

UPCOZ PTY LTD

Racing and Sports Betting Rules

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Definitions

In these Terms and Conditions, the terms "**we**", "**us**", or "**our**", refer to UPCOZ Pty Ltd ABN 93 621 899 634 and the following meanings apply unless a contrary intention appears:

All-In Betting - regardless of whether a competitor starts or completes the event in which a bet is placed, all bets stand and no refunds shall be payable or deductions apply

Best Tote - deemed to be the Best of the 3 Australian TAB Win Tote Prices.

Best of the Best (BOB) - is available on selected Saturday Metropolitan Thoroughbred meetings, as displayed on the UPCOZ website. Unless otherwise permitted by UPCOZ, Best of the Best (BOB) wagers:

- (a) are only available up until 30 minutes to jump;
- (b) maximum payout of \$5,000.

Cash Out – is a betting product which permits the Account holder to request a return on your bet (wager) prior to the market(s) in which you placed the bet finalising.

Dead-Heat - when two or more competitors are officially declared to have finished equal. This applies to both winners and place getters in a single event.

Exacta - when two runners are selected to place first and second in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, bets (wagers) will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

First Four - when four runners are selected to place first, second, third and fourth in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

Head to Head Market - any winning selection in the Head to Head market must finish in the first 4 placings to be resulted as a winner.

"In the Run" - placing a wager on a UPCOZ nominated market after an event has commenced and is in progress

Jurisdiction - the jurisdiction in which you live or from which you access our Betting Platforms (as applicable).

Live Betting Market – an Account holder can place a fixed odds win bet on a horse racing event after it has commenced racing.

Major Australian TAB's –TAB, the NSW TAB and the Queensland TAB (UBET).

Middle TOTE Dividend - deemed to be the middle dividend of the 3 Australian TAB Win or Place Totalisator Prices

Multi Bet - (All-Up Bet) is the combination of numerous single bets which multiply the individual odds creating the total dividend.

Non-Metropolitan Thoroughbred Venue - any race meeting conducted out of Australia unless otherwise stated and for the purposes of these Terms and Conditions.

Odds - Odds, prices or lines

Official Starting Time - that time stated by the controlling body for the relevant event.

Promotional Bonuses - bonuses awarded pursuant to Bonus Promotions offered by UPCOZ

Quadrella - when the winners are selected in four consecutive races listed on the Quadrella Race card. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be partially refunded for that leg. It will not transfer to the substitute favourite

Quinella – when two runners are selected to place first and second in any order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, bet (wagers) will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

Racing Derivatives - Head To Head, Favourite Out, Favourite vs Field, Inside vs Outside, Half vs Half and Odds vs Evens.

Starting Price (SP) - the official final bookmaker's price when the race jumps. For all International Thoroughbred & Harness Racing, excluding French Thoroughbred and Harness Racing, the final fixed price offered by UPCOZ will be deemed as the Starting Price "SP".

Top Fluctuation - the Best Price declared by the official On-Course Bookmakers Fluctuations.

Tote - one of the three Australian totalisator pools.

Trifecta - when three runners are selected to place first, second and third in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, bets (wagers) will be refunded on every combination which includes the scratched runner and the combination stands and the bet (wager) re-calculated without the scratched runner.

Website – UPCOZ.com and any derivative or white label version thereof, as applicable.

Win Limits - all winnings derived from bets (wagers) placed by one individual or entity, or group deemed to be acting on behalf of any one individual or entity, on the individual events, regardless of whether the event is included as an element of a multiple, a group of multiples, or as a single wager.

1. General Rules

- 1.1. These rules cover racing (excluding Showdown) and all sports. Where any rules specific to racing or individual sports are in conflict with this rule below or in our Terms & Conditions, they will prevail.
- 1.2. The winner of an event, game or race shall be determined on the day by the applicable governing body in accordance with the event's rules and regulations. We do not recognize suspended games, protests or overturned decisions for betting purposes.
- 1.3. All internet betting is subject to a 1 minute cut off prior to the official start time. If the official start time is delayed, UPCOZ will accept bets up until the actual start time of the race or event.
- 1.4. In the event of an event being offered for which we do not currently have specific rules, we will not offer a market.
- 1.5. Unless stated otherwise, if a match or event is postponed to another day than originally scheduled or cancelled, any bets placed prior to the originally scheduled start of this match will be deemed void. All bets stand on any match that is delayed prior to the scheduled start time that takes place on the same day (local time). The only exceptions are matches that take place within a fixed date tournament framework e.g. Olympic Games, Tennis Tournaments, European Championships Finals, World Cup Finals where bets will stand (does not apply to non-tennis qualifying matches taking place outside of the fixed date tournament framework). See individual sport rules for superseding rules relevant to postponed matches for individual sports.

2. Bet Placement

- 2.1. You acknowledge that when placing a bet, reliance upon any statement of any of our employees or representatives in relation to the subject matter is unaccountable including any statement, inference or other communication which may or may not be construed by YOU prior to placing a bet over the telephone.
- 2.2. Bets (wagers) placed on Your Account must meet the following minimum stake requirements:
 - a) a bet placed via the internet must be a minimum of \$1.00
 - b) a bet placed via the telephone for live betting sporting events must be a minimum of \$50.00
 - c) a bet placed via the telephone for any other sport or racing event must be a minimum of \$10.00
- 2.3. UPCOZ has absolute discretion over which odds, prices or lines ("Odds") it may choose to offer a client.
- 2.4. UPCOZ has absolute discretion over which Odds it offers an Account holder on its Website. UPCOZ reserves the right to refuse to accept a bet (wager) in its absolute discretion. All Odds (including fixed odds) displayed on the UPCOZ website or App

are indicative only until the Client has logged in to their account and may change before the bet (wager) is accepted and confirmed by UPCOZ. Wagering limits may determine the Odds offered to an Account holder and are subject to variation until the bet (wager) is accepted by UPCOZ.

- 2.5. Where an individual client arrangement to boost odds UPCOZ, at our absolute discretion, reserves the right to amend the payout amount to the odds available on our website at the time of bet placement should the arrangement be breached or rescinded by either party.
- 2.6. A bet (wager) is only accepted when:
 - a) the Client submits the bet (on the UPCOZ Website or App) and a Betting Confirmation is received by the Client;
 - b) it is read-back by the UPCOZ Representative (for bets placed via the telephone) and the Client indicates agreement with the bet. The onus to confirm the bet (wager) details are correct rests with the Account holder.
- 2.7. It is the responsibility of the Account holder when making a bet on their Account via the telephone, to quote the correct Account details (including User ID and Password).
- 2.8. The responsibility to verify that the bet (wager) details are correct prior to submitting on the UPCOZ Website or App resides with the Account holder.
- 2.9. In the case of telephone wagers, UPCOZ has absolute discretion over which Odds it may choose to offer a Client. The Odds offered by UPCOZ are those outlined to the Client by the telephone operator at the time of the Client placing the bet (wager). All Odds offered to a Client are subject to wagering limits and are subject to variation until the bet (wager) is accepted by UPCOZ. For tote derivative products the final price is not known until dividends are declared.
- 2.10. In the event a telephone conversation between a UPCOZ representative and a Client in which a bet is being placed is interrupted for any reason (including a mobile phone dropping out) prior to the conclusion of the conversation, any unconfirmed bet will be deemed not to have been entered into. In such circumstances, it is the responsibility of the Client to contact UPCOZ promptly to confirm the bet the Client wishes to place.
- 2.11. Bets (wagers) will only be accepted up to the actual or advertised start time or such time as determined by UPCOZ. In the event that a bet (wager) is accepted after an event's start time, where UPCOZ had no knowledge that the event in question had commenced and the bet (wager) was accepted in good faith, the bet (wager) will be deemed invalid and the stake will be refunded to the Client.
- 2.12. Placing another bet (wager) on the UPCOZ Betting Platform signifies acceptance of your Account balance and the result of the previous bet (wager), therefore, no refunds or adjustments will be approved. It is the responsibility of the Account Holder to contact UPCOZ immediately if the results of a previous bet (wager) is unfair or incorrect.

2.13. In any sporting event where there is a flat line (i.e. 7.0), and the result falls on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

2.14. In any Multi Bet or parlay, if a leg is voided for whatever reason, then the Multi Bet is re-calculated minus that leg. i.e. If a Tennis player were to withdraw from a game which was included in a four-leg multi, the multi is revised to a three-leg treble.

3. "In the Run" Wagering

3.1. Once an event has commenced, the event market will close and a new "In the Run" market will commence on UPCOZ nominated events only.

3.2. UPCOZ will not accept "In the Run" bets (wagers) over the Internet and will only accept these such bets (wagers) over the telephone.

4. Win Limits

4.1. Unless otherwise agreed or specified in our Terms & conditions or this document, the maximum amount that may be paid out on any telephone bet (wager) (either single, exotic or multiple wager) is \$75,000 for any one race or event. These limits do not include SRM or SGM bets.

4.2. Unless otherwise agreed or specified in our Terms & conditions or this document, the maximum amount that may be paid out on any internet bet (wager) (either single, exotic or multiple wager) is \$75,000 for any one race or event. These limits do not include SRM or SGM bets.

4.3. The maximum telephone or internet wager (or series of telephone or internet wagers) that UPCOZ is compelled to accept at the Odds it offers, is that wager amount so prescribed by law that when applied to the applicable Odds offered and the circumstances of the wager, would result in the maximum amount UPCOZ is compelled by law to pay out on any wager or series of wagers (betting limits).

4.4. The UPCOZ Website adheres to each State Territory or Commonwealth of Australia's Racing Authorities Minimum Bet Limit (MBL) Policies to offer fixed odds to all Account holders at the time of the race. These limits vary over Carnival periods for Racing Authorities.

4.5. Without prior negotiation, the maximum payout by UPCOZ to any one individual or entity (or group deemed by UPCOZ to be acting on behalf of any one individual or entity) for fixed odds bets placed after 9am (AET) on the day of an Australian State or Territory thoroughbred race or after 2pm (AET) for a night race meeting, we will accept a single fixed odds bet or a number of single fixed odds bets (at the odds displayed on our Betting Platforms) up to the maximum payout amounts specified below for the following race types:

Race Venue	Win, Win/Place or Each-Way Bet (AUD) Fixed odds	Place Only Bet (AUD) Fixed odds
Metropolitan Qld Thoroughbred	2000	800

Non-Metropolitan Qld Thoroughbred	1000	400
Metropolitan NSW Thoroughbred	2000	800
Non-Metropolitan NSW Thoroughbred	1000	400
Metropolitan Vic Thoroughbred	2000	800
Non-Metropolitan Vic Thoroughbred	1000	400
WA, SA & NT Metropolitan Thoroughbred	2000	800
WA, SA & NT Non-Metropolitan Thoroughbred	1000	400
All Tasmanian Thoroughbred	1000	400
ACT Thoroughbred	1000	400
ACT Black Opal Stakes	2000	800

- 4.6. If there has been an official price fluctuation or our own price fluctuation has changed, we may refuse to accept any bet at the pre-changed price.
- 4.7. In the event the three Australian Totes do not cover New Zealand races then mid tote bets will be paid at the NZ TAB dividends (available at www.tab.co.nz).
- 4.8. You acknowledge and agree that for certain bet types your accepted stake or bet may mean that you have the opportunity to win more than a win limit or maximum payout set out in this clause or in our other Terms and Conditions. Even where your approved stake or bet may give you the opportunity to win a higher amount, you agree that we shall only be obliged to pay to you the win limit or maximum payout specified in this clause or in our other Terms and Conditions such as our Racing Rules. If we impose a win limit or maximum payout on your winning bet and payout, we may refund to you the portion of your stake or bet that, at the designated odds, may have resulted in a payout to you above a win limit or maximum payout.
- 4.9. Subject to our other Terms and Conditions and in particular other win limits, the maximum payout by UPCOZ to any one individual or entity (or group deemed by UPCOZ to be acting on behalf of any one individual or entity) is as specified below

Metro Venues		Non-Metro Venues		Overseas Thoroughbred Venues - Asia and NZ	
Win and Place	\$75,000	Win and Place	\$35,000	Win and Place	\$30,000
Quinellas	\$50,000	Quinellas	\$10,000	Quinellas	\$5,000
Exacta	\$50,000	Exacta	\$10,000	Exacta	\$5,000
Trifecta	\$50,000	Trifecta	\$10,000	Trifecta	\$10,000
First 4	\$75,000	First 4	\$10,000	First 4	\$10,000
Daily Double	\$10,000	Daily Double	\$2,000	Daily Double	\$2,000
Running Double	\$10,000	Running Double	\$2,000	Running Double	\$2,000
Treble	\$20,000	Treble	\$10,000	Treble	\$10,000
Quaddie	\$75,000	Quaddie	\$25,000	Quaddie	\$20,000

Early Quaddie	\$75,000	Early Quaddie	\$25,000	Early Quaddie	\$20,000
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Harness (All Venues)		Greyhounds (All Venues)		All Overseas Thoroughbred Venues - excluding Asia and NZ	
Win and Place	\$20,000	Win and Place	\$20,000	Win and Place	\$20,000
Quinellas	\$15,000	Quinellas	\$10,000	Quinellas	\$5,000
Exacta	\$15,000	Exacta	\$10,000	Exacta	\$5,000
Trifecta	\$15,000	Trifecta	\$10,000	Trifecta	\$10,000
First 4	\$15,000	First 4	\$10,000	First 4	\$10,000
Daily Double	\$5,000	Daily Double	\$2,000	Daily Double	\$2,000
Running Double	\$2,000	Running Double	\$2,000	Running Double	\$2,000
Treble	\$5,000	Treble	\$5,000	Treble	\$5,000
Quaddie	\$15,000	Quaddie	\$15,000	Quaddie	\$15,000
Early Quaddie	\$15,000	Early Quaddie	\$15,000	Early Quaddie	\$15,000

4.10. Subject to our other Terms and Conditions, the maximum payout that we shall be obliged to pay to you in respect of all legs of a winning multi bet (excluding same race and same game multis) is \$50,000, regardless of the number of legs included in that multi bet. See section 10 for more information on multi-bets.

