Markets**

- Winner: Bet on the winner of the match.
- 1x2: -Bet on the winner of the match considering a draw. Offered in meetings where a draw is possible (e.g., in a bo2 series).
- Map Winner: Bet on the winner of the selected map. To win on the map, it is necessary to destroy the opponent's throne or for the opposing team to surrender (type GG).
- Odd/Even Total Maps: Bet on the even or odd number of maps in the match.
- Total Maps: The total number of played maps in the match.
- Handicap: Advantage or disadvantage given to one of the teams, expressed in the number of won or lost maps (towers, kills). Example: for a bet on Team Secret to win with a handicap (-1.5) in maps to be considered winning, the team must win with a difference of two or more maps.
- Correct Map Score: The final result of the match by maps. Example: Exact score by maps 2:0, for the bet to win, team N2 must win with a score of 2:0, for any other score, the bet loses.
- Double Chance: Bet on two out of three possible outcomes in matches in bo2 format (1X, X2, 12).
- Map X. - Total: Bet on the number of kills made by both teams on the specified map. The final value of the team's kill counter (count near the timer) is taken into account, not kills or deaths of heroes in the teams.

- Match totals markets (similar market positions as for the map): Bet on the total number of kills (destructions) summed up across all played maps in the series.
- Map X. – Duration: Bet on the duration of the specified map in minutes (over/under). Calculated according to the in-game timer. For example, for a bet on the result over 36.5, the map must last at least 36 minutes and 01 second to be considered winning. After the timer reaches the 36minute mark, the 37th minute begins, so 37>36.5. If the map lasts less than 36 minutes (including exactly 36 minutes 00 seconds), the bet is settled as losing.
- Map X. - Winner + Total / Map X. - Winner + Duration: Bet on the team's victory on the map considering the total kills and duration.
- Map X. - Total Odd/Even: Bet on the even or odd number of kills made by both teams within the specified map, without considering finishing off with neutral creeps, allies, suicides, etc.
- Map X. - Team to draw first blood: Bet on the first kill on the specified map, without considering finishing off with neutral creeps, allies, suicides, etc.
- Map X. - N Team Total: Bet on the number of kills made by the team on the specified map. The final value of the team's kill counter (count near the timer) is taken into account, not kills or deaths of heroes in the teams.
- Map X. - Race to X Kills: Bet on which team will achieve a certain number of kills first on the specified map. If neither team can achieve the required number of kills, the bet will be settled with odds of "1".
- Map X. - Kill Maker: Bet on which team will achieve the next kill. The kill count is based on the total number of kills.
- Map X. - Kills handicap: The advantage or disadvantage of one of the teams, expressed in the number of team kills.
- Match - Total: The number of kills made by two teams during the match.
- Match - Handicap kills: The advantage or disadvantage of one of the teams, expressed in the number of kills of each team during the entire match.
- Match - N Team Total: A bet on the number of kills made by one of the teams during the match.
- Map X. - Intervals Total on minute: Bet on the number of kills in a certain range of minutes.
- Map X. - Will there be a kill at a specific interval of time: A bet on whether there will be a kill within a certain time interval.
- Map X. - First Roshan Kill: Bet on the team that will kill Roshan first on the specified map.
- Map X. - Roshan Kill Total: Bet on the total number of Roshan kills on the specified map (over/ under).
- Map X. - Both teams will kill Roshan: Bet on both teams killing Roshan within the game time on the specified map.
- Map X. - Winner by Roshan kill: Bet on which of the two teams will kill more Roshans.
- Map X. - 1x2 by Roshan kills: Bet on which of the two teams will kill more Roshans with draw.
- Map X. - Total Towers Destroyed: Bet on the total number of towers destroyed on the map by two teams.
- Map X. - N Team Total Towers Destroyed: Bet on the number of destroyed towers of one of the teams per map.
- Map X. - First Tower Destroyed: Bet on which of the teams will destroy the opponent's first tower on the specified map. The loss is credited to the team whose first tower was destroyed earlier than the opponent's, even if the tower is destroyed by their own hand.
- Map X. - Towers Handicap: The advantage or disadvantage of one of the teams, expressed in the number of destroyed towers.
- Map X. - First Tier 3 Tower Destroy Location: Bet on which line the teams will destroy the first tier 3 tower.
- Map X. - Winner By destroyed towers: Bet on the winner of the map, which team will destroy more towers.
- Map X. - 1x2 by destroyed towers: Bet on the winner of the map, which team will destroy more towers with a draw.
- Map X. - First barrack: Bet on the team that will destroy the barracks first.
- Map X. - Both teams will destroy barracks: Bet on both teams destroying all barracks within the game time on the specified map.
- Map X. - Total barracks: Bet on the total number of barracks destroyed on the map.
- Match - Total barracks: Bet on the total number of barracks destroyed in the match.
- Map X. - Ultra Kill: Bet on a series of 4 kills on the specified map. The bet is considered played if an ultra kill is shown/announced in the game. Fixation occurs according to the in-game time.

- Map X. - Both teams will destroy Barracks: Bet on both teams destroying all barracks within the game time on the specified map.
- Map X. - Both teams will kill Roshan: Bet on both teams killing Roshan within the game time on the specified map.
- Map X. - Mega Creeps: Bet on one of the teams destroying all enemy barracks in the game, even if mega creeps have not yet appeared.
- Active Rune will appear at a specific minute on the top or bot side: Bet on whether a rune at a specific minute will appear on the top (upper part of the map) or bot (lower part of the map) side.
- First Courier Kill: Bet on which of the teams will kill the enemy courier. The bet is considered played after one of the teams kills the enemy courier. If there is no courier kill during the map, the bet will be settled with odds of "1".
- Map X. - Godlike: Bet that one of the players will make a series of 9 or more kills of enemy heroes without being killed.
- Aegis of the Immortal will be stolen: Bet that Aegis of the Immortal will be stolen on the map. The condition for winning is if one team kills Roshan, but the Aegis of the Immortal artifact is picked up by a player from the opposite team.
- Map X. - Divine Rapier: A bet on one of the players purchasing the Divine Rapier artifact during the map.
- Map X. - Rampage: A bet that there will be a series of 5 kills in the map. Fixation is based on ingame time, and is considered played if a Rampage is shown/announced in the game.
- Map X. - Kill first tormentor: Bet on which team will kill Tormentor first.
- One of the teams will lead in gold until a specific minute: A bet on which of the teams will lead in gold up to a certain time. The time is counted according to the in-game timer. For example, Team #1 leads in gold at the 10th minute of the map with 2,000 gold, indicating an economic advantage over Team #2, after which the bet is considered played.
- Who will achieve more Roshan kills, tower destructions (separate markets available, including draws): A bet on the victory in the race of kills or object destructions on the map. For example: Team #1 destroyed 4 towers, and Team #2 destroyed 12 towers, in this case, the bet on Team #2's victory is considered successful. Similarly for Roshans.

**Special settlement rules**

Special Settlement Rules apply only to events where such rules are clearly indicated at the time of bet placement.

In case of a technical defeat (TD) on the map (in the round) or the whole match, bets on the match result, handicap or totals on the maps, and the uncertain outcomes during the announcement of TL, are settled with odds equal to "1". The reason for a technical defeat (TD) is the d lateness of the participant or the entire team, the replacement of player during the match, a DDoS attack and/or other circumstances (by the decision of the judges or organizers).

The final settlement is made based on the data recorded immediately after the destruction of the main building (Fortress/Nexus) of one of the opponents. If one of the teams surrenders (the Fortress/Nexus is not destroyed by the opponent), the calculation is made in the same way. The opposing team of the surrendered is awarded a victory.

Settlement with odds of "1" is possible only until the game start (exit of creeps / minions from the barracks on the line). Further bets in any unplanned situations (leave of player from any team, disconnect, etc.) or a technical defeat (TD) are calculated according to the results. When a technical defeat is appointed, or at any unplanned situations (disconnect, exit (leave) of players from either team, etc.), all further bets are settled according to the results.In case of a default loss, the map (round) won by the DL, is taken into account when maps are being numbered in the line.

Totals and handicaps in these disciplines are given for the time (minutes) of the map duration, destroyed fortresses, killed main characters, killed couriers, Roshans, maps, as well as any other, at the discretion of Dexsport.

The advantage is added to the map before the event starts. According to the decision of the judges/ regulations, in some cases, one of the teams may be awarded a one-map victory "in absentia" (not to be confused with a handicap bet or a default loss). This "absentee" map is not counted in the line for the outcome of total maps (rounds) or for winning a specific map (in sequence). In this case, the first map actually played by the participants is considered the first map in the line.

The "First Blood" bet is calculated if the game character is killed by the characters of the opposing team. The "First Blood" by neutral units or creeps/minions of the opponent is not taken into account on the map but is saved until the first character is killed by the opposing team.

The bet "First 10 Kills on the Map" is given to the team that first commits 10 kills of the opposing team's characters (champions) on the map.

Re-host is a “rollback” of the game situation to the moment of auto-saving at a certain time (in case of network problems, DDoS attacks, server crashes, and other similar cases) is not a reason for refunding bets.

Bets on the "Best Net Worth" market are accepted in the intervals from 1 to 18 minutes, from 1 to 12 minutes and from 1 to 5 minutes. The Client needs to guess which team will be ahead of the opponent in terms of game gold in the specified time intervals. The team that has more total game value based on "gold" is determined as a winner in these time periods.

In the case of the technical defeat in the round (on the map) or full match, outcomes that are not determined by gaming competition at the moment of the TD announcement are settled at the odds "1".

### 11.2. COUNTER-STRIKE

#### General Information

Some events may be settled according to different settlement rules depending on the data provider used for the event.

Events marked with “Special Settlement Rules” are settled according to the dedicated rules described in the section below.

If an event does not contain the “Special Settlement Rules” mark, standard rules apply.

