

LIVE BETTING ULTRA RULES

I. **General Rules**

1. Placement of wagers

All wagers for Prematch Ultra and Live In Play Ultra must be placed online and are final once confirmed with the password.

2. Specificity of rules

If there is a conflict between a general rule and a rule in the Sport Specific Rules section, the rule written in the Sport Specific Rules section will be the one to prevail.

3. Wager limits

Whenever you add an item to your bet slip, the minimum and maximum limits for that selection are shown. The system will not accept wagers that are above or below these limits. We reserve the right to adjust your account's limits at any time. We may also suspend any offer or match for any reason at any time.

4. Timing of settlements

1. Unless otherwise noted, wagers are settled as soon as the software provider's feed sources provide the scores needed.
2. Wagers for a specific period, half, quarter, or inning will be settled as soon as the score for that period/half/quarter/inning is available on the software provider's scores feed. The wagers are graded according to the statistics available in that moment. Scores or statistic adjustments made after the fact will not affect wagers that have already been settled.
3. If the software provider's score feeds only provide the necessary data at the end of the match, then all wagers will be settled once the match is finished.
4. Wagers placed on game lines, or offers that affect the game as a whole, will be settled once the match is finished.

5. Settlement of markets not contained on results and statistics feeds

If the software provider's score feeds do not contain the scores or statistics needed to grade a wager, then that wager will be graded manually using the final scores or statistics posted on the official website of the league or tournament in question. If the league or tournament does not have an official website, then we will use independent evidence to settle the wagers.

6. Abandoned or incomplete periods, halves, quarters, etc.

Unless otherwise noted, wagers on a specific period, half, quarter, etc. will be graded as a “NO ACTION” and stakes returned in the event that the period, half, or quarter is not completed.

7. Time and venue of wagers

Unless otherwise indicated, all wagers on a match will be graded as “NO ACTION” if the match does not start on the scheduled time in the scheduled venue.

8. Quarters, Halves, Periods, etc. in offer descriptions

Unless otherwise noted, offers that contain a specific quarter, half, period, etc. in the title are settled according to the scores or statistics that occurred within that quarter, half, or period only.

9. Minimum number of innings, quarters, rounds, quarters, periods, etc.

Unless otherwise noted, a match must complete the scheduled or regulation number of quarters, periods, innings, rounds, overs (cricket), etc. in order for a wager to have action. Wagers not meeting this requirement will be graded as NO ACTION.

10. Odd or Even props

Props relating to total scores, cards, or other being either “odd” or “even” will be settled as ‘even’ in the event the final quantity of scores, cards, or other is 0.

II. General definitions of offer types

1. Money Line

Predict which team will win the match. Unless otherwise noted, scores made during the entire match count. In the event that the match ends in a tie, Money Line wagers will be graded as a push. A wager that is titled “Money Line” with no further description is a 2-Way line that applies to the game as a whole. A money line wager that has a specific half, period, quarter etc. listed in the title requires the player to pick the winner of that specific half, period, quarter, etc.

2. 3-Way Result / Full Time Result (3-Way)

This wager contains one selection for each player/team, plus a draw or tie option. Totals, team totals, or under/over style bets that have an “Exactly” option are also considered three-way offers. Predict the winner of the match. If the match ends in a draw or tie after regulation time is complete, wagers on each selection to be the winner will be graded as losers and only the “draw” or “tie” option will be the winner. Unless otherwise noted, only scores made during “full time” or “regulation time” count. Extra time or overtime do not count.

3. Point Spread or 2-Way Handicap (including alternatives) You must apply the provided line to the team's score.

1. If the score of the team you picked is greater than the other team's score once the math is done, then the wager is a winner.
2. If the score of the team you picked is less than the other team's score once the math is done, then the wager is a loser.
3. If the two teams' scores are equal once the math is done, then the wager is graded as a push.
4. EXAMPLE: (Selection 1) = Miami Dolphins -2.5 (Selection 2) = Washington Redskins +2.5.

