

Sport T&C's

Version 66: Effective since 25.09.2024

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These Sport T&C apply to **all pre-match and live betting on any sport and/or market, through any betting channels made available by Bet9ja**, unless stated otherwise for or in addition to any type of sport betting and/or any specific sport.

The **minimum stake** is **NGN 10**. The **maximum stake** per betslip (except on Zoom) is **NGN 10,000,000**.

The maximum cumulative payout for Bet9ja within any given 24 hour period will not exceed NGN 10,000,000,000 (the "daily payout"). If the cumulative daily payout on all Bet9ja tickets exceeds this amount, any subsequent payout of the winnings on each valid bet will be adjusted accordingly; e.g. if

Bet9ja reaches the daily payout and you request the payout of your original bet with the winnings amounting to NGN 2,000,000 on the same day, the amount paid to you will be NGN 1,000,000. The daily payout may be subject to change by publication on the website.

A bet is not valid until a transaction code has been issued by Bet9ja prior to the betting event. All bets that have not been confirmed before the start of the betting event by the issuance of a code will be considered void. The printed version or a photo of a bet that has not yet been confirmed by Bet9ja will not be considered as a valid receipt. Bet9ja only recognizes bets that appear as confirmed on the bet list of the betting account. Bets, which do not directly appear on Bet9ja's server, are not valid. If you are unsure about the validity of a bet, please check your Account or contact our Customer Service.

It is up the Customer's sole responsibility to verify that the number of bets placed and the amount staked are coherent with his will before confirming the bet. Once confirmed,

the bet cannot be changed or cancelled by the Customer. All odds are subject to changes. Only the odds indicated by Bet9ja in the bet receipt are deemed as valid.

Bet9ja has the right to refuse, accept or partially accept the bet amount. Furthermore, Bet9ja has the right to cancel all accepted bets before the betting event begins without any explanation. In such cases, a communication informing the Customer of the cancellation of the bet will be sent to the Customer's registered email address or a private message will be sent to the Account.

In case of irregularities impacting upon the outcome of a betting event (e.g. team playing with youth squad because of strike/protest/illness etc.), Bet9ja has the right to declare the whole betting event void even after the event has taken place.

It is possible to place single as well as multiple bets. Multiple bets, which combine different selections within the same event or within different events, are not accepted if the outcome of one affects or is affected by the outcome of the other, unless special odds are offered for the combined eventuality. Where such a bet is accidentally accepted, because of human or technical error, Bet9ja reserves the right to void part of or the whole of the bet.

Combined bets – Normally, combined bets are created according to the 'x/y' type, in which case the appropriate number of combinations will be created, with the amount of money being assigned to each combination separately. If, for example, you enter the amount of 10N for the combination bet of the '5/6' type, there will be a total of 600N placed (6 combinations, 10N each). It is also possible to bet on different game types regarding related betting events in the same combined bet. However, since it is not permitted to create multiple bets referring to related betting events, only the allowed number of combinations will be created in this case, with the entered amount of money being distributed to each of these combinations. It is the responsibility of the Customer to check if the number of combinations and the total amount of money staked

corresponds with what he/she wants to bet before confirming the bet. Once the bet is confirmed (single, multiple or combined), it can not be cancelled by the Customer.

Bet9ja operates maximum limits per bet (single bet, multiple bet or combined bet) or per any combination within a bet. The maximum winning per bet is NGN 100,000,000. The Customer will not have the right to receive the winnings exceeding the maximum limit per bet whether or not the Customer was notified at the time of placing the bet or otherwise that potential winnings per bet would exceed the per bet maximum winnings amount. In the event the potential winnings included in the bet slip exceed the amount of the maximum winning per bet (due to technical or human error), the Customer will have the right to receive the winnings as indicated in the bet slip only and in any event, up to the maximum winning per bet. Bet9ja reserves the right vary the maximum winning per bet at any time by publishing the new limit on its website.

Bet9ja operates maximum limits per day. The maximum winning per day per user is NGN 100,000,000. The Customer will not have the right to receive the winnings exceeding the maximum limit per day whether or not the Customer was notified at the time of placing their bets or otherwise that their potential winnings would exceed the maximum winnings amount per day per user. In the event the potential winnings included in the bet slip exceed the amount of the maximum winning per day (due to technical or human error), the Customer will have the right to receive the winnings as indicated in the bet slip only and in any event, up to the maximum winning per day per user. Bet9ja reserves the right vary the maximum winning per day per user at any time by publishing the new limit on its website.

Each sport is subject to the maximum winning per 24 hour period as listed below (the "Daily Limit"). The Daily Limit is exclusive of the original stake and applies per Customer or group of Customers, whether a betting syndicate or Customers acting together, who have placed bets containing the same selections, including where placed in a series of bets, at a range of prices, over one or different days, using one or multiple Accounts and/or across different betting channels. Should Bet9ja have any reason to believe that a number of bets have been placed this way, the total payment of all such bets

combined will be limited to one single maximum winning payout. Daily Limit is subject to change.

The lowest Daily Limit will apply where a multiple bet is placed involving events with different Daily Limits.

Bet9ja reserves all of its rights under Clause V (10) of the General Terms and Conditions, but not limited by or to the same, in relation to any and all bets and/or Account activity.

Daily Limit(s):

Unset

Daily Limit A: 300,000,000.00 NGN

Soccer: English Premier League, Championship, League 1, League 2, FA Cup, Spanish La Liga / Primera Division, Italian Serie A, German Bundesliga I, French Ligue 1, UEFA Champions League and UEFA Europa League, Scottish Premiership, Portuguese Primeira Liga, Dutch Eredivisie, Belgian First Division A, Turkish Super League, Japanese J-League, Australian A-League, Finnish Veikkausliiga, USA MLS, Copa Libertadores, Norwegian Tippeligaen / Eliteserien , Brazilian Serie A, Argentinian SuperLiga.

Tennis: Atp Slam, WTA Slam;

Basket: NBA;

Baseball: MLB,

Ice Hockey: NHL,

American Football: NFL.

Unset

Daily Limit B: 100,000,000.00 NGN

For all other Sports (e.g. Tennis, Basket etc.), other Soccer Competitions, Antepost, Soccer Specials, Soccer Players, Zoom League, Basket Players.

All the information, dates and timings published by Bet9ja are purely indicative. If the time or date of a betting event is brought forward, all bets placed before the beginning of the event and confirmed by Bet9ja shall be considered valid, whereas bets placed after will be considered void. In case of multiple bets, only the selection related to the bet placed after the beginning of the event will be voided and such multiple bet will remain valid even if the minimum number of betting events is below the minimum required.

Unless otherwise stated in these Sport Terms & Conditions and/or any individual sports/bet typologies, whenever an event is (i) officially postponed and/or (ii) interrupted, all related bets will remain valid if the event takes place and is completed by midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed according to foregoing, all the bets related to that event will be deemed void within 24 hours. Where the interruption takes place during extra time and, according to these Sport Terms & Conditions and/or individual sports, extra time does not affect the outcome of the bet, all the bets related to regular time will stand.

Unless otherwise stated in these Sport Terms & Conditions for certain sports/bet typologies, if an event does not take place in the expected venue, or if one of the teams (for team sports) or one of the participants (for individual sports) does not coincide with those originally scheduled for the match Bet9ja reserves the right to void all related bets.

The team/player displayed on the left side is considered to be the home team/player

and the one displayed to the right is considered to be playing away. If a match takes place in a neutral venue, the “n” mark or the name of the venue may be displayed and the displaying order of the teams/players will be irrelevant. If a home team, for whatsoever reason chooses to play on some venue other than their official one, it will be still considered as the home team and no “n” sign will be necessary. Finally, for some competitions, for logistical reasons, not always the team that first appears in the match plays on his home pitch (Country) but it could happen (check the official competition web site) that the match is played in another pitch and in these cases it is not necessary to insert the sign “n” in the match details.

Unless otherwise stated in these Sport Terms & Conditions for certain sports/bet typologies, the outcome of a bet is based on the result achieved on the game field. Following decisions taken by disciplinary, sports or legal bodies and affecting or amending the result achieved on the game field will not be taken into consideration.

In the event of equal position/result of two or more competitors, the winnings will be computed dividing the original odds accepted by the number of competitors that share the same result. If, for example, two competitors whose price is 2.80 and 1.90 share the same result (they are both declared winners) the resulting prices will be: 1.4 ($2.80/2$) and 0.95 ($1.90/2$).

All void events will be validated by 12:00 a.m. (WAT) on the day following the validation of the result.

Only 3 (three) bets may be accepted by Bet9ja under the same Account on the identical events/markets selection (the “Identical Bets”). The Identical Bet means a single bet and/or a multiple bet and/or a combination of a single bet and a multiple bet, which has the same selections within the same event and/or different selections that have the same outcome, even if the stake is different. Without prejudice to any of the rights granted to Bet9ja hereunder in relation to the bets, Bet9ja reserves the right to void any Identical Bet that is placed in excess of the initial 3 (three) Identical Bets, even if such bets have been accepted by Bet9ja due to human or technical error, and regardless of

the outcome of such bet.

If an event is not offered with the market "Any Other", Bet9ja reserves the right to add new participants at any time after the publication of the initial list, including eventually requests by the Customers.

The Customer has an obligation to inform Bet9ja as soon as possible of any amount wrongly credited on his/her Account. Without limiting Bet9ja's rights granted under the General Terms and Conditions or in law, Bet9ja may at any time set off any positive balance resulting from the erroneous operation, as well as cancel possible bets or transactions made with the erroneously credited funds.

Neither we (including our employees or agents) nor our partners or suppliers are liable for any loss resulting from any error made. Bets placed in order to cover flawed bets will stand valid if not impaired by errors.

Additional or new markets may be made available by Bet9ja from time to time. It is the responsibility of the Customer to read the respective "Market Rules" applicable before placing any bets.

All winning bets may be subject to taxes and levies imposed by the provincial and/or federal Taxes and levies shall be retained by Bet9ja and paid over on behalf of the player as may be required by applicable law.

Bet9ja reserves the right to withhold payment and to declare bets on an event void if we have evidence that the following has occurred: (i) the integrity of the event has been called into question; (ii) the price(s) or pool has been manipulated; or (iii) match rigging has taken place. Evidence of the above may be based on the size, volume or pattern of bets placed with Bet9ja across any or all of our betting channels. A decision given by the relevant governing body of the sport in question (if any) will be conclusive.

Where there is evidence of a series of bets each containing the same selection(s) having been placed by or for the same individual or syndicate of individuals, Bet9ja reserves the right to make bets void or withhold payment of returns pending the outcome of any subsequent investigation.

If the Customer has withdrawn the amounts obtained through any of the bets that have been void for the reasons listed above and/or pursuant to any terms of the General Terms and Conditions or individual Sport Betting Rules, without limiting Bet9ja's rights to recover such funds granted hereunder or in law, Bet9ja reserves the right to set off the respective sum from the Account or from any amount that may be validly due to the Customer from Bet9ja.

Cut 1

By ticking the 'Cut 1' box you agree to accept the lower maximum payout displayed on your betslip

The 'Cut 1' feature will only be available on multiples of 5 legs or more

The 'Cut 1' feature is available on any sports multiple

The 'Cut 1' feature is only available on Bet9ja New Mobile

The 'Cut 1' feature does not affect the Bet9ja up to 170% Multiple Boost

The payout on a 'Cut 1' accumulator will be recalculated depending on the odds of the winning selections in the multiple

AMERICAN FOOTBALL

Article 1

The outcome of a bet on an American Football event is based on the scheduled regular time plus overtime, extra time/times played subsequently after a draw during regular time, unless specified.

Only the results published on the official website for each competition will be considered valid for the bet settlement.

Article 2

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

Article 3

Market Types

1-2.

Predict whether the home team (1) or the away team (2) will win the match.

Handicap.

Predict the winner of the match considering the applied handicap.

Total.

Predict whether the total points scored in the match will be over or under a certain threshold.

1X2 FT.

Predict the final outcome of the match (home team win, draw, or away team win).

DNB FT (Draw No Bet).

Predict the winner of the match without the possibility of a draw; if the match ends in a draw, the bet is refunded.

Home/Away Total FT (FA).

Predict the total points scored by the home/away team at the end of the match.

Odd/Even.

Predict whether the total points scored in the match will be odd or even.

Home/Away Odd/Even.

Predict whether the total points scored by the home/away team will be odd or even.

Will There Be Overtime.

Predict whether there will be an overtime period in the match.

1st Half – DNB (Draw No Bet).

Predict the winner of the first half without the possibility of a draw; if the first half ends in a draw, the bet is refunded.

1st Half – Handicap.

Predict the winner of the first half considering the applied handicap.

1st Half – Total.

Predict whether the total points scored in the first half will be over or under a certain threshold.

2nd Half – DNB FT (Draw No Bet).

Predict the winner of the second half without the possibility of a draw; if the second half ends in a draw, the bet is refunded.

2nd Half – Handicap RT.

Predict the winner of the second half considering the applied handicap. Overtime is not included.

2nd Half – Total RT.

Predict whether the total points scored in the second half will be over or under a certain threshold. Overtime is not included.

2nd Half – 1X2 FT.

Predict the outcome of the second half (home team win, draw, or away team win).

2nd Half – Handicap.

Predict the winner of the second half considering the applied handicap.

2nd Half – Total FT.

Predict whether the total points scored in the second half will be over or under a certain threshold.

1st Half – 1X2.

Predict the outcome of the first half (home team win, draw, or away team win).

2nd Half – 1X2 RT.

Predict the outcome of the second half (home team win, draw, or away team win).
Overtime is not included.

1st Half – Odd/Even.

Predict whether the total points scored in the first half will be odd or even.

1st Half – Home/Away Odd/Even.

Predict whether the total points scored by the home/away team in the first half will be odd or even.

1X2.

Predict the final outcome of the match (home team win, draw, or away team win).