5. Cash Out

- 5.1. UPCOZ reserves the right to determine when Cash Out may be available on its Betting Platforms, including, but not limited to, bonus bets, bets placed using non-withdrawable funds or any bets (wagers) placed which would allow customers to receive a bonus bet, bonus or promotion. It is not available to all customers, bet types or racing and sporting events.
- 5.2. UPCOZ does not guarantee the availability of the Cash Out functionality and will not be liable for any losses sustained due to its unavailability. UPCOZ reserves the right to amend, suspend or remove the Cash Out functionality at any time on any market or to any Account user. All bets (wagers) are deemed valid regardless of the availability of the Cash Out functionality.
- 5.3. You will be notified if your Cash Out request is successful (as they are not guaranteed) by receipt of a "Success" message being displayed and your bet (wager) will subsequently be settled immediately and the Cash Out Value (as determined) returned to your Account. Upon "Cashing Out", this signifies completion of the original bet.
- 5.4. In the event that a Cash Out request is unsuccessful, you will be notified and, if available, a new Cash Out offer may be presented.

6. Bonus Bets

- 6.1. Bonus bets will only be issued by UPCOZ to one IP address (Internet Protocol) or household address and to recreational gamblers only. Bonus bets are provided at

UPCOZ's discretion and UPCOZ has the right to hold back or withdraw any Bonus Bets issued if the Account is closed or the Account is used in breach of these Terms and Conditions.

6.2. UPCOZ reserves the right to close Your Account or void all bonus bets/winnings at our discretion, in the instance where, but not limited to,:

- a) we have reason to suspect you are using Bonus Bets as a source of match betting or promotional arbitrage;
- b) we have any reason to suspect suspicious activity through the use of an hidden or unidentified IP address or deemed to be using a VPN.

6.3. Bonus Bets promotions may not be used in conjunction with any other offer.

6.4. The following defines "Bonus Promotions" that may be offered by UPCOZ:

- a) A "Deposit Bonus Promotion" means a promotion whereby a Bonus Bet is placed in an existing UPCOZ Account when a Client responds to a "Deposit Bonus Promotion" by depositing a minimum amount in their Account, as specified in the promotion.
- b) A "Winning Bonus Promotion" means a promotion whereby additional capped winnings (excluding stake) are paid to a Client in the form of a Bonus Bet on markets specified in the promotion, including, but not limited to, "Winners Bonuses" promotions.
- c) A "Refund Promotion" means a promotion whereby a Client's bet stake is refunded to a Client (in the form of a cash credit or a Bonus Bet credit to a UPCOZ Betting Account) as specified in a promotion.
- d) A "Reward Bonus Bet Promotion" means a promotion whereby a Bonus Bet is placed in a UPCOZ Account as a result of the Client successfully completing a pre-determined action as specified in a promotion and includes a Matched Stake promotion.

6.5. Any promotion that may result in the awarding of Promotional Bonuses can only be entered once per Client/residence/IP address/ computer/ smartphone/ tablet.

6.6. The following rules apply in relation to the use of Bonus Bets:

- a) may be used as a single bet only on any Sports or Australian Racing market available at the time of placement, excluding Entertainment or Politics markets and any other markets specified in the specific promotion terms and conditions.
- b) only one Bonus Bet (from any promotion) can be used per event or match.
- c) the maximum Bonus Bet wager on any one event is \$500, unless otherwise approved in advance by UPCOZ
- d) the minimum Bonus Bet wager is \$1.
- e) Winnings will be paid excluding the initial Bonus Bet stake.

- f) The maximum winnings payable on any Bonus Bet is \$1,000
- g) A Bonus Bet will expire three (3) days after the Bonus Bet has been awarded if it has not been used, unless otherwise specified
- h) Bonus Bets cannot be used to earn additional Bonus Bets.

6.7. UPCOZ reserves the right, in its absolute discretion, to refuse to allow a Client to participate in Bonus Promotions.

- a) In this instance, UPCOZ will provide written notification to any such Client, detailing their ineligibility to participate in the Bonus Promotion.

6.8. Clients considered to be abusing Bonus Promotions by any means (or breaching these terms and conditions) may have Promotional Bonuses, and any winnings from such Promotional Bonuses cancelled or revoked.

6.8.1. Bonus Bets will be cancelled and forfeited as UPCOZ sees fit if a Bonus Bet is used in the following way:

- a) Hedge betting;
- b) On zero margin bets
- c) Where bets are placed on all outcomes of an event where a loss cannot occur.

6.9. UPCOZ reserves the right to cancel, change or suspend any promotion at any time without notification.

6.10. Where a Bonus Bet or other promotional bet is offered by UPCOZ, any resulting winnings cannot be withdrawn until YOU wager the corresponding cash deposit amount, if any, as prescribe in the terms of the Bonus or promotional bet.

6.10.1. In the instance, where the cash deposit is not turned over and a refund is requested, the following will be cancelled and forfeited:

- a) All unused Bonus Bets and parts thereof;
- b) All pending bets placed using the Bonus Bets and parts thereof;
- c) All winnings derived from Bonus Bets.

6.11. Winnings from Bonus Bet wagers and/or parts thereof will be paid less the stake amount.

7. Results

7.1. Where an event or match is postponed and rearranged to take place within 48 hours of the original scheduled starting time, all wagers will stand. If the event or match is rescheduled to take place more than 48 hours later than the original scheduled start time, all wagers will be void and stakes refunded. Affected multiples will be recalculated, excluding that leg. Please note that individual sports rules stating a different time period will override this Rule.

- 7.2. To be considered official for betting purposes, players must play and the event must run to the end of the designated time for sports betting and all other competitions that involve a set length of play or time limit. This rule does not apply where individual sport rules state otherwise.
- 7.3. Unless otherwise stated, in the event description or individual sport rules, overtime periods or extra time periods will be included in the final result, except in relation to:
- a) soccer and
 - b) other individual markets noted as excluding extra time or overtime, and
 - c) individual sports rules stating that extra time or over-time does not count.
- 7.4. For multiple wagers, if any leg/legs are void, the multiple wager will be recalculated excluding the voided leg/legs.
- 7.5. Unless otherwise stated, UPCOZ does not offer traditional each-way betting. The specific Rules for "Win and Place" for horse racing wagers are as follows:
- a) where there are 8 or more runners in a race, a place dividend shall be paid on 1st, 2nd and 3rd and where the Client takes "Fixed Odds Each Way", the dividend paid for a place shall be the fixed odds confirmed and accepted at time of placement of the bet.
 - b) Where there are 5, 6 or 7 runners in a race, a place shall be paid on first and second places only and where the Client takes "Fixed Odds Each Way", the dividend paid for a place shall be the fixed odds confirmed and accepted at time of placement of the bet.
 - c) where there are less than 5 runners in a race, the wagers shall be "Win Only"; and
 - d) a "Dead-Heat" occurs.
- 7.6. Unless otherwise stated, the following rule, known as the "Dead-Heat Rule" applies:
- a) In the event of a Dead-Heat where dividends were not offered by UPCOZ on such an outcome, bets will be paid at the face value of the ticket divided by the number of competitors tying for that place;
 - b) In any event for which each way betting is available, place ties will be paid such that the place portion of the face value of the ticket is multiplied by the remaining number of places available and divided by the number of competitors tying for those available number of placings;
 - c) In the event of a Dead-Heat where odds were offered by UPCOZ on such an outcome, then all win or place bets are losers and the draw option is paid as the winner;
 - d) In the event that there is a Dead-Heat in a horse or harness race, and a protest occurs and is subsequently upheld, the payout on the runner that is relegated

will be half the face value of the ticket (note this Rule applies to Internet wagers only);

- e) All dates and times published by UPCOZ are indicative only. Bets (wagers) will be accepted up to the advertised start time of the event or a time as determined by UPCOZ in its sole discretion. If a bet (wager) is mistakenly accepted by the Website after the start time of an event, UPCOZ reserves the right to cancel the bet (wager).

8. Jockey's Challenge

- 8.1. A "Jockey Challenge" is a bet type offered by UPCOZ on selected meetings. Bets are "Win Only" and are paid on a jockey achieving the highest aggregate points scored in accordance with these below rules for achieving a place in races conducted at a particular race meeting or over a race day or racing carnival. In the case of 2 or more jockeys finishing the day on the same amount of points, dead heat rules apply. This is regardless of the number of outright winners ridden by either of those jockeys.
- 8.2. For selected race meetings, prior to the commencement of betting, UPCOZ will prepare a list of jockeys and opening prices. The list will also include an "any other jockey" price option to cover any jockey who is not included in the original list. At all times the "any other jockey" option shall be treated as one entity.
- 8.3. If any individual jockey listed in the Jockey Challenge market does not complete at least one ride for the meeting, all wagers on the Jockey Challenge for that meeting will be cancelled and monies refunded.
- 8.4. For wagers on any Jockey Challenge to stand, all races scheduled for the race meeting must be run and correct weight declared. If the meeting is abandoned, postponed, or any race is declared a "no-race" by the Stewards, all wagers on the Jockey Challenge for that meeting will be cancelled and the monies refunded, unless there is an unassailable leader in which case all bets will stand and paid out by UPCOZ.
- 8.5. No Jockey Challenge points shall be allocated in relation to a race scheduled to be conducted at a race meeting if that race is postponed to another race meeting, abandoned or declared a no race by the Stewards on the day of the race meeting.
- 8.6. The winner of the selected Jockey Challenge, will be the jockey who has the most points accumulated at the end of the race meeting the Jockeys Challenge was set down for. Points will be accrued per race and calculated as follows:
 - a) 3 points for a winning ride
 - b) 2 points for a second placed ride
 - c) 1 point for a third placed ride
- 8.7. Points will only be allocated to the jockey(s) who actually ride the winning or placed horse(s) in a race. Points will not be allocated to any rider who may have been engaged to ride a horse but was subsequently replaced by permission or direction of the Stewards. Points will be allocated to the jockey who rode the horse even if the jockey is listed as "any other jockey".
- 8.8. There will be no refunds of bets should a jockey be replaced by another rider.

8.9. In the event of a dead heat for any or all of the placings jockey points will be allocated on a proportionate fractional basis, as an example:

Dead Heat for a Win	Dead Heat for a Second	Dead Heat for a Third
Points	Points	Points
1 st – 2.5, 2.5	1 st – 3	1 st – 3
2 nd – 0	2 nd – 1.5, 1.5	2 nd – 2
3 rd – 1	3 rd – 0	3 rd – 0.5, 0.5

8.10. In the event of a triple dead heat for any or all of the placings, points will be allocated on a proportionate fractional basis, as an example:

Triple Dead Heat for a Win	Triple Dead Heat for a Second	Triple Dead Heat for a Third
Points	Points	Points
1 st – 2, 2, 2	1 st – 3	1 st – 3
2 nd – 0	2 nd – 1, 1, 1	2 nd – 2
3 rd – 0	3 rd – 0	3 rd – 0.3, 0.3, 0.3

8.11. In the event of two or more jockeys being tied on the same number of points at the completion of the competition all successful bets will be paid according to UPCOZ following Dead Heat Rule: For Fixed Odds Jockey Challenge Bets, the reduced return shall be calculated as the face value of the bet divided by the total number of “Jockeys Challenge Winning Jockeys” involved in the dead heat.

8.12. Allocated points will not be subject to change in the case of any future disqualification. Any disputation regarding the declared winner will be adjudicated by Racing stewards at the race meeting in subject whose decision shall be final. Points will be allocated upon the announcement of correct weight of a race.

8.13. UPCOZ Jockey Challenge payment will be declared at the end of each race meeting or carnival, unless otherwise directed by the Stewards.

8.14. Any matter in respect to a Jockey Challenge at a race meeting or a racing carnival not provided for in the abovementioned Rules shall be determined by the Chairman of Racing stewards in the Racing Jurisdiction that the bet was placed.

9. Protest Payout

9.1. UPCOZ Protest Payout will be applied when the Client's horse is first past the post, but the result is amended due to an upheld Stewards enquiry.

9.2. Protest Payout applies to every Australian Thoroughbred and Harness race.

9.3. In the event that a protest against the first horse to finish is upheld, we will pay both the interim winner (first past the post) as well as the official winner.