#### Standard Rules

The format of an esports match is determined by the regulations of the tournament organizer and may consist of one or several maps (e.g., Best of formats such as Bo1, Bo2, Bo3, etc.).

According to tournament rules or the organizer's decision, a team may be given a map advantage before the match starts. Such a map is considered as played for settlement purposes.

For all markets where overtime is considered in the settlement, the market name contains "incl. overtime". All other markets are settled based on regular time only.

#### Refund of Bets

Unsettled bets are refunded if the match is postponed for more than 48 hours from the scheduled start time. If the match is delayed by more than 48 hours after the start, bets on outcomes that have already occurred remain valid.

If the match is delayed for 48 hours or less after the start:

- In case of resumption from the current score, all bets remain valid and are settled based on the final result.
- In case of replay (restart), bets with determined outcomes remain valid, while all other bets are refunded. Replayed maps or matches are considered as new.

If the planned number of maps is changed, bets on match markets (match winner, totals, handicaps, correct score, odd/even) are refunded. Bets on map markets are settled according to the final result of the specific map.

If a team (player) does not continue the match:

- Bets on map winner (if started) and match winner are settled according to the official result;
- Bets on outcomes that have already been determined are settled accordingly;
- All other bets are refunded.

If the map has not started, all bets on that map are refunded.

#### Technical Defeat and Disqualification

These rules apply unless the match is affected by a disqualification, which is governed by separate provisions.

If a disqualification is awarded after the completion of a map/game due to unfair advantage (including use of prohibited tools, exploitation of bugs, cheating or match-fixing), bets may be refunded fully or partially depending on the type of sanction.

Bets are not refunded after the match in the following cases:

- Violation of tournament rules or fair play principles;
- Unsportsmanlike conduct leading to disqualification;
- Participation of an ineligible player;
- Replay of the tournament bracket due to disqualification. Bets are also not refunded in the following cases:
- Errors in team or tournament names;

- Substitutions in team lineups (unless more than 50% of the lineup is changed);
- Team name changes without significant roster changes;
- Replay of a round;
- Unequal lineups.

**Fixed Matches and Unsportsmanlike Conduct**

If there are signs of unsportsmanlike conduct or a fixed match, Dexsport reserves the right to:

- Suspend the settlement of bets for up to 72 hours;
- Refund bets at its discretion.

Decisions are made based on Dexsport's internal data sources. Evidence is not disclosed to customers.

**Counter-Strike**

- For this type of sport, markets with and without overtime are possible. By default, all markets are without overtime (unless the market name specifically includes "with overtime").
- Overtime. Victory on the map is achieved by winning at least 13 rounds. In the event of a tie on the map (when the score is 12-12 by rounds, tournaments usually provide for 6 additional rounds, the so-called "overtime"). Victory in overtime is awarded to the team that first wins 4 out of 6 additional rounds. In the event of a tie in overtime (both teams winning 3 rounds each), the next overtime is scheduled (6 additional rounds).

**Markets**

- Winner: A bet on the winner of the match. The match is considered to have started after the first kill in the pistol round.
- 1x2: Similar to the Winner result, but a draw is considered as a possible outcome. Offered in matches where a draw is possible (for example, in bo2 format matches or in bo1 format matches without overtime).
- Total Maps: The total number of maps played within the match.
- Map Handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing maps.
- Correct map score: Offered to select the exact final score in the match by maps.
- Odd/Even number of maps: A bet on the total even or odd number of maps played in the match.
- Total: A bet on the total number of rounds played by both teams within the match.
- Handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds in the match.
- Match - Team N total (With overtime) - A bet on whether Team N wins more or fewer than the specified number of rounds on the specified match.
- Map X. - Winner: A bet on the winner of the specified map in the match including additional rounds

/ overtime.

- Map X. - Winner of the first half: A bet on the team that will win in rounds in the first half (for MR15 format - 8 rounds, for MR12 - 7 rounds).
- Map X. - Winner of the second half: A bet on the team that will win the second half on the specified map. The second half begins after the sides switch. This bet only considers the result of the second half of the game, regardless of the overall map result.
- Map X. - First Half Correct Score: A bet on the first half to end with the indicated score.
- Map X. - Second Half Correct Score: A bet on the exact score of rounds with which the second half of the specified map will end.
- Map X. - First half round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds in the first half on the specified map.
- Map X. - Second half round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds in the second half on the specified map.
- Map X. - First half Team N Total: a bet on the total number of rounds won by the specified team (Team N) in the first half on the specified map (Map X). This includes only the rounds of the first half of the match, before the sides are switched.

- Map X. - Second half Team N Total: a bet on the total number of rounds won by the specified team (Team N) in the second half on the specified map (Map X). This includes only the rounds of the second half of the match, after the sides have been switched.
- Map X. - Second half Total: a bet on the total number of rounds played in the second half on the specified map (Map X). This includes all rounds played after the sides have switched roles, up until the end of the second half of the match, excluding any overtime.
- Map X. - Winner 1X2: A bet on the winner of the specified map or a draw in regular time.
- Map X. - Odd/Even: A bet on the odd or even number of rounds played on the specified map, without considering overtime.
- Map X. Will there be overtime?: A bet on whether there will be overtime on the specified map.
- Map X. - Will there be a Team kill?: A bet on whether there will be a Team Kill from the selected team on the specified map. Team Kill refers to a player "killing" their teammate.
- Map X. - Will there be a knife kill?: A bet on whether there will be a kill by knife from the selected team on the specified map.
- Map X. - Round N - Will ACE be in the round?: a bet when a player kills the whole enemy team on his own in round N.
- Map X. - Will there be a Zeus X27 kill? (With overtime): A bet on whether there will be a kill by Zeus X27 from the selected team on the specified map.
- Map X. - Winner of the pistol round: A bet on which team will win the selected pistol round on the specified map.
- Map X. - Winner of both pistol rounds: A bet on which team will win both pistol rounds on the specified map.
- Map X. - Bomb planted in the Nth pistol round: A bet on whether the bomb will be planted in the specified pistol round on the specified map. Pistol rounds refer to the first and thirteenth rounds on the map in MR12 format matches.
- Team N - Total: A bet on the total number of rounds won by the specified team within the match.
- Example: a player bets on more than 21.5 for Team #2, and in a bo3 match, the mentioned team loses with scores of 13-11; 13-10. The total number of rounds won by Team #2 = 21 (11+10) - the bet loses because the number of rounds won is less than the total value. Conversely, if the bet was placed on less than 21.5 with a total of 21 rounds won in the match, it wins.
- Team N - Total pistol round wins: A bet on whether the specified team wins the chosen number of pistol rounds in the match.
- Map X. - Correct pistol rounds score: Offered to select the exact final score on the map by pistols rounds (1 and 13).
- Map X. - Total: A bet on the total number of rounds within the map, excluding overtime. For example, if a player bets on over 22.5 and there are a total of 20 rounds played on the map, the bet loses because the total number of rounds played is less than the total value. If the bet was placed on under

22.5 with 22 rounds played, it wins. The maximum number of rounds without overtime in MR12 format matches is 24.

- Map X. - Total (3 way): A bet on the total number of rounds played in the map, with three possible outcomes: under a specified number of rounds, over a specified number of rounds, or exactly a specified number of rounds.
- Map X. - Team N total rounds: A bet on whether Team N wins more or fewer than the specified number of rounds on the specified map.
- Map X. - Team N total rounds as Terrorists/Counter-Terrorists: A bet on whether Team N wins the specified number of rounds on the specified map while playing on the specified side: attacking (Terrorists) or defending (Counter-Terrorists).
- Map X. - Total bomb explosion rounds: A bet on the total number of rounds within the specified map that ended with a bomb explosion.
- Map X. - Total kills in pistol rounds: A bet on the total number of kills from both teams in the selected pistol round on the specified map.
- Map X. - Round Handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds on the specified map.
- Map X. - Round Handicap (With overtime): Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds on the specified map. including overtime.

- Map X. - Round handicap (3 way): A bet on which team will win a specific round with a handicap, offering three possible outcomes: Team A wins with the handicap, Team B wins with the handicap, or a tie considering the handicap.
- Map X. - Asian total rounds: Asian total rounds involve betting on the total number of rounds played in a match using fractional values such as 20.25, 20.5, 20.75, etc. These bets are divided into two parts, allowing for partial returns or partial losses. Examples:

1. If you bet on over 20.5 total rounds and 21 or more rounds are played, your bet wins.
2. If you bet on over 21.75 total rounds and 21 rounds are played, half of your bet (on 20.5) wins, and the other half (on 21) is refunded.