Odd/Even.

Predict whether the total points scored in the match will be odd or even.

Home/Away Odd/Even.

Predict whether the total points scored by the home/away team will be odd or even.

Halftime/Fulltime.

Predict the outcome of the first half and the entire match.

Xth Quarter – DNB.

Predict the winner of the Xth quarter without the possibility of a draw; if the Xth quarter ends in a draw, the bet is refunded.

Xth Quarter – Handicap.

Predict the winner of the Xth quarter considering the applied handicap.

Xth Quarter – Total.

Predict whether the total points scored in the Xth quarter will be over or under a certain threshold.

Xth Quarter – 1X2.

Predict the outcome of the Xth quarter (home team win, draw, or away team win).

Race to X points.

Predict which team will reach X points first.

1-2 & Total.

Predict the match result combined with the total points scored.

Total Touchdowns.

Predict the total number of touchdowns scored during the match.

Tot Field Goals Made.

Predict the total number of field goals made during the match.

Total Turnovers.

Predict the total number of turnovers during the match.

Total Sacks.

Predict the total number of sacks recorded during the match.

1st Field Goal Made.

Predict which team will score the first field goal in the match.

1st Drive Result.

Predict the result of the first offensive drive in the match (Touchdown, Field Goal attempt, Punt, or Any Other Outcome).

Winning Margins.

Predict the margin of victory in the match for the home or away team, or whether the match will end in a draw.

HS Quarter.

Predict which quarter of the match will have the most points scored.

HS Half.

Predict which half of the match will have the most points scored.

Article 4

NFL Draft

Draft details listed on www.nfl.com will be used for settlement purposes, including official draft orders and player positions published.

If your selected player withdraws prior to the start of the event, the selection will be considered void.

1st/2nd /Last Overall Pick NFL Draft

You have to predict which player will be selected with the 1st/2nd/Last overall pick in the NFL Draft.

1st Drafted for Player Position (Quarterback; Running Back; Wide Receiver; Tight End; Linebacker; Offensive Lineman; Defensive Lineman; Cornerback; Safety)

You have to predict which player will be selected first for the different player position (Quarterback; Running Back; Wide Receiver; Tight End; Linebacker; Offensive Lineman; Defensive Lineman; Cornerback; Safety)

1st Round Number of Players for Player Positions (Under/Over)

You have to predict if the total number of players for the indicated position on the name of the market, during the 1st Round of the NFL Draft, will be over or under the spread indicated.

1st Round Number of Players from University College (Under/Over)

You have to predict if the total number of players from the indicated university college on the name of the market, during the 1st Round of the NFL Draft, will be over or under the spread indicated.

Team to Draft Player

You have to predict which team will select the indicated player on the name of the market

Draft List Position for Player (Under/Over)

You have to predict if the Draft List position of the player indicated on the name of the market, will be over or under the spread indicated.

Article 5

American Football Antepost

All antepost bets are based on the final outcome of the indicated competition.

NFC & AFC Conference winners are settled after the playoff stage and not on regular season standings.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

American Football Players

Touchdown Scorer Anytime

You have to predict if the named player will score a Rushing touchdown or a Receiving touchdown during the match. The player has to play at least one snap, otherwise the bet will be voided. Passing touchdowns, Returning touchdowns and Defensive Touchdowns are not taken into consideration. Overtime is included.

Passing Touchdown U/O

You have to predict if the named player will score over or under the given number of Passing Touchdowns. The player has to play at least one snap, otherwise the bet will be voided. Overtime is included.

Passing Yards U/O

You have to predict if the named player will score over or under the given number of Passing yards. The player has to play at least one snap, otherwise the bet will be voided. Overtime is included.

Rushing Yards U/O

You have to predict if the named player will score over or under the given number of Rushing yards. The player has to play at least one snap, otherwise the bet will be voided. Overtime is included.

Receiving Yards U/O

You have to predict if the named player will score over or under the given number of Receiving yards. The player has to play at least one snap, otherwise the bet will be voided. Overtime is included.

ANTEPOST SOCCER

Article 1

All antepost bets are based on the final outcome of the indicated competition.

Article 2

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Article 3

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner they will not be considered.

Article 4

Market Types

Winner.

You have to predict the winner of the given tournament.

Relegation

You have to predict which team or teams will be relegated from the division. This bet will only be settled after the official conclusion of any relevant playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of playoffs, they will not be considered.

To Be Directly Relegated

You have to predict which team or teams will be relegated directly from the division, without considering playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of league, they will not be considered.

No Winner

You have to predict if the selected team or player will not win the given tournament.

Top 2 / Top 3 / Top 4 / Top 5/ Top 8

You have to predict if the selected team or player will finish in the respective top position when the competition ends.

Finish Bottom

You have to predict if the indicated team or player will finish in last place when the competition ends

Bottom two

You have to predict if the indicated team or player will finish in one of the bottom two positions when the competition ends

To be promoted.

You have to predict that the selected team will be promoted to the higher division of its national league. This bet will be settled and paid only after the official conclusion of any relevant playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of playoffs, they will not be considered.

HH Team.

You have to predict which of the two teams indicated will achieve the best positioning at the end of the given tournament or season, considering real points as well as possible spreads offered by Bet9ja. If the two teams complete the competition with the same amount of points the official standings published by the Football League of the respective country will be considered in order to determine the winner.

Goalscorer Season Match Bets.

You have to predict which player will score the most League goals over the course of the specific season. Players must make at least 5 appearances during the season or the match will be void. League goals only apply. Own goals do not count. Goals scored in other competitions do not count towards the final total.

Top Goalscorer.

You have to predict the player that will score the most goals during the given tournament. Goals scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, the bet will be valid. If the chosen player changes team/league during the season, the bet will be valid. If the player who scores the most goals was not included among the betting options offered by Bet9ja the winning selection will be "other". If the option "other" was not included among the possible selections the bet will be lost.

Player Tournament Goals 1X2

You have to predict which player in the specific tournament will score the most goals. If the named players score an equal amount of goals in the tournament, the selection 'X' will be the winner. If a named player is included in the final squad but does not play, the bet is still considered valid. Goals scored in penalty shoot outs do not count.

Top Team Goalscorer.

You have to predict the player that will score more goals in his team during the given tournament. Goals scored in other competitions are not taken into consideration in this market. Other players are available on request. If the winning selection was not listed in the market the bet will be considered a loser. In a tournament like World Cup, if a player is not a part of the squad/team, the selection is deemed void. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section): If two or more competitors reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two competitors whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 (2.80/2) and 0.95 (1.90/2). Own goals do not count for this market. e.g. if Italy beat Germany 1-0 with an own goal but fail to score any other goals before elimination, the winning selection will be No goalscorer.

Player Tournament Goals Over/Under

You have to predict whether the amount of goals scored for the named player will be over or under the spread throughout the tournament. If the player does not play any part in the tournament the selection will be void. Extra time goals count towards the final total, but goals scored in penalty shootouts do not count.

Top Tournament Scorer by League

You have to predict which player from the selected league will be the top goalscorer in the named tournament. Players named in the market count even if they move club. Extra time goals count but goals scored in penalty shootouts do not count.

Team to Score the Fastest Goal

You have to predict which team will score the fastest goal in the entire tournament. The winner will be determined by which team scores in the earliest minute of any match in the tournament. If two or more teams score the fastest goal in the same minute, dead heat rules will apply and the odds will be divided by the total amount of winning selections.

Team Points Over/Under (spread).

You have to predict if the total amount of points collected by the selected team at the end of the given tournament will be over or under the spread indicated. Only points collected within the tournament indicated in the bet are taken into consideration.

Winning group.

You have to predict the group of the winning team of the named competition.

Straight Forecast.

Straight Forecast bet is one where you choose two selections which will finish first and second in the correct order and will qualify into next round. In order to get a return you must pick both the first and second placed selections which need to be in the correct order of placement.

Tricast.

Tricast bet is one where you choose three selections which will finish first, second and third in the correct order. In order to get a return you must pick the first, the second and the third placed selections which need to be in the correct order of placement.

Advancing Double

Advancing Double bet is one where you choose two selections which will finish first and second in any order and will qualify into next round. In order to get a return, you must pick both the first and second placed selections which needn't to be in the correct order of placement.

Continent of Winner.

You have to predict from which continent will the winning team come from (eg. Brazil – South America).

Exact Group Points.

You have to predict exactly how many points will the selected team win in the group stage.

To Qualify

You have to predict if the indicated team will qualify to the following phase of the tournament.

Not to Qualify

You have to predict if the indicated team will not qualify to the following phase of the tournament.

To Reach the Final/Semi-Finals/Quarter-Finals

You have to predict if the indicated team or player will qualify for the specific round of the named competition.

Golden Ball World Cup.

You have to predict which player will be named as the best player of the tournament. Results on FIFA.com will be used for settlement purposes.

World Cup Golden Glove

You have to predict which goalkeeper will win the Golden Glove award at the World Cup. Results on FIFA.com will be used for settlement purposes.

World Cup Best Young Player

You have to predict who will be named the best young player at the World Cup. Results on FIFA.com will be used for settlement purposes.

Winner & Top Goalscorer

You have to predict which team will win the tournament and the player which will score most goals. Winner and Top Goalscorer rules apply for the selected market.

World Cup – Winning Continent

You have to predict from which continent the team winner comes from. The possible outcomes are:

- Europe
- South America
- Africa
- North and Central America
- Asia

World Cup – First Time Winner

You have to predict if the winner of the tournament will be a team that has never won the tournament before.

Name the Finalists

You have to predict, which two teams will meet in the final match of the tournament.

Tournament Total Goals, Team Total Goals, Group Total Goals, Total Own Goals.

You have to predict how many goals will be scored depending on the type of the market (Tournament, Team, Group, Own Goal). For each market, same rules are applied; goals scored in 90 minutes or in extra-time will count. For markets referring to a particular set of fixtures on a given date(s), only goals scored in 90 minutes count. Goals scored in penalty shootouts do not count. If a game is postponed, Total Goals (for a group of games on given date(s)) will be made void.

Tournament Highest/Lowest Scoring Team

You have to predict which will be the highest/lowest scoring team during the tournament. For markets applying to the whole tournament, only goals scored in 90 minutes or in extra-time will count. Goals scored in penalty shootouts do not count. If there is more than one winning selection, the dead heat rule will apply (art.14 of the "General Sport Betting Rules" section):

Stage of Elimination.

You have to predict when the selected team will finish the tournament, based on the round where a team exits the competition – regardless of extra-time, replays etc. A team winning the final would be deemed furthest progressing.

Tournament Totals/Specials

Total Tournament Yellow/Red Cards

The maximum number of cards per player per match is one yellow and one red (e.g. a second yellow card leading to a red card does not count). Cards awarded in extra-time and penalty shootouts do not count. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count for these markets).

Total Group Stage Cards

You have to predict how many cards will be awarded to your selection in the group stage of the given tournament. The maximum number of cards per player per match is two (one yellow and one red). A second yellow card leading to a red card does not count. A straight red card counts as two. Only players on the pitch count (e.g., if a manager or a substitute on the bench is shown a card, it will not count).

Top (x) Club

You have to predict which of the named teams will be the winner of the named tournament (for example which Premier League team from London will finish highest in the Premier League).

W/O Markets

You have to predict winner of the named competition (which team in the market will

finish highest in the named tournament) without taking into consideration the named team(s). For example Bundesliga 2019/20 – w/o Bayern Munich would mean whichever team finished highest in the Bundesliga in the 2019/20 season without considering Bayern Munich.

W/O the Big Six

You have to predict winner of the named competition (which team in the market will finish highest in the named tournament) without taking into consideration the named team(s). For example Premier League 2019/20 – w/o the Big Six would mean whichever team finished highest in the Premier League in the 2019/20 season without considering Arsenal, Chelsea, Liverpool, Manchester City, Manchester Utd and Tottenham.

Tournament – Top Country Club

You have to predict which of the teams of the same country will achieve the best position at the end of the given tournament or season.

If two or more teams will reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who will share the same result.

(Eg. Real Madrid and Barcellona whose odds were 3.25 and 1.85 share the same result (they are both declared winners), the final odds will be 1.625 ($3.25/2$) and 0.925 ($1.85/2$).

Tournament – Winning Nation

You have to predict from which Nation will the winning team come from (eg. Liverpool – England).

Best Promoted Team

You have to predict which newly promoted team will finish in the highest position in the given tournament. If there is a tie situation, the official league table at the conclusion of the final match of the scheduled season will determine the settlement of bets. End of season play-offs will count. If two teams are eliminated at the same stage/round the bets will be settled as void.

All English Final

You have to predict if both teams reaching the final game are English teams.

All Italian Final

You have to predict if both teams reaching the final game are Italian teams.

All French Final

You have to predict if both teams reaching the final game are French teams.

All German Final

You have to predict if both teams reaching the final game are German teams.

All Spanish Final

You have to predict if both teams reaching the final game are Spanish teams.

Highest Scoring Team

You have to predict which team will score more goals during the tournament. If two or more teams score the same number of goals, the original odds at the time of bet acceptance will be divided by the number of competitors who will share the same result.

Eg. Real Madrid and Barcelona whose odds were 3.25 and 1.85 share the same result (they are both scored 90 goals), the final odds will be 1.625 (3.25/2) and 0.925 (1.85/2).

Head to Head (including playoffs/playout)

You have to predict which team will finish higher in the league. End of season play-offs will count. If two teams are eliminated at the same stage/round the bets will be settled as void.

Head to head (reg. season)

You have to predict which team will finish higher in the league. End of season play-offs will not count. If there is a tie situation, the official league table at the conclusion of the final match of the scheduled season will determine the settlement of bets.

Winning Group

You have to predict which Group in the Group Stage will contain the eventual tournament winner

Who will go the furthest?