9.4. Protest Payout only applies to races where the horse that is first past the post is relegated. There will be no Protest Payout in the event that a horse finishes in 2nd or 3rd and falls out of the placings as a result of the protest (minor protests).

- 9.5. Protest Payout only applies to official protests and does not include horse disqualification (including, but not limited to, where a jockey weighs in incorrectly).
- 9.6. Protest Payout is only valid on fixed odds win Bets (wagers).
- 9.7. Only valid for bets placed on final field markets. Pre-post or futures bets are not eligible for Protest Payout.
- 9.8. Protest Payout does not apply to Special Markets (including, but not limited to multi-bets, exotic bets, bonus bets, head to head betting, odds and evens and favourite vs field markets and jockey challenge betting. In the event a protest is upheld, any Run 2nd (or run 2nd and 3rd) promotions for that race will be void and bonuses not paid.
- 9.9. The payout value will equal the full return the Client would have received had the horse been declared the official winner. Subject to clauses 19.10 to 19.12 below and upcoz.com betting rules and maximum payout limits.
- 9.10. Maximum Protest Payout is \$500 per Client per race.
- 9.11. Maximum Protest Payout is \$1,000 per Client per day.
- 9.12. First bet only on an individual runner is eligible for Protest Payout.
- 9.13. For the Protest Payout the Win dividends will be calculated using the final official dividend displayed on each TABs website or Fixed price as confirmed by the customer in their bet slip.
- 9.14. UPCOZ reserves the right to exclude or limit the eligibility of certain Clients from participating in Protest Payout and this product is available to recreational customers only.

10. Racing (Thoroughbred/Harness/Greyhounds) Terms and Conditions

- 10.1. Where a race meeting is transferred from one racecourse to another, all Betting Rules, including betting limits, will apply as if the meeting was not transferred.
- 10.2. If a race meeting is postponed or abandoned, all outstanding bets (wagers) placed on the meeting are cancelled and bets void.
- 10.3. Where there are eight (8) or more runners in a race, a place dividend shall be paid on first, second and third places.
- 10.4. Where there are seven (7), six (6) or five (5) runners in a race, a place dividend shall be paid on first and second places only.
- 10.5. When a Client has placed a bet on a Tote based product, Place wagers will pay down to however many placing's the major Australian TAB's determine as appropriate for that bet type.
- 10.6. Where there are less than five (5) runners in a race, all bets (wagers) shall be on a "Win Only". If late scratching of a runner or runners reduces the field below five (5) runners, all non-tote place bets will be refunded if there is no possibility for a collect.

- 10.7. If a runner is scratched, all bets placed after the declaration of the final field, will be refunded on that runner (providing the bet wasn't placed prior to the barrier draw on an "All-In" basis).
- 10.8. In this instance, all other runners will be subject to a deduction, applicable to the face value of winning bets where the bet was placed at a fixed price, for either: Win, Each Way, or Place Only.
- 10.9. In the event of a horse being withdrawn late by order of the stewards, all bets (wagers) will be paid as stewards direct, including deductions on remaining runners.
- 10.10. In the case of fixed price racing bets, if the time of bet placement is after the official time for the declaration of final acceptances for an event, bets placed, after the time for final acceptances but before UPCOZ makes any adjustment to the prices it has set for the event following a withdrawal, shall stand subject to UPCOZ's scale of deductions as applying to the prices offered by UPCOZ for that runner at the time of its scratching.
- 10.11. In the event of a field reducing in size from 8 runners to 7 or less runners, for wagers placed via the Website or the App, UPCOZ will pay three dividends on all fixed odds place bets struck prior to the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards.
- 10.12. In the event of a field reducing in size from 5, 6 or 7 runners to less than 5 runners, for wagers placed via the Website or the App, UPCOZ will pay two dividends on all fixed odds place bets struck prior to the field being reduced. These bets (wagers) will be subject to relevant deductions as declared by the stewards.
- 10.13. In the event of a field reducing in size from 10 or more runners to 9 runners or less, for wagers placed via the telephone, UPCOZ will pay three dividends on all each way fixed odds bets struck prior to the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards. In the event of there being an odds-on runner in the field at the time the bet (wager) was struck then the place portion is paid at TAB (Also known as Supertab) odds, regardless of field size.
- 10.14. If a client places a Fixed Odds Place wager over the Internet and there is only 5, 6 or 7 runners then UPCOZ only pays 1st and 2nd regardless of whether the Tote pays 1st, 2nd and 3rd dividends courtesy of late scratchings.
- 10.15. If a bet (wager) on a horse racing event, apart from a wager placed on a Live Betting or "In-the run" market, is inadvertently accepted in respect of an event after its start time, the bet (wager) shall be deemed to have been made invalidly and the wager will be refunded to the Client's Account.

For the purpose of this clause, "inadvertently" means that UPCOZ had no knowledge that the event in question had started and the bet (wager) was accepted in good faith.

- 10.16. Content such as form guides and speed maps are an accessory that may contain errors. While we try to correct reported faults or incorrect content as soon as we reasonably can, we make no guarantee that our betting platforms and any content within them are error-free.

10.17. Below is a description of UPCOZ Racing Products on offer. Depending on the status of the race meeting, differing products will be available daily as stated on the UPCOZ website:

- a) **Best Tote**
- b) **Top Fluctuation**
- c) **Starting Price (SP)**
- d) **Place Only or Each Way Bet** – in this instance, all bets on Australian Racing codes are paid at Middle Tote, the middle dividend as declared by the 3 Australian TAB's. *(NB. UPCOZ reserves the right to disregard the Best Tote Price and pay the dividend based on the Lowest Paying Tote plus 5%, in the event where the range between the Lowest Paying Tote and the Highest Paying Tote is > 20%);*
- e) **All Racing Exotics, (Quinella, Exacta, Trifecta, First Four and Quadrella)** – paid at the dividend declared by TAB (also known as Supertab). All Exotic Payouts are capped to a maximum of the pool total held by TAB(also known as Supertab). UPCOZ reserves the right to apply a payout limit across all Racing Exotics, in all codes;
- f) **Multi Bet (All-Up Bet)** - the combination of numerous single bets which multiply the individual odds creating the total dividend. UPCOZ accepts Multi Bets up to 10 legs, including a combination of Racing and Sports. UPCOZ maximum odds for this product is \$1,001. Where a Sports and Racing multi-bet contains a greyhound or harness leg, then the maximum payout will revert to the lowest win limit. Multi Bets cannot be placed on "dependant events".
- g) **Fixed Win and Fixed Place** – These odds are the odds received at time of placement. Fixed odds are available on the UPCOZ website and may be subject to deductions where there is a late scratching. Once bets are confirmed, fixed odds are not subject to fluctuation.

10.18. Racing Derivatives. These can include; Head To Head, Favourite Out, Favourite vs Field, Inside vs Outside, Half vs Half and Odds vs Evens. For the avoidance of doubt, any winning selection in the Head to Head market must finish in the first 4 placings to be resulted as a winner.

10.19. In the event any runner is a late scratching after you have placed a bet then your selection will be refunded. All remaining runners in the race will be subject to deductions in accordance with that States' Racing Authority.

10.20. The maximum win dividends payable for Fixed Odds bets are:

- a) \$51 for Greyhound Racing.
- b) \$101 for Harness Racing; and
- c) \$201 for Thoroughbred Racing.

10.21. Where it is stated that a dividend is to be paid as declared by a particular Tote, and that Tote fails to declare a dividend within ten (10) minutes of the other

Australian Totes declaring a dividend, UPCOZ will pay the dividend which is the lower of the dividends that were declared by the other Australian Totes.

- 10.22. UPCOZ may cancel bets (wagers) where there are signs of pool manipulation which can include, but is not limited to, increase in pool size, dividends outside normal dividend combination parameters taking into consideration fixed odds of participants / runners.
- 10.23. UPCOZ may place a limit on the payout (final odds) where there is reasonable suspicion of pool manipulation having occurred (e.g. Payout at the fixed odds SP place dividend or payout no greater than 100% higher than the next best Australian tote), subject to adjudication by the Greyhound Wagering and integrity Commission of NSW.
- 10.24. If a tote pool goes down either on-line or via the telephone and the pools are distorted, then UPCOZ reserves the right to omit these dividends when paying out.
- 10.25. For example - If the QLD Tote pool is down, the higher of NSW and VIC Totes will be paid for Best Tote Products. For middle tote products, the dividend will be deemed to be the lower of the two declared dividends.
- 10.26. In the event that one of the Major Australian TAB's for promotional reasons or otherwise, returns elevated dividends due to them foregoing their normal take-out margin, UPCOZ reserves the right to declare its Best Tote dividends at the higher of the other two Australian Totes. Only "Win Only and Each Way" single wagers will be eligible and UPCOZ management's decision on the matter will be absolute and final.
- 10.27. Multi Bets are ineligible.
- 10.28. If a meeting is abandoned or postponed to another date, single bets are void and bets (wagers) will be refunded. Affected Multi Bets will be recalculated excluding that leg.
- 10.29. Where a race meeting is transferred from one racecourse to another, all betting rules and limits will apply as if the meeting was not transferred.
- 10.30. Regardless of whether a Futures event (All in betting) has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.
- 10.31. UPCOZ reserves the right to cancel any bet where UPCOZ considers the bet is unfairly advantaged regarding starting times of events.
- 10.32. Dead Heat Rule – In the event of a Dead Heat or Draw, where such an option was not offered for betting purposes, the ticket will be paid out at face value divided by the number of Dead Heating winners of the event. If the bet was placed at the tote product, UPCOZ pays on the re-framed Tote dividends.
- 10.33. In the event of a Dead Heat for any of the place getters, there will be as many dividends as there are correct order combinations as declared by the State or Territory's Totaliser Dividend where that bet was placed.

- 10.34. The UPCOZ products and wager types are intended for Bona Fide Clients, that is, those clients who always act in good faith, sincerely, without fraud and who place bets (wagers) with UPCOZ for the purpose of recreation and entertainment.
- 10.35. If no bet type is specified, the default bet type will be a Win Only Bet at the applicable Tote Based product.
- 10.36. At the discretion of UPCOZ management, Tote pools under \$1000 may be disregarded in the calculation of Best Tote and Middle Tote dividends.
- 10.37. All UPCOZ Exotics are only available on the Internet.
- 10.38. UPCOZ Racing exotics are paid on winning combinations at the dividends declared by the TAB (also known as Supertab) including Metropolitan Thoroughbred Racing.
- 10.39. Metropolitan Thoroughbred races place dividends are paid at the declared Middle Tote dividend of the 3 Australian Totalisator Dividends declared unless otherwise specified in the UPCOZ promotion.
- 10.40. In the event of a jackpot, the UPCOZ dividend is calculated by taking the TAB Dividend(also known as Supertab) and dividing it by the number of \$1.00 winning units. Where the total of winning units held by UPCOZ is less than one, the flex % held is multiplied over the jackpot amount to determine the dividend.
- 10.41. In the unlikely event that the location where the wager is struck is not covered by the 3 Australian Totalisator Pools, the dividend will be paid at the lower dividend displayed by the other two major Australian TAB's.
- 10.42. Notwithstanding maximum win limits detailed in these Terms and Conditions, UPCOZ reserves the right to limit total payout to any individual(s) on any bet type. If the total UPCOZ payout on any bet type exceeds the TAB(also known as Supertab) Pool, UPCOZ reserves the right to limit the total payout to clients to the amount of the TAB(also known as Supertab) pool on that bet type.
- 10.43. In the event of a Dead Heat for any of the place getters, there will be as many dividends as there are correct order combinations as declared by the TAB(Also known as Supertab) Pool.
- 10.44. UPCOZ operates on the following Exotics:
- a) Quinella
 - b) Exacta
 - c) Trifecta
 - d) First Four
 - e) Quadrella.
- 10.45. Flexi Betting allows you to take a Quinella, Exacta, Trifecta, First Four or Quadrella at an outlay to suit Your own budget. This way you can have multiple selections for a smaller outlay.

- 10.46. UPCOZ will pay all dividend and winning combinations when using the Flexi Betting wagers on Quinellas, Exactas, Trifectas, First Fours and Quaddies as declared by the selected Tote to the limits detailed above.
- 10.47. Unless otherwise specified and subject to the above, for Metropolitan Thoroughbred venues, for Quinellas, Exactas, Trifectas and First Fours, UPCOZ pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$75,000 per Client per event.
- 10.48. Unless otherwise stated, and subject to the above, for Non-Metropolitan Thoroughbred venues, all Harness venues and all Greyhound venues, for Quinellas, Exactas, Trifectas, First Fours, Daily Doubles and Running Doubles UPCOZ pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$2,000 per Client per event.
- 10.49. Unless otherwise stated, and subject to the above, for Quadrella's, UPCOZ pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$10,000 in all non-metropolitan Thoroughbred venues, all Harness venues and all Greyhound venues per Client per event; and a maximum payout of \$15,000 applies to all metropolitan Thoroughbred venues per Client per event.
- 10.50. For all UPCOZ Exotics, where the event is in a location that is not covered by any Tote that is governed by an Australian State Government regulations, the dividend and winning combinations declared will be settled to a maximum payout of \$5,000 per Client per event.
- 10.51. Where a leg of an Exotic bet is abandoned or declared "no race", the dividend for that Exotic bet will be paid or refunded in accordance with the:
- a) TAB (also known as Supertab) dividend for Australian Metropolitan Thoroughbred Racing, and
 - b) TAB (Also known as Supertab) for Non-Metropolitan Thoroughbreds, International Thoroughbred Racing, Harness and Greyhounds.
- 10.52. In the event a runner is deemed a late scratching (after you have placed a bet) then your selection will be refunded.
- 10.53. Any winning bet payout that was a result of a Poli payment will be paid out as soon as UPCOZ confirms receipt of the cleared funds into our designated bank account.