- Map X. – Asian round handicap: is a type of bet used to balance the odds between two teams or players by adding or subtracting a certain number of rounds from their final score. When using quarter handicaps (e.g., -0.25 or +0.75), the bet is split into two parts: one with the nearest whole number, the other with the nearest half number, reducing the risk of a full loss.
- Map X. - Round X Winner: A bet on the team's victory in the specified round on the specified map. Victory in the round is achieved by team kill, bomb explosion/defusal, or expiration of round time without the bomb being planted.
- Map X. - Race to X rounds: A bet on which of the teams will first win the selected number of rounds on the specified map.
- Map X. - Correct score: A bet on the specified map to end with the indicated score. If the score on the map reaches 12-12 (15-15 for MR15), all bets on this event will be settled with a coefficient of 1.
- Map X. - Round X - Method of victory: Offers to choose the exact method of victory in the selected round on the specified map. Victory in the round is achieved by one of the possible methods: team kill, bomb explosion/defusal, or expiration of round time without the bomb being planted.
- Overtime - Victory on the map is achieved by winning at least 13 rounds. In the event of a tie on the map (when the score is 12-12 by rounds, tournaments usually provide for 6 additional rounds, the so-called "overtime"). Victory in overtime is awarded to the team that first wins 4 out of 6 additional rounds. In the event of a tie in overtime (both teams winning 3 rounds each), the next overtime is scheduled (6 additional rounds).
- Map X. - 1x2 of Nth overtime: A bet on the winner of the selected overtime of the specified map, a draw is considered as an option.
- Map X. - Overtime N - Round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds on the specified overtime.
- Map X. - Exact score of overtime N: A bet on the specified overtime on the specified map to end with the indicated score.
- Map X. - Odd/Even number of rounds in overtime N: A bet on the odd or even number of rounds in overtime.
- Map X. - Total rounds of overtime N: A bet on the total number of rounds played within overtime N.
- Map X. - Winner of the first half of overtime N: A bet on the team that wins the first 3 rounds in overtime N on the specified map.
- Map X. - Total rounds in overtime. A bet on the number of rounds in overtime. For example, if a player bets on over 5.5 and there are a total of 6 rounds played in overtime, the bet wins because the number of rounds played is greater than the total value specified in the total. If the bet was placed on under with 4 or 5 rounds played, it wins.
- Map X. - Total under + win: A bet on which team will win the map in regular time and the total sum of rounds played will be less than a certain total value. Bets are accepted without considering overtime (if overtime exists, all market results are settled as a loss).
- Map X. - Total over + win: A bet on which team will win the map in regular time and the total sum of rounds played will be greater than a certain total value. Bets are accepted without considering overtime (if overtime exists, all market results are settled as a loss).
- Map X. - Winning margin: A bet on the team's victory within a certain range of rounds. Team victory on the specified map with a margin of rounds within the selected range after the map ends. Example: Team A wins with a score of 13-10, for this result, the round advantage range of 2-4 rounds is suitable. If Team A wins with a score of 13-4, the round advantage range of 8-10 rounds is suitable.
- Map X. - Will there be a Molotov (Incendiary Grenade) kill (With overtime): A bet on whether there will be a kill by Incendiary Grenade by any of teams on the specified map. This outcome remains valid even if kill will be committed by Grenade directly. If someone will kill his enemy by Grenade but not by fire this outcome will be settled as “yes”.

- Map X. – Will there be HE Grenade kill (With overtime): A bet on whether there will be a kill by HE Grenade from by any of teams on the specified map. This outcome remains valid even if kill will be committed by Grenade directly. If someone will kill his enemy by Grenade but not by fire this outcome will be settled as “yes”.
- Map X. - Player N - Total Kills (including overtime): a bet on the total number of kills by Player N on the specified map including overtime.
- Map X. - Player N - Total Deaths (including overtime): a bet on the total number of kills by Player N on the specified map including overtime.
- Map X. - Round N - Total Kills: a bet on the total number of kills by both team in round.
- Map X. - Will there be a double kill in the Round N: a bet on whether any player will achieve a double kill (kill 2 enemies) in the specified round of the map.
- Map X. - Will there be a triple kill in the Round N: a bet on whether any player will achieve a triple kill (kill 3 enemies) in the specified round of the map.
- Map X. - First kill in round: a bet on the team that will make the first kill in the specified round.
- Map X. - Team N total kills in the round: A bet on the total number of enemy kills from team N in the selected round on the specified map.
- Map X. - Round N - Will there be a double kill in the round: – a bet when a player kills 2 or more enemies in round N.
- Map X. - Duel of players - Winner by kills (With overtime): Player which will get more kills on the Map X will win. If the score is equal all bets will be refunded.
- Map X. - Duel of players - 1X2 by kills (With overtime): Player which will get more kills on the Map X will win, a draw is considered as an option.
- Map X. - Duel of players - Handicap by kills (With overtime):
- Map X. - Win First Half + Win Map: Chosen team should win at least 7 rounds on first half and after win a map.
- Map X - Win First pistol + Win map: a bet on a team winning both the first pistol round and the entire map on the specified map (Map X). The bet is successful if the chosen team wins the initial pistol round at the start of the map and then goes on to win the entire map.
- Map X - Win First pistol + Win First half: a bet on a team winning both the first pistol round and the first half of the game on the specified map (Map X). The bet is successful if the chosen team wins the initial pistol round at the start of the map and also wins the first half of the map.

**Special settlement rules**

All bets for Counter-Strike are accepted taking into account overtimes. If a team or one of the players for any reason leaving the match - player’s team is credited with losing all remaining maps/rounds. If the match is stopped by the referee and a replay is ordered after more than 36 hours - the result of the interrupted game is not taken into account.

The first kill in the "pistol" round is the actual start of the match. To win a round, the team shall destroy all opponents on the map, as well as either detonate or defuse a bomb. An alternative victory option is also possible by ending the game time on the timer in the round.

Winning at least 13 rounds (unless otherwise specified in the rules of the tournament) can ensure victory on one of the maps. If the score for the rounds is 12:12, the organizers can assign overtime of six or ten additional rounds (OT) to determine the winner. To win overtime, a team shall either get a two-round advantage or end the game early if the opponent cannot even the score before the end of overtime (for example, win four starts when assigning an additional six OT rounds). If a draw was recorded after overtime, the organizers can again assign six or ten additional rounds.

If according to the rules or the decision of the judges, the event starts with the initial advantage in the account of one of the teams, the bets are calculated with odds equal to "1", except in cases when this information was initially specified in the line. Also, bets are calculated with odds equal to "1" in cases of changes in the match format (number of rounds, cards, or other rules), except for bets on already defined outcomes.

Bets on outcomes that are determined by the moment of default loss or interruption of the game/ refusal of teams are calculated based on the results. If the outcome cannot be determined at the moment of stopping the match, the bet is calculated with odds equal to "1".

Bets are accepted on standard victories or draws, handicaps (rounds, maps, kills), and other specific outcomes, as well as on the winner of the tournament as a whole or the winner of a certain round on a certain map. Bets on handicaps and totals are accepted on maps, rounds, and kills in a given period.

Handicaps and Totals in matches are calculated by rounds, unless otherwise indicated in the market itself.

In Duel matches, Handicap and Total are calculated based on the results of kills, taking into account OT.

### 11.3. STARCRAFT II

All bets on StarCraft II are accepted on outcomes in the form of a victory for any of the teams, as well as on totals and handicaps. Bets are considered valid after the start of the game and confirmation by the judges and/or players.

All bets remain valid if a technical defeat (TD) is awarded after the start of the game (if the outcome can be determined at the time of the interruption and a default loss announcement). If a technical defeat (TD) is awarded before the start of the game, bets are calculated with odds equal to "1".

### 11.4. HEARTHSTONE

Ranked Mode:

- **Winner**: Bet on the winner of the match.
- **Game No. Winner:** Winner of the game with the specified sequence number.
- **Game No. Total Moves:** Bet on the total number of moves between players in the respective game until its end.
- **% of Wins by the First Player in the First 10 Games:** Bet on whether the player will win
- more or less than 50% of the games in the first 10 played.
- Exact score by game: Bet on the exact final score by game. Example: if you bet on an exact score of 0:2, the player must win with a score of 0:2 for the bet to win; otherwise, the bet loses.

Battlefield Mode:

- **Game No. Player will Take the Corresponding Place in the Game — Player 1 will take X place (yes/no):** Bet on whether Player 1 will take the selected place or higher, or not, in the specified game.

### 11.5. OVERWATCH

Bets on Overwatch are accepted on a victory or draw in the form of outcomes, as well as on totals and handicaps, and are considered valid after the start of the match.

In the event of a technical defeat (TD) or game interruption or complete stop, without the possibility of continuing and finishing the game - all the outcomes that can be determined at this time are calculated based on the current results. For outcomes that cannot be determined, or the game will not continue - bets are calculated with odds equal to «1".

### 11.6. PUBG

Bets on PUBG are accepted for getting the teams or players represented in the line into the TOP, the number of surviving teams or players on the map, as well as the total kills committed by a team or players in the form of outcomes.

Suppose the game is interrupted due to a failure. In that case, player technical issues or technical reasons on the server, bets on all markets of this game are cancelled unless the results of the markets have been already determined. If the market results have already been determined at the time of game interruption

- the bet remains valid.

### 11.7. eFootball

Bets on the FIFA PC game (a football simulator with two players) are accepted for matches held with the game settings "two halves 5-minute each" and the “beginner” level.

If a match is stopped due to technical reasons (disconnect, computer failure, other) and re- match appointment - bets on the interrupted match are calculated according to the General Rules, and bets on the re-match are accepted as on a new event. It is not a reason to cancel bets, except in situations where it is impossible to define the final result of the match, or a technical malfunction that interrupts the video broadcast of the event.

### Replays

### 1. General Description

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.
- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.

- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.
- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.
- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

### 11.8. eTennis

Virtual tennis consists of two tournaments Grandstand Open and Britannia Open, each of which is attended by 16 players. One tournament consists of 15 matches and goes in four stages: 1/8 finals, 1/4 finals, semifinals, finals. The duration of one tournament is 26 minutes. The duration of one stage\match is 3 min 45 sec. Matches are held with three sets format (before winning in two sets).

The acceptance of bets on the forthcoming Grandstand Open stage is held during the Britannia Open and vice versa. The stages for each tournament changed alternatively:

- 1/8 Britannia Open - Grandstand Open final
- 1/4 Britannia Open - 1/8 Grandstand Open Britannia
- Open semifinals - 1/4 Grandstand Open Britannia
- Open final - Grandstand Open semifinals

Types of bets:

- Winning the match (P1 - win 1st player, P2 – win 2nd player); • Total (more, less) is calculated by game.
- Exact score (2:0; 2:1; 0:2; 1:2).
- Winning the first set (P1 - win 1st player, P2 – win 2nd player); • First set Total (more, less) is calculated by the game of the first set.

Bets are calculated immediately after the match. The result of each event isn’t determined by Dexsport, and also doesn’t depend on Dexsport, on the Player or on the number of placed bets.