You have to predict which team in a head-to-head matchup will advance the furthest in the tournament. If the two teams are eliminated at the same stage, the bets will be voided.

To Be Directly Promoted

You have to predict which team or teams will be promoted directly from the division, without considering playoffs. Possible decisions taken by disciplinary, sports or legal bodies before or during the playoffs affecting or amending the outcome of this bet will be taken into consideration. If such decisions are taken after the conclusion of league, they will not be considered.

Group Phase Team Total Goals Over/Under

You have to predict if the total number of goals scored by the indicated team during the group phase will be over or under the spread offered. Goals scored during knockout stage will not be taken in consideration.

ATHLETICS

Article 1

The outcome of a bet on athletics is based on first published official results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

Article 2

Whenever a competition is officially postponed or suspended, all the related bets will remain valid if the event is resumed or finished within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all selections related to that event will be considered void.

Article 3

If the effective conditions of the competition are different from those originally published by the official competition body, Bet9ja reserves the right to deem void any related bets.

Article 4

If one or more participants retire before the beginning of the competition all the selections related to their performance will be deemed void.

Article 5

If an athlete retires before the beginning of the event and his/her quote as a winner is equal or inferior to 5.0, Bet9ja reserves the right to declare all the types of bets in conjunction with this event as void.

Article 6

Market Types

Winner

You have to predict the winner of the competition.

Podium

You predict that the selected athlete will reach the podium (first, second or third position).

HH

You have to predict which of the two athletes specified in the bet will achieve the best position in the overall event. If one or both of them are disqualified this selection will be deemed void

AUSSIE RULES

Article 1

All match markets will be settled including overtime if played unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated. If the duration of a match is changed by the governing body prior to the commencement of play, the revised game length will be regarded as the official regulation time for this match, and all bets will stand as long as this new regulation time is completed.

Article 2

Whenever an Aussie rules match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the markets related to that event will be considered void.

Article 3

Market Types

Head to Head (HH)

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Handicap (spread)

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.

Example: If you bet on "1H (8.5)" and the handicap is applied to the home team the bet will be winning if the home team wins with a margin of victory of at least 9 points.

If you bet on "2H (8.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 8 points to its opponent.

Over/Under (spread)

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

Odd/Even

You have to predict if the number points scored during the match is going to be odd or even.

BADMINTON

Article 1

Whenever a badminton match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it is not resumed or if it is not completed before midnight the following day, all the markets related to that event will be considered void.

Article 2

If a player withdraws or is disqualified before or after the start of the match, all markets related to the match will be void, with the exception of markets where the outcome has already been determined.

Article 3

If a tournament is postponed or suspended all outright bets will stand and will be paid out on conclusion of the tournament. If a tournament is cancelled all outright bets will be considered void, unless the selected player has already been eliminated, in which case they are deemed as a loser.

Article 4

Outright bets on a player to win a tournament or reach a certain phase will be void if the player withdraws prior to the start of the tournament.

Article 5

Market Types

Match Result

You have to predict the winner of the match. If the match is cancelled or a player withdraws after the match has started, all bets on the match will be void.

Points Over/Under

You have to predict if the total number of points scored in the match will be over or under the spread indicated.

Odd/Even Points

You have to predict if the number of point scored during the match is going to be odd or even.

Set 1 Winner

You have to predict the winner of the 1st set. If a player retires or is disqualified before the completion of the first set, this market will be considered void.

Set 1 Over/Under

You have to predict whether the total points scored in the first set only is over or under the indicated spread.

Set 1 Odd/Even

You have to predict whether the total points scored in the first set only is an odd or even number

BANDY**Article 1**

Whenever a Bandy match is officially postponed or suspended, all related bets will remain valid if the event is resumed or completed by midnight of the original start time. If it is not resumed or completed in that time frame, all bets related to that event will be made void.

Article 2

The outcome of a Bandy match is based on the result at the end of regular time. No overtime periods are considered unless specified.

Article 3

Markets Types

1X2

You have to predict the winner of the match at the end of regular time.

Double Chance

You have to predict the outcome of the match. There are 3 possible outcomes:

1X – home team win or match ends in a draw

X2 – away team win or match ends in a draw

12 – either home or away team win

Draw no Bet

You have to predict which team will win the match. If the match ends in a draw at the end of regular time, the selection will be void.

BASEBALL

Article 1

Unless otherwise stated for specific bets the outcome of a bet on a baseball event is based on the result of the match after the scheduled regular time plus possible extra innings. Where Mercy Rule is applied, all bets will stand on score at the time.

Note: In Japanese baseball the match can finish as a tie after extra innings. In this case all bets on the Head to Head market would be deemed void. Bets on over/under and handicap markets will settled based on the result after extra innings.

Article 2

4,5 innings rule

If a match is suspended (called) by the officials, only the score achieved after 5

completed innings will be considered, unless the home team is winning after 4,5 innings.

Article 3

Whenever a baseball match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day of the match. If it is not resumed or if it is not completed within the mentioned time frame, all the selections related to that event will be considered void

Article 4 .

When not specified within the bet, if two matches involving the same teams are being played the same day, only the result of the first match is considered unless the specified by the start time of the event.

Article 5

Market Types

Head to Head (HH).

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Handicap (spread).

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.

Example: If you bet on "1H (4.5)" and the handicap is applied to the home team the bet will be winning if the home team wins with a margin of victory of at least 5 points.

If you bet on "2H (4.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 4 points to its opponent.

Over/Under (spread).

You have to predict if the total number of runs gained during the match will be over or under the spread indicated. Markets which include a draw/tie option are considered regular time only.

Odd/Even

You have to predict if the number points scored during the match is going to be odd or even. Zero is considered even.

Odd/Even Home/Away

You have to predict whether the total points scored in the match by the home or away team is an odd or even number. Zero is considered even.

Over/Under Home/Away

You have to predict whether the total points scored by either the home or away team is over or under the spread indicated.

Extra Inning YES-NO

You need to predict whether extra innings will be played or not. There are two selections to choose from;

YES – there will be an extra inning

NO – there won't be an Extra Innings in the match.

In case the match is not played or suspended, all bets will be voided.

Winning Margins

You have to predict the margin of victory in the match for the home or away team, or whether the match ends in a draw.

1×2

You have to predict the outcome of the entire match.

First/Last Points

You have to predict which team will score the first point of the match.

You have to predict which team will score the last point of the match.

1-2 + Over/Under Points

You have to predict the winner of the match and whether the number of points played is over or under the indicated spread.

Total Runs

You have to predict the correct runs band in which the total number of runs scored in the match will finish. There are 5 bands to choose from, 1-5, 6-7,8-9,10-11 and 12+.

Over/Under Until 1st /3rd / 5th / 7th Innings (spread)

You have to predict if the total number of runs gained after 1/3/5/7 full Innings will be over or under the spread indicated.

Asian Handicap Until 1st /3rd / 5th / 7th Innings (spread)

You have to predict the result after the first 1/3/5/7 innings of a game have been completed, adding or subtracting the indicated spread to the result of the match at the specific moment.

DNB Until 1st / 3rd / 5th / 7th Innings

You have to predict the result after the first 1/3/5/7 innings of a game have been completed. Draw is considering void.

1X2 Until 1st/ 3rd / 5th / 7th Innings

You have to predict the result after the first 1/3/5/7 innings of a game have been completed

Odd/Even Until 1st/ 3rd / 5th / 7th Innings

You have to predict if the number points scored after the first 1/3/5/7 innings of a game have been completed, is going to be odd or even. Zero is considered even.

Until 5th Inning/FT

You have to predict the outcome after the 5th inning completed together the outcome of the entire match.

Home/Away First Score & Win (Yes-No)

You have to predict if the Home/Away team will score the first point and win the match. There are two selections to choose from;

Yes – The same team to score the first point will win the match

No – The team will score the first point will not win the match

Baseball Players Special

Player Hit Under/Over Home Runs

You have to predict whether the named player will hit over or under the given number of Home Runs

Bets are valid if the named player is in the starting lineup of the match.

Extra Inning are included

Article 6

Baseball Antepost

All antepost bets are based on the final outcome of the indicated competition.

MLB Conference winners are settled after the playoff stage and not on regular season standings unless specified.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner, they will not be considered.

BASKETBALL

Article 1

The outcome of a bet on a basketball event is based on the scheduled regular time plus overtime, extra time/times played subsequently after a draw during regular time, unless specified.

If the competition format considers the aggregate score of two legged tie matches in order to qualify, all matches and connected bets will be resulted accordingly.

Therefore it could be possible to have some matches ending with a draw, with no extra time played. Moreover, it's also possible to have some return matches where an extra match is played after regular time result was different from a draw.

Example given:

First leg: Denver Nuggets-Chicago Bulls 85-80

Second Leg: Chicago Bulls-Denver Nuggets 78-73

In this case an extra time will be played in the second match, as there's a tie in the aggregate score.

Only the results published on the official website for each competition will be considered valid for the bet settlement.

Article 2

Whenever a basketball match is officially postponed or suspended, all the related bets will remain valid if the event takes place in the next 48 hours from the original time set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all selections related to that event will be considered void.

Article 3

Market Types

Head to Head (HH).

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

1X2 Basket

You have to predict the result of the game excluding any extra time. There are 3 possible results: 1 (considering only the points scored in the regular time, the home team wins), X (considering only the points scored in the regular time, the two teams draw and the extra ones will be played time), 2 (considering only the points scored in the regular time, the away team wins).

1X2 Xth Quarter

You have to predict the outcome of the Xth quarter, selections are 1-the home team, 2-the away team and X-draw. If the quarter is uncompleted this market will be void.

1X2 1st Half

You have to predict the outcome of the 1st half, selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void.

1X2 2nd Half

You have to predict the outcome of the 2nd half (not including overtime), selections are 1-the home team, 2-the away team and X-draw. If the half is uncompleted this market will be void.

1X2 (5.5)

You have to predict the whether the home or away winning margin will be above or below 6 points. Selections are 1-home wins by 6 or more points, X-either team wins by 5 or less points and 2-away team wins by 6 or more points.

HH Half Time (2 way)

You have to predict which team will be in the lead at the end of first half. In the event of draw, the bets will be declared void.

Halftime/Fulltime (regular time only)

You have to predict the outcome of the 1st half combined with the outcome of the match.

Odd/Even

You have to predict if the total number points scored during the match (regular time only) is going to be odd or even.

Odd/Even Home/Away

You have to predict if the total number points scored (regular time only) by the home/away team will be odd or even.

Odd/Even Xth Quarter

You have to predict if the total number points scored in the Xth quarter will be odd or even, if the quarter is uncompleted this market will be void.

Odd/Even 1st Half

You have to predict if the total number points scored in the 1st half will be odd or even, if the half is uncompleted this market will be void.

Odd/Even 2nd Half

You have to predict if the total number points scored in the 2nd half (not including over time) will be odd or even, if the half is uncompleted this market will be void.

Over/Under (spread)

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

Over/Under Xth Quarter

You have to predict if the total number of points scored during the Xth quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be void.

Over/Under 1st Half

You have to predict if the total number of points scored during the 1st half will be over or under the spread indicated, if the half is uncompleted this market will be void.

Over/Under 2nd Half

You have to predict if the total number of points scored during the 2nd half (not including overtime) will be over or under the spread indicated, if the half is uncompleted this market will be void.

Over/Under Home/Away Xth Quarter

You have to predict if the total number of points scored by the named team (Home or Away) during the Xth quarter will be over or under the spread indicated, if the quarter is uncompleted this market will be made void.

Over/Under Home/Away 1st Half

You have to predict if the total number of points scored by the named team (Home or Away) during the 1st half will be over or under the spread indicated, if the half is uncompleted this market will be made void.

Over/Under Home/Away 2nd Half

You have to predict if the total number of points scored by the named team (Home or Away) during the 2nd half (not including overtime) will be over or under the spread indicated, if the half is uncompleted this market will be made void.

Draw No Bet

You have to predict the result of the game excluding overtime. There are 2 possible results: 1DNB- the home team wins and 2DNB- the away team wins. In case of a draw the market will be made void.

DNB Xth Quarter

You have to predict the winner of the 1st quarter, if the quarter finishes as a draw all bets will be made void for this market, if the quarter is uncompleted this market will be made void.

DNB 1st Half

You have to predict the winner of the 1st half, if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.

DNB 2nd Half

You have to predict the winner of the 2nd half (not including overtime), if the half finishes as a draw all bets will be made void for this market, if the half is uncompleted this market will be made void.

Double Chance

You have to predict the result of the game excluding any overtime. There are 2 possible results: 1X-home win or draw and X2-away win or draw.

Double Chance Xth Quarter

You have to predict the result of the Xth quarter. There are 2 possible results: 1X-home or draw and X2-draw or away win. If the quarter is uncompleted this market will be made void.

Double Chance 1st Half

You have to predict the result of the 1st half. There are 2 possible results: 1X-home or draw and X2-draw or away win. If the half is uncompleted this market will be made void.

Double Chance 2nd Half

You have to predict the result of the 2nd half (not including overtime). There are 2 possible results: 1X-home or draw and X2-draw or away win. If the half is uncompleted this market will be made void.

Handicap (spread)

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.

Example: If you bet on "1H (8.5)" and the handicap is applied to the home team the bet will be winning if the home team wins with a margin of victory of at least 9 points.

If you bet on "2H (8.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 8 points to its opponent.

Handicap (spread) Xth Quarter

You have to predict the winner of the 1st quarter adding or subtracting the indicated spread to the result of the quarter, if the quarter is uncompleted this market will be made void.

Handicap (spread) 1st Half

You have to predict the winner of the 1st half adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

Handicap (spread) 2nd Half

You have to predict the winner of the 2nd half (not including overtime) adding or subtracting the indicated spread to the result of the half, if the half is uncompleted this market will be made void.

1-2 Race to markets

You have to predict which team will score the named number of points first. If neither team reaches the named points total all bets will be made void for that selection. These markets include race to 5, 10, 15, 20, 30, 40 and 50 points.