If you pick Miami Dolphins, then you will subtract 2.5 from the Dolphins' final score. If the Dolphins' score is greater than the Redskins' score once this calculation is done, then your wager is a winner. If the Redskins' score is greater than the Dolphins' score, your wager is a loser. If the two scores are equal then the wager is graded as a push.

If you pick Washington Redskins, then you will add 2.5 to the Redskins' final score. If the Redskins' score is greater than the Dolphins' score once this calculation is done, then your wager is a winner. If the Dolphins' score is more than the Redskins' score, your wager is a loser. If the two scores are equal then the wager is graded as a push.

4. 3-Way Handicap (including alternatives)

A 3-Way handicap is a wager that requires adjustment of the score by the specified line, just like in a point spread (see above.) However, there are no pushes. If the two scores are equal after the handicap is applied then the wager is graded as a loser unless you picked the "draw" or "tie" option.

5. Under/Over or Game Totals (including alternatives)

Totals offers involve adding up the scores and wagering whether the resulting number will be Under or Over the indicated line. In the event that the total is exactly the indicated line, the wager will be graded as a push, unless it was a 3-way style offer. In 3-way totals, if the total is exactly the indicated line, the wager is graded as a loser unless you picked the "exactly" option.

Totals which do not specify a particular period, half, quarter, etc. in the title will take into account the final score of the entire game unless otherwise noted. Totals which specify a particular period, half, quarter, etc. will only involve the scores in the indicated period, half, quarter, etc.

6. Team Totals (including alternatives)

Treated the same as a normal Under/Over or Game Totals, except only

the scores for the indicated team count in the calculation.

7. Double Chance

The double chance market provides two options within each selection. If the match result ends up being either of the two outcomes in the selection, then the wager is graded as a winner.

8. Double Result

Predict the result at both half-time and at the end of regulation time. Unless otherwise noted, extra time/extra periods/overtime etc. do not count.

9. Asian Handicap (including alternatives)

Asian Handicap wagers are a variant on the 2-way handicap offer. If the indicated line is a whole number (such as 1.0, 2.0, 3.0) or half number (such as 1.5, 2.5, 3.5), then the wager is graded as a standard 2-way handicap. If the wager ends in a quarter-number (such as 1.25, 1.75, 2.25, 2.75), then Asian rules apply.

Asian rules take the player's stake and split it evenly across two separate wagers. To determine the two components, take the line (for example, -1.75) and subtract 0.25 to calculate the first line, and add 0.25 to calculate the second line. In the -1.75 example, the two underlying lines are -1.5 and -2.0. Half of the player's stake is applied to the -1.5 line, and the other half of the stake is applied to the -2.0 line. Standard 2-way handicap grading policies are applied to each of the two lines. The following rules are then used to determine the result for the Asian Handicap wager:

1. If both of the lines are winners, then the wager is graded as a winner.
2. If both of the lines are losers, then the wager is graded as a loser.
3. If one of the lines is a winner and the other line was a push, then the wager is graded as a "Half Win." Half Win wagers result in the user receiving back half of their original stake plus half of what the win amount would have been if the entire wager was a winner.
4. If one of the lines is a loser and the other line was a push, then the wager is graded as a "Half Lose." Half Lose wagers result in the user receiving back half of their original stake.

10. Draw No Bet

There are two options (one for each team in the match.) If the match ends in a draw after regulation time, then your wager gets graded as a push.

III. Parlay Policies

1. Losing Selections

A parlay wager will be graded as a losing wager as soon as one or more of the individual selections within the parlay is itself graded as a losing wager.

2. Push/No Action

In the event that a given selection in a parlay is graded as a "Push", "No Action" or "Cancel" that selection will be considered as removed from the wager and the parlay steps down to the next lower number of teams. For example, a 4-team parlay where one selection is graded as a push will be graded as a 3-team parlay. Two-team parlays where one selection pushes will be graded as a straight wager containing the one remaining selection.

3. Correlated parlays prohibited

Players may only select one of each offer category for each game involved in the parlay. Selecting multiple offers from the same offer category within the same game are considered correlated parlays and are prohibited. For example, parlaying first half point spread with the game point spread is prohibited.

