Longma Sportsbook Rules

General Settlement & Cancellation

These general rules apply to every sport unless clearly intended otherwise.

For any team sport: if the scheduled venue is changed after the market is loaded, all bets will be void only if the new venue is a home ground of the original away team.

For all categories or markets other than team sports: if the scheduled venue is changed after the market is loaded, all bets will stand.

If there is a change in the type of scheduled surface after the market has been loaded, all bets will stand.

The result of a fixture will be the final determination by the fixture's governing body on the date of the fixture's completion. Longmat does not recognise protested or overturned decisions.

In any fixture involving a forfeit, walkover, or any other event where the fixture is considered complete without having been played, all bets will be void, regardless of how the governing body of its league scores it.

Longma reserves the right to void any bet at any time if it deems the bet to have been made in a fraudulent manner.

All bets will be accepted or rejected purely at Longma's discretion. In-Play bets may be subject to a short delay before they are accepted and/or they will be kept pending during dangerous situations at Longma's discretion. If there is an obvious error in the odds or limit of a market, bets on that market may be voided. If for any reason a bet is accepted Longma reserves the right to deem the bet void if it determines that an advantage has been gained.

The sportsbook rules presented in various languages other than English are for reference only. In the event of any differences or conflict between the English version of the sportsbook rules (accessible from the homepage of the website) and a version in any other language, the English version shall prevail.

Dead heat

For each bet matched on a relevant winning selection, the stake money is first reduced in proportion by multiplying it by the sum of the number of winners, divided by the number of actual winners (i.e. stake multiplied by (number of winners expected/number of actual winners)). The winnings are then paid to the successful backers on this 'reduced stake' (reduced stake multiplied by traded price).

For example, assume there is a dead heat for first place between three horses. 'Client A' has backed one of the winners for a stake of 300 at the traded price of 4.0. When the event is settled, the stake (300) is multiplied by 1/3 (i.e. the number of expected winners (1) divided by the number of actual winners (3)) to calculate the reduced stake (100). The backer then receives the traded price matched (4.0) multiplied by the reduced stake (4 x 100 = 400). In this example, Client A's net winnings are 100 (400 payout minus the original 300 stake).

Suspected Irregularities

When a game or sporting event has or is suspected of having any irregularities the Operator may withhold payments until a full investigation by the relevant governing body/independent authority.

Human Error / System Problems

If a bet is accepted at a price that is materially different from those available in the general market at the time the bet was made or clearly incorrect given the chance of the event occurring then the Operator will void all these bets.

Although every effort is made to ensure that information displayed on site with regards to events is correct, event dates, start times, scores and match times displayed on our website are an indication only and are not guaranteed to be correct. Customers should be aware that transmissions (data feeds, live video streaming, etc) described as live may at times be delayed. The extent of a delay may vary between customers, depending on the connection through which they are receiving data or content. If you rely on this information to place bets, you do so entirely at your own risk.

Longma will not be liable for any action taken or not taken by you as a result of your reliance on this information or for any loss or damage (direct or indirect) suffered as a result of your use of this information.

Multiples

A multiple bet consists of a number of different chosen selections in any individual event market.

The Operator reserves the right not to accept certain multiple bets.

If a multiple contains a selection that is being voided the odds for this selection will be set to 1, i.e. if the multiple contains the selections over 2.5 goals in game A (odds=2) *home in game B (odds=1.5) and game B is being voided the odds for this multiple will be 2* 1 = 2.

If a multiple contains a selection that is being settled "Half Win" the total odds are calculated as: one Win and one Half Win, odds(selection1) * (odds (selection2)/2 + 1/2).

If a multiple contains a selection that is being settled "Half Lose" the total odds are calculated as: i.e. one Win and one Half Lose, odds(selection1) * 1/2.

Outrights / Ante Post

When placing "Outright" bets no stakes will be refunded on participants that are not participating or withdrawing from an event. In case of more winners the dead heat rule will be applied.

If the event or tournament is not completed within 24 hours after the scheduled completion date all bets will be void.

Postponed / Abandoned Matches

If a match does not start on the scheduled starting date or starts but is later abandoned and is not completed (resumed) by the end of the next full day, all bets will be void except for any bets placed on markets which have been unconditionally determined, which will stand.

Some markets have different rules and these are listed under each sport/market.

Resettlements

The Operator reserves the right to reverse the settlement of a market if a market is settled in error (i.e. human or technical error).

Settled Outcomes

There are five different settled outcomes being used: Win, Lose, Tie, Half win and Half lose. Half win and Half lose refers to Asian handicap or Over/Under where the line includes a quarter (0.25, 0.75, 1.25 etc.).

If a bet is placed on over 2.25, half of the stake is placed on over 2 and half of the stake is placed on over 2.5. If the game ends with exactly two goals (1-1, 2-0 or 0-2) the bet placed on over 2 is settled tie and the bet placed on over 2.5 is settled lose. This is called Half lose. If the game ends with more than two goals the bet is settled win or if it ends with less than two goals the bet is settled lose.

If a bet is placed on over 2.75, half of the stake is placed on over 2.5 and half of the stake is placed on over 3. If the game ends with exactly three goals (2-1, 3-0, 1-2 or 0-3) the bet placed on over 2.5 is settled as win and the bet placed on over 3 is settled tie. This is called Half win. If the game ends with more than three goals the bet is settled win or if it ends with less than three goals the bet is settled lose.

If the wagering offer on an event includes a draw as a third option and the event ends in a draw, wagers on the draw will be paid, while wagers on either side will be lost.

American Football

1. If a game is suspended with fewer than 55 minutes completed and is not completed within 12 hours of suspension, all bets on the Game-period will be void and bets on completed periods will have action. If a game is suspended after 55 minutes of play and not resumed within 12 hours of suspension, then regardless of whether the game is completed at a later date or not, all bets will have action and the score when the game was suspended will be considered final. In addition, if the cumulative playing time of all quarters is less than 55 minutes, Full-game markets will have no action and bets will be void.
2. If a game is not started within 12 hours of its originally scheduled time all bets will be void.
3. Bets on the Game and 2nd Half-periods include points scored in overtime.
4. NFL Pro Bowl wagers will have action regardless of number of periods played and regardless of the minutes played in each period.
5. Proposition/special markets may take longer to settle than regular markets.
6. Bet settlement and payouts following the conclusion of the Super Bowl may be delayed due to high volumes.

American Football Market Rules

1. **Team to Score Next**: Extra Points and 2-Point Conversions are not considered a score. The “point after try” is considered part of scoring the Touchdown.

2. **Passing Statistics:** Bets are void if a named Quarterback doesn't attempt at least one pass.
3. **Rushing Statistics Over/Under**: If the named competitor plays but has no rushing attempts, their total and first attempted rushing yardage is considered to be zero.
4. **Receiving Statistics Over/Under**: If a named Receiver plays, but does not have a catch, their total and first attempted receiving yardage is considered to be zero.
5. **Time of Score**: Seconds listed in the market are inclusive, so events that happen on that second of game time are counted.
6. **First 1st Down**: 1st downs gained on penalties and changes of possession are not counted.
7. **Unanswered Scores:** Extra Points and 2-Point Conversions are counted as part of the Touchdown and not considered consecutive scoring events. Any return by the opposition on an Extra Point or 2-Point Conversion attempt also does not count towards these markets.
8. **Longest Touchdown**: If there are no Touchdowns, these markets will be void.
9. **Entertainment Props**: For contests involving the length of a song, such as the National Anthem, the length will be measured from when the artist starts singing until the point where the artist stops singing the song. Any instrumental accompaniment before or after the actual singing will not count toward length of song.
10. **Special Teams and Defensive Touchdowns**: The only Touchdowns considered to be Special Teams Touchdowns are on plays where the ball is actually kicked or punted (these include: Kickoff Returns, Punt Returns, returns of a fumbled Kickoff Return, returns of a fumbled Punt Return, blocked Field Goal Returns, or blocked Punt Returns). A fake Field Goal or fake Punt which results in a Touchdown by the team that snapped the ball is considered an offensive Touchdown.
11. **Competitor to Score a Touchdown**: Passing for a Touchdown is not considered scoring a Touchdown. Only the competitor who has possession of the ball in the End Zone is considered to have scored the Touchdown.
12. **Pass Interference Penalties**: Both offensive and defensive Interference counts; however, the penalty must be accepted and enforced on the play to be considered valid. If the penalty is declined or if there are offsetting penalties negating enforcement of Interference, then the winner will be determined on the next Interference penalty.
13. **Holding Penalties**: Both offensive and defensive Holding counts; however, the penalty must be accepted and enforced on the play to be considered valid. If the penalty is

declined or if there are offsetting penalties negating enforcement of Holding, then the winner will be determined on the next Holding penalty.

14. **Longest Kickoff Return**: Bets are void if each team doesn't have at least one Kickoff Return.
15. **Longest Punt Return**: Bets are void if each team doesn't have at least one Punt Return.
16. **Number of Different Players to Score**: All scoring plays except Safeties are counted.
17. **First Touchdown Pass Distance Over/Under**: Bets are void if the named Quarterback doesn't complete at least one Touchdown Pass.
18. **AFC/NFC Champion Futures**: The champion of each conference is the team that reaches the Super Bowl.
19. **Regular Season Wins**: Markets will be settled when a team exceeds their win total and is expected to play all 17 regular season games or cannot possibly exceed their win total, given their number of games remaining, and are expected to play all 17 regular season games. If there is any reasonable doubt about whether or not a team will play 17 regular season games, the team's Regular Season Wins market won't be settled until the end of the regular season. Once the Regular Season Wins markets have been settled, they will not be changed, even if a team subsequently plays fewer than 17 games, as the result has been established. Games that the NFL deems as a forfeit will be counted as a played game, and whatever result the NFL establishes for the teams in a forfeited game will count for those teams' season wins.
20. **NCAA Football Season Wins:** Bowl games and Conference Championship games are not counted towards Regular Season Wins totals. Teams must play every scheduled regular season game for action.
21. **NCAA Football Conference Championship Futures**: If the conference has an official championship game, the winner of that game is considered to have won that conference. For Divisional Odds within the conferences, the team participating in the Conference Championship game is considered to have won that division.
22. **NFL Weekly Markets**: If any game in the listed week is cancelled or postponed, and not completed within 96 hours of its scheduled start time, all weekly markets will be void, regardless of the outcome of any specific game.
23. **Heisman Trophy Winner Yes/No**: Bets made before the competitor's team's first scheduled game will be void if the competitor does not play in that game.
24. **Tied After First Score: "**Yes" will be considered the winner if the game is tied any time after the first score, including if it is tied following a Touchdown, before the Extra Point or 2-Point Conversion attempt.