Winning Margin

You have to predict the correct points margin the match is won by the end of the match (including any overtime).

Winning Margin Home/Away

You have to predict by which points margin the home/away team will win the game including any overtime.

Margin 1X2

You have to predict the winning margin of the match (including overtime). The Sections are 1 – Home to win by 6 or more, 2 – Away to win by 6 or more and X – Either team to win by 0 to 5 points.

Margin Fulltime

You have to predict the winning margin of the match for either team (including overtime). The Sections are 1-5 points, 6-10 points, 11-15 points, 16-20 points, 21-25 points and 26 or more points.

Margin Home/Away Fulltime

You have to predict the winning margin of the match for the home/away team (including overtime). The Sections are 1-5 points, 6-10 points, 11-15 points, 16-20 points, 21-25 points and 26 or more points.

To Score 1st Point

You have to predict which team will score the first point of the match.

To Score Last Point

You have to predict which team will score the last point of the match.

Overtime (Yes/No)

You need to predict whether extra time will be played or not. There are two selections to choose from; YES – there will be an overtime or NO – there won't be an overtime in the match. In case the match is not played or suspended, all bets will be voided.

Highest Scoring Quarter

You have to predict which Quarter will have the highest total number of points scored. There are 5 possible outcomes: 1st quarter, 2nd quarter, 3rd quarter, 4th quarter and Equals. "Equals" is the winning outcome when 2 quarters are tied for the highest scoring quarter.

Home/Away Total Maximum Consecutive Points

You have to predict if the maximum consecutive points scored by the home/away team without conceding any more points will be under or over the indicated spread.

Any Team Total Maximum Consecutive Points

You have to predict if the maximum consecutive points scored by the home or the away team without conceding any more points will be over or under the indicated spread.

Home/Away To Lead By

You have to predict if the maximum lead by the Home/Away team will be over or under the indicated spread.

Any Team To Lead By

You have to predict if the maximum lead by the Home or the Away team will be over or under the indicated spread.

1st Quarter – Last Point

You have to predict which team will score the last point of the first quarter. If the quarter ends 0-0 the bet will be voided.

1st Free Throw Scored

You have to predict which team will score the first free throws of the game. If the game ends with no free throws the bet will be voided.

1st Timeout

You have to predict which team will call the first timeout of the game. If the game ends with no timeout called the bet will be voided.

Matchbet and Totals

You have to predict the combination of the final result of the match and whether the total points scored in the match are over or under the specified spread (including overtime). Selections are Home/Over, Home/Under, Away/Over and Away/Under.

1×2 & Total

You have to predict the combination of the final 3way result of the match and whether the total points scored in the match are over or under the specified spread. Overtime is not included.

Handicap (including OT) & Total (including OT)

You have to predict the combination of two markets: handicap and total.

1st Quarter 1×2 & 1st Quarter Total

You have to predict the combination of two markets: 1st Quarter 1×2 and 1st Quarter Total.

1st Quarter Handicap & 1st Quarter Total

You have to predict the combination of two markets: 1st Quarter Handicap and 1st Quarter Total.

1st Half 1×2 & 1st Half Total

You have to predict the combination of two markets: 1st Half 1×2 and 1st Half Total.

1st Half Handicap & 1st Half Total

You have to predict the combination of two markets: 1st Half Handicap and 1st Half Total.

Article 4

Basketball Antepost Markets

Winner.

You have to predict the winner of the given tournament according to the official ranking of the competition.

Top Tournament Point Scorer.

You have to predict the player that will score more points during the given tournament. Points scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, this bet will stand.

HH Tournament Scorer.

You have to predict which of the two players will score more points during the given tournament. Points scored in other competitions are not taken into consideration. If the two players score the same number of points this bet will be void.

HH Team

You have to predict which of the two teams indicated will achieve the best positioning at the end of the REGULAR SEASON (without playoffs) according to the official ranking position taken from official league website.

Best player of the Tournament (MVP).

You have to predict which player will be elected BEST PLAYER (MVP) of the event. Only the official result from the named competition website count. If a winner is not officially announced, all bets on the market will be made void.

Correct score Playoff Series.

You have to predict the final result of the series of matches between the 2 teams indicated. If the series is not completed before the winner of the tie is announced, the

bet will be void. If the series is not completed but a winner is announced, the team declared the winner will be paid.

Best coach

You have to predict which coach will be voted as the best in the named championship. Only the result published on the official website of the competition will be considered valid for the bet settlement.

Series Winner

You have to predict the winner of the playoff series between the 2 teams indicated.

If the series is not completed but a winner is announced, the team declared the winner will be paid.

Rookie of the Year (NBA)

You have to predict which player will be voted as the best in the named championship. Only the result published on the official website of the competition will be considered valid for the bet settlement.

Most Improved Player (NBA) You have to predict which player will be voted as the best in the named championship.

Only the result published on the official website of the competition will be considered valid for the bet settlement.

Defensive Player of the Year (NBA)

You have to predict which player will be voted as the best in the named championship. Only the result published on the official website of the competition will be considered valid for the bet settlement.

NBA Playoffs – When will the Series end?

Predict which game will be the last one of the series.

NBA Playoffs – Correct Score after Game 3

Predict the correct score of the series after the game indicated.

NBA Playoffs – Correct Score after Game 4

Predict the correct score of the series after the game indicated.

NBA Playoffs – Series Total Games

Predict if the total number of games in the series will be over or under the spread indicated.

NBA Playoffs – Series Handicap

Predict the winner of the series by adding or subtracting the spread offered from the final result of the series.

Article 5

Fantasy Bets

Fantasy Bets are related to duels between two teams or players who are not playing against each other in the real match, but against different opponents in two different matches with the outcome of both being combined together to produce the result of the fantasy bet.

Unless otherwise stated; when a fantasy bet refers to a fictional duel between teams and at least one of the matches involved is deemed void, also the resulting fantasy bet will be void.

Unless otherwise stated; when a fantasy bet refers to a fictional duel between players and at least one of the players involved does not play on the current match day, the resulting fantasy bet will be considered void. The fantasy bet will stand only if the players involved start the match from the first minute.

BASKETBALL SPECIALS

Article 1

Market Types

Over/Under Points

You have to predict whether the named player will score over or under the given number of points. Bets are valid if the named player participates in the match. Extra time will count, if played.

Over/Under Assists

You have to predict whether the named player will score over or under the given number of assists. Bets are valid if the named player participates in the match. Extra time will count, if played.

Over/Under Rebounds

You have to predict whether the named player will score over or under the given number of rebounds. Bets are valid if the named player participates in the match. Extra time will count, if played.

Over/Under Steals

You have to predict whether the named player will score over or under the given number of steals. Bets are valid if the named player participates in the match. Extra time will count, if played.

Over/Under Blocks

You have to predict whether the named player will score over or under the given number of blocks. Bets are valid if the named player participates in the match. Extra time will count, if played.

Over/Under 3 Points Made

You have to predict whether the named player will score over or under the given number of three points basket made. Bets are valid if the named player participates in the match. Extra time will count, if played.

Double-Double Yes/No

You have to predict whether the named player will score a Double-Double. The definition of Double-double is: the achievement of a double-digit total in at least two of the five statistical categories (Assists, Blocks, Points, Rebounds, and Steals) over the course of a single game. Extra time will count, if played.

Triple-Double Yes/No

You have to predict whether the named player will score a Triple-Double. The definition of Triple-Double is: the achievement of a double-digit total in at least three of the five statistical categories (Assists, Blocks, Points, Rebounds, and Steals) over the course of a single game. Extra time will count, if played.

BASKETBALL 3×3

Article 1

The outcome of a bet on a basketball 3×3 event is based on the scheduled regular time plus overtime, extra time/times played subsequently after a draw during regular time, unless specified.

If the competition format considers the aggregate score of two legged tie matches in order to qualify, it could be possible to have some matches ending with a draw, with no extra time played. Moreover, it's also possible to have some return matches where an extra time is played after regular time result was different from a draw. Only the results published on the official website for each competition will be considered valid for the bet settlement.

Article 2

Whenever a basketball 3×3 match is officially postponed or suspended according to the time written in the coupon, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event will be considered void.

Article 3

Market Types

Head to Head (HH)

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins)

BEACH SOCCER

Article 1

The outcome of a bet on a beach soccer event is based on the scheduled minutes of play plus injury time. Unless otherwise stated, overtimes and penalty shoot outs will not affect the outcome of the bet.

Article 2

Whenever a beach soccer match is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match, otherwise bets will be considered void.

Article 3

Market types

Match Result (1X2)

You have to predict the outcome of the entire match.

Double Chance

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

Over/Under (spread)

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

Both Teams to Score

You have to predict whether both teams score at least one goal each during the match OR only one team or both teams do NOT score any goals during the match.

Odd/Even

You have to predict if the number goals scored during the match is going to be odd or even. The score 0-0 is considered even.

Handicap 1X2

You have to predict the final result of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

Draw No Bet

You have to predict which team will win the match. If the match ends in a draw the selection will be void.

Home No Bet (HNB)

You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

Away No Bet (ANB)

You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

BEACH VOLLEY

Article 1

If any player is replaced with another player before the start of the match, all bets will be

void. If a match starts but is not completed, all bets on based on the final result will be deemed void, with the exception of markets where the outcome has already been determined.

Article 2

Whenever a beach volley match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the bet typologies related to that event will be considered void.

Article 3

Market types

2 Way Match Result (Head-to-Head)

You have to predict the winner of the match. If the match ends with a draw, all related bets will be deemed void.

3 Way Match Result (1X2)

You have to predict the winner of the match.

Totals (Over/Under)

You have to predict if the total number of points scored during the regular time of the match will be over or under the spread indicated.

Handicap

You have to predict the winner adding or subtracting the indicated spread of points scored by each team.

The handicap, if positive or negative is always associated with the first team.

Example:

If you bet on“(H.-4.5) Home” the bet will be winning if the first team scores the most points with a margin of victory of at least 5 points.

Odd/Even

You have to predict if the number points scored during the match is going to be odd or even.

Number of Sets

You have to predict how many sets are completed over the course of the match.

Correct Set Score

You have to predict the exact final score in sets for the match.

Set Winner

You have to predict the winner of the named set.

Set Totals

You have to predict whether the number of points scored in the named set is over or under the indicated spread.

Set Handicap

You have to predict the winner of the named set taking into account the indicated spread.

Set Odd Even

You have to predict if the number of points scored in the match is an odd or even number.

BOXING

Article 1

The outcome of a bet on Boxing is based on first published official results.

Article 2

Whenever a fight is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

If one combatant withdraws before the beginning of the match, all the related bets will be void. If the withdrawal takes place after the beginning of the match, his/her opponent will be deemed winner.

Article 4

Market Types

1X2.

You have to predict the outcome of the fight, independently from the method of victory (Knock Out, Technical Knock Out or points victory). There are 3 possible outcomes: 1 (the first competitor wins), X (the match ends in a draw), 2 (the second competitor wins).

Head to Head (HH).

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the first competitor wins), 2 HH (the second competitor wins). If the match ends in a draw the selection will be void and will not be included in the computation of a possible bonus.

Over/Under Round

You have to predict whether the total number of rounds will be over or under the indicated spread. For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the half to determine under or over. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is

changed then bets on Over/Under Round already placed will be void and stakes returned.

Method of Victory

You have to predict which fighter will win and by what method.

The result is settled on the official result announced by the match referee.

KO – Knockout, Technical Knockout or Disqualification.

DEC – Points Decision or Technical Decision

Draw – Either a Draw after the completed scheduled rounds or a Technical Draw.

Round Betting

You have to predict which round the selected fighter will win the fight in. For betting purposes betting on rounds is for a fighter to win by KO, TKO or disqualification during that round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

For example:

1-Rnd 1 is the first fighter to win in round 1.

2-Rnd 1 is the second fighter to win in round 1.

1-Dec is the first fighter to win by any points decision whether that be a Technical Decision or Decision at the scheduled end of the fight.

2-Dec is the second fighter to win by any points decision whether that be a Technical Decision or Decision at the scheduled end of the fight.

Draw – Any draw whether that be a Technical Draw or a Draw at the scheduled end of the fight.

Multi Rounds

You have to predict which group of rounds the selected fighter will win the fight in. For betting purposes betting on grouped rounds is for a fighter to win by KO, TKO or

disqualification during that group of rounds. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

Knock Down First Round

Predict if there will be a knock down during the first round.

Until the Last Round

Predict if the match will continue until the end of the last round.

Winning Round

Predict the winner and the round in which the match will be over. When the match is determined after the 12th round, "Other" will be the winning outcome.

Double Chance

You have to predict the outcome of the match. There are 3 possible outcomes:

1X – player 1 wins, or the match ends in a draw.

X2 – player 2 wins, or the match ends in a draw.

1X2 – either player 1 or player 2 wins.

Draw No Bet

You have to predict which player will win the match. If the game ends in a draw, the selection will be void.

BOWLS

Article 1

All results of a Bowls event are settled based on the relevant competition's official website.

Article 2

Whenever a Bowls match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the markets related to that event will be considered void.

Article 3

Market Types

Head to Head (HH) / Match Winner

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the player/team 1 wins), 2 HH (the player/team 2 wins).

CRICKET

Article 1

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

In matches affected by adverse weather, bets will be settled according to the official result. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)

If a match is cancelled before any play has taken place and not replayed within 24 hours of the original start time, all markets will be made void.

If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine a winner by a coin toss or drawing of lots, then all

undecided markets will be considered void.

In the event of an over not being completed, all undecided markets on this specific over are considered void unless the innings has reached its natural conclusion. eg. declaration, team all out, etc.

All markets do not consider 'Super Overs' unless specified.

Bets will stand if at least one ball is bowled.

Article 2

Interruption/Postponements

All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official results.