11. Same Race Multi Bets

- 11.1. Same Race Multi betting is available on selected Australian and New Zealand Thoroughbred and Greyhound races.
- 11.2. Same Race Multi betting will become available for Australian and New Zealand Thoroughbred events after 09:30AM local track time, only once fixed odds win prices are available for the event.

- 11.3. Same Race Multi betting will become available for Australian and New Zealand Greyhound events approximately one hour prior to event start time, only once fixed odds win prices are available for the event.
- 11.4. Same Race Multi betting is only available for races that have six or more runners in the race.
- 11.5. Should an event be resulted and the number of runners is less than six, all Same Race Multi bets will be deemed void and the stake refunded.
- 11.6. The maximum number of legs in a Same Race Multi bet is four.
- 11.7. Dead heat rules apply to Same Race Multi bets. In the event of a dead heat, the ticket will be paid out at face value divided by the number of dead heating selections per finishing position.
- 11.8. If one or more selections in the Same Race Multi bet are scratched, the Same Race Multi bet becomes void and the stake refunded.
- 11.9. If one or more selections are scratched in an event, but the selections are not part of a Same Race Multi bet, deductions will be applied as per the deduction methods outlined in Deductions at the end of this document.
- 11.10. Cash Out is not available for Same Race Multi bets.
- 11.11. Same Race Multi prices are calculated based on the permutations of each selection in the bet and do not represent a multiplication of the odds for each selection.
- 11.12. If a Same Race Multi bet is combined with one or more bets to form a multi bet, if the Same Race Multi leg becomes void, the multi will be recalculated excluding that leg
Except for Same Race Multi bets, Multi bets will not be accepted where the outcome of one part of the bet relates to the outcome of another. If a client advertently or inadvertently takes a related outcome in a multi bet, the bet shall be deemed void.
- 11.13. The maximum odds for a Same Race Multi bet is 5001.
- 11.14. The maximum payout for Same Race Multi bets is as follows:
- a) Australian Thoroughbred Metropolitan Venue Racing (Metropolitan venues are defined as Melbourne, Sydney, Brisbane, Adelaide, Hobart, Darwin and Perth) \$30,000
 - b) Australian Thoroughbred Non-Metropolitan Venues \$15,000
 - c) New Zealand, Hong Kong and Other International Thoroughbred Racing \$15,000
 - d) Australian and NZ Greyhound Racing \$15,000
- 11.15. The maximum payout amounts apply whether a customer places a single Same Race Multi bet, or a series of Same Race Multi bets containing the same selections. If a customer places a series of Same Race Multi bets using the same selections (irrespective of whether the bets are placed on different dates and using different odds), with the consequence that the total payout attributable to the Same

Race Multi bets exceeds the maximum payout, the additional Same Race Multi bets will be deemed void and the stake refunded. At no stage will UPCoz's liability for a single or series of Same Race Multi bets involving the same selections exceed the maximum payout. UPCoz's reserves the right to apply the maximum payout limits across wagering accounts held by different customers (and to deem any Same Race Multi bets void and refund the applicable stakes) if it considers that Same Race Multi bets involving the same selections are being placed by customers acting in concert with one another.

- 11.16. UPCoz reserves the right to suspend, change or cancel Same Race Multi bet availability at any time, including in respect of any events for which Same Race Multi betting has been advertised as being available.

12. Racing Futures Events – Thoroughbred, Greyhound & Harness

12.1. Futures betting is available on selected Thoroughbred, Greyhound and Harness events. There are two types of Futures events-

- a) Pre Nominations - All bets placed prior to the official nominations being declared are accepted on a "Refund If Not Nominated" basis. (i.e refunds will be provided for runners who are not officially nominated in an event after first nominations are taken). The rules for these events will be displayed on the race card indicating 'Refund If Not Nominated'. No deductions apply for bets placed on these events.
- b) Nominations - All bets placed prior to the declaration of Final Field are accepted on the basis that the event is "All In". (i.e no refunds will be provided for runners who do not take their place in the final field. The rules for these events will be displayed on the race card indicating "All In". No deductions apply for bets placed on these events

12.2. Abandoned, Transferred and Postponed Meetings - Regardless of whether a Pre Nominations or Nominations Futures event is abandoned, postponed or transferred from the original date, all bets stand until the completion of the event. If the event is postponed and not held within seven days or less of the day of the original date, all bets will be refunded. If new nominations are taken for the event, all bets shall be refunded.

12.3. Protest Payout - Protest payout only applies to bets placed on Final Field markets when promotion applied. All Racing Futures events are not eligible for the Protest Payout.

13. Same Game Multi Bets

13.1. The maximum number of legs in a same game multi bet is 12. The minimum amount is 2.

13.2. Maximum payout for a Sport Same Game Multi is \$50,000. The maximum odds for Same Game Multi are 5,001.

13.3. Same Game Multi bets cannot be Cashed Out.

- 13.4. Same Game Multi are not a straight multiplication as standard multi bets. SGM bets take into account if two or more legs are related to each other and depending on the legs, prices may be higher OR lower than a standard multi price. The price will be clearly displayed and updated as customers select/remove legs from your Same Game Multi-bet.
- 13.5. In the event that a Same Game Multi bet is placed where all selections are completely related contingencies, the bet will be paid out at the highest odds of any single selection.
- 13.6. For example: Real Madrid to win \$1.40 and Real Madrid to win 5-0 \$17 will be paid at \$17. Similarly, Buddy Franklin to kick 2+ goals \$2.50 and Buddy Franklin to kick 6 or more goals \$7 will be paid at \$7.
- 13.7. In the event one or more selections are voided in a Same Game Multi bet, the bet will be cancelled and stake refunded to the account holder.
- 13.8. Price Bump is not available for Same Game Multi bets.
- 13.9. The maximum payout amounts apply whether a customer places a single Same Game Multi bet, or a series of Same Game Multi bets containing the same selections. If a customer places a series of Same Game Multi bets using the same selections (irrespective of whether the bets are placed on different dates and using different odds), with the consequence that the total payout attributable to the Same Game Multi bets exceeds the maximum payout, the additional Same Race Multi bets will be deemed void, and the stake refunded. At no stage will UPCOZ's liability for a single or series of Same Game Multi bets involving the same selections exceed the maximum payout. UPCOZ reserves the right to apply the maximum payout limits across wagering accounts held by different customers (and to deem any Same Game Multi bets void and refund the applicable stakes) if it considers that Same Game Multi bets involving the same selections are being placed by customers acting in concert with one another.
- 13.10. UPCOZ reserves the right to suspend, change or cancel Same Game Multi bet availability at any time, including in respect of any events for which Same Game Multi betting has been advertised as being available.

14. Athletics

- 14.1. Betting on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meeting.
- 14.2. All bets will be paid on the official result as per the podium presentation. However, if a protest occurs and the official results change inside of 24 hours, then the event will be re-settled.
- 14.3. Consideration will not be given in the event of any doping cases. Therefore, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.

14.4. A participant that is disqualified due to an infringement (e.g. False Start) will be deemed to have taken part in the event.

14.5. For head-to-head matchups, both competitors must start the event.

15. Australian Rules Football (AFL)

15.1. Payouts are based on the official declared result and any extra time played is included for betting purposes. For matches without extra time, a draw is always included for margin betting and any bets placed on either team to win by a margin will be considered losing bets in the case of a draw.

15.2. In these matches, any bet placed on either side at the head to head option is paid in accordance with the 'dead heat rule' i.e. Half Face Value of the Ticket.

15.3. When a match is abandoned or postponed and played at the same venue within 7 days of the original scheduled date, all bets stand.

- a) Once the 7 days have expired, all single bets are void and wagers refunded. Any MultiBet will be recalculated to exclude that leg.
- b) All single bets will be void where the match is postponed or abandoned and played at an alternative venue. Any MultiBet will be recalculated to exclude that leg.

15.4. For all statistical based markets (i.e. Top Goal Scorer, Most Disposals etc.), statistics will be taken from the AFL website (www.afl.com.au) for payout purposes.

15.5. Any bet on a player is refunded if they are not included in the final 22.

15.6. Where the venue of any match is changed, all single bets will be void and stakes refunded. Affected Multi Bets will be recalculated excluding that leg.

15.7. In the event of a finals match which includes extra time, all markets are paid after the extra time period, except for Margin betting (where the draw is an outcome) and HT/FT doubles.

15.8. Premiership markets will include any replays required. A premiership market will not be available once the two grand finalists are known. From this point on, only match betting on the Grand Final will be available.

15.9. For match betting on a Grand Final, the betting is specific to the next match played. In the case of a draw, bets will be settled and will not carry over to any replay, and a new market will be framed for any subsequent matches.

15.10. Any bets placed on the "Most Losses" market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses, the position will be determined by "For and Against" as published by the governing body.

15.11. All bets placed on the Top Victorian Team and Top Non-Victorian Team markets are resulted based on the team finishing higher on the ladder after the Home

and Away season. If teams finish on the same number of points – dead heats are decided by percentage.

16. Baseball

- 16.1. Games are official after 5 innings of play. If the home team is leading, the game is official after 4.5 innings of play. The Money Line is paid on the official result of the game as ratified by the official governing body.
- 16.2. For Run Line betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand.
- 16.3. For Run Totals betting, the game needs to go 9 innings or 8.5 innings if the home team is ahead for bets to stand, with the exception being that at any time the Run Total is exceeded, the wager is official.
- 16.4. All bets stand regardless of whether there is a change in the nominated starting pitcher for either team.
- 16.5. If a game is abandoned or postponed to another date, wagers stand provided the match is played within 24 hours. If the match does not resume in that timeframe, single wagers are void and refunded, whilst affected multiple wagers will be recalculated excluding that leg.
- 16.6. First Half wagers are based on the first 5 innings, and the full 5 innings must be played, unless the home side is in front after 4.5 innings. In the event any market lands on the flat number, even if 0.0, all bets on the number will be a push.
- 16.7. For First Innings wagers, both teams must complete their first innings for bets to stand.
- 16.8. Any bets placed on the Home v Away for the days play, i.e. winning side or total runs for the day, will be void if any game on that designated day does not reach its natural conclusion, i.e. the game must run at least 8.5 innings. If any game is cancelled or postponed then all bets are also void. The bet is void regardless if the days totals have already been exceeded. If there is a pitching change this does not affect settlement for total days bets.
- 16.9. In the event of double-headers in the Australian Baseball League (ABL) or any other applicable league, all Game #1 are 7 inning games and are priced and settled accordingly. In the event of the match being scheduled for the full 9 innings all normal rules apply.
- 16.10. If any match is scheduled for 7 innings (or any other match length) by the leagues governing body, and the match is not shortened due to weather or any other reason in play, all bets will stand even if there is nothing specified on the game itself.

17. Basketball - NBA

- 17.1. All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.

- 17.2. If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half).
- 17.3. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.
- 17.4. Overtime counts for all markets except for markets that strictly specify on the result within a quarter/half. (For example, 4th quarter winner, 2nd Half total points etc).
- 17.5. All bets are settled on the outright result (including overtime if required). Quarter & Half markets require the entire quarter or half to be played in full for bets to stand.
- 17.6. Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.
- 17.7. Match Winner & Total Points Double & includes overtime.
- 17.8. Line and Total Points Double includes overtime.
- 17.9. Highest scoring half wagers include overtime for the second half.
- 17.10. Where scores are level after the line/handicap has been applied, single bets will be refunded unless a draw price has been offered. If the selection was part of a Same Game Multi, the whole Same Game Multi will be refunded. If the selection was part of a multi bet, that selection will be voided and the multi bet will be recalculated excluding that leg.
- For example - If bets were placed on Boston Celtics (-7) and LA Lakers won a match by a score of 80-73, the following would occur:
- Single bets on Boston Celtics (-7) will be refunded
 - For all Same Game Multi bets featuring Boston Celtics (-7), the whole same game multi will be refunded
 - For all multi bets featuring Boston Celtics (-7), that selection will be voided and the multi bet will continue with all remaining legs and will be recalculated excluding the Boston Celtics (-7) leg.
- 17.11. Outright markets include the playoffs unless otherwise specified. Conference Winner and Tournament winner bets will be settled at the end of the play-offs. Conference rankings at the end of the regular season do not count. Division winner markets are regular season markets.
- 17.12. In all player performance markets, selected player must take the court for bets to stand. Final player performance statistics include overtime Player prop Head to Head, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.
- 17.13. In the event of a tie within season long player statistic markets, dead heat rules apply. All players are available to be quoted for if not listed on site. If a player

not listed in a market wins, that player falls under the "Quote Others" option and all bets on any other players will be deemed as losing bets.