25. **Kickoff/Punt Return Match-ups**: Both listed competitors must have at least one Kick/Punt Return for action.
26. **Last Score Markets**: Only Touchdowns, Field Goals and Safeties will be counted. Extra Points and 2-Point Conversions following Touchdowns will not.
27. **Punt Markets**: A blocked Punt will count as a Punt for Team Punt markets, but not count towards markets for a competitor's number of Punts.
28. **Punter Markets**: In all markets with an individual Punter named - except "Total Punts by a Punter Over/Under" - that punter must have at least one Punt for action.
29. **Longest and Shortest Made Field Goal**: Bets will be void if there are no successful Field Goals.
30. **Offensive Drive**: An offensive Touchdown or Field Goal will count as an Offensive Score. If a team scores a Touchdown on a fake Punt or a fake Field Goal, that will be counted as an Offensive Score. The events that will end a specific Offensive Drive are:
    1. Offensive Score (Touchdown or Field Goal)
    2. Safety
    3. Turnover (even if the fumble or interception is fumbled back to the team who originally snapped the ball)
    4. Turnover on Downs
    5. Punt (not negated by penalty)
    6. Field Goal attempt (not negated by penalty)
    7. End of Half
    8. End of Regulation or Overtime
31. **First or Last Touchdown Markets**: For propositions for an individual to score (or not score) the first or last Touchdown, the proposition will be graded based on the first (or last) Touchdown of the game scored by either team. If there is no Touchdown scored in the game, all contests for specific players will have action ('Under' bets would win).
32. In addition to all other rules listed for individual statistical markets, the particular player must play for action.
33. As part of our extensive NFL Draft offering, we will be offering Outright markets for each team named 'position of 1st draft pick'. We will be using the NFL.com as our source of resulting. Please note that Travis Hunter will be treated as a Cornerback and not a Wide Receiver for these markets despite him being assigned both positions on NFL.com.

Australian Rules Football

Important:

All markets exclude overtime unless otherwise stated

If a match is interrupted and continued within 48h after initial kickoff, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

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

Settlement and cancellation rules:

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

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

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

Baseball

1. A pitcher is considered to have started a game once they have thrown the first pitch for their team. A non-pitcher is considered to have started the game once they are in the opening line-up and have made their first plate appearance.
2. Bets made before the start of the game on the Game-period Money Line market have action as long as at least 5 innings (or 4.5 innings if the Home team is winning) are completed. If a game is called before 9 innings (or 8.5 innings of the Home team wins) are complete, the score at the end of the last completed inning will be considered final. All Game-period markets, other than the Money Line, have action only once 9 innings or (8.5 if Home team wins) are completed. Periods that have been played to completion will have action even if the game is not completed.
3. All Game-period In-Play markets require that the game be played to completion with 9 innings (or 8.5 if Home team wins) to have action. Periods that have been played to completion will have action even if the game is not played to completion.
4. In games where a “Mercy Rule” is expressly part of the rules, all Periods are considered to have been played to completion when a Mercy Rule is invoked.
5. Bets on the 1st Half-period of baseball games are based on the results at the conclusion of five innings of play. Bets made before the game on the 1st Half-period Handicap and

Money Line markets have action once five innings are played or 4.5 innings if the game is called at 4.5 innings and the Home team is declared the winner. All other 1st Half markets (including the In-Play 1st Half Handicap and Money Line markets) require at least five innings to be played for action.

6. If an baseball game is suspended in order to be resumed more than 12 hours from the first pitch, all pre-game bets on the Game-period markets are void and bets on completed periods have action. With the exceptions of:
7. Baseball Playoff and Play-In games, which will have action whenever the game is completed.
8. Game-period Money Line bets, which have action based on the score at the end of the last completed inning as long as at least 5 innings (or 4.5 innings if the Home team is winning) are completed.
9. Competitor Statistics Markets will have action if the game is completed on the day of the first pitch or the following day.
10. Markets other than Competitor Statistics Markets for Regular Season Games suspended after 9 innings have been completed will have action based on the score at the end of the last completed inning.
11. If an baseball game is suspended in order to be resumed more than 30 hours from the first pitch, all Live bets on the Game-period markets are void and bets on completed periods have action. If a game is suspended and resumed within 30 hours of the first pitch, all Live bets will have action when their periods are completed. Live bets on MLB Playoff and Play-In games will have action whenever the game is completed.
12. In circumstances when the “Home” team is not playing at their home stadium, the team whose starting pitcher throws the very first pitch of the game is considered the Home team.
13. Seven Inning Doubleheader Rules:
14. Bets made before the start of the game on the Game-period Money Line market have action as long as at least 5 innings (or 4.5 innings if the Home team is winning) are completed. All Game-period markets, other than the Money Line, have action only once 7 innings or (6.5 if Home team wins) are completed. Periods that have been played to completion will have action even if the game is not completed.
15. All Game-period In-Play markets require that the game be played to completion with 7 innings (or 6.5 if Home team wins) to have action. Periods that have been played to completion will have action even if the game is not played to completion.

16. All bets on Seven Inning Doubleheader games will be void if it is not indicated that it is a seven-inning game.
17. If a Seven Inning game is not completed, Baseball Rules 3, 7, and 8 apply with the consideration that “7 innings (6.5 if home team wins)” replaces “9 innings (8.5 if home team wins)”.
18. Baseball bets have action at the stated odds regardless of the starting pitcher for either team.
19. Baseball/MLB/Minor League Baseball G1/G2 DOUBLEHEADER: We will designate MLB/Minor League Baseball doubleheader games with a G1 or G2 (Game 1 or Game 2) designation. If we have a game posted without the G1 or G2 designation and MLB/Minor League Baseball announces a doubleheader for those teams on that day, the game without the G1/G2 designation and all associated contests for that game without the G1 or G2 designation will have no action.

Baseball Market Rules

1. **MLB Regular Season Wins**: Will be settled when a team exceeds their win total and is expected to play at least 158 games or cannot possibly exceed their win total given their number of games remaining and is expected to play at least 158 games. If there is any reasonable doubt as to whether or not a team will play at least 158 games, their Season Wins markets won’t be settled until they do. Any additional tiebreaker games (such as Wildcard or Division) will not be counted towards Regular Season Wins. Once Season Wins markets have been settled, they will not be changed, even if a team plays fewer games than expected for any reason.
2. **MLB AL/NL Pennant Champion**: Each league's pennant winner will be the team that represents that league in the World Series.
3. **Total Bases**: A Single is worth one, a Double is worth two, a Triple is worth three, a Home Run is worth four. No other type of play counts towards Total Bases markets.
4. **Runs Allowed**: Earned and Unearned Runs are counted.
5. **Innings Pitched**: Each inning completed is worth one, and each out recorded thereafter worth 0.1.
6. **Division Winner**: Markets are resulted based on standings at the end of the season, as long as every team in the division has played at least 90% of their scheduled games. If teams are tied in terms of record, the winner will be 1) the winner of the tiebreaker game or 2) the team declared the winner by the league's tiebreaker system for seeding playoff teams.

7. **Season-Long Home Run Leader**: If the Home Run lead is tied, Batting Average will be used as the tiebreaker.
8. **Season-Long Competitor Match-ups**: If either competitor does not play in at least one of his team's first 10 games all bets are void.
9. **Hits + Runs + Errors Markets**: Games must be played to completion for action. If a game is called or suspended in extra innings, the results will be determined after the last completed inning, unless the home team scores to tie in the bottom half of the inning, in which case the result is determined at the time the game is called.
10. **No-Hitters Markets**: Individual and combined No-Hitters are counted as long as the game is played to completion.
11. **Competitor Statistics Markets**: Games must be played to completion for action. If a game is suspended before completion and the game is resumed the following day, statistics from both days will be counted towards the results of these markets. If the game is not resumed the following day, all bets will be void. In addition, the player listed must start for bets on his statistical markets to have action.
12. **Competitor Statistic Match-Up Markets**: All bets have action as long as both competitors start the game and the game is played to completion.
13. **Home/Away Markets**: All scheduled games, as indicated in the offering, must complete nine innings or 8.5 innings (if the home team is ahead). If a game is suspended after at least nine innings have been completed, the score after the last fully completed inning will be used for the Home/Away bet.
14. **MLB Regular Season Win Percentage**: Bets will be settled at the conclusion of the Regular Season. Bets have action as long as the team has completed at least 140 Regular Season games. Any Play-In Games are NOT considered for the purposes of Regular Season Win Percentage.
15. **MLB Plate Appearance Markets:** MLB Plate Appearance Markets are settled according to the outcome seen in the game's official box score, with the exception that all bets are void on Sacrifice Bunts, Intentional Walks, and Catcher Interference. If a Plate Appearance begins in an inning and is not concluded in that inning (because of a baserunner caught stealing for the third out or an injured batter, for example) all bets on that Plate Appearance are void and the market will be offered again in the next inning if applicable.
16. **MLB All-Star Game - Home Run Contest:** If, at the end of 9 innings, in the MLB All-Star Game there is a Home Run Contest to determine the winning team, Longma shall award one run to the Home Run Contest winning team. All full game markets will be graded

incorporating that additional run. For example, if the MLB All-Star Game is tied 4-4 after 9 innings and the American League wins the subsequent Home Run Derby, then the American League will be declared the winner 5-4 and all full game bets will be graded based on the 5-4 score.