In the event of interruption of a match due external factors, undecided bets will be declared void, unless a winning team is determined according to the official rules of the tournament.

Article 3

Matches not played as listed

If a match venue is changed, bets already placed will stand valid (if the home team is still those scheduled). In the event that the home and away team scheduled are reversed, all bets related to the original listing will be declared void. If a team replaces those originally scheduled, all bets will be declared void.

Article 4

Market Types

Head to Head (HH).

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Totals

You have to predict how many runs will be scored by both teams in the match.

Odd/Even

You have to predict whether the total runs scored in the match will be an odd or even number.

First Over Total Runs

You have to predict whether the total runs scored in the first over of the innings only will be over or under the indicated spread.

First Over Odd/Even

You have to predict whether the total runs scored in the first over of the innings only will be an odd or even number. Zero is considered even.

Totals Home/Away

You have to predict whether the total runs scored by the home or away team in their respective innings will be over or under the spread indicated.

Different Types of Cricket Matches

-One Day Matches/Twenty20 Matches – matches played in one day with a specific number of overs

-Test First/Class Matches – matches played over a number of days until a result is determined

-County Championship Matches – matches played over a number of days until a result is determined

Article 5

Cricket Antepost Markets

Winner.

You have to predict the winner of the given tournament according to the official ranking of the competition.

Top Tournament Run Scorer.

You have to predict the player that will score more runs during the given tournament.

Runs scored in other competitions are not taken into consideration. If the chosen player plays at least once during the season, this bet will stand.

Top Tournament Wicket Taker.

You have to predict the bowler that will take the most wickets during the given tournament. Wickets taken in other competitions are not taken into consideration. If the chosen bowler plays at least once during the season, this bet will stand.

CYCLING

Article 1

The outcome of a bet on a cycling competition is based on first published official results. If a race is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

Article 2

If a race is officially cancelled all the related bets will be deemed void. Whenever a stage race is postponed or suspended, all the related bets will stand valid until the race is completed or cancelled. Whenever a single-day race is postponed or suspended, all the related bets will stand valid if the event is resumed or finished within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

If one of the participants indicated in the bet does not take part in the named competition, all bets on the selection will be voided.

Article 4

If one of the participants retires before the beginning of the race or the first stage of a "tour" and his odd for winning the race is equal or fewer than 5.0, Bet9ja reserves the right to void all bets affected by this happening.

Article 5

Market Types – all markets can be offered for specific races or stages AND antepost.

Winner.

You have to predict the winner of the race or competition.

Group winner.

You have to predict which of the named cyclists included in the bet will reach the best positioning within the group. If one or more cyclists of the group retire before the beginning of the race, all the bets will be voided.

1st and 2nd.

You have to predict which two cyclists will finish the event in first and second position in the correct order.

Podium.

You have to predict that the selected cyclist will reach the podium (first, second or third position).

Top 6.

You have to predict that the selected cyclist will complete the race within the first six positions.

Top 10.

You have to predict that the selected cyclist will complete the race within the first ten positions.

Head to Head (HH).

You have to predict which of the two cyclists specified in the bet will achieve the best position in the overall event. Whenever in a stage one of the two cyclists is disqualified during an advanced stage of the competition that his opponent has not even reached, the disqualified participant will be considered the winner.

If one of two riders retire or are disqualified during one of the race stages, the rider who

remains in the race will be considered as the winner.

If both competitors retire or are disqualified during one of the race stages stage the bet will be voided.

Winner's Team

You have to predict the team of the winner (race or stage). Any withdrawal won't be considered.

U/O Race Stages Win

You have to predict whether the named cyclists or team will win over or under the given number of race stages.

If the named cyclists retire before the beginning of the race, all the bets will be voided.

If during the competition the total number of stages will be changed, the bets still valid.

Exact number of Race Stages Win

You have to predict the exact number of race stages win by the named cyclists or team.

If the named cyclists retire before the beginning of the race, all the bets will be voided.

If during the competition the total number of stages will be changed, the bets still valid.

DARTS

Article 1

Whenever a darts match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 2

If one player withdraws before the beginning of the match, all the related bets will be void. If the withdrawal takes place after the beginning of the match, his/her opponent will be deemed winner.

Article 3

Bets on a player winning a given tournament or reaching a certain phase of it will be void if the player withdraws before the first match of such tournament; otherwise, they will stand.

Article 4

Market Types

Head to Head (HH).

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the first player wins), 2 HH (the second player wins).

If the match ends with a draw, all related bets will be deemed void.

1X2.

You have to predict the winner of the match. There are 3 possible outcomes: 1 (the first player wins), X (the match ends with a draw), 2 (the second player wins).

Most 180s

You have to predict which player will score the most 180s in the entire match. If both players score the same number of 180s, the selection will be considered void.

Total 180s

You have to predict whether the number of 180s scored in the match by both players is over or under the indicated spread.

First 180

You have to predict which player will score the first 180 in the match. If no 180s are scored in the match, the selection will be made void.

First Leg Winner

You have to predict which player will win the first leg of the match.

Correct Score

You have to predict the exact correct score in the match. This can apply to both number of games or number of sets, depending on the requirement of the tournament.

Total O/U 180's Player X

You have to predict if the total number of 180s scored during the entire match by Player X will be over or under the spread indicated.

Total O/U Leg

You have to predict if the total number of legs played during the entire match will be over or under the spread indicated.

Asian Handicap Leg

You have to predict the winner of the match, adding or subtracting the indicated spread to the result of the match.

Total O/U Leg 1st set

You have to predict if the total number of legs played during the first set will be over or under the spread indicated.

Asian Handicap Leg 1st set

You have to predict the winner of the first set, adding or subtracting the indicated spread to the result of the match.

Article 5

Darts Antepost

Winner

You have to predict the winner of the competition.

Finalists

You have to predict which two players will meet in the final match of the tournament.

Top 2 / Top 3 / Top 4 / Top 5/ Top 8

You have to predict if the selected team or player will finish in the respective top position when the competition ends.

Quarter X Winner

You have to predict which player of that list will reach the semi-finals.

Winning Nationality

You have to predict the nation which the winning player come from.

World Championship – First Time Winner

You have to predict if the winner of the tournament will be a player that has never won the tournament before.

Most Tournament 180s

You have to predict which player will score the most 180s in the entire tournament. If one or more players achieves the most 180s in the tournament, dead heat rules will apply.

ESPORTS

Esports General Rules

All below general rules apply to ALL esports games

Article 1

Official results and statistics are used for settling. In the event where no statistics are provided by the governing body, independent agencies will be used to support settlement of bets.

Article 2

All outright/long term bets will be deemed void if the specific team or player (if it's a single player game) doesn't participate in a single match in the tournament.

Any pre-match bets that are placed after official starting times will be deemed void.

Any match/map/game two way markets are deemed void in case a match finished in a draw, if the draw option is not available. If a draw option has not been made available, then extra time will count, if played.

In the case of an event being cancelled, postponed or interrupted and not played within 48 hours from the original time, bets will be voided.

In the case of an event starting but then is not completed, undetermined markets will be deemed void.

In the case of a team/player forfeiting or being disqualified before the match started, all match markets will be voided.

Article 3

If the announced number of maps/rounds is changed or the match is offered with an incorrect map/round format, all bets will be voided. Bets on the moneyline will stand if odds were correct.

If the name of a player or team is misspelled, all bets will stand if the name is a clear indication of the game or match being played on.

In the case of a team changing their roster but playing under the same team name, or a player changing his name, bets will stand.

In the case of a team changing its team name but remains with the same roster (players/coach), bets will stand.

Article 4

In the case of victory by in-play disqualification of an opponent or retirement, already determined bets will be settled according to the result. For moneyline, handicap, over/under and all the prop markets, the full match must be played for bets to stand if not yet determined.

If a team starts with less than equal players, for example a 5v5 team match starts with less than 10 players, or if a 6v6 team match starts with less than 12 players, all bets on the map and series will be voided.

In the case of a team starting with a map advantage as part of the tournament format, the 1st map markets always refer to the first map actually played, 2nd map referring to the second map played and so on. If the advantage comes from a walkover/default win that was awarded by admin decision for example due to one team showing up late to their match this does not apply.

Should performance be hindered in any way, we reserve the right to void all bets on that game. For example, if a server change leads to a team's performance being hindered in such a way they are not able to play at a competitive level

Article 5

CS:GO – Markets Types

Antepost Winner

You have to predict the winner of the given tournament.

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

1X2

You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins), X (draw).

Maps Handicap

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match.

Example: If you bet on -1.5 maps handicap and the handicap is applied to the home team, the bet will be winning if the home team wins with a margin of 2 maps. In a best of three (3) match the home team has to win 2 – 0 for the bet to be a winner, if the match ends in 2 – 1 the bet is lost.

Maps Total

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

Example: If you bet on over 2.5, in a best of three (3) match, 3 maps need to be played for the bet to be a winner. If the score was 2-1 or 1-2, the bet is a winner, if the score was 2-0 or 0-2, the bet is lost.

Maps 1/2/3 Winner

You have to predict the winner of that particular map. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Correct Score (B03)

You have to predict the final result of the match of matches between the 2 teams indicated. If the match is not completed the bet will be void.

Correct Score (B05)

You have to predict the final result of the match of matches between the 2 teams indicated. If the match is not completed the bet will be void.

Article 6

League of Legends – Markets Types

Antepost Winner

You have to predict the winner of the given tournament.

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

1X2

You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (the home team wins), 2 (the away team wins), X (draw).

Maps 1/2/3 Winner

You have to predict the winner of that particular map. There are 2 possible outcomes: 1 (the home team wins), 2 (the away team wins).

Best of 2 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 3 possible outcomes: 2-0, 0-2, 1-1.

Best of 3 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 4 possible outcomes: 2-0, 2-1, 0-2, 1-2.

Best of 5 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 6 possible outcomes: 3-0, 3-2, 3-1, 0-3, 1-2, 2-3.

Maps Total

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

Example: If you bet on over 2.5, in a best of three (3) match, 3 maps need to be played for the bet to be a winner. If the score was 2-1 or 1-2, the bet is a winner, if the score was 2-0 or 0-2, the bet is lost.

Article 7

DOTA 2 – Markets Types

Antepost Winner

You have to predict the winner of the given tournament.

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

1X2

You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins), X (draw).

Maps 1/2/3 Winner

You have to predict the winner of that particular map. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Best of 2 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 3 possible outcomes: 2-0, 0-2, 1-1.

Best of 3 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 4 possible outcomes: 2-0, 2-1, 0-2, 1-2.

Best of 5 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 6 possible outcomes: 3-0, 3-2, 3-1, 0-3, 1-2, 2-3.

Article 8

Rainbow 6 – Market Types

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 9

Esoccer

In relation to Electronic Leagues Matches (e.g esports, elec league, liga pro or other) duration, the time could change depending on the specific tournament and the format is not the same as Soccer.

Esoccer Market Types

1X2

You have to predict the outcome of the entire match. There are 3 possible outcomes: 1 (the home team wins), 2 (the away team wins), X (Draw)

Over/Under

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

Double Chance

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

Home To Score

You have to predict whether the home team will score at least one goal during the match.

Away To Score

You have to predict whether the away team will score at least one goal during the match

Home No Bet

You have to predict if the away team will win the match or if the match ends in a draw. If the home team wins the match, the bet will be considered void.

Away No Bet

You have to predict if the home team will win the match or if the match ends in a draw. If the away team wins the match, the bet will be considered void.

Draw No Bet (DNB)

You have to predict which team will win the match. If the match ends in a draw the selection will be void.

Goal/No Goal (GG/NG)

You have to predict whether both teams score at least one goal each during the match OR only one team or both teams do NOT score any goals during the match

Odd/Even

You have to predict if the number goals scored during the match is going to be odd or even. The score line 0-0 is considered even.

Article 10

EBasket – Market Types

In relation to EBasket Matches, the duration time is subject to change depending on the specific tournament.

Match Winner

You have to predict the winner of the entire match. Overtimes are included.

Over/Under

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

Overtimes are included.

Handicap (spread)

You have to predict the winner of the entire match adding or subtracting the indicated spread to the result of the match. Overtimes are included.

Example:

If you bet on “1H (8.5)” and the handicap is applied to the home team the bet will be winning if the home

team wins with a margin of victory of at least 9 points.

If you bet on "2H (8.5)" and the handicap is applied to the home team the bet will be winning if:

- the away team wins the match.
- the away team loses conceding a maximum of 8 points to its opponent.

Article 11

ESport StarCraft

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Best of 2 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 3 possible outcomes: 2-0, 0-2, 1-1.

Best of 3 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 4 possible outcomes: 2-0, 2-1, 0-2, 1-2.

Best of 5 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated. There are 6 possible outcomes: 3-0, 3-2, 3-1, 0-3, 1-2, 2-3.

Best of 7 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated.

Best of 9 Correct Score

You have to predict the final result of the series of maps between the 2 teams indicated.

Maps X Winner

You have to predict the winner of X map. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Maps Total

You have to predict if the total number of points scored during the entire match will be over or under the spread indicated.

Example: If you bet on over 2.5, in a best of three (3) match, 3 maps need to be played for the bet to be a winner. If the score was 2-1 or 1-2, the bet is a winner, if the score was 2-0 or 0-2, the bet is lost.

Match Handicap X.5

You have to predict the winner of the entire match adding or subtracting the indicated spread (X.5) to the result of the match in terms of maps won by each team.

Example: If you bet on -1.5 maps handicap and the handicap is applied to the home team, the bet will be winning if the home team wins with a margin of 2 maps. In a best of three (3) match the home team has to win 2 – 0 for the bet to be a winner, if the match ends in 2 – 1 the bet is lost.