18. Basketball – Australia

- 18.1. All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.
- 18.2. If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half).
- 18.3. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.
- 18.4. Overtime counts for all markets except for markets that strictly specify on the result within a particular quarter (For example, fourth quarter winner, fourth quarter total points etc).
- 18.5. All bets are settled on the outright result (including overtime if required). Quarter & Half markets require the entire quarter or half to be played in full for bets to stand.
- 18.6. Second Half markets do not include overtime.
- 18.7. Match Winner and Total Points Double includes overtime.
- 18.8. Line and Total Points Double includes overtime.
- 18.9. Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.
- 18.10. Highest scoring half wagers include overtime for the second half.
- 18.11. Where scores are level after the line/handicap has been applied, single bets will be refunded unless a draw price has been offered. If the selection was part of a Same Game Multi, the whole Same Game Multi will be refunded. If the selection was part of a multi bet, that selection will be voided and the multi bet will be recalculated excluding that leg.
- 18.12. Outright markets include the playoffs unless otherwise specified.
- 18.13. In all player performance markets, selected player must take the court for bets to stand.
- 18.14. Final player performance statistics include overtime.
- 18.15. Player prop Head to Head, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.
- 18.16. Player prop Head to Head, Trio and group markets must have all listed players take the court for bets to stand. Dead heat rules apply to these markets.

- 18.17. In the event of a tie within season long player statistic markets, dead heat rules apply. All players are available to be quoted for if not listed on site. If a player not listed in a market wins, that player falls under the "Quote Others" option and all bets on any other players will be deemed as losing bets.

19. Basketball – Other

- 19.1. All bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.
- 19.2. If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached (for example 1st half total bets if the game reaches the 2nd half).
- 19.3. If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.
- 19.4. Overtime counts for all markets except for markets that strictly specify on the result within a particular quarter. (For example, fourth quarter winner, fourth quarter total points etc).
- 19.5. All bets are settled on the outright result (including overtime if required). Quarter and Half markets require the entire quarter or half to be played in full for bets to stand.
- 19.6. Second Half markets do not include overtime.
- 19.7. Fourth Quarter markets do not include overtime.
- 19.8. Margin and Halftime-Fulltime double markets include overtime unless the market otherwise expressly includes a Draw price.
- 19.9. Match Winner and Total Points Double includes overtime.
- 19.10. Highest scoring half wagers include overtime for the second half.
- 19.11. Where scores are level after the line/handicap has been applied, single bets will be refunded unless a draw price has been offered. If the selection was part of a Same Game Multi, the whole Same Game Multi will be refunded. If the selection was part of a multi bet, that selection will be voided and the multi bet will be recalculated excluding that leg.

20. Boxing

- 20.1. Where a fight is abandoned or postponed, the bout must be fought within 14 days of the original scheduled date for wagers to stand. Once the 14 days have expired, all single wagers are void and refunded. Affected multiple wagers will be recalculated excluding that leg.

- 20.2. All wagers on either fighter to win will be decided by the official result of the governing body, which includes points, technical knockout (TKO), knock out (KO) or disqualification.
- 20.3. If a price is offered for the Draw, in the event of a Draw all wagers on either boxer to win will all be losing bets and the Draw will be the winning option. If there is a "technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded.
- 20.4. In "Pick the Round" betting, if a boxer fails to answer the bell, the fight will be deemed to have ended in the previous round.
- 20.5. If the scheduled number of rounds are changed, then all wagers are void and refunded.
- 20.6. The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.
- 20.7. An Over/Under (total) listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly one minute and thirty seconds into a three-minute round. Thus, 9 and a half rounds would be one minute and thirty seconds of the 10th round. The halfway point of a two-minute round is at the one-minute mark.

21. Cricket

General

- 21.1.1. All matches are paid on the official result.
- 21.1.2. All matches impacted by adverse weather, bets will be settled according to the official result of the governing body. This includes matches settle by the Duckworth-Lewis (DL) method or Jayadevan system (VJD).
- 21.1.3. If there is no official result, all bets will be void.
- 21.1.4. In the event of a tie, if the official competition rules do not determine a winner, then dead-heat rules apply. In a competition where a super-over determines a winner, bets will be settled on the official result.
- 21.1.5. In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers.
- 21.1.6. 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.
- 21.1.7. If a match is cancelled then all bets will be void if it is not replayed or restarted within 36 hours of its advertised start time.
- 21.2. **Match betting Double Chance - Will the match result be either of the three options given?**
- 21.2.1. A tie will be settled as a dead heat.

21.2.2. All match betting will be settled in accordance with official competition rules.

21.2.3. If there is no official result, all bets will be void.

21.3. Match Betting: Draw No Bet - Who will win the match given that all bets will be void if the match is a draw?

21.3.1. A tie will be settled as a dead heat.

21.3.2. All match betting will be settled in accordance with official competition rules.

21.3.3. If there is no official result, all bets will be void.

21.4. Tied Match - Will the match be tied?

21.4.1. All bets will be settled according to the official result.

21.4.2. If the match is abandoned or there is no official result, all bets will be void.

21.4.3. For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

21.5. Most Fours - Which team will hit the most fours?

21.5.1. In One Day Internationals and other 50 over limited overs matches, Most Fours bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.

21.5.2. In Twenty20 matches Most Fours bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.

21.5.3. Only fours 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.

21.5.4. Fours scored in a super over do not count.

21.6. Most Sixes - Which team will hit the most sixes?

21.6.1. In One Day Internationals and other 50 over limited overs matches, Most Sixes bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.

21.6.2. In Twenty20 matches Most Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.

21.6.3. 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.

21.6.4. Only sixes scored from the bat (off any legal delivery) will count towards the total sixes. Overthrows and extras do not count.

21.6.5. Sixes scored in a super over do not count.

21.6.6. In The Hundred matches, Most Sixes bets will be void if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, and the team is not all out, and has not reached a target to win the match.

21.7. Most Extras - Which team will have the most extras added to their batting score?

21.7.1. In One Day Internationals and other 50 over limited overs matches, Most Extras bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.

21.7.2. In Twenty20 matches Most Extras bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.

21.7.3. 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.

21.7.4. 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.

21.7.5. Extras in a super over do not count.

21.8. Most Run Outs Conceded - Which team will concede the most run outs in the match?

21.8.1. A run out "conceded" means that a member of that team will be run out while batting.

21.8.2. 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.

21.8.3. Run Outs in a super over do not count.

21.9. Highest First Over Runs - Which team will score the most runs in the first over of their innings?

21.9.1. The first 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.

21.9.2. In First Class matches the market refers only to each team's first innings.

21.9.3. Extras and penalty runs in the particular over count towards settlement.

21.10. Highest First Group of Overs - Which team will score the most runs after the first specified number overs of their innings?

21.10.1. 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.

21.10.2. In First Class matches the market refers only to each team's first innings.

21.11. Highest First Wicket Partnership - Which team will score the most runs before losing their first wicket?

- 21.11.1. 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.
- 21.11.2. For settlement purposes, a batsman retiring hurt does not count as a wicket.
- 21.11.3. In One Day Internationals and other 50 over limited overs matches, Highest First Wicket Partnership bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.
- 21.11.4. In Twenty20 matches Highest First Wicket Partnership bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.
- 21.11.5. 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.
- 21.11.6. In First Class matches the market refers only to each team's first innings.
- 21.11.7. In The Hundred matches, First Wicket Partnership bets will be void if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, and the team is not all out and has not reached a target to win the match.

Match Markets

21.12. Match Fours - How many fours will be hit in the match?

- 21.12.1. In Test or First Class Matches match fours bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.
- 21.12.2. In One Day Internationals and other 50 Over limited overs matches, match fours bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.
- 21.12.3. In Twenty20 matches match fours bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed.
- 21.12.4. 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.
- 21.12.5. Only fours 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.
- 21.12.6. Fours scored in a super over do not count.

21.13. Match Sixes - How many sixes will be hit in the match?

- 21.13.1. In One Day Internationals and other 50 over limited overs matches, Total Match Sixes bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.

21.13.2. In Twenty20 matches Total Match Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.

21.13.3. 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.

21.13.4. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.

21.13.5. Sixes scored in a super over do not count.

21.13.6. In The Hundred matches, Total Match Sixes bets will be void if the scheduled number of overs for the innings is reduced by 3 or more 5-ball overs after the bet was placed, and the team is not all out and has not reached a target to win the match.

21.14. Match Extras - How many extras will be scored in the match?

21.14.1. In One Day Internationals and other 50 over limited overs matches, Match Extras bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.

21.14.2. In Twenty20 matches Match Extras bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.

21.14.3. 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.

21.14.4. 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.

21.14.5. Extras in a super over do not count.

21.15. Match Run Outs Conceded - How many run outs will there be in the match?

21.15.1. A run out “conceded” means that a member of that team will be run out while batting.

21.15.2. In One Day Internationals and other 50 over limited overs matches, Run Outs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.

21.15.3. In Twenty20 matches Run Outs bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.

21.15.4. 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.

21.15.5. Run Outs in a super over do not count.

21.16. Maximum Over in Match - How many runs will be scored in the highest scoring over of the match?

21.16.1. In One Day Internationals and other 50 over limited overs matches, Maximum Over bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.

21.16.2. In Twenty20 matches Maximum Over bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the team is not All Out and has not reached a target to win the match.

21.16.3. 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.

21.16.4. All runs, including extras, count towards settlement.

21.16.5. Super overs do not count.

21.17. Match Top Batsman - Which batsman will score the most runs in the match?

21.17.1. The result of this market is determined on the batsman with the highest individual score in the match.

21.17.2. In Test or First Class Matches Top Batsman bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.17.3. In One Day Internationals and other 50 Over limited overs matches, Top Batsman bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed

21.17.4. In Twenty20 matches Top Batsman bets will be void if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed.

21.17.5. When two or more players score the same number of runs, dead-heat rules will apply.

21.17.6. Runs scored in a super over do not count.

21.18. Match Top Bowler - Which bowler will take the most wickets in the match?

21.18.1. The result of this market is determined on the bowler with the most wickets in the match.

21.18.2. In Test or First Class Matches Top Bowler bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.18.3. In One Day Internationals and other 50 Over limited overs matches, Top Bowler bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed.

21.18.4. In Twenty20 matches Top Bowler bets will be void if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed.

21.18.5. When two or more players take the same number of wickets, dead-heat rules will apply. (f) Wickets taken in a super over don't count.

21.19. Man of the Match - Who will be named man of the match?

21.19.1. Will be settled on the officially declared man of the match.

21.19.2. Dead-heat rules apply.

21.19.3. If no man of the match is officially declared then all bets will be void.

21.20. Runs off Delivery - How many runs will be scored off the specified delivery?

21.20.1. The result will be determined by the number of runs added to the team total, off the specified delivery.

21.20.2. 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.

21.20.3. 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.

21.20.4. 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.

Over Markets

21.21. Runs in Over - How many runs will be scored in the specified over?

21.21.1. 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.

21.21.2. If the over does not commence for any reason, all bets will be void.

21.21.3. Extras and penalty runs in the particular over count towards settlement.

21.22. Boundary in Over - Will there be a boundary scored in the specified over?

21.22.1. Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

21.22.2. 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.

21.22.3. If the over does not commence for any reason, all bets will be void.

21.22.4. Extras and penalty runs in the particular over count towards settlement.

21.23. Wicket in Over - Will a wicket fall in the specified over?

21.23.1. 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.

21.23.2. 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.

21.23.3. If the over does not commence for any reason, all bets will be void.

21.23.4. Extras and penalty runs in the particular over count towards settlement.

21.24. Over Odd/Even - Will the number of runs scored in the specified over be odd or even?

21.24.1. Zero will be deemed to be an even number.

21.24.2. 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.

21.24.3. If the over does not commence for any reason, all bets will be void.

21.24.4. Extras and penalty runs in the particular over count towards settlement.

21.25. Runs in Groups of Overs - How many runs will be scored in the specified number of overs?

21.25.1. 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.

21.26. Wickets in Groups of Overs - How many wickets will fall in the specified number of overs?

21.26.1. 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.

21.26.2. 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.

21.27. Runs in Session - How many runs will be scored in the specified session?

21.27.1. The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them.

21.27.2. If less than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

21.28. Innings Runs - How many runs will the batting team score in the current innings?

- 21.28.1. In Test or First Class Matches Innings runs bets will be void if fewer than 60 overs are bowled due to external factors, including bad weather, unless the Innings has reached a natural conclusion.
- 21.28.2. In One Day Internationals and other 50 over limited overs matches, Innings runs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.
- 21.28.3. In Twenty20 matches Innings runs bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.
- 21.28.4. 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.
- 21.28.5. Runs scored in a super over do not count.
- 21.28.6. In T10 matches, Innings runs bets will be void if the scheduled number of overs for the innings is reduced 1 or more overs after the bet was placed, unless settlement of the bet is already determined.