German Baseball Rules:

1. For all games the result is official after 5 innings of play unless the home team is leading after 4.5 innings. If a game is called or suspended, the winner is determined by the score after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called. Monies will be refunded if the home team ties the game and it is then suspended.
2. Events will not carry over to the following day unless otherwise specified.
3. For all games previously scheduled for nine innings, when wagering on total runs (over/under), run lines (handicap) or alternate run lines (alternate handicap), the game must go 9 innings (8.5 if the home team is ahead) to have action. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.
4. For games previously scheduled for seven innings, the second game of double headers for instance, when wagering on total runs (over/under), run lines (handicap) or alternate run lines (alternate handicap) the game must go 7 innings (6.5 if the home team is ahead) to have action. If a game is called or suspended in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.

Japanese Baseball:

1. When wagering on total runs (over/under) the game must go 9 innings (8.5 if the home team is ahead) to have action. If a game is called, suspended or declared a tie in extra innings, the score will be determined after the last full inning unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the score is determined at the time the game is called.
2. Rules for Run Line (handicap) and Alternate Run Line (alternate handicap) wagers are the same as those for Japanese baseball totals.

World Baseball Classic Rules:

1. All spread, money line, and total wagers will have action in games stopped early due to the mercy rule.
2. All bets taken on a suspended game (one that started), will have action for 72 hours from the start time, as long as the WBC governing body recognises an eventual winner. Money line wagers will only have action as long as the game goes at least 4.5 innings. Spread and total wagers will only have action if the game goes at least 8.5 innings (except in mercy rule games, see rule above).
3. All bets taken on a postponed game will not have action. Once the postponed game is rescheduled, normal wagering rules apply.
4. Pool Wagering - In the event of a tie between 2 or 3 teams within a pool, whoever wins the tiebreaker according the world baseball classic (whichever team is considered the number 1 team from that pool in the next round) is considered the winner.

Little League World Series:

1. Any game ending early as a result of a mercy rule will have action on all wagers in the Little League World Series.
2. Wagers on postponed or suspended games will have action as long as the game is completed within 60 hours of its originally scheduled time in the Little League World Series.
3. We make no guarantees that the team listed on the bottom of our fixtures is the home team in Little League World Series games.
4. Money Line Wagers will have action in all official games (4 innings or 3.5 innings if the home team is ahead). In order for wagers on totals and run lines to have action, the game must go 6 innings (5.5 innings if home team ahead), except for mercy rule games (see rule #1).

Mercy Rule: All Other Leagues Not Listed:

1. If a match ends due to the mercy rule being invoked we will settle the winner/ money line markets. 3-way markets and undecided markets for example run line and total markets will be void.

In summary this rule does not apply to the following listed leagues but all other baseball leagues:

- **Major League Baseball**
- **Little League World Series**

- **World Baseball Classic**
- **Taiwanese Baseball**
- **Japanese Baseball**
- **German Baseball**

Please view the individual mercy rules per league in the list shown in the sections above.

Basketball

Settlement of Wagers

1. Statistics provided by the official score(s) provider or the official website of the relevant competition will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.
2. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled after a thorough investigation.
3. Longma does not recognise protests or overturned decisions for wagering purposes.

Treatment for date change

1. If an event is not played on its scheduled date all wagers on the event will have no action.

Treatment if event does not come to its natural conclusion

1. If play is suspended before the minimum time has been reached and not resumed the same day, all wagers on the event will have no action.

Minimum time (length of event) needed for action

1. All competitions/leagues except the NBA must go at least 35 minutes for action unless otherwise specified.
2. NBA games must go at least 43 minutes to have action.
3. For wagers on periods (quarters and halfs) the minimum time is considered to be the duration of the period. If the entire game is not completed, wagers on quarters and halfs will have action if the relevant period was completed.
4. NBA preseason games must go at least 36 minutes for action.

Treatment for overtime

1. Any wager on the game or the 2nd half will include any overtime that may occur, unless otherwise specified.
2. Any wager on the 4th quarter does not include any overtime that may occur.
3. Market: Odd/Even is graded upon regular time only.

Regular Season Wins Props:

1. NBA regular season win bets will be graded and have action when the following two things occur: a. The team, mathematically, cannot win the number of games indicated in the bet or has already won the number of games indicated in the bet. b. The team, at the time of grading, is expected to play all 82 games(or has already played all 82 games). In other words, there is no indication that the season will be or has been shortened at the time of grading.
2. If there is any doubt that the season will be less than 82 games for a team, we will wait to grade regular season win bets until after the team plays its 82nd game. However, once a regular season win bet has been graded, it will not be changed, even if the team ends up playing less than 82 games.

Individual Player Props:

1. In a proposition offered to a basketball game (prematch and live proposition offering) concerning an individual's total points, rebounds, assists, blocked shots, or any other similar statistic (or combination of these statistics), the specific player must play the game for action. "Must Play" meaning the player must play at any point during the game.
2. Any proposition which refers to a 3 point shot refers to a shot made/attempted behind the 3 point arc.
3. A "Double Double" for purposes of Basketball props means ten or more in at least two of the following categories: Points, Rebounds, Assists, Blocks or Steals. A "Triple Double" for purposes of Basketball props means ten or more in at least three of the following categories: Points, Rebounds, Assists, Blocks or Steals. If you want to bet that the player will get a Double Double in the game you would wager on over 1/2 Double Double (or under 1/2, if you think he will not get a Double Double). The same would hold true regarding the procedure for wagers on a Triple Double.
4. NBA Player Statistic Settlement: Shortly after completion of each NBA game, using official NBA statistics, we will settle the following markets: Points and Three Point Field Goals Made. Due to the fact that NBA sometimes reviews and revises other statistical categories, we will wait until approximately 23:45 PT to settle, based on official NBA statistics, all other additional statistical markets we may choose to offer. Once settlement

has occurred on NBA Player statistic markets, it will be final and will not be revised for any subsequent NBA statistical changes.

NBA Finals MVP Props:

1. For NBA Finals MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no wagering on NBA Finals MVP and a named player is a co-MVP, then yes will be declared winner and paid at full odds.
2. If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.

NBA Season MVP Props:

1. For NBA Season MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no wagering on NBA Season MVP and a named player is a co-MVP, then yes will be declared winner and paid at full odds.
2. If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.

NBA All Star Props:

General Rules

1. For All-Star game propositions for a specific player, that player only need to play in the All-Star game for action unless we specify that the player must start.

NBA Allstar MVP

1. For NBA Allstar MVP propositions, if there are co-MVP's, any bet related would be paid at full odds. If there is yes/no wagering on NBA Allstar MVP and a named player is a co-MVP, then yes will be declared winner and paid at full odds.
2. If two players from the "the field" are co-MVPs, "the field" is graded as the winner and wagers paid one time.

Dunk Contest Specific

1. For wagers to have action on a specific player, that player must attempt at least one dunk.
2. In head to head match-ups, both players must attempt at least one dunk for any wager to have action.

Three point contest

1. In a head to head match-up both players must attempt at least one shot for wagers to have action.
2. In a head to head match-up, if players are tied for the most points, all wagers are graded no action and refunded.
3. For wagers to have action on a specific player, that player must attempt at least one shot.

NBA All Star Game Wagering(Game/Quarter/Half wagers)

In January 2020 the NBA established a new format for the All Star Game with special rules.

1. Money Line wagers on the full game will be paid out to the winner of the game, after the 4th quarter, based on the current All Star rules enacted by the NBA.
2. Any offering on an individual quarter, will be graded based on the result of that quarter as per the current All Star rules enacted by the NBA.

NCAA Tournament Props:

1. Only games played during and after the round of 64 will be counted toward posted propositions. Play-in games will not count. *For example, if California plays Virginia in a play-in game before the round of 64, the winner will not have its win count toward the over/under number of wins for the Pac 12 or ACC conferences.*
2. For propositions regarding "Buzzer Beaters," a "Buzzer Beater" is defined as a made field goal (either two point FG or three point FG) at the end of a game that involves the following:
   a. The made shot leaves absolutely no time left on the game clock at the end of the game, and;
   b. The made shot puts the shooter's team ahead for the win when the shooter's team immediately prior to the made shot had been behind or tied.

Other Props:

1. 1. 1. For team to win the Eastern or Western Conference futures, the winner of the respective conference will be the team that reaches the finals.

Boxing

When the bell sounds to begin the first round, the bout will be considered official for betting purposes, regardless of the scheduled length or title.

If the number of scheduled rounds in a fight is changed, all wagers will be void.

If one of the boxers is disqualified that boxer will be deemed to be a loser unless otherwise stated.

A fight is a Technical Draw when a fight ends before an allotted number of rounds. This is usually because of an accidental head-butt or foul.

Any fight that is deemed "no contest" will have all wagers refunded.

Results will be graded based on the official result at ringside. Results are not official for wagering purposes until verified by officials at the fighting venue. Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognized for wagering purposes.

Unless otherwise specified, matches must go within thirty days of the scheduled date for wagers to have action.