Article 12

ESport Hearthstone

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 13

ESport Call of Duty

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 14

ESport Overwatch

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 15

ESport Street Fighter V

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 16

ESport Rocket League

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 17

ESport PlayerUnknowns Battlegrounds

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 18

ESport Arena of Valor

1-2

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

Article 19

Etennis

In relation to Electronic Leagues Matches (e.g esports, elec league, liga pro or other) duration, the time could change depending on the specific tournament, and the format is not the same as 'real' Tennis.

Simulated Reality League: Bets are all virtual, based on real names and real leagues, but the games and results are virtual

To determine if a bet wins or loses, the Etennis match needs to be completed. If the match is not completed, the bet will be considered void. For the markets not otherwise otherwise specified, the rules and terms & conditions of 'real' Tennis will be applied.

Market Types

Head to Head (HH).

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the first player wins), 2 HH (the second player wins). If the match is not completed, the bet will be considered void.

Over/Under Games (spread).

You have to predict if the total number of games played in the match will be over or under the spread indicated. A tiebreak is regarded as a game. The amount of games played will be indicated in the bet settlement by the second number in brackets. If the match is not completed, the bet will be considered void.

FLOORBALL

All games must start on the scheduled date for bets to be valid. If a game has been postponed or cancelled before its due start time or is not completed in full according to regulation time then all bets are deemed void. All match markets will be settled on the score at the end of regulation time and will exclude overtime if played, unless stated otherwise.

Article 1

The outcome of a bet on a Floorball event is based on the scheduled minutes of play plus injury time. Unless otherwise stated, overtimes and penalty shoot outs will not affect the outcome of the bet.

Article 2

Whenever a Floorball match is officially postponed or suspended, all related bets will remain valid if the event takes starts or resumes before midnight of the day of the match, otherwise bets will be considered void.

Article 3

Market Types

Match Result (1X2)

You have to predict the outcome of the entire match

Double Chance

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

Draw No Bet

You have to predict the result of the game excluding any extra time. There are 2 possible results: 1DNB (considering only the points scored in the regular time, the home team wins in a draw, the bet will be void), 2DNB (considering only the points scored in the regular time, the away team wins in case to draw the bet will be void).

FORMULA 1- NASCAR – INDY CAR

Article 1

The outcome of a bet on a Formula 1/Nascar/Indy Car event is based on the first published official results. The decisions taken by official federation (including but not

limited to FIA) and affecting or amending the result achieved on the race field will not be taken into consideration.

Article 2

Whenever a race is officially postponed or suspended, all the related bets will remain valid if the event is resumed or finished within 72 hours from the official start time. If it is not resumed or if it is not completed within the mentioned time frame, all the bet typologies related to that event will be considered void.

Article 3

If a race is for whatever reason abandoned before the completion of the 75% of the planned distance (rounded down to the nearest whole number of laps) the event will be considered void, even though official federation (including but not limited to FIA) might regard the race as completed and assign points to drivers/teams.

Article 4

If one or more drivers retire before the beginning of the first practice session of the race and at least one of them has odds for winning the race equal or fewer than 5, Bet9ja reserves the right to void all the bet typologies affected by this happening. If a driver is not able to take part to the qualifying sessions, all bets directly related to that driver will be void. If a driver is not able to take part to the main race after complete the qualifying, all bets directly related to that driver concerning the main race will be void (bets concerning qualifying sessions will stand). A driver participating in the warm-up lap is considered to have participated in the race if the same (warm-up lap) has been completed.

Article 5

If a driver is not able to complete at least one lap of a practice session, all bets directly related to that driver for this session will be void.

Article 6

If a decision taken by the race officials (including but not limited to FIA) after the

completion of the practice/qualifying session directly influences the outcome of the race, Bet9ja reserves the right to void all bets affected by such information.

Article 7

The description of the events identifies the competition to which the markets refer.

This statement is valid for all markets offered (Winner, HH, Top X, etc).

The reference is the official website of competition.

Example:

Formula 1: the description of events will indicate if the offered markets will be related to Race, Qualifying, Sprint Qualifying, Practice, etc.

Market Types

Winner (Race).

You predict that the selected driver will be the winner of the race.

Winning Constructor (Race).

You have to predict which team will the winning driver belong to.

1st and 2nd (Race).

You have to predict that the two drivers selected will conclude the race in first and second position in the correct order.

1st or 2nd (Race).

You have to predict that the selected driver will reach the first or the second position at the end of the race.

Top 3 (Race).

You have to predict that the selected driver will reach the podium (first, second or third position).

Top 6 (Race).

You have to predict that the selected driver will end the Race within the first six positions. In order to be considered winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

Top 10 (Race).

You have to predict that the selected driver will end the Race within the first ten positions. In order to be considered winner, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

HH (Race).

You have to predict which among the two drivers specified in the bet will achieve the best position in the race. Should these drivers retire or being disqualified at the same lap this bet typology will be considered void. If one or more of the drivers listed in the bet are not able to take part in the race this bet typology will be deemed void.

Winner (Pole).

You predict that the selected driver will achieve the best position during the qualifying session.

1st and 2nd (Pole).

You predict that the two drivers selected will achieve the first and second position in the correct order in the qualifying session.

Podium (Pole).

You predict that the selected driver will conclude the qualifying session in first, second or third position.

HH (Pole).

You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.

Classified/Non Classified.

You have to predict whether the driver will be classified or not according to the official federation report (including but not limited to FIA), published after the main race. In order to be considered as classified, the driver must complete at least the 90% of the laps completed by the winner rounded down to the nearest whole number of laps.

Number of Classified Drivers.

You have to predict how many cars/drivers will be classified according to the official federation report (including but not limited to FIA) published after the main race.

Point Finish (1-10).

You predict that the selected driver during the current event will get at least one point, i.e. that he will complete the race within the first ten positions.

No Point.

You predict that the selected driver during the current event will not get any point, i.e. that he will complete the race from the 11th position downwards.

Fastest Lap.

You have to predict which driver will perform the fastest lap during the Grand Prix main race.

First Driver Retirement.

You have to predict which driver will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired.

First constructor retirement.

You have to predict which team will retire first during the Grand Prix main race. A driver disqualified or having an accident is considered as retired. If two or more drivers retire during the same lap they will be considered as equal, independently from the order in which they retired.

Cars not to Complete First Lap.

You have to predict how many cars/drivers will not complete for whatever reason the first lap of the race.

Safety Car.

You have to predict if the safety car will come out onto the track during the race.

Any Driver to win Race, Pole Position and Fastest Lap.

You have to predict whether a driver will win the Race, take Pole position and achieve the Fastest Lap during the race.

First Driver to Make a Pit Stop.

You have to predict which driver will stop first for a Pit Stop.

Winning Nationality.

You have to predict from which Country will the winning driver come from (Example: Lewis Hamilton à Great Britain).

Winning Constructor.

You have to predict from which Country will the winning team come from (example: Ferrari à Italy).

Constructor X both Cars Points Finish?

You have to predict whether both cars of the same team will get at least one point.

Constructor X both Cars classified?

You have to predict whether both cars of the same team will be classified.

Car to Set the Fastest Lap.

You have to predict which team will perform the fastest lap during the Grand Prix main race.

Will there be a Virtual Safety Car Period during Race?

You have to predict if the Virtual Safety Car will be declared during the Grand Prix main race.

Qualifying Constructor.

You have to predict from which team will the winning driver of the Qualifying session come from.

Antepost

Winner Constructor Championship

You predict the winner of the Constructors Championship. If at least one of the regular driver of the Team doesn't join the first qualifying session of the season, and the Winner Constructor Championship's odd is equal or lower than 5.0, Bet9ja reserves the right to void all the bets related to the above odd. If all the regular drivers of the Team join the first qualifying session of the season all the bets related to the above odd will be considered as valid.

Winner Drivers Championship

You predict the winner of the current Winner Drivers Championship. If the selected Driver doesn't join the first qualifying session of the season, and the Winner Drivers Championship odd is equal or lower than 5.0, Bet9ja reserves the right to void all the bets related to the above odd. If the named Driver joins the first qualifying session of the season, all the bets related to the above odd will be considered as valid.

Driver Championship Head to Head Overall

You predict which driver will set the best placement in the current Driver Championship. If both of the drivers achieve the same points in the season, the winner will be declared with the same criteria used by the official federation (including but not limited to FIA; which means that only the best placements in the seasons will be considered to determine the winner.

Driver / Constructor Double – Winner

You have to predict the combination of the Drivers' Championship winner plus the Constructors' Championship winner. Example: 2022 Formula 1 season winner outcome: Max Verstappen (Drivers' champion) and Red Bull (Constructors' champion).

FUTSAL

Article 1

The outcome of a bet on a futsal event is based on the result of the match after the scheduled regular time plus injury time. Unless otherwise stated for specific bets overtimes and penalty shoot outs will not affect the outcome of the bet.

Article 2

Whenever a futsal match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

Market Types

Match Result (1X2)

You have to predict the outcome of the entire match.

Double Chance

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

Over/Under (spread)

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

Draw No Bet

You have to predict which team will win the match. If the match ends in a draw the selection will be void.

Both Teams to Score

You have to predict whether both teams score at least one goal each during the match OR only one team or both teams do NOT score any goals during the match.

Handicap 1X2

You have to predict the final result of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

Asian Handicap

You have to predict the final two-way result of the match taking into account the handicap offered.

Please refer to the following examples regarding settlement of bets:

Handicap Line 0 Ball

If either team wins by any margin they (the winning team) are to be settled as the winning selection. In the event of a draw all bets are void and stakes are refunded.

Handicap Line 0,0.5 Ball

Team giving a 0,0.5 ball start:

- Win by any score – All bets on this selection are winners.
- Draw – Half the stakes are refunded on this selection. The other half of the stake is classed as a loser.
- Lose by any score – All bets on the selection are losers.

Team receiving 0,0.5 ball start:

- Win by any score – All bets on this selection are winners.
- Draw – Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.
- Lose by any score – All bets on the selection are losers.

Handicap Line 0.5 Ball

Team giving a 0.5 ball start:

- Win by any score – All bets on this selection are winners.
- Draw – All bets on this selection are losers.
- Lose by any score – All bets on this selection are losers.

Team receiving a 0.5 ball start:

- Win by any score – All bets on this selection are winners.

- Draw – All bets on this selection are winners.
- Lose by any score – All bets on this selection are losers.

Handicap Line 0.5,1 Ball

Team giving a 0.5,1 ball start:

- Win by 2 or more – All bets on this selection are winners.
- Win by exactly 1 – Half the stake is settled at the price of the chosen selection. The other half is refunded to the customer.
- Draw or lose by any score – All bets on this selection are losers.

Team receiving a 0.5,1 ball start:

- Draw or win by any score – All bets on this selection are winners.
- Lose by exactly 1 – Half the stake is refunded to the customer. The other half is classed as a loser.
- Lose by 2 or more – All bets on this selection are losers.

Handicap Line 1 Ball

Team giving a full ball start:

- Win by 2 or more – All bets on this selection are winners.
- Win by exactly 1 – All bets on this selection are void and refunded to the customer.
- Draw or lose – All bets on this selection are losers.

Team receiving a full ball start:

- Win by any score or draw – All bets on this selection are winners.
- Lose by exactly 1 – All bets on this selection are void and refunded to the customer.
- Lose by 2 or more – All bets on this selection are losers.

Odd/Even

You have to predict if the number goals scored during the match is going to be odd or even. The score 0-0 is considered even.

Correct Score

You have to predict the correct score of the entire match.

Gaelic Football

Article 1

All results of a Gaelic Football event are determined based on the relevant competition's official website.

Article 2

Whenever a Gaelic Football match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the markets related to that event will be considered void.

Article 3

Market Types

1X2

You have to predict the winner of the match. There are 2 possible outcomes: 1 (home team wins), 2 (away team 2 wins), X (draw).

Double Chance

You have to predict the outcome of the match. There are 3 possible outcomes:

1X – home team wins, or the match ends in a draw.

X2 – away teams wins, or the match ends in a draw.

1X2 – either home team or away team wins.

Draw no Bet

You have to predict which team will win the match. If the game ends in a draw at the end of regular time, the selection will be void.

GOLF

Article 1

The outcome of a bet on a golf tournament is based on official results from the governing organisation of the tournament. If a tournament is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials, but only if 36 holes have been completed. Should 36 holes not be completed all bets on that event will be deemed void.

For the purposes of settlement, only the rankings published on the official website of the related tournament will be considered.

Article 2

If a tournament is postponed or suspended all bets will stand and will be paid out after its conclusion. If a tournament is cancelled prior to the start, all bets will be considered void.

Article 3

If there are any changes to the 2/3 ball pairings for that round, bets will be settled on the original pairings/groups.

Article 4

Market Types

Tournament Winner

You have to predict the winner of the tournament.

Group winner

You have to predict which of the named players included in the bet will achieve the best finishing position in the tournament.

2 Way Tournament Matchbets

You have to predict which of the two players indicated will achieve the best position at the end of the tournament. If the two players achieve the same positioning in the tournament, the bet will be voided.

Podium

You have to predict whether your selected player will finish in the top 3 in the tournament, including ties.

Top 6

You have to predict whether your selected player will finish in the top 6 in the tournament, including ties.

Top 10

You have to predict whether your selected player will finish in the top 10 in the tournament, including ties.

2 Way Round Matchbets

You have to predict which of the two players indicated will achieve the best score in the

named round of the tournament. If the two players achieve the same score in the round, the bet will be voided.

3 Way Round Matchbets

You have to predict which of the three players indicated will achieve the best score in the named round of the tournament. If two or more of the players achieve the same score in the round, dead heat rules will apply.

HANDBALL

Handball

Article 1

The outcome of a bet on a handball event is based only on regular time only. Unless otherwise stated for specific markets, overtimes and penalty shootouts do not count towards final settlement.

Article 2

Whenever a handball match is officially postponed or suspended, all the related bets will remain valid if the event takes place in the next 48 hours from the original time set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all selections related to that event will be considered void.