If the event didn’t take place due to an application malfunction and also due to incorrect bets or odds, then bets will be refunded. Connection failure, communication failure, browser errors, closing the window and other technical reasons aren't grounds for canceling a bet, because they don't affect the course of the match, their result, or bets calculation. Broadcast delays also aren't a reason for cancelling a bet. Player is responsible for the correct bet selection.

### 11.9. eHockey

Bets are accepted on the computer game NHL (a hockey simulator in which is played by 2 players). Matches are held with the settings of the game “3 periods of 3 minutes”, the difficulty of the game and the goalkeeper “semi pros”, the match mode “Arcade”.

In case of stopping the match due to technical reasons (computer failure, connection failure, etc) and appointing replay game, bets on a stopped game are settled according to the general rules for calculating bets on interrupted events.

On replay games, bets are accepted as a new event. If due to a technical malfunction the video broadcast of the event is interrupted (connection failure, DDoS, etc.), then this isn’t a reason for cancelling bets, except in situations where it is impossible to find out the result of the match. https://esportsbattle.com/en

**Replays**

**1. General Description**

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.

- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.
- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.
- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.
- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

### 11.10. eBasketball

The calculation rules are in accordance with the rules for calculating basketball bets. Matches are held 4 quarters of 8 minutes each.

Basketball bets on the winning of any team, and a draw, as well as on any results of the second half and fourth quarter are accepted of main time. Bets on all other proposed results are accepted taking into overtime, unless otherwise specified in the coupon and/or line. Bets on Total for a quarter take into account points scored by teams only for this quarter, and not for the entire match right up until the end of this quarter.

Sources, which Dexsport uses (not only these) for determining the results of eSports events:
https://esportsbattle.com/en

**Replays**

**1. General Description**

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.
- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.
- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.
- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.

- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

### 11.11. eMMA

Bets are accepted on a computer game UFC (fighting simulator with 2 players taking part in).

Matches are played with game settings “3 rounds by 3 minutes each”, complexity level of the game -

«Legend», match mode – “accelerated”, fighting on the ground (wrestling) and painful techniques without prompting. vIf the match is stopped due to technical reasons (computer failure, disconnection, etc.) and re-match appointment, bets on stopped game will be settled according to main rules of settling interrupted events.

Bets on re-match are accepted as for a new event.

If due to technical failure the live streaming of the event is interrupted (disconnection, DDoS, etc.), this is not a reason for canceling bets, except for situations in which it is impossible to know the final result of a match.
https://www.facebook.com/esportsbattleufc

### 11.12. RAINBOW SIX

#### General Information

Some events may be settled according to different settlement rules depending on the data provider used for the event.

Events marked with “Special Settlement Rules” are settled according to the dedicated rules described in the section below.

If an event does not contain the “Special Settlement Rules” mark, standard rules apply.

#### Standard Rules

The format of an esports match is determined by the regulations of the tournament organizer and may consist of one or several maps (e.g., Best of formats such as Bo1, Bo2, Bo3, etc.).

According to tournament rules or the organizer's decision, a team may be given a map advantage before the match starts. Such a map is considered as played for settlement purposes.

For all markets where overtime is considered in the settlement, the market name contains "incl. overtime". All other markets are settled based on regular time only.

#### Refund of Bets

Unsettled bets are refunded if the match is postponed for more than 48 hours from the scheduled start time. If the match is delayed by more than 48 hours after the start, bets on outcomes that have already occurred remain valid.

If the match is delayed for 48 hours or less after the start:

- In case of resumption from the current score, all bets remain valid and are settled based on the final result.
- In case of replay (restart), bets with determined outcomes remain valid, while all other bets are refunded. Replayed maps or matches are considered as new.

If the planned number of maps is changed, bets on match markets (match winner, totals, handicaps, correct score, odd/even) are refunded. Bets on map markets are settled according to the final result of the specific map.

If a team (player) does not continue the match:

- Bets on map winner (if started) and match winner are settled according to the official result;
- Bets on outcomes that have already been determined are settled accordingly;
- All other bets are refunded.

If the map has not started, all bets on that map are refunded.

#### Technical Defeat and Disqualification

These rules apply unless the match is affected by a disqualification, which is governed by separate provisions.

If a disqualification is awarded after the completion of a map/game due to unfair advantage (including use of prohibited tools, exploitation of bugs, cheating or match-fixing), bets may be refunded fully or partially depending on the type of sanction.

Bets are not refunded after the match in the following cases:

- Violation of tournament rules or fair play principles;
- Unsportsmanlike conduct leading to disqualification;
- Participation of an ineligible player;

- Replay of the tournament bracket due to disqualification. Bets are also not refunded in the following cases:
- Errors in team or tournament names;
- Substitutions in team lineups (unless more than 50% of the lineup is changed);
- Team name changes without significant roster changes;
- Replay of a round;
- Unequal lineups.

**Fixed Matches and Unsportsmanlike Conduct**

If there are signs of unsportsmanlike conduct or a fixed match, Dexsport reserves the right to:

- Suspend the settlement of bets for up to 72 hours;
- Refund bets at its discretion.

Decisions are made based on Dexsport’s internal data sources. Evidence is not disclosed to customers.

**Rainbow Six**

For this type of sport, markets with and without overtime are possible. By default, all markets are without overtime (unless the market name specifically includes "with overtime").

**Markets**

Winner: A bet on the match winner. The match is considered to have started after the first kill in the first round.

- 1x2: Similar to the Winner result, but a draw is considered as an option. Offered in matches where a draw is possible (for example, bo2 format matches or bo1 format matches without overtime).
- Handicap: A bet on the victory of one of the teams without considering a draw. If the match ends in a draw, the bet is settled with a coefficient of "1" (returned).
- Map X. – Winner: A bet on the winner of the specified map within the match, including additional rounds / Overtime.
- Map X. - Winner 1x2: A bet on the winner of the specified map and a draw in regular time without considering overtime.
- Map X. - Winner of the first half 1x2: A bet on the team that wins the first 4 rounds on the specified map. Draw - possible result when both teams get even round at this half.
- Map X. - Winner of the second half 1x2: A bet on the team that wins the more rounds after first half (first six rounds) on the specified map. Draw - possible result when both teams get even round at this half.
- Map X. - Odd/Even number of rounds: A bet on the odd or even number of rounds played on the specified map without considering overtime.
- Map X. - Will there be overtime: A bet on whether there will be overtime on the specified map.
- Total (with overtime): A bet on the total number of rounds played by both teams in the match, with overtimes.
- Team N - Total (with overtime): A bet on the total number of rounds won by the specified team in the match, with overtime.
- Map X. - Team N total: A bet on the specified team winning the specified number of rounds on the specified map without considering overtime.
- Round handicap (with overtime): Advantage or disadvantage for one of the teams, expressed in the total number of winning or losing rounds in the match, with overtimes.
- Map X. - Round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds on the specified map, excluding overtime.
- Map X. - Race to X rounds: A bet on which team will win the selected number of rounds on the specified map first.
- Odd/Even number of maps: A bet on the total odd or even number of maps played in the match.
- Total maps: The total number of maps played in the match with overtime.
- Map handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing maps with overtime.
- Exact score per map: Offers to choose the exact final score in the match per map.
- Map X. - Exact score of the first half: A bet on the exact score of rounds with which the first half of the specified map will end.

- Map X. - First half round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds in the first half on the specified map.
- Map X. - Second half round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds in the second half on the specified map.
- Map X. - Total rounds for defence side: A bet on the total number of rounds the defending side will take on the specified map, excluding overtimes.
- Map X. - Total rounds for attack side: A bet on the total number of rounds the attacking side will take on the chosen map, excluding overtimes.

**Special settlement rules**

Special Settlement Rules apply only to events where such rules are clearly indicated at the time of bet placement.

All bets are settled after the end of an event.

All bets for Rainbow Six are accepted taking into account overtimes.

The minimum and maximum stakes are determined by Dexsport for each selection individually. Dexsport may change stake limits without prior notice.

Should members of staff commit errors or should any software failures occur at the time of bet acceptance (e.g. obvious misprints of the odds, inconsistencies between the odds displayed in the Sports/Live sections or on the bet slip etc.) or should there be any other indications of bets accepted incorrectly, Dexsport is entitled to declare such bets void.

In the event of unsportsmanlike conduct that influences the outcome of the battle such as complete inaction of allies, a team kill, or premature exit from the game, Dexsport is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).

If a team surrenders or a player joins from a round other than the first Dexsport is entitled to declare such bets void and settle at odds of 1 (stakes will be refunded).

Bets are accepted both before the start of a game and Live. All games are streamed online.

Win in Round. The team which destroys their opponent or achieves the objective of the map such as defusing the bomb, releasing the hostage, or capturing the position (the priority of the map) is considered the winner.

Win in the Match. The team which collects 4 points (when the number of points collected by the opposite team is less than 3) or 5 points is considered the winner.

Bets are accepted on battles in the multiplayer online game "Rainbow Six Siege". Team players are selected at random.

Team Score – the number of winning rounds.

### 11.13. WARCRAFT / KING OF GLORY

No special requirement.

### 11.14. ARENA OF VALOR

If a Map starts with fewer than 10 competitors all bets on the Map will be void.

If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all bets on the Map will be void. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.

If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void.

If the victory is awarded by the administrator after the 10th minute, bets will be considered valid and will be paid out according to the official result.

### 11.15. VALORANT

**General Information**

Some events may be settled according to different settlement rules depending on the data provider used for the event.

Events marked with “Special Settlement Rules” are settled according to the dedicated rules described in the section below.

If an event does not contain the “Special Settlement Rules” mark, standard rules apply.

**Standard Rules**

The format of an esports match is determined by the regulations of the tournament organizer and may consist of one or several maps (e.g., Best of formats such as Bo1, Bo2, Bo3, etc.).

According to tournament rules or the organizer's decision, a team may be given a map advantage before the match starts. Such a map is considered as played for settlement purposes.