Cricket

Important All markets do not consider super overs unless otherwise mentioned. 5-run penalties are not considered in any over or delivery market (markets for multiple overs are not considered for this rule). Twenty 20, ODI: a minimum of 90 % of the entire overs allocated for an innings must be played at the time the bet was struck for markets to be settled unless the innings has reached its natural conclusion.

Settlement and cancellation rules If a match is cancelled before any play has taken place, then all markets are considered void unless the match is replayed within 48 hours of its initial starting time. If the match is tied and the official competition rules do not determine a winner; or if the competition rules determine the winner by a coin toss or drawing of lots, then all undecided markets are 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 e.g. declaration, team all out, etc. If markets remain open with an incorrect score which has a significant impact on the prices, we reserve the right to void betting.

If a match is affected by external factors (such as bad weather), all bets will be settled based on the official competition rule (this includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)).

Head to Heads Markets:
Match winner (incl. super over)

Description: Who will win the match including super overs. Rules: 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.

Match Betting Description: Who will win the match? Rules: All match betting will be settled in accordance with official competition rules. In matches affected by adverse weather, bets will be settled according to the official result. If there is no official result, all bets will be void. In the case of a tie, if the official competition rules do not determine a winner then dead- heat rules will apply. In competitions where a bowl off or super over determines a winner, bets will be settled on the official result. In First Class Matches, if the official result is a tie, bets will be settled as a dead-heat between both teams. Bets on the draw will be settled as losers. If a match is abandoned due to external factors, then bets will be void unless a winner is declared based on the official competition rules. If a match is cancelled then all bets will be void if it is not replayed or restarted within 48 hours of its advertised start time.

Double Chance Description: Will the match result be either of the three options given? Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

Draw No Bet Description: Who will win the match given that all bets will be void if the match is a draw? Rules: A tie will be settled as a dead heat. All match betting will be settled in accordance with official competition rules. If there is no official result, all bets will be void.

Tied Match Description: Will the match be tied? Rules: All bets will be settled according to the official result. If the match is abandoned or there is no official result, all bets will be void. For First Class matches a tie is when the side batting second is bowled out for a second time with scores level.

Most Fours Description: Which team will hit the most fours? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only fours scored from the bat (off any delivery – legal or not) will count towards the

total fours. Overthrows, all run fours and extras do not count. Fours scored in a super over do not count. In First Class games, only first innings fours will count.

Most Sixes Description: Which team will hit the most sixes? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count. Sixes scored in a super over do not count. In First Class games, only first innings sixes will count.

Most Extras Description: Which team will have the most extras added to their batting score? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All wide deliveries, no balls, byes, leg byes and penalty runs in the match count towards the final result. If there are runs off the bat as well as extras from the same delivery, the runs off the bat do not count towards the final total. Extras in a super over do not count. In First Class games, only first innings extras will count.

Most Run Outs Conceded Description: Which team will concede the most run outs in the match? Rules: A run out “conceded” means that a member of that team will be run out while batting. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Run Outs in a super over do not count. In First Class games, only first innings run outs will count.

Highest First Over Description: Which team will score the most runs in the first over of their innings? Rules: The first over must be completed for bets to stand unless settlement has already been determined. If during the first over the innings is ended due to external factors, including bad weather, all bets will be void, unless settlement has already been determined before the reduction. In First Class matches the market refers only to each team’s first innings. Extras and penalty runs in the particular over count towards settlement. For the Hundred, an over will consist

of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

Most Runs in Groups of Overs Description: Which team will score the most runs after the first specified number overs of their innings? Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the specified overs have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In First Class matches the market refers only to each team's first innings. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Highest First Partnership Description: Which team will score the most runs before losing their first wicket? Rules: If the batting team reaches the end of their allotted overs, reaches their target or declares before the first wicket falls, the result will be the total amassed. For settlement purposes, a batsman retiring hurt does not count as a wicket. In limited overs matches, bets will be void if the innings has been reduced due to external factors, including bad weather, unless settlement has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. In First Class matches the market refers only to each team's first innings.

Match Markets:

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

Match Sixes Description: How many sixes will be hit in the match? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be

void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count. Sixes scored in a super over do not count.

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

Match Run Outs: Description: How many run outs will there be in the match? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Run outs in a super over do not count.

Maximum Over in Match Description: How many runs will be scored in the highest scoring over of the match? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to be bowled due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. All runs, including extras, count towards settlement. Super overs do not count. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Match Top Batsman Description: Which batsman will score the most runs in the match? Rules: The result of this market is determined on the batsman with the highest individual score in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather. Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is

removed as a concussion sub, that player will still be counted, as will the replacement player. If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand. If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat. When two or more players score the same number of runs, dead-heat rules will apply. Runs scored in a super over do not count.

Match Top Bowler Description: Which bowler will take the most wickets in the match? Rules: The result of this market is determined on the bowler with the most wickets in the match. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to be bowled in either innings at the time the bet was placed due to external factors, including bad weather. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a bowler is substituted in after the in-play market has been offered, and takes the most wickets, bets on the market will be void, unless there is a dead-heat. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don't count. If no bowlers take a wicket in an innings then all bets will be void.

Man of the Match Description: Who will be named man of the match? Rules: Bets will be settled on the officially declared man of the match. Dead-heat rules apply. If no man of the match is officially declared then all bets will be void.

Delivery Markets

Runs off Delivery Description: How many runs will be scored off the specified delivery? Rules: The result will be determined by the number of runs added to the team total, off the specified delivery. For settlement purposes, all illegal balls count as deliveries. For example, if an over starts with a wide, then the first delivery will be settled as 1 and, although there has not been a legal ball bowled, the next ball will be deemed as delivery 2 for that over. If a delivery leads to free hit or a free hit is to be re-bowled because of an illegal delivery, the runs scored off the additional delivery do not count. All runs, whether off the bat or not are included. For example, a wide with three extra runs taken equates to 4 runs in total off that delivery. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. For example, if

there are no illegal deliveries, the 5th ball bowled in the innings will be displayed as “X runs off 5th delivery, 1st over” and the 6th ball bowled in the innings will be displayed as “X runs off 1st delivery, 2nd over”. If there is an illegal delivery in the first five balls bowled, the 6th ball bowled in the innings will be displayed as “X runs off 6th delivery, 1st over”. All other rules remain the same as other formats.

Exact Runs off Delivery Description: Exactly how many runs will be scored off the specified delivery? Rules: As “Runs off Delivery”.

Over Markets

Runs in Over Description: How many runs will be scored in the specified over? Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Extras and penalty runs in the particular over count towards settlement. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction.

For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other formats.

Boundary in Over Description: Will there be a boundary scored in the specified over? Rules: As “Runs in Over”. Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries.

Wicket in Over Description: Will a wicket fall in the specified over? Rules: As “Runs in Over”. For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal.

Over Odd/Even Description: Will the number of runs scored in the specified over be odd or even? Rules: As “Runs in Over”. Zero will be deemed to be an even number.

Group Markets

Runs in Groups of Overs Description: How many runs will be scored in the specified number of overs? Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been

determined. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined before the reduction. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Wickets in Groups of Overs Description: How many wickets will fall in the specified number of overs? Rules: If the specified number of overs are not complete the bet will be void, unless the team is all out, declares, reaches their target or settlement of the bet has already been determined. In limited overs matches, bets will be void if the total innings is reduced at any stage to less than 80% of the stated maximum overs at the time the bet was placed, unless settlement of the bet was already determined. For settlement purposes, if a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball. Retired hurt does not count as a dismissal. For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Runs in Session Description: How many runs will be scored in the specified session? Rules: The result is determined by the total number of runs scored in the specified session, regardless of which team has scored them. If fewer than 20 overs are bowled in a session, bets will be void unless settlement has already been determined.

Innings Markets

Innings Runs Description: How many runs will a team score in a specified innings? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. Bets placed on a future innings will remain valid regardless of the runs scored in any current or previous innings. In drawn First Class matches, will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Bets will also be void in drawn first class matches, if less than 60 overs have been bowled in an incomplete innings, unless settlement of the bet has already been determined. If a team declares, that innings will be considered complete for the purposes of settlement.

Innings Wickets Description: How many wickets will the batting team lose in the current innings? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been

determined before the reduction. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Retired hurt does not count as a dismissal.

Innings Fours Description: How many fours will the batting team hit in their current innings? Rules: Same as Most Fours.

Innings Sixes Description: How many sixes will the batting team hit in their current innings? Rules: Same as Most Sixes.

Innings Extras Description: How many extras will be added to the named team's batting innings? Rules: Same as Most Extras.

Innings Run Outs Description: How many run outs will be conceded in the innings? Rules: Same as Most Extras.

Maximum Over in Innings Description: How many runs will be scored off the highest scoring over of the current innings? Rules: Same as Maximum Over in Match

Innings Runs, Odd or Even? Description: Will the total innings runs be odd or even? Rules: If the innings is abandoned, forfeited or there is no official result, all bets will be void.

Innings to finish with a Boundary Description: Will the last ball of the innings be a boundary? Rules: Only boundaries scored from the bat (off any delivery – legal or not) will count as a boundary. Overthrows, all run fours and extras do not count as boundaries. In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. If the match is abandoned or there is no official result, all bets will be void.

Exact Runs in Innings Description: How many runs exactly will the team batting in the final innings score? Rules: Bets will be settled according to the official result. In limited overs matches, bets will be void if there is any reduction in the number of overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. If the match is abandoned or there is no official result, all bets will be void.

Top Batsman in Innings Description: Which batsman will score the most runs for the named team? Rules: The result of this market is determined on the batsman with the highest individual score in a team's innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was

placed due to external factors, including bad weather. Top batsmen bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a batsman does not bat, but was named in the starting XI, bets on that batsman will stand. If a batsman is substituted in after the in-play market has been offered, and scores the highest individual score, bets on the market will be void, unless there is a dead-heat. When two or more players score the same number of runs, in the innings dead-heat rules will apply. Runs scored in a super over do not count.