21.29. Innings Wickets - How many wickets will the batting team lose in the current innings?

- 21.29.1. In Test or First Class Matches Innings wickets bets will be void if fewer than 60 overs are bowled due to external factors, including bad weather, unless the Innings has reached a natural conclusion.
- 21.29.2. In One Day Internationals and other 50 over limited overs matches, Innings wickets bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.
- 21.29.3. In Twenty20 matches Innings wickets bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.
- 21.29.4. 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.
- 21.29.5. Retired hurt does not count as a dismissal.
- 21.29.6. Wickets lost in a super over do not count.

21.30. Innings Fours - How many fours will the batting team hit in their current innings?

- 21.30.1. In Test or First Class Matches Innings Fours bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.
- 21.30.2. In One Day Internationals and other 50 over limited overs matches, Innings Fours bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.

21.30.3. In Twenty20 matches Innings Fours bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.

21.30.4. 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.

21.30.5. Only fours 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.

21.30.6. Fours scored in a super over do not count.

21.30.7. In T10 matches, Innings Fours bets will be void if the scheduled number of overs for the innings is reduced by 1 or more overs after the bet was placed, unless settlement of the bet is already determined.

21.31. Innings Sixes - How many sixes will the batting team hit in their current innings?

21.31.1. In Test or First Class Matches Innings Sixes bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.31.2. In One Day Internationals and other 50 over limited overs matches, Innings Sixes bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.

21.31.3. In Twenty20 matches Innings Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.

21.31.4. 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.

21.31.5. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count.

21.31.6. Sixes scored in a super over do not count.

21.31.7. In T10 matches, Innings Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 1 or more overs after the bet was placed, unless settlement of the bet is already determined.

21.32. Innings Extras - How many extras will be added to the named team's batting innings?

21.32.1. In Test or First Class Matches Innings Extras bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.32.2. In One Day Internationals and other 50 over limited overs matches, Innings Extras bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.

21.32.3. In Twenty20 matches Innings Extras bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.

21.32.4. 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.

21.32.5. 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.

21.32.6. Extras in a super over do not count.

21.33. Innings Run Outs - How many run outs will be conceded in the innings?

21.33.1. A run out "conceded" means that a member of that team will be run out while batting.

21.33.2. In Test or First Class Matches Run Outs bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.33.3. In One Day Internationals and other 50 over limited overs matches, Run Outs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.

21.33.4. In Twenty20 matches Run Outs bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.

21.33.5. 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.

21.33.6. Run Outs in a super over do not count.

21.34. Maximum Over in Innings - How many runs will be scored off the highest scoring over of the current innings?

21.34.1. In Test or First Class Matches Maximum Over bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.34.2. In One Day Internationals and other 50 over limited overs matches, Maximum Over bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed unless settlement of the bet is already determined.

21.34.3. In Twenty20 matches Maximum Over bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed unless settlement of the bet is already determined.

21.34.4. 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.

21.34.5. All runs, including extras, count towards settlement.

21.34.6. Super overs do not count.

21.35. Exact Runs in Innings - How many runs exactly will the team batting in the final innings score?

21.35.1. Bets will be settled according to the official result.

21.35.2. If the match is abandoned or there is no official result, all bets will be void.

21.35.3. Runs scored in a super over do not count.

21.36. Top Batsman in Innings - Which batsman will score the most runs for the named team?

21.36.1. The result of this market is determined on the batsman with the highest individual score in a team's innings.

21.36.2. In Test or First Class Matches Top Run scorer bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.36.3. In One Day Internationals and other 50 Over limited overs matches, Top Run scorer bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed.

21.36.4. In Twenty20 matches Top Run scorer bets will be void if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed.

21.36.5. 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.

21.36.6. When two or more players score the same number of runs, in the innings dead-heat rules will apply.

21.36.7. Runs scored in a super over do not count.

21.37. Top Bowler in Innings - Which bowler will take the most wickets for the named team?

21.37.1. The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings.

21.37.2. In Test or First Class Matches Top Wicket Taker bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.37.3. In One Day Internationals and other 50 Over limited overs matches, Top Wicket Taker bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed.

21.37.4. In Twenty20 matches Top Wicket Taker bets will be void if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed.

21.37.5. When two or more players take the same number of wickets, in the innings dead-heat rules will apply.

21.37.6. If no bowlers take a wicket in an innings then all bets will be void.

21.37.7. Wickets taken in a super over do not count.

21.38. Last Man Standing - Which batsman will be not out upon completion of the innings?

21.38.1. If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batsman to face a delivery (legal or not).

21.38.2. Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat.

21.38.3. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

21.39. Exact Runs in Innings - How many runs exactly will the team batting in the final innings score?

21.39.1. Bets will be settled according to the official result.

21.39.2. If the match is abandoned or there is no official result, all bets will be void.

21.39.3. Runs scored in a super over do not count.

21.40. Batsman Runs - How many runs will the named batsman score?

21.40.1. 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.

21.40.2. 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.

21.40.3. In Test or First Class Matches Top Run scorer bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.40.4. In One Day Internationals and other 50 Over limited overs matches, Batsman runs bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.

21.40.5. In Twenty20 matches Batsman runs bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, except for bets that were unconditionally determined prior to the reduction in overs.

21.40.6. 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.

21.40.7. Runs scored in a super over do not count.

21.41. Batsman Fours - How many fours will the named batsman hit?

- 21.41.1. 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 11, bets will be void.
- 21.41.2. If a batsman retires hurt, but returns later, the total fours hit 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.
- 21.41.3. In One Day Internationals and other 50 Over limited overs matches, Batsman Fours bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.
- 21.41.4. In Twenty20 matches Batsman Fours bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, except for bets that were unconditionally determined prior to the reduction in overs.
- 21.41.5. 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.
- 21.41.6. Only fours 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.
- 21.41.7. Fours scored in a super over do not count.
- 21.41.8. In The Hundred matches, Batsman Fours bets will be void if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement is already determined.

21.42. Batsman Sixes - How many sixes will the named batsman hit?

- 21.42.1. 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 sixes 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.
- 21.42.2. If a batsman retires hurt, but returns later, the total sixes hit 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.
- 21.42.3. In One Day Internationals and other 50 Over limited overs matches, Batsman Sixes bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.
- 21.42.4. In Twenty20 matches Batsman Sixes bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, except for bets that were unconditionally determined prior to the reduction in overs.
- 21.42.5. 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.
- 21.42.6. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total fours. Overthrows and extras do not count.

21.42.7. Sixes scored in a super over do not count.

21.42.8. In The Hundred matches, Batsman Sixes bets will be void if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined.

21.43. Batsman Milestones - Will the named batsman reach the specified milestone?

21.43.1. 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.

21.43.2. 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 Test or First Class Matches Batsman Milestones bets will be void if fewer than 60 overs 50 are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.43.3. In One Day Internationals and other 50 Over limited overs matches, Batsman Milestone bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.

21.43.4. In Twenty20 matches Batsman Milestone bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined.

21.43.5. Drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined.

21.43.6. Runs scored in a super over do not count.

21.44. Method of Dismissal - How will the named batsman be out?

21.44.1. If the specified batsman is not out, all bets will be void.

21.44.2. If the specified batsman retires hurt, and does not return to bat later, all bets will be void.

21.44.3. If that batsman does return to bat later and is out, bets will stand.

21.45. Fall of Next Wicket - How many runs will the batting team have scored when the next wicket falls?

21.45.1. 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.

21.45.2. In Test or First Class Matches, Fall of Next Wicket bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

- 21.45.3. In One Day Internationals and other 50 Over limited overs matches, Fall of Wicket bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement is already determined.
- 21.45.4. In Twenty20 matches Batsman Fall of Wicket bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement is already determined.
- 21.45.5. 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.
- 21.45.6. In The Hundred matches, batsman Fall of Next Wicket bets will be void if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined.
- 21.46. **Next Man Out - Which batsman will be the next to be dismissed?**
- 21.46.1. If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void.
- 21.46.2. If no more wickets fall, all bets will be void.

Player Markets

- 21.47. **Batsman Match Bet - Which batsman in the current partnership will score the most runs in this innings?**
- 21.47.1. In One Day Internationals and other 50 Over limited overs matches, Batsman Match bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of the bet is already determined.
- 21.47.2. In Twenty20 matches Batsman Match bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of the bet is already determined.
- 21.47.3. Both players must be named in the starting eleven. If either does not then subsequently bat all bets are still settled.
- 21.47.4. Runs scored in a super over do not count.
- 21.47.5. In The Hundred matches, Batsman Match Bets will be void if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined.
- 21.48. **Method of Next Wicket Dismissal - How will the next batsman be out?**
- 21.48.1. The result will be determined by the dismissal method of the next wicket that falls.
- 21.48.2. For settlement purposes, a batsman retiring hurt does not count as a wicket.
- 21.48.3. If the specified wicket does not fall, all bets will be void.
- 21.49. **Batsman Match Bet - Which of the named players will score the most runs?**

21.49.1. In Test or First Class Matches Batsman Match bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.49.2. In One Day Internationals and other 50 Over limited overs matches, Batsman Match bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of the bet is already determined.

21.49.3. In Twenty20 matches Batsman Match bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of the bet is already determined. In Test or First Class Matches Batsman Match bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.49.4. Both players must be named in the starting eleven. If either does not then subsequently bat all bets are still settled.

21.49.5. Runs scored in a super over do not count.

21.50. Bowler Match Bet - Which of the named players will take the most wickets?

21.50.1. In Test or First Class Matches Bowler Match bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.50.2. In One Day Internationals and other 50 Over limited overs matches, Bowler Match bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of bet is already determined.

21.50.3. In Twenty20 matches Bowler Match bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of bet is already determined. Both players must be named in the starting eleven. If either does not then subsequently bowl all bets are still settled.

21.50.4. Wickets taken in a super over do not count.

21.50.5. In The Hundred matches, Bowler Match Bets will be void if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined.

21.51. All-Rounder Match bet - Which of the named players will score the most points in the player performance scoring system?

21.51.1. Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

21.51.2. In Test or First Class Matches All Rounder Match bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.51.3. In One Day Internationals and other 50 Over limited overs matches, All Rounder Match bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of bet is already determined.

21.51.4. In Twenty20 matches All Rounder Match bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of bet is already determined.

21.51.5. Both players must be named in the starting eleven. If either player does not then subsequently bat or bowl then all bets are still settled.

21.51.6. Points scored in a super over do not count.

21.51.7. In The Hundred matches, All Rounder Match Bets will be void if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, unless settlement of the bet is already determined.

21.52. Keeper Match Bet - Which of the named wicket keepers score more points in the player performance scoring system?

21.52.1. Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping.

21.52.2. In Test or First Class Matches Keeper Match bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.52.3. In One Day Internationals and other 50 Over limited overs matches, Keeper Match bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of bet is already determined.

21.52.4. In Twenty20 matches Keeper Match bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of bet is already determined.

21.52.5. Both named players must start the match as a wicket keeper but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above.

21.52.6. Points scored in a super over do not count.

21.53. Free Hit - How many team runs will be scored off the free hit delivery?

21.53.1. The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count.

21.53.2. Extras and penalty runs will count towards settlement.

21.53.3. For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

21.53.4. Runs scored in a super over do not count.

21.54. Race to 'X' Runs - Which batsman will reach the specified number of runs first?

21.54.1. All bets stand, regardless of any curtailment.

21.54.2. If neither batsman reaches the specified number of runs the markets will be settled as 'Neither'.

21.54.3. Runs scored in a super over do not count.

21.55. **Next to Hit Six - Which batsman will hit the next six?**

21.55.1. All bets stand, regardless of any curtailment.

21.55.2. If neither batsman scores a six after the bet is offered, then the market will be settled as 'Neither'.

21.55.3. Overthrows and extras do not count.

21.55.4. Runs scored in a super over do not count.

21.56. **Next to Take a Wicket - Which bowler will take the next wicket in this innings?**

21.56.1. All bets stand, regardless of any curtailment.

21.56.2. If none of the named bowlers take a wicket the market will be settled as 'None of the above'.

21.56.3. For settlement purposes, a batsman retiring hurt does not count as a wicket.

21.56.4. Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

21.56.5. Wickets lost in a super over do not count.

21.57. **Winning Over - In which over of the named team's innings will the match be completed?**

21.57.1. All bets will be void if there is no official result.

21.57.2. In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

Series Betting

21.57.3. Outright bets on a series will stand so long as at least one match has been completed; if there is a reduction in the number of matches in a series, either during or prior to its commencement, then bets on series result, top run-scorer and other markets not directly involving the series score will stand; if there is no further action after a bet has been placed, for example the series is abandoned, then all bets will be void; bets on the correct score for a series will be void if the number of scheduled games are not played.

21.58. **Top Batsman in a Series**

21.58.1. Top series batsman bets will stand regardless of whether a player bats or not, unless otherwise stated; at least one test match must be completed for bets to stand; every effort will be made to quote prices for all players, but other batsmen will count as winners if they score the most runs.

21.59. **Top Bowler in a Series**

21.59.1. Top series bowler bets will stand regardless of whether a player bowls or not, unless otherwise stated; at least one test match must be completed for bets to stand; every effort will be made to quote prices for all players, but other bowlers will count as winners if they take the most wickets.