Article 3

Market Types

1X2.

Predict the final outcome of the match. Options are:

- 1: Home team win,
- X: Draw,
- 2: Away team win.

Total

Predict whether the total points scored by both teams will be over or under a specified threshold.

Handicap

Predict the winner of the match, taking into account the applied handicap. The handicap can either be positive or negative, adjusting the odds between teams.

1st Half – Total

Predict whether the total points scored in the first half will be over or under a predetermined threshold.

Double Chance

Predict two possible outcomes out of three:

1X: Home team win or draw,

X2: Away team win or draw,

12: Either the home team or away team will win.

Halftime/Fulltime

Predict the outcome of the match both at the end of the first half (Halftime) and at the end of the match (Fulltime). Options include:

1/1: Home team leads at halftime and wins the match,

1/X: Home team leads at halftime, but the match ends in a draw, etc.

2Way

Predict the winner of the match with no possibility of a draw. If the match ends in a draw after regulation time, the bet is void.

Highest Scoring Half

Predict which half of the match will have the most goals scored.

1st Half - 1X2

Predict the outcome of the first half. Options are:

1: Home team leads at halftime,

X: Draw at halftime,

2: Away team leads at halftime.

1st Half - Double Chance

Predict two possible outcomes for the first half:

1X: Home team win or draw in the first half,

X2: Away team win or draw in the first half,

12: Either the home or away team will win the first half.

1st Half - Draw No Bet

Predict the winner of the first half, without the possibility of a draw. If the first half ends in a draw, the bet is refunded.

1st Half – Handicap

Predict the winner of the first half, taking into account the applied handicap.

1st Half - Odd/Even

Predict whether the total goals scored in the first half will be an odd or even number.

Winning Margin

Predict the margin by which the home or away team will win the match.

Home/Away Total

Predict the total points scored by the home/away team in the match.

Odd/Even

Predict whether the total goals scored in the entire match will be an odd or even number.

1X2 & Total

Predict the match result (home win, draw, or away win) combined with the total goals scored (over/under a specific spread).

Draw No Bet

Predict the winner of the match without the possibility of a draw. If the match ends in a draw, the bet is refunded.

2nd Half - 1X2

Predict the outcome of the second half:

- 1: Home team wins the second half,
- X: The second half ends in a draw,
- 2: Away team wins the second half.

2nd Half - Double Chance

Predict two possible outcomes for the second half:

- 1X: Home team win or draw in the second half,
- X2: Away team win or draw in the second half,
- 12: Either the home or away team will win the second half.

2nd Half - Draw No Bet

Predict the winner of the second half without the possibility of a draw. If the second half ends in a draw, the bet is refunded.

2nd Half - Odd/Even

Predict whether the total points scored in the second half will be an odd or even number.

ICE HOCKEY

Article 1.

The outcome of a bet on an ice hockey event is based only on regular times. Unless otherwise stated overtimes and penalty shootouts will not affect the outcome of the bet.

Article 2.

Whenever an Ice Hockey match is officially postponed or suspended, all the related bets will remain valid if the event takes place in the next 48 hours from the original time set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all selections related to that event will be considered void.

Article 3.

Market Types.

Draw No Bet.

You have to predict which team will win the match. If the match ends in a draw the selection will be void.

Handicap RT.

You have to predict the final result of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

Match Winner.

You have to predict the outcome of the match.

Handicap FT.

You have to predict the final result of the match taking in consideration the handicap in brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage. Overtime and penalties are included. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes.

2 Way.

You have to predict the winner of the match, including overtime and penalty shootouts. There are 2 possible outcomes: 1 (the home team wins), 2 (the away team wins).

Totals (Over/Under) RT.

You have to predict if the total number of goals scored during the regular time of the match will be over or under the spread indicated.

Totals (Over/Under) FT.

You have to predict if the total number of goals scored during the entire match (including any overtime period and penalties) will be over or under the spread indicated. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes.

Home/Away Totals (Over/Under) RT.

You have to predict if the total number of goals scored during the regular time of the match by the Home/Away team will be over or under the spread indicated.

Home/Away Totals (Over/Under) FT.

You have to predict if the total number of goals scored during the entire match (including any overtime period and penalties) by the Home/Away team will be over or under the spread indicated. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes.

Double Chance.

You have to predict the outcome of the match at the end of the regular time. There are 3 possible outcomes:

1X – Home team wins or Draw

X2 – Away team wins or Draw

12 – Either Home or Away team win

GG/NG (Both Teams to Score).

You have to predict whether both teams in a match will score at least one goal or not.

Odd/Even FT.

You have to predict if the number goals scored during the match is going to be odd or even. The score 0-0 is considered even. Overtime and penalties are included. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes.

Odd/Even.

You have to predict if the number goals scored during the match is going to be odd or even. The score 0-0 is considered even.

Correct Score.

You have to predict the correct score of the match at the end of the regular time.

Clean Sheet FT.

Clean sheet is a term used to describe a team that has not conceded any goals. You have to predict if the home or the away team will keep a clean sheet during the game. Overtime and penalties are included. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes.

Highest Scoring Period.

You have to predict which period of the match will have the most goals scored.

Overtime Yes/No.

You have to predict whether there will be an overtime period in the game.

First Team to Score.

You have to predict which team will score first during the match.

Last Team to Score / Last Goal.

You have to predict which team will score last during the match.

1X2+Over/Under.

You have to predict the combination of the final result plus the total goals will be over or under the indicated spread. Extra time and penalties are not included.

Xth Period. Draw No Bet. DNB.

You have to predict which team will win the xth period. If the period ends in a draw the selection will be void.

Xth Period. Handicap.

You have to predict the final result of the xth period taking in consideration the handicap in brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

Xth Period. Winner (1X2).

You have to predict the outcome of the period.

Xth Period. Total (Over/Under).

You have to predict if the total number of goals scored during the xth period will be over or under the spread indicated.

Xth Period. Home/Away Total.

You have to predict if the total number of goals scored during the xth period by the Home/Away team will be over or under the spread indicated.

Xth Period. Double Chance.

You have to predict the outcome of the xth period. There are 3 possible outcomes:

1X – Home team wins or Draw

X2 – Away team wins or Draw

12 – Either Home or Away team win

Xth Period. GG/NG.

You have to predict whether both teams in the xth period will score at least one goal or not.

Xth Period. 1st Goal.

You have to predict which team will score first during the xth period.

Xth Period. Last Goal.

You have to predict which team will score last during the xth period.

Xth Period. Odd/Even.

You have to predict if the number goals scored during the xth period is going to be odd or even. The score 0-0 is considered even.

Article 4

Ice Hockey Antepost.

All antepost bets are based on the final outcome of the indicated competition.

All bets unless specified are settled after the playoff stage and not on regular season standings.

All antepost bets will be settled and paid on the completion of the indicated tournament and not necessarily the date shown on the website.

Possible decisions taken by disciplinary, sports or legal bodies before or during the competition affecting or amending the outcome of antepost bets will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner, they will not be considered.

LACROSSE

Article 1

The outcome of a bet on a Lacrosse event is based on the result of the match after the scheduled regular time and overtime where applicable. All results are settled based on the relevant competition's official website.

Article 2

Whenever a Lacrosse match is officially postponed or suspended, all the related bets will remain valid if the event takes place and is completed within midnight (WAT) of the day following the date originally set for the match. If it does not take place or is not completed within the mentioned time frame, all the markets related to that event will be considered void.

Article 3

Market Types

Head to Head (HH) / Match Winner

You have to predict the winner of the match. There are 2 possible outcomes: 1 HH (the home team wins), 2 HH (the away team wins).

MMA

Article 1

The outcome of a bet on MMA is based on first published official results.

Article 2

Whenever a fight is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

If one combatant withdraws before the beginning of the match, all the related bets will be void. If the withdrawal takes place after the beginning of the match, his/her opponent will be deemed winner.

Article 4

Market Types

1X2

You have to predict the outcome of the fight, independently from the method of victory (Knock Out, Technical Knock Out or points victory). There are 3 possible outcomes: 1 (the first competitor wins), X (the match ends in a draw), 2 (the second competitor wins).

Head to Head (HH)

You have to predict the winner of the entire match. There are 2 possible outcomes: 1 HH (the first competitor wins), 2 HH (the second competitor wins). If the match ends in a draw the selection will be void and will not be included in the computation of a possible bonus.

Victory by Points

You have to predict if the match will be won by points. In case of Knock Out, Technical Knock Out or Draw the bet will be lost.

Victory by KO

You have to predict if the match will be won by Knock Out or Technical Knock Out. In case of victory by points or Draw the bet will be lost.

Winning in 1st minute

Predict if the match will be decided in the 1st minute of the match.

Exact Number Rounds

Predict the total number of completed rounds. For settlement purposes where a half round is stated then 2 minute 30 seconds of the respective round will define the half to determine under or over

Winning Round

Predict the winner and the round in which the match will be over.

Until the Last Round

Predict if the match will continue until the end of the last round.

Method of Winning

You have to predict how the match will be decided.

The result is settled on the official result announced by the match referee.

KO – Knockout, Technical Knockout, Submission or Disqualification.

DEC – Points Decision or Technical Decision

Draw – Either a Draw after the completed scheduled rounds or a Technical Draw.

Method of Victory

You have to predict which fighter will win and by what method.

The result is settled on the official result announced by the match referee.

KO – Knockout, Technical Knockout, Submission or Disqualification.

DEC – Points Decision or Technical Decision

Draw – Either a Draw after the completed scheduled rounds or a Technical Draw.

Ov/Un Rounds

You have to predict whether the total number of rounds will be over or under the indicated spread. For settlement purposes where a half round is stated then 2 minute 30 seconds of the respective round will define the half to determine under or over. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is changed then bets on Over/Under Round already placed will be void and stakes returned.

Round Betting

You have to predict which round the selected fighter will win the fight in. For betting purposes betting on rounds is for a fighter to win by KO, TKO, Submission or disqualification during that round. In the event of a Technical Decision before the end of the fight all bets will be settled as a win by Decision. If a fighter fails to emerge from their corner for the start of any round, the fight is deemed to have ended in the previous round. If for any reason the number of rounds in a fight is changed then bets on round betting already placed will be void and stakes returned.

MOTOGP RACING

Article 1

The outcome of a bet on a Moto racing event is based on the first published official results. Following decisions taken by disciplinary or legal bodies (including but not limited to FIM) and affecting or amending the result achieved on the race field will not be taken into consideration.

Article 2

Whenever a race is officially postponed or suspended, all the related bets will remain valid if the event takes place before midnight of the day following the date originally set for the match. If it is not resumed or if it is not completed within the mentioned time frame, all bets related to that event will be considered void.

Article 3

If a race is for whatsoever reason abandoned before the completion of the 75% of the planned distance (rounded down to the nearest whole number of laps) the event will be considered void, even though the federation might regard the race as completed and assign points to drivers/teams.

Article 4

At the end of all bets, the final classification with 1st, 2nd and 3rd placements officially announced will be considered as valid. For all other positions, the final classification as published by the International Federation of Motorcycling will be taken as valid at the end of the race. Other disqualifications and requests made after the race results are published will not be taken into consideration.

Article 5

If one or more drivers retire before the beginning of the first practice session of the race and at least one of them has odds for winning the race equal or fewer than 5, Bet9ja reserves the right to void all the bet typologies affected by this happening. If a driver is not able to take part to the qualifying sessions (or Superpole in the Superbike), all bets

directly related to that driver will be void. If a driver is not able to take part to the main race after complete the qualifying, all bets directly related to that driver concerning the main race will be void (bets concerning qualifying sessions will stand). A driver participating in the warm-up lap is considered to have participated in the race.

Article 6

If a driver is not able to complete at least one lap of a free practice session, all bets directly related to that driver for this session will be void.

Article 7

If a decision taken by the race officials/FIM after the completion of the practice/qualifying session directly influences the outcome of the race, Bet9ja reserves the right to void all bets affected by such information.

Article 8

Market Types

Winner (Race).

You predict that the selected driver will be the winner of the race.

1st and 2nd (Race).

You predict that the two drivers selected will conclude the race in first and second position in the correct order.

Podium (Race).

You predict that the selected driver will reach the podium (first, second or third position).

HH (Race).

You have to predict which of the two drivers specified in the bet will achieve the best position in the race. In case of both drivers either retiring or being disqualified at the same lap this bet typology will be deemed void.

Winner (Pole).

You predict that the selected driver will achieve the best position during the qualifying session.

1st and 2nd (Pole).

You predict that the two drivers selected will achieve the first and second position in the correct order in the qualifying session.

Podium (Pole).

You predict that the selected driver will conclude the qualifying session in first, second or third position.

HH (Pole).

You have to predict which of the two drivers specified in the bet will achieve the best position in the qualifying session.

Best of group.

You have to predict which driver will achieve the highest position in the selected group. In case one of the drivers of the group does not take part in the race, the bet will be deemed void.

MUSIC & TV

Article 1

The outcome of a bet available on Cinema and Music is based on the outcome of the entire tournament.

Article 2

All bets will be settled and paid only after the official conclusion of the related tournament. Under no circumstances should these bets be settled and paid before the aforementioned deadline.

Article 3

Possible decisions taken by disciplinary or legal bodies before or during the competition, affecting or amending the outcome of a bet, will be taken into consideration (for example, any penalties or disqualification). If such decisions are taken after the official proclamation of the winner, they will not be considered.

Article 4

Market Types

Winner.

You have to predict the winner of the competition.

Big Brother Naija 2019

Winner

You have to predict the Winner of the event; bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be settled as split winners between the remaining participants. All bets on previously eliminated participants will be settled as losers.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If a new participant enters the event, they will be considered as 'Other'. All previous bets will remain valid.

If the closing date of the event is delayed or brought forward, all bets remain valid (in case of a clear winner)

Head Of House Task (Week (N))

You have to predict the participant named Head of House Task for the nominated week; bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be voided and stakes refunded.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

In the event no one is nominated as Head of House Task for the named week, the bets for that week will be voided and stakes refunded.