Top Bowler in Innings Description: Which bowler will take the most wickets for the named team? Rules: The result of this market is determined on the bowler with the highest individual number of wickets in an individual innings. In limited overs matches, bets will be void if it has not been possible to complete at least 50% of the overs scheduled to have been bowled at the time the bet was placed due to external factors, including bad weather. Top bowler bets for First Class matches apply only to the first innings of each team, and will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. If a player was named at the toss, but later is removed as a concussion sub, that player will still be counted, as will the replacement player. If a bowler does not bowl, but was named in the starting XI, bets on that bowler will stand. If a bowler is substituted in after the in-play market has been offered, and takes the most wickets, bets on the market will be void, unless there is a dead-heat. If two or more bowlers have taken the same number of wickets, the bowler who has conceded the fewest runs will be the winner. If there are two or more bowlers with the same wickets taken and runs conceded, dead heat rules will apply. Wickets taken in a super over don’t count. If no bowlers take a wicket in an innings then all bets will be void.

Last Man Standing Description: Which batsman will be not out upon completion of the innings? Rules: If there are two or more batsmen who are not out upon completion of the innings, the winner for the purpose of settlement will be the last batsman to face a delivery (legal or not). Players will not be deemed to have been not out if they were no longer at the crease having retired hurt or did not bat. If more than 11 players bat, the market will be void. In limited overs matches, bets will be void if, subsequent to placing the bet, the innings has been reduced in any way due to external factors, including bad weather.

Batsmen Markets

Batsman Runs Description: How many runs will the named batsman score? Rules: If the batsman finishes the innings not out, as a result of a declaration, the team reaching the end of

their allotted overs, or the team reaching their target; his score will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void. If a batsman retires hurt, but returns later, the total runs scored by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Runs scored in a super over do not count.

Combined Batsman Runs Description: How many total runs will the named batsmen score? Rules: As “Batsman Runs”, and if any of the named batsmen do not bat, the bet will be void, unless settlement of the bet has already been determined or goes on to be determined.

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

Batsman Sixes Description: How many sixes will the named batsman hit? Rules: If a batsman finishes the innings not out, as a result of a declaration, the team reaching the end of their allotted overs, or the team reaching their target; his number of sixes will be the final result. If a batsman does not bat, the bet will be void. If a batsman is not in the starting XI, bets will be void. If a batsman retires hurt, but returns later, the total sixes hit by that batsman in the innings will count. If the batsman does not return later, the final result will be as it stood when the batsman retired. In limited overs matches, bets will be void if it has not been possible to complete at least

80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined, or goes on to be determined. Result will be considered determined if the line at which the bet was placed is passed, or the batsman is dismissed. In drawn First Class matches, bets will be void if fewer than 200 overs are bowled, unless settlement of the bet has already been determined. Only sixes scored from the bat (off any delivery – legal or not) will count towards the total sixes. Overthrows and extras do not count. Sixes scored in a super over do not count.

Batsman Milestones Description: Will the named batsman reach the specified milestone? Rules: As “Batsman Runs”.

Method of Dismissal Description: How will the named batsman be out? Rules: If the specified batsman is not out, all bets will be void. If the specified batsman retires, and does not return to bat later, all bets will be void. If that batsman does return to bat later and is out, bets will stand. Caught and bowled is included in fielder catch.

Partnership Markets

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

Next Man Out Description: Which batsman will be the next to be dismissed? Rules: If either batsman retires hurt or the batsmen at the crease are different from those quoted, the bets placed on both batsmen will be declared void. If no more wickets fall, all bets will be void.

Batsman Match Bet Description: Which batsman in the current partnership will score the most runs in this innings? Rules: Bets will settle based on the official scores for the specified batsmen in the innings, as detailed in the “Batsman Runs” section above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, after the bet is placed unless settlement has already been determined.

Method of Next Wicket Dismissal Description: How will the next batsman be out? Rules: The result will be determined by the dismissal method of the next wicket that falls. A batsman retiring hurt does not count as a wicket. If a batsman is retired out, all bets will be void. If the specified wicket does not fall, all bets will be void. Caught and bowled is included in fielder catch.

Player Markets

Batsman Matchbet Description: Which of the named players will score the most runs? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either does not then subsequently bat all bets are still settled. Runs scored in a super over do not count.

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

All-Rounder Matchbet Description: Which of the named players will score the most points in the player performance scoring system? Rules: Points are scored as follows: 1 point per run, 20 points per wicket, 10 points per catch, 25 points per stumping. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless settlement of the bet has already been determined. Both players must be named in the starting XI, or appear as a substitute. If either player does not then subsequently bat or bowl then all bets are still settled. Points scored in a super over do not count.

Keeper Matchbet Description: Which of the named wicket keepers score more points in the player performance scoring system? Rules: Points are scored as above. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in either innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been

bowled, unless settlement of the bet has already been determined. Both named players must start the match as a wicket keeper, or appear as a substitute, but if their playing role changes for any reason all bets will still be settled in accordance with scoring system above. Points scored in a super over do not count.

Pop Up Markets

Free Hit Description: How many team runs will be scored off the free hit delivery? Rules: The result will be determined by the number of runs added to the team total, off the specified delivery. If the free hit is re-bowled because of an illegal delivery, the runs scored off the second free hit do not count. Extras and penalty runs will count towards settlement. For example, if a wide is bowled on the free hit delivery specified, the result will be 1. Then another free hit market may be offered.

Race to 'X' Runs Description: Which batsman will reach the specified number of runs first? Rules: All bets stand, regardless of any curtailment. If neither batsman reaches the specified number of runs the markets will be settled as 'Neither'.

Next to Hit Six Description: Which batsman will hit the next six? Rules: All bets stand, regardless of any curtailment. If neither batsman scores a six after the bet is offered, then the market will be settled as 'Neither'. Overthrows and extras do not count.

Next to Take a Wicket Description: Which bowler will take the next wicket in this innings? Rules: All bets stand, regardless of any curtailment. If none of the named bowlers take a wicket the market will be settled as 'None of the above'. For settlement purposes, a batsman retiring hurt does not count as a wicket. Run outs, timed out, retired out and any other method of dismissal not awarded to a particular bowler will be settled as 'None of the above'.

Winning Over Description: In which over of the named team's innings will the match be completed? Rules: All bets will be void if there is no official result. In limited overs matches, all bets will be void if, subsequent to placing the bet, the maximum overs possible are reduced in any way.

One-sided Markets

Both Teams to Score 'X' Runs Description: Will both teams score the specified number of runs? Rules: In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the overs scheduled to have been bowled in both innings at the time the bet was placed due to external factors, including bad weather, unless settlement of the bet has already been determined before the reduction. In drawn First Class matches, bets will be void if fewer

than 100 overs have been bowled in either teams first innings, unless settlement of the bet has already been determined. Only runs scored in the first innings count If a team declares that innings will be considered complete for the purposes of settlement.

Either Batsman Method of Dismissal Description: Will either of the named batsmen be dismissed in the specified method? Rules: All bets will settle, regardless of whether either batsman remains not out, or retired hurt, at the end of the innings.

Both Batsmen Method of Dismissal Description: Will both of the named batsmen be dismissed in the specified method? Rules: As “Either Batsman Method of Dismissal”.

Runs off Consecutive Deliveries Description: How many runs will be scored off each of the specified deliveries? Rules: As “Runs off Delivery” except the specified number of runs must be scored off both named deliveries.

Wicket off Delivery Description: Will a wicket fall in the specified delivery? Rules: The specified delivery must be completed for bets to stand. For settlement purposes, any wicket will count, including run outs. A batsman retiring hurt does not count as a wicket. If a batsman is timed out or retired out then the wicket is deemed to have taken place on the previous ball.

Both Batsmen to Score ‘X’ Runs in Over Description: Will both batsmen score the specified number of runs in the over? Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Runs must be scored off the bat to count towards settlement. Bets will settle regardless of whether or not either of the specified batsmen are dismissed or retired hurt before the over commences.

Both Batsmen to Score a Boundary in Over Description: Will both batsmen score a boundary in the over? Rules: As “Both Batsmen to Score ‘X’ Runs in Over”. Both fours and sixes count as boundaries. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

Both a Four and a Six to be Scored in an Over Description: Will both a four and a six be scored in the over? Rules: The specified over must be completed for bets to stand unless settlement has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad

weather, in which case all bets will be void, unless settlement has already been determined. If the over does not commence for any reason, all bets will be void. Only fours or sixes scored from the bat (off any delivery – legal or not) will count. Overthrows, all run fours and extras do not count.

Batsman and Bowler Combo Milestones Description: Will the named batsman, and the named bowler, reach their specified milestones? Rules: For batsman – same as “Batsman Runs”. In first class games, only runs scored in the first innings will count. If a batsman is not in the starting XI, or substituted in, bets will be void. For bowler – if a bowler does not bowl, they will be deemed to have taken 0 wickets. If a bowler is not in the starting XI, or substituted in, bets will be void. In limited overs matches, bets will be void if it has not been possible to complete at least 80% of the scheduled overs in the relevant innings due to external factors, including bad weather, unless settlement has been determined. In drawn First Class matches, bets will be void if fewer than 200 overs have been bowled, unless the player’s bowling innings is complete. The result will be considered determined if the lines at which the bet was placed are passed. In First Class games, only first innings wickets will count and runs. Wickets and runs scored in a super over do not count.

Batsmen Combo Milestones Description: Will both the batsmen reach their specified milestones? Rules: Same as “Combined Batsman Runs”.