21.60. **Batsman Match Bets in a Series**

21.60.1. Over a series or tournament, if there is no further action after a bet has been placed, for example one batsman withdraws due to an injury, then bets will be void; one match must be completed otherwise bets are void; tournament totals apply for settlement purposes.

21.61. **Bowler Match Bets in a Series**

21.61.1. Over a series or tournament, if there is no further action after a bet has been placed, for example one bowler withdraws due to an injury, then bets will be void; one match must be completed otherwise bets are void; tournament totals apply for settlement purposes.

21.62. **Innings of Winnings**

21.62.1. Bets will be void if the selected Batsman is not named in the final XI to play, If a match is abandoned due to weather before a ball has been bowled then all bets will be void. If a match is abandoned for any reason other than weather then bets will be void.

Player Performance

21.62.2. These markets use a points based scoring system. The point schedule is as follows for all forms of cricket: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. Stakes refunded on non-selected players.

21.62.3. In Test or First Class Matches Player Performance bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.62.4. In One Day Internationals and other 50 Over limited overs matches, Player Performance bets will be void if the scheduled number of overs for the innings is reduced by 25 or more overs after the bet was placed.

21.62.5. In Twenty20 matches Player Performance bets will be void if the scheduled number of overs for the Innings is reduced by 10 or more overs after the bet was placed.

21.62.6. Points scored in a super over do not count.

21.63. **Test Matches and County Championship Matches**

21.63.1. If a match is abandoned due to weather before a ball has been bowled then all bets will be void.

21.63.2. If a match is abandoned for any reason other than weather then bets on the outright result will be void.

21.63.3. If a match where we didn't offer a price for the draw ends in a draw then bets on the match result will be void.

21.63.4. If a match ends in a tie, the draw would be deemed a loser and dead heat rules will apply to bets on the other selections for the outright result.

21.64. Sheffield Shield Matches

21.64.1. If a match ends in a draw then bets will be settled on the team that has the most points awarded to them in the match. Should the number of points awarded to each team be equal, bets will be settled in accordance with dead heat rules.

21.65. Century in Match – Will a century be scored in the match?

21.65.1. In Test or First Class Matches, Century in Match bets will be void if fewer than 60 overs are bowled in the Innings due to external factors, including bad weather, unless the Innings has reached a natural conclusion.

21.65.2. In One Day Internationals and other 50 Over limited overs matches, Century in Match bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed, unless settlement of the bet is already determined.

21.65.3. In Twenty20 matches, Century in Match bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed, unless settlement of the bet is already determined.

21.65.4. In The Hundred matches, Century in the Match bets will be void if the scheduled number of overs for either innings is reduced by three or more 5-ball overs after the bet was placed, and the team is not all out and has not reached a target to win.

21.66. Player Wickets

21.66.1. In One Day Internationals and other 50 over limited overs matches, Player Wickets bets will be void if the scheduled number of overs for the innings is reduced by 5 or more overs after the bet was placed.

21.66.2. In Twenty20 matches Player Wickets bets will be void if the scheduled number of overs for the Innings is reduced by 3 or more overs after the bet was placed and the opposition team is not All Out or has not reached a target to win the match. This is except for bets that were unconditionally determined prior to the reduction in overs.

21.66.3. Wickets taken in a super over do not count. (d) In First Class/Test matches the market refers only to wickets taken in the first innings unless specified.

21.66.4. In The Hundred matches, Player Wickets bets will be void if the scheduled number of overs for the innings is reduced by three or more 5-ball overs after the bet was placed, and the team is not all out and has not reached a target to win the match.

21.67. Futures/Outrights

21.67.1. Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

21.68. Substitutes

- 21.68.1. Big Bash X-Factor Substitutes – If a player is named in the starting XI and is subsequently substituted off, all bets on that player will be void.
- 21.68.2. Big Bash X Factor Substitutes – If a player is not named in the starting XI, however is subsequently substituted into the match, all bets on that player will stand.
- 21.68.3. Concussion Substitutes – If a player is substituted in or out of the match at any time as a concussion replacement, all bets will stand on both the player that is substituted out of the match & also the player that has been substituted into the match.

22. Cycling

- 22.1. Cycling bets are settled as per the official classification listing at the time of the podium presentation. Any overturned decisions are not recognised for betting purposes. No doping cases will be considered and as such, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.
- 22.2. Cycling future markets are conducted on an "All-In" basis. No refunds will be given for non-starters. This will include any Group or Team Betting.
- 22.3. For any Head to Head bets, both cyclists must cross the starting line for bets to stand.
- 22.4. For any Head to Head bets, if a cyclist retires, the other cyclist who finishes the race is deemed the winner. If both cyclists retire, whoever retired second is deemed the winner. If this cannot be determined all bets are void.
- 22.5. For Team Matchups, all nominated riders of a team must start the event for bets to stand.

23. Darts

- 23.1. Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.
- 23.2. **Match Betting**
- 23.2.1. In match bets, the player progressing to the next round will be considered the winner, so long as one of the players has thrown a dart at the start of the first leg. However, if the dart is not thrown, all bets will be void.
- 23.2.2. In matches where a draw is possible, in the event of a draw, bets on players to win will be treated as losing selections.
- 23.3. **Correct Scores**
- 23.3.1. When betting on the correct score for a leg or set of darts then the required number of legs or sets to win the match, must be completed, otherwise bets will be void.
- 23.4. **Next Leg betting**

23.4.1. The player who wins the next specified leg will be deemed the winner. If the leg does not take place then all bets on markets for that leg will be void.

23.5. **Next Set Betting**

23.5.1. The player who wins the next specified set will be deemed the winner. If the set does not take place then all bets on markets for that set will be void.

23.6. **Handicap Betting**

23.6.1. If a match is not completed then all bets will be void.

23.6.2. In the event of the statutory number of legs/sets not being completed, changed, or differing from those offered for betting purposes, then all bets will be void.

23.7. **Total/Most 180s for the match**

23.7.1. If there is no tie price offered then dead-heat rules will apply. Bets will be void if the match is not completed, unless settlement of bets is already determined

23.8. **Total/Most 180's for the tournament**

23.8.1. Dead heat rules apply if two or more players have thrown an equal number of 180's. Bet will be void if the tournament is not completed.

23.9. **Leg/Set Betting**

23.9.1. All markets below will be void if the leg/set is not completed, except where the outcome has been unconditionally determined.

23.9.2. Leg/Set Winner - If the leg/set does not take place all bets will be void, except in the event of the award of a leg/set for any reason in which case bets will stand.

23.9.3. If there is no tie price offered then dead-heat rules will apply, unless otherwise stated. Bets will be void if the match is not completed.

23.9.4. If there is no tie price offered then dead-heat rules will apply. Bets will be void if the match is not completed, unless settlement of bets is already determined.

23.9.5. Dead heat rules apply if two or more players have thrown an equal number of 180's. Bet will be void if the tournament is not completed.

23.9.6. Should a player withdraw from a league competition before its conclusion, for example the Premier League, then bets on that player will be void unless settlement has already been determined and any "finish bottom" market will be voided.

23.9.7. Predicting which player will win a tournament. If a player has started the tournament and subsequently withdraws all bets will be deemed losers.

23.9.8. All markets below will be void if the match is not completed, except where the outcome has been unconditionally determined

24. Golf

- 24.1. Bets are refunded for any player that does not tee off in any tournament.
- 24.2. All Tournament Betting includes any playoff holes.
- 24.3. For the Place portion of Each Way bets and other placing bets (i.e. Top 10), the dead heat rule will apply for players tied for the bottom position.
- 24.4. When a tournament is shortened, wagers will be settled on the official result regardless of the number of rounds played. If any bets have been placed at the conclusion of a day's play in a tournament where there is no further play, those bets will be void and refunded.
- 24.5. If a tournament is officially abandoned or not completed within 14 days of commencement, all wagers are void unless a result has already been reached.
- 24.6. In all Tournament Group Betting and Tournament Head to Head markets (i.e. Tournament Head to Heads, Nationality, Tournament Group and Trio Betting), all players must complete 36 holes for bets to stand. Playoffs are excluded for betting purposes. All players must complete 18 holes for Round Match betting (i.e. Matchups, 2 & 3 Balls).
- 24.7. In any group market, the winner is the player who completes the most holes, and if the players have completed the same number of holes, the player with the lowest score is deemed the winner.
- 24.8. For any market featuring a player to lead at the end of round, that round must reach completion for bets to stand.
- 24.9. In any Make/Miss the Cut market, the player must complete at least 36 holes for bets to stand.
- 24.10. A player is deemed to have made the Cut, if the player is eligible to play the round after the Cut is made even if the player chooses not to play on.
- 24.11. For top x markets, all bets are paid after the completion of the nominated regulation holes. i.e. if 6 players make a playoff, all 6 players get paid at 5/6 of the face value of the ticket for the purposes of top 5 betting.
- 24.12. A player is not deemed to have completed the holes played in a round if they are not awarded a score for the round completed. If they are disqualified but still receive an official score, the round is deemed complete.

25. Gridiron

- 25.1. All bets are paid on the official final score as published by the governing body, which includes any overtime that is played unless otherwise specified.
- 25.2. All matches must run to the completion of the designated normal time period, in order for bets to stand.

- 25.3. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 25.4. Where there is a flat line (i.e. 7.0), and the result falls on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

26. Handball

- 26.1. All bets are paid on the result from the official governing body. Match must run to completion for bets to stand otherwise all bets will be refunded.
- 26.2. If a match is not played on the schedule date all bets will be void.
- 26.3. In the event of a match not taking place, no matter the reason, all bets on this match will be deemed void
- 26.4. If overtime is played, it will not count for any markets unless otherwise stated. If 60 minutes play is not completed for any reason then all bets will be void, except those which have been unconditionally determined.

27. Ice Hockey

- 27.1. For all NHL matches, all Match Winner, Line and Totals markets include any overtime and shootout. If a shootout takes place to decide the outcome of a match, only one goal will be awarded to the winning team. The only market to be resulted at the conclusion of normal time is the Regulation Winner market.
- 27.2. All matches must run to the completion of the designated normal time period in order for bets to stand.
- 27.3. If a game is abandoned, postponed to another date, the game must resume within 24 hours otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

28. Mixed Martial Arts

- 28.1. Where a match is abandoned or postponed, the bout must be fought within 14 days of the original scheduled date for wagers to stand. Once the 14 days have expired, all single wagers are void and refunded. Affected multiple wagers will be recalculated excluding that leg. The exception to this rule will be if the bet was placed when the fight was still in the unconfirmed fights" list in which case the bets will stand until the date in the comment on the specific event expires.
- 28.2. All wagers on either fighter to win will be decided by the official governing body's decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.
- 28.3. If a price is offered for the Draw, in the event of a Draw all wagers on either boxer to win will all be losing bets, and the Draw will be the winning option. If there is a technical draw" determined by the referee due to an accidental cut or similar,

then the bout is deemed a no contest and all wagers will be refunded. If there is no draw listed in the betting then dead heat rules apply, and all bets are paid as half face value.

- 28.4. In "Pick the Round" betting, if a fighter fails to answer the bell, the fight will be deemed to have ended in the previous round.
- 28.5. If the scheduled number of rounds is changed, then all wagers are void and refunded.
- 28.6. The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.
- 28.7. For all stat based markets and for any official ruling, ufc.com will be the source of all results.
- 28.8. An Over/Under (total) listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five-minute round. Thus, 2 and a half rounds would be two minutes and thirty seconds of the 3rd round.

29. Motor Racing

- 29.1. All bets placed on Motor Racing are settled as per podium presentation. Any overturned decisions after the podium presentation are not recognised for betting purposes.
- 29.2. All futures markets are conducted on an "All-In" basis. Therefore, no refunds are paid on any competitor who is a non-starter.
- 29.3. For Head to Head matchups, both drivers must cross the starting line for bets to stand.
- 29.4. On Safety Car "Yes/No" markets, a virtual safety car will not count as a Safety Car.
- 29.5. The Dead Heat rule will apply to first retirement bets, where more than one competitor retires on the same lap number.

30. Netball

- 30.1. All bets on Match Winner, Line and Totals markets are paid on the official final score, which includes any overtime that is played unless otherwise specified.
- 30.2. All matches must run to the completion of the designated normal time period, in order for bets to stand.
- 30.3. All Margin Bets and Half Time/Full Time Doubles are paid on the result at the end of normal time. Extra time is not included.

- 30.4. If a match finishes in a draw and no extra time is played, all head to head bets are paid under the Dead Heat Rule. i.e. all bets are paid at half face value of the ticket.
- 30.5. If a game is abandoned, postponed to another date, the game must resume within 24 hours, otherwise single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

31. Olympic Games

- 31.1. All wagers are settled as per result at medal/podium ceremony. In the event of a disqualification, the medal/podium ceremony will count as the final result and determine settlement of bets. For the Olympic Games all events will be settled on the official IOC results at the time of the medal/podium ceremony only.
- 31.2. Unless otherwise stated in the market or the Specific Rules below; all bets will be settled according to the Rules for the relevant sport and/or the relevant Sports Betting Rules.
- 31.3. The Dead Heat Rule applies to all markets.
- 31.4. Where an event is postponed and played within 30 days of the original scheduled date, all bets stand. Once the 30 days have expired, all single bets are void and wagers will be refunded while affected MultiBets will be recalculated excluding that leg.
- 31.5. In the event of a match not taking place, bets of this match are deemed void.