For all markets where overtime is considered in the settlement, the market name contains "incl. overtime". All other markets are settled based on regular time only.

**Refund of Bets**

Unsettled bets are refunded if the match is postponed for more than 48 hours from the scheduled start time. If the match is delayed by more than 48 hours after the start, bets on outcomes that have already occurred remain valid.

If the match is delayed for 48 hours or less after the start:

- In case of resumption from the current score, all bets remain valid and are settled based on the final result.
- In case of replay (restart), bets with determined outcomes remain valid, while all other bets are refunded. Replayed maps or matches are considered as new.

If the planned number of maps is changed, bets on match markets (match winner, totals, handicaps, correct score, odd/even) are refunded. Bets on map markets are settled according to the final result of the specific map.

If a team (player) does not continue the match:

- Bets on map winner (if started) and match winner are settled according to the official result;
- Bets on outcomes that have already been determined are settled accordingly;
- All other bets are refunded.

If the map has not started, all bets on that map are refunded.

**Technical Defeat and Disqualification**

These rules apply unless the match is affected by a disqualification, which is governed by separate provisions.

If a disqualification is awarded after the completion of a map/game due to unfair advantage (including use of prohibited tools, exploitation of bugs, cheating or match-fixing), bets may be refunded fully or partially depending on the type of sanction.

Bets are not refunded after the match in the following cases:

- Violation of tournament rules or fair play principles;
- Unsportsmanlike conduct leading to disqualification;
- Participation of an ineligible player;
- Replay of the tournament bracket due to disqualification. Bets are also not refunded in the following cases:
- Errors in team or tournament names;
- Substitutions in team lineups (unless more than 50% of the lineup is changed);
- Team name changes without significant roster changes;
- Replay of a round;
- Unequal lineups.

**Fixed Matches and Unsportsmanlike Conduct**

If there are signs of unsportsmanlike conduct or a fixed match, Dexsport reserves the right to:

- Suspend the settlement of bets for up to 72 hours;
- Refund bets at its discretion.

Decisions are made based on Dexsport’s internal data sources. Evidence is not disclosed to customers.

**Valorant**

- For this type of sport, markets with and without overtime are possible. By default, all markets are without overtime (unless the market name specifically includes "with overtime").
- Overtime: Victory on the map is achieved by winning at least 13 rounds. In a tie situation on the map (when the round score is 12-12), the tournament regulations usually provide for 2 additional rounds, called "overtime." Each team plays one round as Attackers and one round as Defenders. Victory in overtime is awarded to the team that wins both additional rounds. In the event of a tie in overtime (both teams win 1 round each), the next overtime is appointed (2 additional rounds).

**Markets**

- Winner: A bet on the match winner. The match is considered to have started after the first kill in the "pistol" round.
- 1x2: Similar to the Winner result, but a draw is considered as an option. Offered in matches where a draw is possible (for example, bo2 format matches or bo1 format matches without overtime).
- Handicap: A bet on the victory of one of the teams without considering a draw. If the match ends in a draw, the bet is settled with a coefficient of "1" (returned).
- Map X. – Winner: A bet on the winner of the specified map within the match, including additional rounds / Overtime.
- Map X. - Winner 1x2: A bet on the winner of the specified map and a draw in regular time without considering overtime.
- Map X. - Winner of the first half: A bet on the team that wins the first 7 rounds on the specified map.
- Map X. - Winner of the second half: A bet on the team that will win the second half on the specified map. The second half begins after the sides switch, with teams changing roles between attackers and defenders. This bet only considers the result of the second half of the game, regardless of the overall map result.
- Map X. - Odd/Even number of rounds: A bet on the odd or even number of rounds played on the specified map without considering overtime.
- Map X. - Will there be overtime: A bet on whether there will be overtime on the specified map.
- Map X. - Winner of the pistol round: A bet on which team wins the selected pistol round on the specified map.
- Map X. - Winner of two pistol rounds: A bet on which team wins both pistol rounds on the specified map.
- Map X. - Total kills in pistol rounds: A bet on the total number of kills from both teams in the selected pistol round on the specified map.
- Map X - Win First pistol + Win map: a bet on a team winning both the first pistol round and the entire map on the specified map (Map X). The bet is successful if the chosen team wins the initial pistol round at the start of the map and then goes on to win the entire map.
- Map X - Win First pistol + Win First half: a bet on a team winning both the first pistol round and the first half of the game on the specified map (Map X). The bet is successful if the chosen team wins the initial pistol round at the start of the map and also wins the first half of the map.
- Map X. – Total: a bet on the total number of rounds played on the specified map (Map X) in the match. This includes all rounds played on the map, including regular time and any overtime.
- Team N - Total: A bet on the total number of rounds won by the specified team in the match, excluding overtime.
- Map X. - Team N total: A bet on the specified team winning the specified number of rounds on the specified map without considering overtime.
- Round handicap: Advantage or disadvantage for one of the teams, expressed in the total number of winning or losing rounds in the match, excluding overtimes.
- Map X. - Round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds on the specified map, excluding overtime.
- Map X. - Race to X rounds: A bet on which team will win the selected number of rounds on the specified map first.
- Odd/Even number of maps: A bet on the total odd or even number of maps played in the match.
- Total maps: The total number of maps played in the match with overtime.
- Map handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing maps with overtime.
- Exact score per map: Offers to choose the exact final score in the match per map.
- Map X. - Asian total: Asian total rounds involve betting on the total number of rounds played in a match using fractional values such as 20.25, 20.5, 20.75, etc. These bets are divided into two parts, allowing for partial returns or partial losses. Examples:
- If you bet on over 20.5 total rounds and 21 or more rounds are played, your bet wins.
- If you bet on over 21.75 total rounds and 21 rounds are played, half of your bet (on 20.5) wins, and the other half (on 21) is refunded.

- Map X. – Asian round handicap: is a type of bet used to balance the odds between two teams or players by adding or subtracting a certain number of rounds from their final score. When using quarter handicaps (e.g., -0.25 or +0.75), the bet is split into two parts: one with the nearest whole number, the other with the nearest half number, reducing the risk of a full loss.
- Map X. - Round handicap (3 way): A bet on which team will win a specific round with a handicap, offering three possible outcomes: Team A wins with the handicap, Team B wins with the handicap, or a tie considering the handicap.
- Map X. - Total (3 way): A bet on the total number of rounds played in the map, with three possible outcomes: under a specified number of rounds, over a specified number of rounds, or exactly a specified number of rounds.
- Map X. - First kill in round: - a bet on the team that will make the first kill in the specified round.
- Map X. - Correct map score: A bet on the exact score of rounds with which the selected map will end.
- Map X. - Exact score of pistol rounds: A bet on the exact score of played pistol rounds in the specified map.
- Map X. - Total + win in map: A bet on the total rounds and victory of the team in the specified map.
- Map X. - Exact score of the first half: A bet on the exact score of rounds with which the first half of the specified map will end.
- Map X. - Exact score of the second half: A bet on the exact score of rounds with which the second half of the specified map will end.
- Map X. - Will there be an ace: A bet on whether there will be a player killing all five opponents on the specified map. Includes Overtime when stated.
- Map X. - First half win + map win: A bet on the chosen team to win the first half (7 or more rounds) and win the specified map.
- Map X. - First half round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds in the first half on the specified map.
- Map X. - Second half round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds in the second half on the specified map.
- Map X. - First half Team N Total: a bet on the total number of rounds won by the specified team (Team N) in the first half on the specified map (Map X). This includes only the rounds of the first half of the match, before the sides are switched.
- Map X. - Second half Team N Total: a bet on the total number of rounds won by the specified team (Team N) in the second half on the specified map (Map X). This includes only the rounds of the second half of the match, after the sides have been switched.
- Map X. - Second half Total: a bet on the total number of rounds played in the second half on the specified map (Map X). This includes all rounds played after the sides have switched roles, up until the end of the second half of the match, excluding any overtime.
- Map X. - Total for defence side: A bet on the total number of rounds the defending side will take on the specified map, excluding overtimes.
- Map X. - Total for attack side: A bet on the total number of rounds the attacking side will take on the chosen map, excluding overtimes.
- Map X. - Winning margin: A bet on the team's victory within a specific range of rounds. The team's victory on the chosen map with an advantage in rounds within the selected range after the map ends. For example: Team A wins with a score of 13-10, for this result, the range of rounds advantage in the range of 2-4 rounds is suitable. If Team A wins with a score of 13-4, then the range of round advantage of rounds 8-10 is suitable.
- Map X. - Round X - Method of victory: Offers to choose the exact method of victory in the selected round on the specified map. Victory in the round is achieved by one of the possible methods: team kill, bomb explosion/defusal, or expiration of round time without the bomb being planted.
- Map X. – Round winner: a bet on which team will win a specific round on the specified map (Map X).
- Map X. - Round No. - Spike (Bomb) plant: A bet on whether the Spike (Bomb) will be planted in the selected round on the specified map.
- Map X. - Round X. – Total Kills: A bet on the total number of kills in the selected round on the specified map.
- Map X. - Round X. - Team N Total Kills: A bet on the total number of kills by Team N in the selected round on the specified map.
- Map X. - Player N: Total Kills (with overtime) - a bet on the total number of kills by Player N on the specified map with overtime.

- Map X. - Player N: Deaths total (with overtimes) - a bet on the total number of deaths by Player N on the specified map with overtime.
- Map X. - 1x2 of Nth overtime: A bet on the winner of the selected overtime of the specified map, a draw is considered as an option.
- Map X. - Overtime N - Round handicap: Advantage or disadvantage for one of the teams, expressed in the number of winning or losing rounds on the specified overtime.
- Map X. - Exact score of overtime N: A bet on the specified overtime on the specified map to end with the indicated score.
- Map X. - Odd/Even number of rounds in overtime N: A bet on the odd or even number of rounds in overtime.
- Map X. - Total in Overtime: a bet on the total number of rounds played in overtime on the specified map.