Notes for all Markets
Players sent off/retired out A player being sent off is viewed as retired out, so will be settled as a wicket. **Concussion substitutions** When a player leaves the field as a concussion substitute, this will not count as a wicket. If the player does not return later, the final result will be as it stood when the player left the field. When a player enters the match as a concussion substitute, for settlement purposes both they and the player replaced will be looked upon as to have played a full part in the match. **Penalty runs after the conclusion of an innings** Penalty runs added to a team’s total after the start of the other team’s innings will not count towards settlement of markets in the previous innings. **The Hundred** For the Hundred, an over will consist of 5 legal deliveries, so a full innings will be made up of 20 overs. All other rules remain the same as other limited overs formats.

Cycling

Participants must pass the starting line of the respective event/stage for bets to stand otherwise bets will be void. Head to heads will be settled upon the cyclist achieving the highest placing in the specified event/stage. If both cyclists start but fail to finish a specific event/stage then bets

will be void. If both cyclists start a specific event/stage and only one fails to finish then the cyclist who completes the specific event/stage will be deemed the winner.

Bets will be settled based on the classification that is published immediately after the race. Overturns later via protests, doping tests, or other means will not be recognised for betting purposes.

If a race is postponed due to weather or force majeure, all wagers will stand if, and only if, the race is started within one week of the original start date.

Darts

When betting on the outright tournament winner, all wagers will stand; there are no refunds. Should a player withdraw before a tournament begins, any wagers on that player to win the tournament will be graded as losses.

Match Wagers: The player progressing to the next round will be deemed the winner, providing one of the players has thrown a dart at the start of the first leg. If the first dart is not thrown, all bets will be void.

Sets Wagers: The full number of sets required to win the match must be completed. If for any reason the match is awarded to a contestant before the full number of sets is completed, all sets wagers on the match will be void.

eSports

1. 1. If a Match isn't started 30 hours after its scheduled starting time all bets on that Match are void.
2. If the format of a match is changed (number of Maps, rounds etc.) all bets will be void unless that information was conveyed in the market or the change had no effect on a particular market (such as bets on specific Maps or First Blood etc.).
3. If a Match or Map is remade or rewound by “Chronobreak” or similar method, pre-match bets will have action based on the replay of the Map. All pre-match and Live bets on Maps that concluded before the start of the affected Map will have action. All other Live bets on the affected match or Map will be void.
4. In a match where one team or competitor has an advantage of one or more Maps awarded as part of the tournament format (for example due to one team coming from the upper bracket in a double elimination format), Longma’s match line will include the given

advantage. If there is a 1-0 advantage, Longma's Map offering will start with Map 2, if there is a 2-0 advantage, Longma's Map offering will start with Map 3 etc. 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.

5. "Kill" markets will be resulted using the Match summary. In the event that no match summary is available, then the in-game scoreboard will be used for resulting purposes unless advised otherwise in the Sub-Sport Rules for the game.
6. Match-period Handicap, Money Line and Over/Under markets use Maps won as scoring units.
7. Any overtime or other tiebreaker method used is considered valid in determining results.
8. If a Map is void due to retirement, default, disconnection, disqualification, walkover, or other admin decision, all bets on the Match are void. Bets on any individual Maps that are played to completion will have action. An outright event which finished with an official result will have action, regardless of the number of replacement players or stand-in players.

Sub-Sport Rules

CS:GO

9. If at least five rounds of a Map are played with fewer than 10 competitors, all bets on the Map will be void.
10. If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds of a Map are played, all bets on that Map will be void.
11. Rounds 1-15 constitute the first half of CS:GO Maps.

Valorant

12. If at least five rounds of a Map are played with fewer than 10 competitors, all bets on the Map will be void.
13. If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds of a Map are played, all bets on that Map will be void.
14. Rounds 1-12 constitute the first half of Valorant Maps.

Dota 2

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

17. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.
18. Dota 2 Kills: The following will be counted as a kill in Dota 2:
    - Player kills
    - Tower kills of the opposing team
    - Creep kills of the opposing team
19. The following will not be counted as a kill in Dota 2:
    - A teammate deny
    - Suicide
    - Death from neutral creeps
    - Death from the Roshan
20. **King of Glory**
21. If a Map starts with fewer than 10 competitors all bets on the Map will be void.
22. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all bets on the Map will be void. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.
23. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.

    Arena of Valor
24. If a Map starts with fewer than 10 competitors all bets on the Map will be void.
25. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all bets on the Map will be void. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.
26. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.

    Heroes of the Storm
27. If a Map starts with fewer than 10 competitors all bets on the Map will be void.
28. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all bets on the Map will be void. If a competitor

disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.

29. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.

League of Legends

30. If a Map starts with fewer than 10 competitors all bets on the Map will be void.
31. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all bets on the Map will be void. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.
32. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.
33. “Elemental Dragons" includes only Mountain, Infernal, Ocean, Chemtech, and Hextech dragons.

Overwatch

34. If a Map starts with fewer than 12 competitors, all bets on the Map will be void.

Rainbow Six

35. If a team retires, receives a win by admin decision or is disqualified before all scheduled rounds of a Map are completed, all bets on the Map will be void.

Fortnite

36. The standings will be determined according to the official tournament ranking whenever possible. If the tournament does not make clear what it considers to be the final results the following formula will be used: Bets on an individual round will be determined based on the team or competitor that lasted longest. Bets on a day of play will be determined based on the total points (placement points + kill points) gained on that day by the team or competitors in question. Bets on the winner of an event will be determined based on the total points (placement points + kill points) gained by each team over the course of the event.

Free Fire

37. The standings will be determined according to the official tournament ranking whenever possible. If the tournament does not make clear what it considers to be the final results the following formula will be used: Bets on an individual round will be determined based on the team or competitor that lasted longest. Bets on a day of play will be determined

based on the total points (placement points + kill points) gained on that day by the team or competitors in question. Bets on the winner of an event will be determined based on the total points (placement points + kill points) gained by each team over the course of the event.

Wild Rift

38. If a Map starts with fewer than 10 competitors, all bets on the Map will be void.
39. If a competitor disconnects in the first 10 minutes and is unable to reconnect or be replaced for the rest of the Map, all bets on the Map will be void. If a competitor disconnects or quits after the 10th minute of play of a Map has started, bets have action according to the official result.
40. If a walkover or win by admin decision is given in the first 10 minutes of a Map, all bets on the Map will be void. If a win by admin decision is awarded after the 10th minute of play of a Map has started, bets have action according to the official result.

Esports Market Rules

41. **Map Duration Over/Under:** A Total Duration (in minutes) is offered. Under bets win when the Map ends in fewer than that number of minutes and Over bets win when the Map lasts longer than that number. If the Map ends with the exact time displayed (to the second, e.g. 15:00 on a 15min Over/Under line) on the Match summary, then bets will be void. Markets will be settled based on the Match summary, but in the event that no match summary is available, then the in-game scoreboard will be used for resulting purposes.
42. **First Tower**: Bets on the team that has one of their towers destroyed first lose, and bets on the other team win.
43. **First Blood**: Bets on the team that is announced in-game to get “First Blood” win, and bets on the other team lose
44. **First Inhibitor**: Bets on the team that has one of their inhibitors destroyed first lose, and bets on the other team win.
45. **First Barracks**: Bets on the team that has one of their barracks destroyed first lose, and bets on the other team win.
46. **First Turret:** Bets on the team that has one of their turrets destroyed first lose, and bets on the other team win.
47. **Will there be an Ace:** Ace is defined as a single player who kills five enemies in a single round
48. **Will there be a Knife Kill:** A Knife Kill is defined as a player killing an enemy using a knife in an official round.

49. **To Advance:** Markets on teams “To Advance” or “To Win Final” are bets on which team advances to the next round of or wins a tournament. They have action when and wherever a match or stage is completed, regardless of if it is moved, delayed or postponed.
50. **Total Maps Markets:** Tied Maps are not counted towards Total Maps markets.

Field Hockey

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

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

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

Golf

If the start of a round is delayed, or if play during a round is suspended, all pending wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all pending wagers will be void and stakes refunded.

Wagers on a golfer who does not play in the tournament will be void, and stakes refunded.

A golfer is deemed to have played once he or she has teed off. In the event of a player withdrawing after having teed off, wagers on that player will be lost.

Wagers will be settled using the official tournament and match results (including final match correct score and individual match betting). This includes a match that finishes early, either by agreement of the players or because of injury.

Handball

For wagering purposes, winners and losers are determined by the score at the end of normal time. Extra time (an extension of normal time) will not count unless specified.

If a match is postponed for any reason, all wagers will be void and stakes refunded.

If a match venue is changed all wagers stand.

All game props, including the following markets, will be settled on regulation time only and exclude overtime if played:

Game total odd/even

Winning margin

Double chance

First to 3/5 goals

In-Play Betting

All markets are based on regulation time for settlement purposes (overtime does not count). In tournaments, if a new market is formed at the end of regulation time (e.g. to win in overtime) penalty shootouts count.

Horse Racing

All individual race markets will be determined according to the official result at the time of the weigh-in announcement. Subsequent disqualifications, appeals or amendments to the result will be disregarded.

If a race is abandoned or otherwise declared void, all bets on that race will be void.

If a race does not take part on its scheduled day, all bets will be void.

If a scheduled surface type is changed (e.g. turf to dirt) all bets will stand.

Longma Rule 4 adjustment

Rule 4 relates to non-runners when a horse in a race is declared a non-starter. To make the adjustment Longma applies a reduction factor to the remaining runners. The reduction factor allocated to a non-runner is a calculation of that horse’s chances of winning and only affects winning bets.

Any horse listed when the relevant market is loaded which does not subsequently come under starter’s orders is deemed to be a non-runner.

Reduction factors can be amended at Longma’s discretion at any time throughout the market life cycle.

Rule 4 adjustments are not applied to bets which are struck in-play.