4. Parlaying moneylines and totals in the same game

Parlaying moneylines with totals within the same game is permitted only in American Football, Basketball, Baseball, and Ice Hockey.

5. Parlaying Spreads and Totals in the same game

Parlaying spreads and totals within the same game is considered a correlated parlay and is prohibited unless otherwise noted. As an exception to this rule, parlaying spreads and totals within the same game are permitted in American Football games but only if the ratio between the spread and the total is 3-to-1 or greater.

6. Proposition bets not allowed in Parlays

Proposition bets ("props") cannot be used as selections within a parlay.

IV. Sport Specific Rules

1. Baseball

1. Changes of Venue

In the case there is a venue change and the home team remains designated as the home team as per official league sources, all wagers placed in the match will have action. If, however, the venue changes and the home and away teams are flipped, then all wagers placed on the original match will be graded as NO ACTION.

2. Run Line

The "run line" is graded the same as a 2-way handicap.

3. Will the game go to extra innings?

The offer has two options: Yes or No. For settlement purposes, the game is considered to go to extra innings if the score is tied at the end of the 9th inning (or at the end of the statutory number of innings if there are not 9 innings).

4. 4½ Innings Rule

All baseball matches are considered official after 5 innings of play (4½ if the home team is winning). If a game is called or suspended after 5 innings, the winner is determined by the score after the last full inning of play – unless the home team scores to tie or takes the lead in the bottom half of the inning, in that case, the winner is then determined by the score at the time the game is called.

5. 6½ Innings Rule

For 7 innings games, the game must go to 7 full innings (6½ if the home team is winning) for wagers on game totals and run lines to have action. If the Mercy Rule is called, wagers will stand and will be graded according to the score at the time the rule was called. Suspended games do not carry over.

6. 8½ Innings Rule

For 9 innings games, the game must go 9 complete innings (8½ if the home team is winning) for totals or run-lines to have action, otherwise they will be graded NO ACTION. If the Mercy Rule is all game totals and run line wagers will be graded according to the score at the time the rule was called. Suspended games do not carry over.

7. Professional post-season games

Professional post season games are not official until a winner is declared. If a professional post season game begins then is delayed to a later date, all wagers will have action with the final score result on that date. If a post season game does not begin on the date scheduled, all wagers will be graded NO ACTION.

2. Basketball

1. Quarters and Halves

Wagers related to a specific quarter or half will be graded as NO ACTION in the event that said quarter or half is not played through to completion.

2. 4th Quarter and Second Half

Wagers on the fourth quarter include scores from the fourth

quarter ONLY. 4th quarter markets do NOT include overtime. Second half wagers DO include overtime.

3. Soccer

1. Full Time Rule:

Unless otherwise noted, all markets are based on the result at the end of full time. Full time will also include added injury or stoppage time. Full time does not include extra time or penalty time.

2. Extra Time

Extra time markets are settled according to the official statistics for the extra time period. Goals or corners from regulation time do not count when settling extra time markets.

3. Changes in Venue

If the match venue is changed but the originally scheduled home team is still designated as the home team, all wagers will stand. If the home team and away team are flipped (meaning, the game ends up being played at the venue of what was originally scheduled as the 'away team'), all wagers on the original listing will be graded as a NO ACTION. The exception is neutral venue matches: if a match is scheduled to be played on a neutral venue, then the wagers will stand regardless of which team is listed as the primary or home team.

4. Statistics

In the event of conflicting evidence or the lack of consistent independent evidence, wagers will be settled according to our own in-house statistics.

5. First Team to Score, Last Team to Score, First Player to Score, and Last Player to Score

Only scores made during 90 minutes of play count. Own goals do not count.

6. Correct Score

The standard "Correct Score" or "Final Score" market includes 90 minutes play only. The exception is the "Correct Score – Extra Time" or "Final Score – Extra Time" market, which includes the scores only during extra time (and does not include regulation time scores.)