Winner of "Veto Power Game of Chance (Week (N))

You have to predict the winner of the "Veto Power Game of Chance" for the named week; bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be voided and stakes refunded.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

In the event no one is named as the winner of "Veto Power Game of Chance" for the named week, the bets for that week will be voided and stakes refunded.

Last Male/Female Competitor in the House

You have to predict the last male/female competitor who remains in the event (this includes the eventual winner); bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be settled as split winners between the remaining participants. All bets on previously eliminated participants will be settled as losers.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If a new participant enters the event, they will be considered as 'Other'. All previous bets will remain valid.

If the closing date of the event is delayed or brought forward, all bets remain valid (in case of a clear winner)

Participant in the Top 3 Competitors

You have to predict the whether the participants will make the top three final participants in the event (this includes the eventual winner); bets will be settled according to the official results published by the organizer of the event. All bets placed on evicted and ejected participants will be settled as losers. Bets placed on participants who leave voluntarily will be settled as losers.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event, without a clear winner, all bets will be settled as split winners between the remaining participants. All bets on previously eliminated participants will be settled as losers.

In the case of multiple winners, all bets will be settled as split winners between the named winners. All bets on previously eliminated participants will be settled as losers.

If a new participant enters the event, they will be considered as 'Other'. All previous bets will remain valid.

If the closing date of the event is delayed or brought forward, all bets remain valid (in case of a clear winner)

First Elimination of Sunday Night Live Tv show

You have to predict the first participant to be eliminated in the event; bets will be settled according to the official results published by the organizer of the event. The elimination must occur during the first live Sunday Night TV show, if there is no elimination during the live show all bets we be made void and stakes refunded.

Any bets on participants that leave the event prior to the Live Sunday Night TV show, whether that is through eviction, ejection or leaving voluntarily will voided and stakes refunded.

Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain running.

In the case of a premature closing of the event all bets will be voided and stakes refunded.

In the case of multiple eliminations named at the same time, bets placed on the named participants will be settled as split winners.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

Head to Head

You have to predict the Winner of the event, who progresses furthest in the event; bets will be settled according to the official results published by the organizer of the event. If one of the participants of the head to head is ejected or evicted, the other participants (if still in the house) will be deemed the winner of the head to head. Bets placed on participants who leave voluntarily will be settled as though that participant has left the house. Any readmission of a participant will not be considered as a new participant in the event; therefore, all previous bets will remain settled.

In the case of a premature closing of the event, without a clear winner, all bets remaining bets will voided and stakes returned. In the case of simultaneous

eliminations of participants (for example eliminated on the same Live show) where both participants are named in the same Head to Head market, all bets on these markets will be voided and stakes returned.

If new participants enter the event the betting list could be updated, all previous bets will remain valid.

OLYMPICS (WINTER & SUMMER)

Article 1

For settlement purposes, the participants who will be prize winners at the prize-winning ceremony with the gold, silver and bronze medal will be respectively considered as 1st, 2nd and 3rd classified.

Possible disqualifications which will take place after the prize-winning ceremony will be not considered.

In case of suspension of the event, the bets will remain valid until the event is officially cancelled.

In case of cancellation of the event, the bets will be paid only if the organizer will publish a list of the official classification order (in case of the Olympic Games: prize-winning and medals assignment).

Article 2

Markets Rules:

Outrights

In the Outrights (Winner, Placed and Winner "Without") – it will be always considered the official arrival order. Possible disqualifications which will take place after the publishing of the official results will not be considered. In any case of draw, it will be applied the dead heat rule (ex-aequo).

In case that a bet on a not-participant to the competition will be offered, all the bets on him/her will be refunded.

The list could not include all participants of the competition

Head-to-head

Bets are valid if both the participants take part to the competition.

In case that one of the two participants will not take part to the competition, the head-to-head will be voided and the bet will be refunded.

For the paying-out purposes, only the official results will be considered. In case of draw, the bets will be refunded (draw no bet).

WON MEDALS (Special Bets Olympic Games)

For our bets purposes, only the results of the official ranking list at the moment of the closing ceremony will be considered. Later disqualifications and/or appeals will be not considered.

HH/1X2 Medals

It concerns the forecast of the participant who will gain the best position in the ranking. In case of draw among the gold medals, the winner will be who gained more silver medals. In case of further draw, the winner will be who gained more bronze medals.

Nation with most Gold Medals?

You have to predict which Nations will win the most number of Gold Medals in the Olympic Games. In any case of draw, it will be applied the dead heat rule (ex-aequo).

Nation with most Medals?

You have to predict which Nations will win the most number of Medals in the Olympic Games. In any case of draw, it will be applied the dead heat rule (ex-aequo).

Number of Gold Medals by Nation

You have to predict if the number of Gold Medals won by the indicated Nation will be over or under the spread offered.

Number of Medals by Nation

You have to predict if the number of Medals won by the indicated Nation will be over or under the spread offered.

OTHER SPORTS

Article 1

Bet9ja reserves the right to offer additional sport betting opportunities as well as additional bets in any moment without prior notice to customers. In any such circumstance, new attachments will be added to these betting rules.

Sport Rules:

ARCHERY

Bets are valid if the participants start at least one round, otherwise all bets will be void and refunded. For our bets purposes, only podium rankings will be considered. Possible disqualifications which will take place later will be not considered.

If one player is replaced with another one before the start of the match, all bets will be void. If a match starts but does not end, all the concerning bets will be voided (otherwise, it will be instead specified).

Markets offered:

- Winning
- Placed
- Head-to-head

CANOE/KAYAK

Bets are valid if the participants go beyond the starting line, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered. Possible disqualifications which will take place later will be not considered.

Markets offered:

- Winning
- Placed
- Head-to-head

CURLING

Bets are settled based on official results. If any match is cancelled or postponed and not played within 24 hours of the official start time, all bets related to this match will be void.

Markets offered:

- Winning
- Placed
- Head-to-head

DIVING

Bets are valid if the participants dive at least once, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered. Possible disqualifications which will take place later will be not considered.

Markets offered:

- Winning
- Placed
- Head-to-head

FIGHTING SPORTS

Each fighter is quoted for being the winner of the fighting; in case of draw, all bets will be voided and refunded. If one of the two fighters is replaced, all bets will be voided and refunded.

Fighting sports include:

Judo

Fencing

Crawling Fighting

Greco-Roman Fighting

Boxing

Taekwondo

Markets offered:

- Winning
- Placed
- Head-to-head

GYMNASTICS

Bets are valid if the participants make at least one round and/or one discipline. Possible disqualifications which will take place later will be not considered.

Markets offered:

- Winning
- Placed
- Head-to-head

HORSE RACING

The outcome of a bet on a horse racing event is based on the first published official results. Possible decisions taken by disciplinary or legal bodies after the publication of the official results will not affect the outcome of the bet.

Whenever a race is officially suspended, all the related bets will be voided.

If a horse is for any reason unable to take part in the competition, all bets related to its performance will be voided.

If two or more horses reach the same position/result, the original odds at the time of bet acceptance will be divided by the number of competitors who share the same result. If, for example, two horses whose odds were 2.80 and 1.90 share the same result (they are both declared winners), the final odds will be 1.4 ($2.80/2$) and 0.95 ($1.90/2$). Markets offered:

Winner.

You predict that the selected horse will be the winner of the race.

1st and 2nd.

You predict that the two horses selected will conclude the race in first and second position in the correct order.

Placed.

You predict that the selected horse will place (first, second or third position).

HH.

You have to predict which of the two horses specified in the bet will achieve the best position in the race. In case of both horses either retiring or being disqualified at the same lap this bet typology will be deemed void.

If two horses reach the same position/result, the original odds at the time of bet acceptance will be divided by 2.

Best of group.

You have to predict which horse will achieve the highest position in the selected group. In case one of the horses of the group does not take part in the race, the bet will be deemed void.

MODERN PENTATHLON

Bets are valid if the participants go beyond the starting line, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered. Possible disqualifications which will take place later will be not considered.

Markets:

- Winning
- Placed
- Head-to-head

ROWING

All bets will be settled according to the official result at the time of podium presentation. Subsequent amendments do not count.

Markets offered:

Winner – You have to predict the overall winner

1X2 – You have to predict the winner.

1 = first listed team wins

2 = second listed team wins

X = dead heat (tie)

SAILING

The outcome of a bet on a sailing competition is based on first published official

results. If a competition is shortened or otherwise affected by weather conditions the bets will be settled according to the decisions taken by tournament officials.

If a race is officially cancelled all the related bets will be deemed void. If a race is postponed or suspended all bets will stand and will be paid out after its conclusion.

If a team does not take part to the race or is disqualified all bets related to its performances will be void.

Markets offered:

-Winner

-Head to head

SHOOTING

Bets are valid if the participants start a round, otherwise all the bets will be voided and refunded. The podium will establish the bets winning. Possible disqualifications and/or appeals which will take place later will be not considered.

Markets offered:

-Winning

-Placed

-Head-to-head

SOFTBALL

Bets are valid if all events will take place in the pre-established dates. If an event is postponed or cancelled before the given starting hour, all the bets will be voided.

In case the "Mercy Rule" is proclaimed, all the bets will be valid considering the result at that moment.

TRIATHLON

Bets are valid if the participants go beyond the starting line, otherwise all the bets will be voided and refunded. For our bets purposes, only podium rankings will be considered. Possible disqualifications which will take place later will be not considered.

Markets offered:

-Winning

-Placed

-Head-to-head

WEIGHTLIFTING

Bets are valid if the participants make at least one lifting. . Possible disqualifications and/or appeals which will take place later will be not considered.

Markets:

- Winning
- Placed
- Head-to-head

FIELD HOCKEY

Unless otherwise stated, all Field Hockey bets will be settled based on the results of 2 x 35 minute halves of play. This includes any additional stoppage time that may be added at the end of the match. Should a match be abandoned, suspended or postponed and fail to resume after 12 hours from the official start time, the result as it stands will be deemed void and all bets will be cancelled unless explicitly stated. The company's decision to cancel all bets in such an event is final and is regardless of any official decision by the match referee or relevant governing authority.

Markets offered:

- 1X2
- Double chance
- DNB
- Over/Under
- Handicap
- Odd/Even

PRO WRESTLING

All bets are paid following the result of the match. Settlements are based on results provided by the relevant governing body: www.wwe.com.

Settlement will be in accordance with the final decision at the end of broadcast as confirmed by the governing body.

Bets will be settled on the winner of the match, not the on the transfer of title.

Should any match end in a 'no decision', all bets will be made void.

Should a wrestler be added or removed so that it fundamentally alters the manner of the contest, all bets will be void.

Bets on the Royal Rumble or any other Battle Royal event are valid whether the selected wrestler competes or not.

PESAPALLO

Article 1

All bets are paid on the result after 2 periods of play. Scores in extra periods do not count unless stated otherwise. If a game is not played on the scheduled date, then all bets will be void.

Match Result (1X2)

You have to predict the outcome of the entire match.

Double Chance

You have to predict the outcome of the entire match. There are 3 possible outcomes:

1X – home team wins or draw

X2 – away team wins or draw

12 – either home or away team win

Over/Under (spread)

You have to predict if the total number of goals scored during the entire match will be over or under the spread indicated.

Draw No Bet

You have to predict which team will win the match. If the match ends in a draw the selection will be void.

Both Teams to Score

You have to predict whether both teams score at least one goal each during the match OR only one team or both teams do NOT score any goals during the match.

Handicap 1X2

You have to predict the final result of the match taking in consideration the handicap in

brackets. For example, (0:1) indicates that the AWAY team has one goal advantage, as for (1:0) indicates that the HOME team has one goal advantage.

POLITICS

Article 1

The outcome of a bet on Political Elections will be settled according to the official results of the Electoral Commission.

Any eventual decision taken after the official announcement will not be considered for the settlement of the bets.

Article 2

Market Types

Winner

You have to predict the winning candidate or party of the specific election

POKER

Article 1

The outcome of a bet on Poker is based on first published official results. If a competition is shortened the bets will be settled according to the decisions taken by tournament officials.

Article 2

If a tournament is officially cancelled all the related bets will be deemed void. If a tournament is postponed or suspended all bets will stand and will be paid out after its conclusion.

Article 3

Bets on a player winning a given tournament or reaching a certain phase of it will be void if the player withdraws before the first match of such tournament, otherwise they will stand.

Article 4

Market Types

Winner.

You have to predict the winner of the competition.

HH.

You have to predict which of the two players specified in the bet will achieve the best position in the final ranking of the tournament.

Winning Heads Up.

You have to predict which among the two players will win the heads up.

Heads up means a poker match with only two players.

Winning Hand.

You have to predict with which score the last hand will be won.

There are 10 possible outcomes:

Pair: the last hand is won with a pair.

Two Pair: the last hand is won with a double pair.

High Card: the last hand will be won with a high card.

Three of a Kind: the last hand is won with three of a kind.

Flush: the last hand is won with a flush.

Straight: the last hand is won with a straight (not with a straight flush or a royal straight flush)

Full House: the last hand is won with a full.

Four of a Kind: the last hand is won with four of a kind.

Straight Flush: the last hand is won with a straight flush.

Royal Straight Flush: the last hand is won with a royal straight flush.

Suit of Final River Card.

You have to predict the suit of the river card of the last hand. There are 4 possible outcomes:

Clubs: the river card of the last hand is Clubs.

Diamonds: the river card of the last hand is Diamonds.

Hearts: the river card of the last hand is Hearts.

Spades: the river card of the last hand is Spades.

Colour of Final River Card.

You have to predict the colour of the river card of the last hand. There are 2 possible outcomes:

Black: the river card of the last hand is Clubs or Spades.

Red: the river card of the last hand is Hearts or Diamonds.