Card numbers are posted as a guide only: bets are placed on a named horse.

Horse racing bets are win only and singles only, i.e. not parlayable.

Ice Hockey

Unless otherwise specified, bets include overtime and penalty shootouts.

Exact Goals market, overtime counts unless otherwise stated.

Money Line markets (two-way) include overtime.

Match Result markets (three-way) do not include overtime.

Penalty shootouts are expressly considered part of overtime. If a penalty shootout is contested, the winner will be credited with an extra goal.

Games must go a minimum of 55 minutes for wagers to stand. If a game is suspended before 55 complete minutes are played, all wagers on the outcome of the game are refunded.

Minimum time for action on periods: The specific period must be played in its entirety for wagers to stand. Otherwise, all wagers on the period are refunded.

Goals in overtime or the shootout do not count toward bets on the 3rd period.

Mixed Martial Arts

Unless stated on the site, fights must take place within one week of the listed date of the fight or the bout will be graded "no action" and wagers refunded to the player's Longma account.

In the event of a venue change:

If the venue changes within the same country of the fight, this will have no effect on the status of pending wagers.

If the venue changes to a different country, this will result in a grade of "no action" on all pending wagers.

In the case that the number of scheduled rounds in a fight is changed, the following wagers will have action: the fight winner, fighter wins only, and draw options. "Fight totals" and "will go/won't

go" markets will have action if the updated scheduled rounds are more than the total listed on the proposition.

Bet placed on exact round of ending, fighter to win inside distance, win by decision, and goes distance propositions will all result in a grade of "no action" if scheduled rounds are changed or incorrect on the site.

All mixed martial arts results will be graded based on the official result at ringside.

Fight results are only considered official by Longma when verified by officials at the fighting venue, and a result may be revised or altered after initial presentation by the ring announcer.

Official or unofficial sanctioning body overturns of a fight decision based on appeal, suspension, lawsuit, drug testing result, or any other fighter sanction will not be recognised for wagering purposes.

An "Inside Distance" wager wins if the selected fighter wins by KO, TKO, DQ, submission, or any other form of stoppage inside the allocated fight time.

In MMA, a win by submissions is not graded or considered a KO/TKO. As a result, a wager on a fighter to win by "KO/TKO" wins only if the fighter wins by KO, TKO or corner stoppage.

In the case of a draw, wagers on both fighters "to win" are refunded into your Longma account.

Other proposition wagers are graded according to their specific wording.

An if bet – win only – wager is considered a loss when a fight ends in a draw.

If a fight is deemed “No Contest” all bets are void except for periods that have already been completed and markets that have already been conclusively determined.

A total listed on a fight represents the total number of completed rounds. The halfway point of a round is at exactly two minutes and thirty seconds into a five-minute round. Therefore, 2½ rounds would be two minutes and thirty seconds of the 3rd round.

If an over/under total lands on the exact half round total in a fight, the wager will be a push.

If the phrase "Fight goes 2:30 round X", and the fight ends at exactly that second of that round, then "Fight goes" will be graded the winner.

In round distance wagering, if a fighter fails to answer the bell for the start of any round, the fight officially ended in the last round fought.

In total wagering, if a fighter does not answer the bell to start a round where the fight has gone the exact distance listed on the total, the UNDER is the winner.

Any fight involving an extra round or "sudden victory" round, this round will be included for wagering purposes.

All bets accepted after a bout is announced by any of the following twitter accounts will be considered void: @BigMarcel24 @bokamotoESPN @ufc @btsportUFC.

Motor Sport

If a race or qualifier is postponed for any reason, all wagers will remain valid for 48 hours. If the postponement lasts more than 48 hours, all wagers will be void and stakes refunded.

The start of any race is defined as the signal to start the warm up lap. Drivers must start the race in order for wagers to stand.

All wagers will be graded at the time of the podium presentation. Subsequent penalties or demotions will not affect the grading of wagers.

All qualifying wagers will stand once a driver starts qualifying. Subsequent penalties or demotions will not affect the grading of wagers.

Championship wagers will be graded immediately after the final race of the season and will not be affected by any subsequent penalties or demotions.

In Speedway, bets will be void if all scheduled heats or races of a meeting or match are not completed except on markets that have been unconditionally determined.

If the scheduled venue is changed all bets will be void.

Olympics

- Results are considered official after the medal ceremony. Any subsequent changes to those results for any reason are not considered.

Olympics Market Rules

1. **Individual's Medal Totals Markets:** The individual must start the first event they are scheduled to participate in for action.
2. **Weightlifting:** Bets on all competitors will be void if no competitor completes the entire event.
3. **Country Medal Totals Markets:** These markets will be settled at the conclusion of the Olympic Games with the results of the official medal table.

Politics

General Rules · Political markets are all in, run or not. Candidates who withdraw will be settled as losers. · Results of elections are settled on the official declared result.

Leadership Elections · When betting is offered on Next Prime Minister/President or equivalent, odds offered are on the basis of "all in, run or not" unless otherwise stated. No stakes will be refunded for any reason.

US Politics:

1. Presidential Election

a) Winner

- This market will be settled according to the candidate that has the most projected Electoral College votes won at the presidential election
- If no Presidential candidate receives a majority of the projected Electoral College votes, this market will be settled on the person chosen as President in accordance with the procedures set out by the 12th Amendment to the US Constitution.

b) Electoral College Markets

- This market will be settled according to the popular vote won at the US presidential election and the respective projected electoral college votes.

2. US Presidential State Betting

- The market will be settled on the party which wins the popular vote on the state-wide vote share.

3. Impeachment:

- Under Article II Section 4 of the US Constitution if the House of Representatives pass by majority vote at least one article of impeachment then the President is deemed impeached.

4. Congressional Elections

- Senate/House of Representatives Majority: A majority of seats requires either party to control more than half of the seats following the elections. Independent or any other party Senators caucusing with either the Democrats or Republicans will NOT count for the purposes of this market.·

5. Voter Turnout

- Voter turnout is defined as the percentage of eligible voters who cast a ballot.

Rugby League & Rugby Union

All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

If a match is interrupted and continued within 48h after initial kick- off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

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

Settlement and cancellation rules:

If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting. If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

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

Rugby Sevens

All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

If a match is interrupted and continued within 48h after initial kick- off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

Regular 14 / 20 Minutes: Markets are based on the result at the end of a scheduled 14 / 20 minutes play unless otherwise stated.

This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

Settlement and cancellation rules:

If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

If odds were offered with an incorrect match time (more than 2 minutes), we reserve the right to void betting. If a match is interrupted or postponed and is not continued within 48h after initial kick-off date betting will be void.

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

Snooker

Matchup betting is based upon correctly selecting the player who officially wins the match. In the event of a match starting but not being completed for whatever reason, the player progressing to the next round (or being declared winner of the competition/championship) will be deemed the winner. In the event of a match not starting at all, all bets will be void.

Frame betting is based upon correctly selecting the final score of a snooker match. In the event of a match starting but not being completed for whatever reason or a match not starting at all, all bets will be void.

For multi-way markets of the type Odds to win the Championship, wagers on a non-starting player will be graded as a loss.

Soccer

If a match does not start as scheduled, and isn’t completed within 12 hours of kickoff, then all bets on periods that aren’t completed will be void. The exception is any wager on whether a team advances in a cup competition, or raises the cup, which will stand regardless of a suspended or postponed match.

Wagers will be decided on games with two halves scheduled for 45 minutes each and any time the referee adds to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts. If a referee declares a game abandoned for any reason, wagers will be void and stakes returned on periods that aren’t completed.

If a match is suspended before full time is reached, and not completed within 12 hours of kickoff, wagers on the outcome of the match are considered void. If a match is suspended before full time is reached and not resumed within 12 hours of kickoff, wagers related to just the first half will have action, only if the first half has been completed. However, in the case of a suspended match not resumed within 12 hours of kickoff, most other proposition wagers not strictly related to the first half will be void. These will include, but aren't limited to: corner kicks, offsides, players to be sent off, red/yellow cards, both teams to score, correct score, time of first goal, clean sheet, and specific players to score/not score. For further clarity, a bet on both teams to score will be void in a suspended match, even if both teams have already scored. Likewise, a wager on a player to score/not score will be void in a suspended match, even if that player already scored. Likewise, a wager on when the first goal will be scored will be void in a suspended match, regardless of whether a goal has been scored. Likewise all corner/offside bets will be void in a suspended match, even if the number has exceeded the posted over/under. Propositions on the team to score first, or next, will stand if there is a goal in a suspended match.

A match must reach full time for wagers on the total number of goals scored in the match to stand.

Wagers on the first half of a soccer match include 45 minutes of play plus any stoppage time added by the referee at the end of the first half. If the first half is not completed, wagers will be void.

Wagers on the second half of a soccer match include 45 minutes of play plus any stoppage time added by the referee at the end of the second half. Extra periods, golden goals, and shootouts are not included in second half wagering. Goals scored in the first half do not count toward the second half wager.

The match must reach full time for second half wagers to stand.

Bets on teams to qualify or to advance to the next round of a competition are paid out on the referee's final whistle at the match's natural conclusion, whether the match is decided in regular time, extra time, or in a penalty shootout. Extra time and penalty shootouts are always included for betting purposes.

In a one-leg match all bets will stand once the match kicks off. If the referee abandons a one-leg match (for reasons including, but not limited to: crowd disturbances, unplayability of the pitch, or one team not having enough players to continue) bets will be paid based on decisions of the relevant governing body. Bets will stand while the governing body considers the circumstances of the abandonment and determines what remedy is to be taken (including, but no limited to: forfeiture, resumption of play at a later time, or a replay). If a team is disqualified before the match kicks off, all bets will be void. If the rules prescribe a replay for a drawn match, all bets stand for the replay.