**Special settlement rules**

Special Settlement Rules apply only to events where such rules are clearly indicated at the time of bet placement.

For this type of sport, markets with and without overtime are possible. By default, all markets are without overtime (unless the market name specifically includes "with overtime")

In case of a technical defeat (TD) on the map (in the round) or the whole match, bets on the match result, handicap or totals on the maps, and the uncertain outcomes during the announcement of TL, are settled with odds equal to "1". The reason for a technical defeat (TD) is the d lateness of the participant or the entire team, the replacement of player during the match, a DDoS attack and/or other circumstances (by the decision of the judges or organizers).

Bets are accepted on a victory or draw in the form of outcomes, as well as on totals and handicaps, and are considered valid after the start of the match.

### 11.16. LEAGUE OF LEGENDS

The final settlement is made based on the data recorded immediately after the destruction of the main building (Fortress/Nexus) of one of the opponents. If one of the teams surrenders (the opponent does not destroy the Fortress/Nexus), the calculation is the same. The opposing team of the surrendered is awarded a victory.

The settlement with odds of "1" is possible only until the game start (exit of creeps/minions from the barracks on the line). Further bets in unplanned situations (leave of Player from any team, disconnect, etc.) or a technical defeat (TD) are calculated according to the results. When a technical defeat is appointed, or at any unplanned situation (disconnect, exit (leave) of players from either team, etc.), all further bets are settled according to the results. In case of a default loss, the map (round) won by the DL is taken into account when maps are being numbered in the line.

Totals and handicaps in these disciplines are given for the time (minutes) of the map duration, destroyed fortresses, killed main characters, killed couriers, Roshans, maps, as well as any other, at the discretion of Dexsport.

Repeated destructions of Nexus turrets and inhibitors after they have respawned during the map are included in the settlement.

The advantage is added to the map before the event starts. According to the decision of the judges/ regulations, in some cases, one of the teams may be awarded a one-map victory "in absentia" (not to be confused with a handicap bet or a default loss). This "absentee" map is not counted in the line for the outcome of total maps (rounds) or for winning a specific map (in sequence). In this case, the first map actually played by the participants is considered the first map in the line.

The "First Blood" bet is calculated if the game character is killed by the characters of the opposing team. The "First Blood" by neutral units or creeps/minions of the opponent is not taken into account on the map but is saved until the first character is killed by the opposing team.

The bet "First 10 Kills on the Map" is given to the team that first commits 10 kills of the opposing team's characters (champions) on the map.

Re-host is a "rollback" of the game situation to the moment of auto-saving at a certain time (in case of network problems, DDoS attacks, server crashes, and other similar cases) and is not a reason for refunding bets.

Bets on the "Best Net Worth" market are accepted in intervals from 1 to 18 minutes, from 1 to 12 minutes and from 1 to 5 minutes. The Player needs to guess which team will be ahead of the opponent in terms of game gold in the specified time intervals. The team that has total game value based on "gold" is determined as a winner in these time periods.

In the case of the technical defeat in the round (on the map) or full match, outcomes that are not determined by gaming competition at the moment of the TD announcement are settled at the odds «1".

### 11.17. APEX LEGENDS

The format of an esports match is determined by the regulations of the tournament organizer and may consist of one or several maps (e.g., Best of formats such as Bo1, Bo2, Bo3, etc.).

According to tournament rules or the organizer's decision, a team may be given a map advantage before the match starts. Such a map is considered as played for settlement purposes.

For all markets where overtime is considered in the settlement, the market name contains "incl. overtime". All other markets are settled based on regular time only.

**Refund of Bets**

Unsettled bets are refunded if the match is postponed for more than 48 hours from the scheduled start time. If the match is delayed by more than 48 hours after the start, bets on outcomes that have already occurred remain valid.

If the match is delayed for 48 hours or less after the start:

- In case of resumption from the current score, all bets remain valid and are settled based on the final result.
- In case of replay (restart), bets with determined outcomes remain valid, while all other bets are refunded. Replayed maps or matches are considered as new.

If the planned number of maps is changed, bets on match markets (match winner, totals, handicaps, correct score, odd/even) are refunded. Bets on map markets are settled according to the final result of the specific map.

If a team (player) does not continue the match:

- Bets on map winner (if started) and match winner are settled according to the official result;
- Bets on outcomes that have already been determined are settled accordingly;
- All other bets are refunded.

If the map has not started, all bets on that map are refunded.

**Technical Defeat and Disqualification**

These rules apply unless the match is affected by a disqualification, which is governed by separate provisions.

If a disqualification is awarded after the completion of a map/game due to unfair advantage (including use of prohibited tools, exploitation of bugs, cheating or match-fixing), bets may be refunded fully or partially depending on the type of sanction.

Bets are not refunded after the match in the following cases:

- Violation of tournament rules or fair play principles;
- Unsportsmanlike conduct leading to disqualification;
- Participation of an ineligible player;
- Replay of the tournament bracket due to disqualification. Bets are also not refunded in the following cases:
- Errors in team or tournament names;
- Substitutions in team lineups (unless more than 50% of the lineup is changed);
- Team name changes without significant roster changes;
- Replay of a round;
- Unequal lineups.

**Fixed Matches and Unsportsmanlike Conduct**

If there are signs of unsportsmanlike conduct or a fixed match, Dexsport reserves the right to:

- Suspend the settlement of bets for up to 72 hours;
- Refund bets at its discretion.

Decisions are made based on Dexsport’s internal data sources. Evidence is not disclosed to customers. Recording of the game ending as a clip on Twitch can be obtained upon request.

In cases where the streamer exits the game through the game menu before landing on the surface, bets remain valid for the next game.

If circumstances arise under which the result of the match is unknown, all bets on events for which the result has occurred up to that point will be settled according to the available results at the end of the game. All other bets will be refunded.

If the streamer changes the game mode, all bets made before landing on the surface will be refunded.

Dexsport is not responsible for any actions of the streamer, bugs, or software errors in the game that affect the result. In case of stream sniping by the streamer, Dexsport reserves the right to refund all bets on the specified game.

**Markets**

Game No. – Will squad get top (Yes/No): A bet on the final place of the squad - above or exact (Yes) / below (No) in the specified game.

Game No. – Odd/Even Number of Kills: A bet on whether the number of kills - odd or even in the specified game.

Game No. – Winning Margin by Top/Kills: A bet on the range of values for top/kills achieved by the player/team in the specified game.

Game No. – Will player make a kill: A bet on whether the player will make a kill in the specified game.

Game No. - Will player make an assist: A bet on whether the player will make an assist in the specified game.

Game No. – Total Kills: A bet on whether a player/team will achieve the specified number of kills – over or under in the specified game.

Game No. – Total Assists: A bet on whether a player/team will achieve the specified number of assists – over or under in the specified game.

### 11.18. CALL OF DUTY

Bets are accepted on a victory or draw in the form of outcomes, as well as on totals and handicaps, and are considered valid after the start of the match.

In the event of a technical defeat (TD) or game interruption or complete stop, without the possibility of continuing and finishing the game - all the outcomes that can be determined at this time are calculated based on the current results. For outcomes that cannot be determined or the game will not continue - bets are calculated with odds equal to "1".

### 11.19. CROSSFIRE

The following markets are offered for the Crossfire discipline:

**Markets**

- Winner: Bet on the winner of the match.
- 1x2: Similar to the Winner outcome, but considers the possibility of a draw. Offered in matches where a draw is possible (e.g., in a bo2 series).
- Handicap: Bet on the victory of one of the teams without considering a draw. In the event of a draw, the bet is made void.
- Map X. – Winner: Bet on the winner of the specified map.
- Odd/Even Number of Maps: Bet on whether the number of maps played in the match will be even or odd.
- Total maps: Total number of maps played in the match.
- Match handicap: Advantage or disadvantage for one of the teams, expressed in the number of won or lost maps.
- Exact score by maps: Offered to choose the exact final score in the match by maps.

### 11.20. FORTNITE

The format of an esports match is determined by the regulations of the tournament organizer and may consist of one or several maps (e.g., Best of formats such as Bo1, Bo2, Bo3, etc.).

According to tournament rules or the organizer's decision, a team may be given a map advantage before the match starts. Such a map is considered as played for settlement purposes.

For all markets where overtime is considered in the settlement, the market name contains "incl. overtime". All other markets are settled based on regular time only.

**Refund of Bets**

Unsettled bets are refunded if the match is postponed for more than 48 hours from the scheduled start time. If the match is delayed by more than 48 hours after the start, bets on outcomes that have already occurred remain valid.

If the match is delayed for 48 hours or less after the start:

- In case of resumption from the current score, all bets remain valid and are settled based on the final result.

- In case of replay (restart), bets with determined outcomes remain valid, while all other bets are refunded. Replayed maps or matches are considered as new.

If the planned number of maps is changed, bets on match markets (match winner, totals, handicaps, correct score, odd/even) are refunded. Bets on map markets are settled according to the final result of the specific map.

If a team (player) does not continue the match:

- Bets on map winner (if started) and match winner are settled according to the official result;
- Bets on outcomes that have already been determined are settled accordingly;
- All other bets are refunded.

If the map has not started, all bets on that map are refunded.

**Technical Defeat and Disqualification**

These rules apply unless the match is affected by a disqualification, which is governed by separate provisions.

If a disqualification is awarded after the completion of a map/game due to unfair advantage (including use of prohibited tools, exploitation of bugs, cheating or match-fixing), bets may be refunded fully or partially depending on the type of sanction.

Bets are not refunded after the match in the following cases:

- Violation of tournament rules or fair play principles;
- Unsportsmanlike conduct leading to disqualification;
- Participation of an ineligible player;
- Replay of the tournament bracket due to disqualification. Bets are also not refunded in the following cases:
- Errors in team or tournament names;
- Substitutions in team lineups (unless more than 50% of the lineup is changed);
- Team name changes without significant roster changes;
- Replay of a round;
- Unequal lineups.