32. Rugby League

- 32.1. Payouts are based on the official declared result.
- 32.2. Full Time markets include any extra time.
- 32.3. Normal Time markets do not include any extra time.
- 32.4. Second Half markets do not include any extra time.
- 32.5. Dead heat rules apply to any head to head bet that doesn't offer a draw or equivalent option.
- 32.6. When a match is abandoned or postponed and played within 7 days of the original scheduled date, all bets stand. Once the 7 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any multi bet will be recalculated to exclude that leg.
- 32.7. For Time of First/Last Try Markets, payouts are based on the official commentary as published on the NRL website.
- 32.8. All Try Scorer bets are based on who is recorded as the try scorer on the official NRL site. Even in the event of a Penalty Try if a player is awarded the try, they will be credited with the try for betting purposes. If no player is credited with a

try, and only deemed a "Penalty Try" then this try is not counted in any player try scoring markets.

- 32.9. Any bet on a player is refunded if they are not in the official starting team list as published by the governing body.
- 32.10. All bets stand regardless of venue change.
- 32.11. Any bets placed on the "Most Losses" market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses, the position will be determined by "For and Against" as published by the governing body.
- 32.12. All bets placed on the Top-NSW team and Top Non-NSW team markets include any finals action. If more than one team gets eliminated in the same week of the finals then Dead Heat Rules Apply.
- 32.13. All bets placed on the Halfway leader market are decided at the halfway point of the season, unless a specific round is nominated. If two or more teams are on the same amount of competition points, the team with the best for and against are deemed the winner of this market.

33. Rugby Union

- 33.1. Payouts are based on the official declared result, including the end of any additional extra time. If the result of a match is a Draw after extra time, Dead Heat rules apply for Head to Head markets. Conditions do apply to some specific markets, namely with a Draw as any option. HT/FT Doubles and all Margin Bet types are resulted at the end of normal time, excluding any extra time played. A price for the Draw will always be included in Margin Betting.
- 33.2. When a match is abandoned or postponed and played within 7 days of the original scheduled date, all bets stand. Once the 7 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any Multi bet will be recalculated to exclude that leg.
- 33.3. If a match does not commence or is cancelled prior to the conclusion of the 1st half, all bets are VOID regardless of the official result. If a match is abandoned in the second half, the match result is paid and all other markets are void unless there has been an unconditional outcome reached.
- 33.4. Any bets placed on the "Most Losses" market, are paid on the team which losses the most games throughout the season. Points deducted because of breaches of rules or regulations are excluded for resulting purposes. In the event of more than one team having the same number of losses the position will be determined by "For and Against" as published by the governing body.
- 33.5. For Time of First/Last Try Markets, payouts are based on the official clock.
- 33.6. Any bet on a player is refunded if they are not in the official starting team list as published by the governing body.

- 33.7. Penalty tries do not count. In the case of a Penalty Try being the First Try – all First Try Scorer bets carry over to the 2nd Try. If a Penalty Try is the Last Try, all Last Scorer bets pay on the 2nd last Try Scorer.
- 33.8. All bets stand regardless of venue change.
- 33.9. For Six Nations betting, the grand slam refers to a victory against all other teams in the competition. The Triple Crown refers to one of England, Scotland, Ireland or Wales defeating the three other teams in the market. Draws are not considered victories.
- 33.10. For the purposes of determining the outcome of any Try Conversion market, a penalty try will not be considered if 7 points are automatically awarded (no conversion attempt). In this case, the outcome of any Try Conversion market will be determined based on the occurrence of the next 5 point try scored where a conversion attempt is made.

34. Snooker

- 34.1. For bets to stand both players must start the match and the match must run to completion.
- 34.2. Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

35. Soccer

- 35.1. All bets are paid on the result at the end of normal time. This includes any injury time added by the referee. Extra time and penalty shootouts do not count in determining the final result of any match where a Draw price is quoted.
- 35.2. For some matches, a "To Qualify/Progress or Tournament Winner" market may be available. For these markets, no Draw price is quoted therefore the result is paid at the conclusion of the match whether that be in normal time, extra time or after a shootout.
- 35.3. All exotic markets unless specified are always paid at the conclusion of normal time (including injury time).
- 35.4. When a match is abandoned or postponed and played within 2 days of the original scheduled date, all bets stand. Once the 2 days have expired, all single bets that have not already reached a conclusion are void and wagers will be void. Any Multi bet will be recalculated to exclude that leg.
- 35.5. In the event a match does not run for 45-minute halves (plus injury time) all bets on the match are void, unless the length of the halves is known well in advance of betting and the odds are priced accordingly.
- 35.6. For all "First Goal Scorer" markets, "To Score A Goal" markets, etc. – if no goals are scored all bets are deemed losers.

- 35.7. For the purposes of First Goal Scorer/ Any Time Goal scorer markets etc, an Own Goal is ignored for these markets. In the case of "First Goal Scorer" all bets carry over to the second goal scorer. In the event there are no further goals scored all bets are deemed losers. For all other player-based goal scorer markets any own goal scored is ignored.

36. Surfing

- 36.1. All bets stand regardless of the length of any delay or change of venue. If the official governing body declares the tournament/competition cancelled with no official winner, all bets will be void.
- 36.2. All futures markets are based on an "All-In" basis. Once a competitor(s) enter the water all bets are deemed to have commenced. No refunds will be given for non-starters.
- 36.3. For each-way betting, dead heat rules apply for surfers knocked out in the semi-final stage.
- 36.4. For Heat Betting, all surfers in that heat must enter the water for bets to stand.

37. Swimming

- 37.1. Futures bets on the winner of an event is offered on an "All-In" basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet. Once competitors take the starting block they are deemed to have commenced the event.
- 37.2. All bets will be paid on the official result as per the podium presentation. However, if a protest occurs and the official results change inside of 24 hours, then the event will be re-settled. No doping cases will be considered and as such, the result available 24 hours after the event will be deemed binding regardless of further protests or changes to the official result.
- 37.3. A participant that is disqualified due to an infringement (e.g. False Start) will be deemed to have taken part in the event.

38. Tennis

- 38.1. A match is deemed to have started with the first serve of the match. Tennis futures bets are accepted "all in" and if a player withdraws before or during a tournament the bet stands.
- 38.2. In the event of a match not taking place or if a player is given a walk over, bets on this match are void.
- 38.3. In the event of a change in the number of sets to be played, match bets, first set market bets will stand, all other markets will be void.
- 38.4. If a player withdraws or is disqualified after the first set has been completed, the player progressing to the next round or who is awarded the match by the

umpire will be considered the winner and all head to head wagers will be paid as such. If the first set has not been completed, all match bets will be void.

- 38.5. If a match does not run to conclusion, any markets (except for match betting) that are not unconditionally determined will be void.
- 38.6. For any wager on handicap or total games, the match must run to conclusion or bets will be void, except if the result of either option is already determined.
- 38.7. All bets on the "Set Betting" market are void if the match does not run to completion. Except if there is no possible chance of the bet being successful. i.e. Back player X to win 2-0 and already lost first set prior to retiring.
- 38.8. 1st Set Score and 1st Set Winner bets are finalised upon completion of the first set regardless if the remainder of the match runs to completion.
- 38.9. For the avoidance of doubt, it is possible for a player to lose the match but cover a minus handicap. i.e. Player A is -1.5 if they lose the match they will still cover the minus handicap.
- 38.10. If a player retires and no tie break already played, then the market is void. If a tie break has already been played, the market is paid as yes.
- 38.11. If a retirement occurs before the completion of the 2nd set in a best of 3 set match, or before the completion of the 4th set in a best of 5 set match, bets on the "Number of Sets" market are void. If a retirement occurs after the completion of the 2nd set in a best of 3 set match, the "Number of Sets" market will be resulted as a 3-set match. If a retirement occurs after the completion of the 4th set in a best of 5 set match, the "Number of Sets" market will be resulted as a 5-set match.

39. Volleyball

- 39.1. Markets will be settled as per the results declared by official sporting governing body.
- 39.2. In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.
- 39.3. If a match is cancelled or postponed to a different date, bets on this match are deemed void.
- 39.4. However, if a match in the World Championships, Commonwealth Games or Olympic Games is postponed bets will stand providing the match is rescheduled to take place before the closing ceremony.
- 39.5. In the event of a match starting but not being completed for any reason, all bets on the outcome of the match will be void.
- 39.6. In the event of a match not taking place or if a player/team is given a walkover, bets on that match are void.

- 39.7. If the match is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).
- 39.8. Should a match be abandoned all markets will be voided unless the outcome has been unequivocally decided by the governing body.
- 39.9. For competitions whereby a Golden Set is played to determine which team/player progresses, the Golden Set will not count towards settlement of an individual match. Golden Set will only apply to tournament/outright betting.

39.10.

39.11. **Futures/Outrights**

39.11.1. Unless stated otherwise, all bets will stand regardless of postponements unless the official sporting governing body declares that the tournament/competition has been cancelled with no official winner, in which case bets will be void.

Schedule of Deductions

Odds	Win	3 Place	2 Place
\$1.05	0.80	0.30	0.44
\$1.06	0.80	0.30	0.44
\$1.07	0.80	0.30	0.44
\$1.08	0.80	0.30	0.44
\$1.09	0.80	0.30	0.44
\$1.10	0.80	0.30	0.44
\$1.12	0.80	0.30	0.44
\$1.14	0.80	0.30	0.44
\$1.16	0.80	0.30	0.44
\$1.18	0.79	0.30	0.44
\$1.20	0.78	0.30	0.44
\$1.22	0.77	0.30	0.44
\$1.24	0.75	0.29	0.43

Odds	Win	3 Place	2 Place
\$1.26	0.74	0.29	0.43
\$1.28	0.73	0.29	0.43
\$1.30	0.72	0.29	0.42
\$1.35	0.69	0.29	0.42
\$1.40	0.67	0.28	0.41
\$1.45	0.64	0.28	0.41
\$1.50	0.62	0.28	0.40
\$1.55	0.60	0.27	0.39
\$1.60	0.58	0.27	0.39
\$1.65	0.57	0.27	0.38
\$1.70	0.55	0.27	0.38
\$1.75	0.53	0.26	0.37
\$1.80	0.52	0.26	0.37

Odds	Win	3 Place	2 Place
\$1.85	0.51	0.26	0.36
\$1.90	0.49	0.25	0.36
\$1.95	0.48	0.25	0.35
\$2.00	0.47	0.25	0.35
\$2.05	0.46	0.25	0.35
\$2.10	0.43	0.24	0.34
\$2.15	0.42	0.24	0.34
\$2.20	0.42	0.24	0.33
\$2.25	0.41	0.24	0.33
\$2.30	0.40	0.24	0.33
\$2.35	0.39	0.23	0.32
\$2.40	0.38	0.23	0.32
\$2.45	0.37	0.23	0.32

Odds	Win	3 Place	2 Place
\$2.50	0.36	0.23	0.31
\$2.60	0.35	0.22	0.30
\$2.70	0.33	0.22	0.30
\$2.80	0.32	0.21	0.29
\$2.90	0.31	0.21	0.29
\$3.00	0.30	0.21	0.28
\$3.10	0.29	0.20	0.27
\$3.20	0.28	0.20	0.27
\$3.30	0.27	0.20	0.26
\$3.40	0.27	0.19	0.26
\$3.50	0.26	0.19	0.25
\$3.60	0.25	0.19	0.25
\$3.70	0.25	0.19	0.25

Odds	Win	3 Place	2 Place
\$3.80	0.24	0.18	0.24
\$3.90	0.23	0.18	0.24
\$4.00	0.22	0.18	0.23
\$4.20	0.21	0.17	0.23
\$4.40	0.19	0.17	0.22
\$4.80	0.19	0.16	0.21
\$5.00	0.17	0.16	0.20
\$5.50	0.16	0.15	0.19
\$6.00	0.13	0.14	0.18
\$6.50	0.13	0.13	0.16
\$7.00	0.12	0.12	0.16
\$7.50	0.12	0.12	0.15
\$8.00	0.11	0.11	0.13

Odds	Win	3 Place	2 Place
\$8.50	0.10	0.11	0.13
\$9.00	0.10	0.10	0.13
\$9.50	0.09	0.10	0.12
\$10.00	0.08	0.10	0.12
\$11.00	0.08	0.09	0.11
\$12.00	0.07	0.08	0.10
\$13.00	0.07	0.08	0.09
\$14.00	0.06	0.07	0.09
\$15.00	0.06	0.07	0.08
\$16.00	0.05	0.07	0.08
\$17.00	0.05	0.06	0.07
\$18.00	0.05	0.06	0.07
\$19.00	0.05	0.06	0.07

Odds	Win	3 Place	2 Place
\$20.00	0.04	0.05	0.06
\$21.00	0.03	0.05	0.06
\$26.00	0.03	0.04	0.05
\$31.00	0.02	0.03	0.04
\$41.00	0.02	0.02	0.03
\$51.00	0.02	0.02	0.02