7. To Score a Goal at Any Time

All wagers placed on players who did not participate at any point during the match will be graded as NO ACTION. Own

goals do not count.

8. 1st Half and 2nd Half Total, Handicaps, and Asian Handicaps (including alternatives)

Wagers placed in this market will be graded as NO ACTION if the match is abandoned before the completion of the indicated half unless the result of the market is already determined. For Asian Handicap or other Asian wagers, Asian rules apply (see “Asian Handicap” discussion earlier in these rules.)

9. Total Corners (including alternatives)

Corners that were awarded but not taken do not count. Wagers placed in this market will be graded as NO ACTION if the match is abandoned before 90 minutes of play unless the result of the market is already determined.

10. Asian Total Cards (Under/Over) (including alternatives)

Red cards count as 2, and yellow cards count as 1. The player must predict whether the total cards in the match is over or under the given line. Asian rules apply to the line (see “Asian Handicap” section earlier in these rules).

Wagers placed in this market will be graded as NO ACTION if the match is abandoned before 90 minutes of play unless the result of the market is already determined.

11. Asian Total Corners (Under/Over) (including alternatives)

In the event that a corner must be re-taken then only one corner is counted. Corners awarded but not taken do not count. The player must predict whether the total corners in the match will be over or under the given line. Asian rules apply to the line (see “Asian Handicap” section earlier in these rules.) Wagers placed in this market will be graded as NO ACTION if the match is abandoned before 90 minutes of play unless the result of the market is already determined.

12. Goal Line (including alternatives)

This is an under-over style bet. The player must predict the total number of goals in the match. Asian rules apply to the line (see “Asian Handicap” section earlier in these rules.) Only goals made during 90 minutes of play count, unless the market is labeled, as “extra-time” in which case only goals made during extra time will count.

13. Team Total Goals (Under/Over)

The player must predict the number of goals that the indicated team will score during 90 minutes of play only. Goals scored during extra time or penalties do not count.

14. Method of the Next Goal (in-play)

The player must predict the method in which the next goal will be scored. If the indicated goal does not get scored by any team, then the wager is graded as a loser unless the player specifically wagered the “No Goal” option. The available methods are defined below:

1. Header: A goal is deemed to be a 'header' if the last touch of the scorer was with the head.
2. Own goal: If the goal is declared by officials to be “own goal”, then it is considered “own goal” for settlement purposes.
3. Penalty: The next goal must be scored directly from the penalty. The penalty taker must be named as the scorer.
4. Free-Kick: The goal must be scored directly from the free kick. Also includes goals scored directly from a corner kick. Deflected shots count if the player taking the free-kick is awarded the goal.
5. Shot: Any other method not included above.
6. No Goal: No more goals will be scored in the match and thus neither team will score the next goal.

15. Team of First Card

Both red cards and yellow cards count. Only 90 minutes of play are considered.

16. Both teams to score

Predict whether or not both teams will make at least one goal in the match. Your options are “yes” and “no.”

17. Last team to score

Predict who will make the last goal in the match. The entire match (including overtime and extra time) counts.

18. 1st, 2nd, 3rd ... goal

Predict which team will score that goal. This is treated like a 3-way market, so if neither team scores the indicated goal then your wager is graded as a loser unless you picked the “No goal” option.

4. Ice Hockey

1. 3-Way Markets

3-way markets are settled according to the scores and statistics at the end of regulation time. This market does

not include overtime or shoot-outs.

2. Markets that include overtime and shootouts

The following bet types include overtime or shoot-outs for settlement purposes:

- Money Line
- Game Total (2-Way)
- Puck Line (2-Way)
- Game Total Odd/Even
- Correct Score
- Team Total (2-Way)

5. American Football

1. Abandoned or Postponed Matches

All wagers placed on abandoned or postponed matches are void unless the matches are re-arranged and played on the same NFL weekly schedule (Thursday-Wednesday, local stadium time.)

2. Changes in venue

If the match venue is changed, wagers will stand provided that the original home team remains designated as such. If the home team and away team are flipped, then wagers on the original listing will be graded as NO ACTION.