**Fixed Matches and Unsportsmanlike Conduct**

If there are signs of unsportsmanlike conduct or a fixed match, Dexsport reserves the right to:

- Suspend the settlement of bets for up to 72 hours;
- Refund bets at its discretion.

Decisions are made based on Dexsport’s internal data sources. Evidence is not disclosed to customers.

**Markets**

Game No. – Will player get top (Yes/No): A bet on a player's final place - above or exact (Yes) / below (No) in the specified game.

Game No. – Total Kills: A bet on whether Player/Team N will achieve the specified number of kills – over or under in the specified game.

Game No. – Odd/Even Number of Kills: A bet on the odd or even number of kills made by a player in the specified game.

Game No. – Winning Margin by Top/Kills: A bet on the range of values for top/kills achieved by the player/team in the specified game.

Game No. – Will the Player make a Kill: A bet on whether the player will make a kill in the specified game. Game No. - Winner: A bet on the winner of the specified map.

Total kills for first 5, 10 games: A bet number of kills made by Player on the specified intervals.

### 11.21. MOBILE LEGENDS

The final result is determined by the official data, fixed at the time of the victory of the team.

The advantage of one map before the start of event: according to the referees / regulations decision in some cases, the winning of one of the teams can be "in absentia" awarded in 1 map. In outcomes with the total of maps or winning in a particular (in sequence) map, this "absentia" map isn't counted. That is, the first map in the betting-line is considered to be the first map played by the participants.

The regulation of the game - Bo1, Bo2, Bo3, etc. (the total number of game maps), is defined by the Tournament rules and noted in the betting-line. If the regulations of the game was changed, bets would be void.

All bets are settled in accordance with the initial official result. Further changes after the match is finished (Tech defeat and other) are not considered. If the technical defeat was awarded before game started, all bets would be void.

Requests for review bet result after 72 hours from the end of the match are not accepted, except for specially stipulated cases.

If the team changed the name or was purchased by another organization but kept 50% of the line-up, the bets would remain valid.

### 11.22. ROCKET LEAGUE

Bets are accepted on a victory or draw in the form of outcomes, as well as on totals and handicaps, and are considered valid after the start of the match.

In the event of a technical defeat (TD) or game interruption or complete stop, without the possibility of continuing and finishing the game - all the outcomes that can be determined at this time are calculated based on the current results. For outcomes that cannot be determined or the game will not continue - bets are calculated with odds equal to "1".

### 11.23. eCRICKET

#### Match Winner

If the Match is not completed for whatever reason, and there is no official result, bets will be void.

Where there is a tie and a winner is declared due to a Super Over or something similar, bets will be settled on that declared result. In the event of disruptions due to technical issues, where no official winner is declared, bets will be void unless it is possible to resume the Match within 4 hours of the original start time, and a winner is declared.

#### Innings Runs

The innings in its entirety must be bowled, unless the batting team is all out or reaches its target, or bets will be void – unless settlement is already determined.

#### Runs in Session

The specified Session in its entirety must be bowled, unless the batting team is all out or reaches its target within the Session, or bets will be void – unless settlement is already determined.

#### Runs in Next Over

The Over in its entirety must be bowled unless the batting team is All Out or reaches its target within the Over, unless the result of this market is already determined. Extras and Penalty Runs will count only where they are accredited to a particular delivery within that Over.

#### Fall of Wicket

The Team score at the fall of the named wicket will be taken for settlement purposes. If the Innings is completed or the batting team reaches its target then the final Innings score will be deemed the result for settlement purposes.

#### Innings Fours

The innings in its entirety must be bowled, unless the batting team is all out or reaches its target, or bets will be void – unless settlement is already determined.

#### Innings Sixes

The innings in its entirety must be bowled, unless the batting team is all out or reaches its target, or bets will be void – unless settlement is already determined.

#### Runs off Ball x

All runs accredited to that ball count, the ball must be a legal and completed. Any illegal deliveries (wides and no balls) will not be counted as balls for the purpose of this market. For example, even if there are two wides bowled in that over, there will still only be 6 legal balls bowled in the over. For clarity if the named ball is a wide and then followed by a boundary four, then the market result will be settled as 5. The ball must be legally bowled for bets to stand. If the named ball is a no ball and leads to a free hit, the runs scored off the free hit will count, for example if the ball is a no ball and then followed by a six off the free hit then the market result will be 7.

#### Method of Dismissal

Methods of dismissal only include: Bowled, Caught, LBW, Run Out, Stumped, Obstructing the Field, Hit the Ball Twice, Hit Wicket and Timed Out – any wicket that is not named will be considered ‘Others’. If a batsman Retires

this does not count as a dismissal for settlement purposes. Market will be settled on the dismissal method for the specified wicket number, regardless of whether the players are different due to retirements or otherwise. If the Innings ends with the named wicket not falling, then all bets will be void.

**Most Fours**

There must be an official match result for bets to stand unless settlement is already determined (the team batting second has already surpassed its target. Fours in a Super Over do not count.

**Most Sixes**

There must be an official match result for bets to stand unless settlement is already determined (the team batting second has already surpassed its target. Sixes in a Super Over do not count.

**Match Fours**

There must be an official match result for bets to stand unless settlement is already determined (the total has already been surpassed). Boundary fours scored from the bat only to count - overthrows, all run fours and extras do not. Fours scored in a super over do not count.

**Match Sixes**

There must be an official match result for bets to stand unless settlement is already determined (the total has already been surpassed). Boundary sixes scored from the bat only to count. Sixes scored in a super over does not count.

**Batsman Fours**

Boundary Fours scored from the bat only to count - overthrows, all run fours and extras do not. Fours hit in a Super Over do not count.

**Batsman Sixes**

Boundary Sixes scored from the bat only to count. Sixes hit in a Super Over do not count.

**Four in Next Over**

Fours accredited to batsmen only to count. Byes, Leg byes or Wides do not count.

Fours hit from a No Ball will count if the Four is accredited to the batsman. The Over in its entirety must be bowled unless the batting team is All Out or reaches its target within the Over, unless the result is already detemined.

Overthrows do not count towards the batsman and so do not count for the purposes of this market.

**Six in Next Over**

Sixes hit by a batsman only to count. The Over in its entirety must be bowled unless the batting team is All Out or reaches its target within the Over, unless the result of this market is already determined. If a total of Six runs is scored from an individual delivery in the Over but this is not a Six hit by a batsman this does not count for the purposes of this market.

**Wicket in Next Over**

The Over in its entirety must be bowled unless the batting team is All Out or reaches its target within the Over, unless the result of this market is already determined.

Source: eCricket games

**Replays**

**1. General Description**

- Replays is an event format in which the progression of an event is displayed using pre-produced video content.
- Depending on the type of Replay event, the video feed may include footage from previously held sports competitions, computer-generated visuals, or other pre-produced gameplay sequences.
- A Replay event is not a live broadcast of an event occurring in real time and does not necessarily represent a replay of a single specific historical event.
- A single Replay event may be composed of multiple separate video sequences.
- Each Replay event has its own flow and final result.

**2. Bet Acceptance and Settlement**

- Betting markets presented in the line are available for Replay events.

- Settlement of bets is carried out based on the official result of the Replay event.
- The results or outcomes of events or sequences used to create the video feed do not constitute the result of the Replay event and are not used for its settlement.
- For the settlement of individual markets, the general rules of the corresponding discipline apply, unless specified otherwise.

**3. Video Feed and Technical Features**

- The video feed is used for the visual display of the Replay event's progress.
- In the case of delays, interruptions, desynchronization, or other technical issues with video playback, bet settlement is carried out based on the official result of the Replay event.
- If the official result of a Replay event cannot be determined, bets are settled in accordance with the general event cancellation rules.

**11.24. FREE FIRE**

Bets on Free Fire are accepted for getting the teams or players represented in the line into the TOP, the number of surviving teams or players on the map, as well as on the total kills committed by a team or players in the form of outcomes.

If the game is interrupted due to a failure, player technical issues or technical reasons on the server, bets on all markets of this game are canceled, unless the results of the markets have been already determined. If the market results have been already determined at the time of game interruption - the bet remains valid.

**11.25. BOTS (eBasketball-bots, eFighting-bots, eFootball-bots, eTennis-bots, Rocket-league-bots)**

No special requirements.

**12. RULES ON DISCIPLINES: RACING**

**Horse Racing**

- All racing bets shall be settled based on the official declaration of the result of the race as made by the relevant racing authority on the day of the race.
- In the event of a Dead Heat or Draw, the ticket will be paid out at face value divided by the number of Dead Heating winners of the event.
- Whilst Dexsport strives to provide the most up to date and accurate form, we are not liable for any errors regarding the Thoroughbred,Harness or Greyhound form.

**Market Specific Rules**

1. Win Betting
2. Dead heat rules apply
3. Place Betting
4. Where there are 8 or more runners in a race, a place shall be paid on first, second and third places. If you placed a bet on fixed odds when the field had 8 or more runners and the field later reduced to 7 or less runners, first, second and third places will be paid, however deductions may apply.
5. Where there are 7, 6 or 5 runners in a race, a place shall be paid on first and second places only.
6. Where there are less than 5 runners in a race, all betting shall be Win only.
7. Dead heat rules apply
8. Fixed Top 2 Betting
9. Pays on runners to come 1st or 2nd in the race.
10. Bets are only valid on races with 5 or more runners. Any bets placed on a race with less than 5 runners will be voided. 11. Dead heat rules apply.

**Settlement & Cancellation rules**

**Scratchings**

- If a runner is scratched, the stake will be refunded.
- Futures bets placed on a before Nominations basis will be eligible for a refund should the selection not be nominated for the race when first nominations close. However, no deductions will apply.
- Abandoned/Postponed and Transferred Meetings.

- If a meeting is abandoned, transferred to another venue/track (including transferring to a different track at the same venue) or postponed to another date, single bets are void. Affected Multi Bets will be recalculated excluding that event or leg.
- Where a meeting is postponed and rescheduled to take place at the same venue within 48 hours of the original scheduled start time of the meeting, all bets stand as if the meeting was not postponed.
- If scratchings are reinstated due to a postponed meeting at the same venue then all bets are void.
- Futures (All In Betting) that have been postponed or transferred from the original date, all bets stand until the completion of the event.

**Deductions**

- All fixed odds bets may be subject to deduction after the placement of the fixed odds bet. These deductions are applied to the face value (expected winnings) of the bet. Deductions apply to all runners including emergencies.
- In the case of scratchings after the declaration of the final field, and after the bet has been placed, deductions will apply to the face value of winning fixed odds bets as per deductions table.
- Deduction calculations are specified as a percentage deducted from each dollar of the wagers winnings.
- In the event that multiple runners are scratched from a race, a combined deduction rate will be calculated by summing the total of each of the scratched runners deduction rates as per deductions table. See "Deductions Table".

| Fixed Odds(>, more than). | Fixed Odds2(<=, less or equal) | Win(%) | 3 Places(%) | 2 Places / Top 2(%) |
|---|---|---|---|---|
| 1.00 | 1,01 | 76 | 26 | 40 |
| 1,01 | 1,02 | 75 | 26 | 40 |
| 1,02 | 1,03 | 75 | 26 | 40 |
| 1,03 | 1,04 | 73 | 26 | 40 |
| 1,04 | 1,05 | 73 | 26 | 40 |
| 1,05 | 1,06 | 73 | 26 | 40 |
| 1,06 | 1,07 | 73 | 26 | 40 |
| 1,07 | 1,08 | 72 | 26 | 40 |
| 1,08 | 1,09 | 72 | 26 | 40 |
| 1,09 | 1,1 | 72 | 26 | 40 |
| 1,1 | 1,12 | 71 | 26 | 40 |
| 1,12 | 1,14 | 71 | 26 | 40 |
| 1,14 | 1,16 | 71 | 26 | 40 |
| 1,16 | 1,18 | 69 | 26 | 40 |
| 1,18 | 1,2 | 69 | 26 | 39 |
| 1,2 | 1,22 | 67 | 26 | 39 |
| 1,22 | 1,24 | 65 | 26 | 38 |
| 1,24 | 1,25 | 65 | 26 | 38 |
| 1,25 | 1,26 | 65 | 26 | 38 |
| 1,26 | 1,28 | 65 | 26 | 38 |

| Fixed Odds(>, more than). | Fixed Odds2(<=, less or equal) | Win(%) | 3 Places(%) | 2 Places / Top 2(%) |
|---|---|---|---|---|
| 1,28 | 1,3 | 65 | 26 | 38 |
| 1,3 | 1,35 | 62 | 26 | 38 |
| 1,35 | 1,4 | 60 | 25 | 37 |
| 1,4 | 1,45 | 56 | 25 | 37 |
| 1,45 | 1,5 | 55 | 25 | 37 |
| 1,5 | 1,55 | 53 | 24 | 36 |
| 1,55 | 1,6 | 51 | 24 | 36 |
| 1,6 | 1,65 | 49 | 24 | 35 |
| 1,65 | 1,7 | 47 | 24 | 34 |
| 1,7 | 1,75 | 46 | 23 | 34 |
| 1,75 | 1,8 | 45 | 23 | 34 |
| 1,8 | 1,85 | 44 | 23 | 33 |
| 1,85 | 1,9 | 43 | 23 | 33 |
| 1,9 | 1,95 | 41 | 22 | 32 |
| 1,95 | 2.00 | 40 | 22 | 32 |
| 2.00 | 2,05 | 40 | 22 | 32 |
| 2,05 | 2,10 | 39 | 22 | 31 |
| 2,10 | 2,15 | 37 | 21 | 31 |
| 2,15 | 2,20 | 36 | 21 | 30 |
| 2,20 | 2,25 | 36 | 21 | 30 |
| 2,25 | 2,30 | 35 | 21 | 29 |
| 2,30 | 2,35 | 34 | 21 | 29 |
| 2,35 | 2,40 | 33 | 20 | 29 |
| 2,40 | 2,45 | 31 | 20 | 28 |
| 2,45 | 2,50 | 31 | 20 | 28 |
| 2,50 | 2,60 | 30 | 19 | 27 |
| 2,60 | 2,70 | 29 | 19 | 27 |
| 2,70 | 2,80 | 28 | 18 | 26 |
| 2,80 | 2,90 | 27 | 18 | 25 |
| 2,90 | 3,00 | 26 | 18 | 25 |

| Fixed Odds(>, more than). | Fixed Odds2(<=, less or equal) | Win(%) | 3 Places(%) | 2 Places / Top 2(%) |
|---|---|---|---|---|
| 3,00 | 3,10 | 25 | 17 | 24 |
| 3,10 | 3,20 | 24 | 17 | 23 |
| 3,20 | 3,30 | 23 | 16 | 22 |
| 3,30 | 3,40 | 22 | 16 | 22 |
| 3,40 | 3,50 | 22 | 16 | 22 |
| 3,50 | 3,60 | 21 | 15 | 21 |
| 3,60 | 3,70 | 20 | 15 | 21 |
| 3,70 | 3,80 | 20 | 15 | 20 |
| 3,80 | 3,90 | 19 | 14 | 20 |
| 3,90 | 4,00 | 19 | 14 | 20 |
| 4,00 | 4,20 | 18 | 14 | 19 |
| 4,20 | 4,40 | 18 | 14 | 19 |
| 4,40 | 4,50 | 18 | 14 | 19 |
| 4,50 | 4,60 | 16 | 14 | 18 |
| 4,60 | 4,80 | 15 | 13 | 17 |
| 4,80 | 5,00 | 15 | 13 | 17 |
| 5,00 | 5,50 | 13 | 12 | 15 |
| 5,50 | 6,00 | 12 | 12 | 15 |
| 6,00 | 6,50 | 11 | 11 | 14 |
| 6,50 | 7,00 | 10 | 10 | 13 |
| 7,00 | 7,50 | 9 | 9 | 12 |
| 7,50 | 8,00 | 8 | 8 | 11 |
| 8,00 | 8,50 | 8 | 8 | 11 |
| 8,50 | 9,00 | 7 | 7 | 10 |
| 9,00 | 9,50 | 7 | 7 | 10 |
| 9,50 | 10,00 | 6 | 6 | 8 |
| 10,00 | 11,00 | 5 | 5 | 7 |
| 11,00 | 12,00 | 5 | 5 | 7 |
| 12,00 | 13,00 | 4 | 4 | 6 |
| 13,00 | 14,00 | 4 | 4 | 6 |

| Fixed Odds(>, more than). | Fixed Odds2(<=, less or equal) | Win(%) | 3 Places(%) | 2 Places / Top 2(%) |
|---|---|---|---|---|
| 14,00 | 15,00 | 3 | 3 | 4 |
| 15,00 | 16,00 | 3 | 3 | 4 |
| 16,00 | 17,00 | 3 | 3 | 4 |
| 17,00 | 18,00 | 2 | 2 | 3 |
| 18,00 | 19,00 | 2 | 2 | 3 |
| 19,00 | 20,00 | 2 | 2 | 3 |
| 20,00 | 21,00 | 0 | 0 | 0 |
| 21,00 | 22,00 | 0 | 0 | 0 |
| 22,00 | 23,00 | 0 | 0 | 0 |
| 23,00 | 26,00 | 0 | 0 | 0 |
| 26,00 | 27,00 | 0 | 0 | 0 |
| 27,00 | 31,00 | 0 | 0 | 0 |
| 31,00 | 34,00 | 0 | 0 | 0 |
| 34,00 | 35,00 | 0 | 0 | 0 |
| 35,00 | 41,00 | 0 | 0 | 0 |
| 41,00 | 46,00 | 0 | 0 | 0 |
| 46,00 | 51,00 | 0 | 0 | 0 |
| 51,00 | 61,00 | 0 | 0 | 0 |
| 61,00 | 67,00 | 0 | 0 | 0 |
| 67,00 | 71,00 | 0 | 0 | 0 |
| 71,00 | 81,00 | 0 | 0 | 0 |
| 81,00 | 91,00 | 0 | 0 | 0 |
| 91,00 | 101,00 | 0 | 0 | 0 |
| 101,00 | 126,00 | 0 | 0 | 0 |
| 126,00 | 151,00 | 0 | 0 | 0 |
| 151,00 | 201,00 | 0 | 0 | 0 |
| 201,00 | 251,00 | 0 | 0 | 0 |
| 251,00 | 301,00 | 0 | 0 | 0 |
| 301,00 | 501,00 | 0 | 0 | 0 |
| 501,00 | 1,001,00 | 0 | 0 | 0 |

**Errors**

- Dexsport publishes, posts or quotes any incorrect betting information for any thoroughbred, harness or greyhound racing event, such as posting wrong odds, then regardless of the cause of the source of such error, Dexsport has the right to void each member's bet.

**Acceptance of Bets after Start Time**

- If a single bet is inadvertently accepted after the official start time of the event, the bet shall be deemed to be invalid and will be refunded to the customer.
- If the inadvertently accepted by was part of a multi bet then that leg is deemed void, and the remaining leg(s) of the multi will stand.

**Other**

- In the event of a horse or greyhound being withdrawn late by order of the stewards, all bets will be paid as stewards direct, including deductions on remaining runners. See deductions table
- Bets will be settled as per the official decision of Stewards on race day. Where a horse/dog is later disqualified or placings amended at a later date, for any reason, the official result as declared by Stewards on the day of the race will stand.