3. Timeliness of scores and statistics

Only statistics and scores recorded on the official league website on the day of the game will be counted for settlement purposes. Subsequent amendments do not count.

4. Overtime

Game lines include overtime unless stated otherwise.

5. Double Result

Predict which team will be in the lead at half-time and also at the end of regulation time. The game must be completed for a wager placed in this market to have action. Overtime does not count for settlement of this wager.

6. Team to Call First Timeout

Predict which team will call the first timeout.

7. Total Offensive Yards

Settlement is based on the net yards for both teams

(includes sack yardage lost.)

8. Penalty markets

For settlement purposes, penalty markets require the penalty to be accepted; decline penalties do not factor in to the calculation.

9. Team to Gain Most Passing Yards

Wagers are settled based on the team with most yards thrown.

10. Team to Gain Most Rushing Yards

Wagers are settled based on the most total rushing yards gained, and includes negative yardage.

6. Tennis

1. Survival of Wagers

Wagers will still have action in the event of the following circumstances:

1. A change of venue.
2. A change of surface, either before or during the match
3. A change from indoor court to outdoor court (or vice-versa)
4. A change of the scheduled time or day of the match

2. Match Winner

Predict who will win the match. This is graded the same as a Money Line.

3. Set Betting

Predict what the final set score of the match will be.

Wagers placed in this market are graded as NO ACTION if the statutory number of sets are not completed or are changed.

4. First/Second/Third/(etc) Set Winner

Predict who will win that set. All wagers placed in this market will be graded as NO ACTION if that set is not completed.

5. Double Result

This market requires you to predict which player will win the first set, and which player will win the match. In the event of a match starting but not being completed, wagers placed in this market will be graded as NO ACTION.

6. Total Sets

Predict the number of sets that will be in a match. Both 2-way and 3-way markets may be offered. A market is deemed as 3-way if an 'Exactly' option is provided. The standard 2-way and 3-way policies from the General Rules section apply.

7. Total games in set ____

Predict the number of games there will be in that set.

8. Handicap Betting (2-way) and Handicap Betting (3-way)

Handicap betting in Tennis is based on the number of games in the match. At the end of the match, the number of games that each player won are added up. You would then apply the handicap to the number of games that each player won.

Example: Player 1 won 18 games and Player 2 won 14 games

If the handicap offer was Player 1 -3.5, you would subtract 3.5 from Player 1's number of games won. (In this case, it would be $18 - 3.5 = 14.5$). Since this number (14.5) is more than the number of games that the other player won (which was 14 games), your wager would be a winner.

If the handicap offer was Player 2 +3.5 you would add 3.5 to Player 2's number of games won. (In this case it would be $14 + 3.5 = 17.5$). Since this number (17.5) is less than the number of games that Player 1 won (which was 18 games), this wager would be a loser.

The 3-way offer will be graded as a loser if the number of games won by each player is equal once the math is applied unless you bet on the "draw" option.

Forfeited points or games count for settlement. Tie breaks or match tie-breaks are considered as one game. These markets are based on the statutory number of sets. If the statutory number of sets changes then all wagers placed in these markets will be graded as NO ACTION. In the event of retirement, disqualification, or change of surface mid-match, bets placed in these markets will be graded as NO ACTION.

9. Set Score (in-play; current set and next set)

Predict the number of games won by both players in a given set. If the next set is not played, then wagers on that set will be graded as NO ACTION. Once a set has started, it must be completed in order for wagers in this market to stand. Forfeited points or games will count for settlement

purposes.

If a match is decided by a match tie-break, then the match tie-break will be considered to be the third set. Set betting would be settled as 2-1 to the winner of the match tie-break, and the 3rd set winner would be deemed as the winner of the match tie break as well.

10. Retirements:

In the event that either player retires, all wagers will be graded as "NO ACTION" unless the market has already been decided. The same applies if a player resigns or concedes before a match, and in matches where the advancing player does not win the required 3 or 5 sets. Any match concluding before or after the first set is completed will be graded as NO ACTION.