In a two-leg match, all bets will stand once the second leg kicks off, provided that the first leg has not been ruled a forfeit. If the first leg is ruled a forfeit, all bets on teams to qualify or to advance will be void. If the second leg is abandoned, all bets remain valid and will be paid based on decisions of the relevant governing body.

Wagers made on a team winning a specific cup or trophy will include extra time and penalty kicks bets will be graded on the result after those added sessions (if they are required).

Own goals will not be considered for Anytime Goalscorer settlement purposes and are ignored. All players who took part in the match are considered as runners.

For hat-trick bets, only goals in regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included. Own goals do not count.

For Exact Score, Total number of Goals, Team Number of Goals, Both Teams to Score, Double Chance and any Handicap Propositions, only goals in regulation time, or any time the referee adds to compensate for injuries and other stoppages, are included.

For proposition bets in a specific match this includes regulation time (plus injury time) only. Own goals do not count. For wagers to stand, the player must be listed to start the match which includes substitutes and players on the bench. Bets on any player who do not show up for the match will be void. A player is still counted as a runner, regardless of how long they have played or even if they have not entered the pitch. This means that if your player goes off injured in the

first minute and hasn't scored they are deemed a loser; likewise, if your player comes off the bench late on and doesn't score they are also deemed a loser.

For half-time/full-time score propositions, only goals in regulation time or any added injury time will count. If match does not go full time, then all wagers on this proposition will be refunded.

For correct score propositions, only goals in regulation time or any added injury time will count. If the score is 0-0 at full time, then no goals or exact score of 0-0 will be declared the winner.

A Clean Sheet will be defined as a team not allowing a goal in regulation or added injury time only. Any goals allowed in extra time or penalty shootouts will not affect this wager.

For "Win to Nil" propositions, the team must have a clean sheet(as defined above) and be ahead at the end of regulation/injury time. If the team is not ahead at the end of regulation/injury time, then the related proposition will be graded as a loss.

In-Play bets will be void if a Video Assistant Referee (VAR) decision materially affects the odds of the bets. In the scenario that bets need to be void, the time of the foul that led to the VAR review will be taken into consideration.

Booking Markets

Yellow card counts as 1 card and red or yellow-red card as 2. The 2nd yellow for one player which leads to a yellow red card is not considered. As a consequence one player cannot cause more than 3 cards.

Settlement will be made according to all available evidence of cards shown during the regular 90 minutes play.

Cards shown after the match are not considered.

Cards for non-players (already substituted players, managers, players on bench) are not considered.

Booking points markets

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

Settlement will be made according to all available evidence for cards shown during the regular 90 minutes play.

Cards shown after the match are not considered.

Cards for non-players (already substituted players, managers, players on bench) are not considered.

Corner Markets

For all corner markets, a corner only counts when it is taken.

Tennis

One full set must be completed for money line / winner wagers to stand. If less than 1 set is completed, all money line wagers will be void. The winner of the match is the participant declared the victor by the umpire of the match.

If a player retires before the 1st set is completed, all wagers on the match will be considered void.

First Set Betting: If the first set is not completed because of a player retirement or disqualification, all wagers will be void and stakes refunded. If the first set in a match is completed, the wagers are graded and will stand on that line.

If a tennis match is not completed because of a player retirement or disqualification, all Handicap and Total Games wagers will be void, regardless of the score of the match.

Where markets are offered on individual games or sets within a match, a retirement or disqualification during a game or set will render bets on that game or set market and all individual game or set markets void except those on markets which have been unconditionally determined.

'Player to win a set?' Betting: If a tennis match is not completed because of a player retirement or disqualification, this market will be void unless it has been unconditionally determined.

If a tennis match is completed, without retirement or disqualification, all wagers stand as written.

A delay in the start of a match will not affect the standing of wagers, nor will a suspension, as long as play is resumed and the match completed.

All futures (Ante post) bets will stand. Should a player withdraw before a tournament begins, or retire during a tournament, bets on that player to win the tournament lose.

All bets stand regardless of any change of venue, court surface, changing from indoors to outdoors and vice versa.

Davis Cup or Federation Cup wagers on the are for that country to advance to the next round. Note that each Tie consists of five rubbers "matches". The winner of the Tie is the nation that wins three or more of the five rubbers in the Tie. In the event a match does not go the specified number of sets, and the match is shortened by tournament officials, the leader determined to be official by tournament officials shall be the winner.

Super Tie Break:

- **Void markets:**

1. Market: Total Games (VOID if Super Tie Break)

In the event of a super tie break occurring total games wagers will be void and stakes will be refunded.

2. Market: Game handicap (VOID if Super Tie Break)

In the event of a super tie break occurring game handicap wagers will be void and stakes will be refunded.

- **Graded/settled markets:**

1. Market: Total Games (Super Tie Break counts as 1 game)

In the event of a super tie break, this will count as one game only, as the super tie break is different to a regular set and is played to the first to 10 points. If the score in the match tiebreaker becomes tied at 10 points, play continues until a player or team has a two-point lead.

Super tiebreak example and calculation for total games:

	Set: 1	Set: 2	Super Tie Break
Player A	6 games	4 games	10 points
Player B	3 games	6 games	5 points

Set: 1 (6+3) + Set: 2 (4+6) + super tie break (1 game) = 20 games in total.

2. Market: Game handicap (Super Tie Break counts as 1 game)

In the event of a super tie break, this will count as one game only, as the super tie break is different to a regular set and is played to the first to 10 points. If the score in the match tiebreaker becomes tied at 10 points, play continues until a player or team has a two-point lead.

The player who wins the super tie break will have this one game awarded to them.

Super tiebreak example and calculation for game handicap:

Player "A"

	Set: 1	Set: 2	Super Tie Break
Player A	6 games	4 games	10 points
Player B	3 games	6 games	5 points

Player "A" games: 6 + 4 + 1 (The super tie break of 10 points) = 11 games.

Player "B" games: 3 + 6 + 0 (The super tie break was lost) = 9 games.

Volleyball

If a match is suspended before full time is reached, and not completed the same day, wagers on the outcome of the match are void.

For match and set wagering, the actual number of points played in a set will not affect how wagers are graded. For example, sets played to 21 points or 25 points are graded based on the winner of the set.

If a match venue is changed, all bets stand.

The following markets will be void if the match is not completed:

To win match

Set betting

Total match points

Point handicap betting

Handicap set betting

For individual set markets, in the event of the set not being completed bets will be void. If a specified set is completed and the match is not completed, bets made on the outcome of the specific set will stand.

Live Information

We do everything we can to ensure that the information displayed on live site with regards to an event is correct, but it is to be used as a guide only. In the event of score, time of match etc. being incorrect we assume no liability for this particularly where we rely on information provided by third parties.

If the outcome of a market cannot be verified officially, we reserve the right to delay the settlement until official confirmation.

If markets were offered when the outcome was already known, we reserve the right to void any betting.

In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void betting. This includes a deviation of more than 100% in the payout compared to the market average.

If coverage has to be abandoned and the match finishes regularly, all markets will be settled according to the final result. If the outcome of a market cannot be verified officially, we reserve the right to void them.

In the case of an incorrect settlement of markets, we reserve the right to correct them anytime.

In the case of the general implied rules of a sport being violated, we reserve the right to void any market (e.g. unusual period length, counting procedure, format of a match etc.).

In the case of the rules or format of a match differing from our implied information, we reserve the right to void any market.

If a match is not finished or played at all regularly (e.g. disqualification, interruption, withdrawal, changes in draws etc.), all undecided markets are considered void (except for Tennis where different rules apply).

American Football Live

Same rules apply for prematch.

Settlement and Cancellation Rules

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

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

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

If a player retires all undecided markets are considered void.

Baseball Live

Same rules apply for prematch.

Basketball Live

Same rules apply as prematch

Settlement and Cancellation Rules

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

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

If a team retires all undecided markets are considered void.

Settlement and Cancellation Rules

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

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

If a player retires all undecided markets are considered void.

Cricket Live

Same as prematch

Darts Live

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

Settlement and Cancellation Rules

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

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

If a match is not completed all undecided markets are considered void.

Bullseye counts as red check out colour.

eSports Live

Same as prematch

Field Hockey Live

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

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

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

Settlement and Cancellation Rules

If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

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

If a wrong score is entered, all markets will be cancelled for the time when the incorrect score was displayed.

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

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

Handball Live

All markets (except halftime, first half, Who scores the Xth point and Which team will win race to X points) are considered for regular time only.

If the match goes to a 7-metre shootout; the markets Who scores Xth point? and Which team will win race to X points? will be voided.

Markets do not consider overtime unless otherwise stated.

Settlement and Cancellation Rules

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

If odds were offered with an incorrect match time (more than 3 minutes), we reserve the right to void betting.

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

Horse Racing

All individual race markets will be determined according to the official result at the time of the weigh-in announcement. Subsequent disqualifications, appeals or amendments to the result will be disregarded.

If a race is abandoned or otherwise declared void, all bets on that race will be void.

If a race does not take part on its scheduled day, all bets will be void.

If a scheduled surface type is changed (e.g. turf to dirt) all bets will stand.

Longma Rule 4 adjustment

Rule 4 relates to non-runners when a horse in a race is declared a non-stater. To make the adjustment Longma applies a reduction factor to the remaining runners. The reduction factor allocated to a non-runner is a calculation of that horse's chances of winning and only affects winning bets.

Any horse listed when the relevant market is loaded which does not subsequently come under starter's orders is deemed to be a non-runner.

Reduction factors can be amended at Longma's discretion at any time throughout the market life cycle.

Rule 4 adjustments are not applied to bets which are struck in-play.

Card numbers are posted as a guide only: bets are placed on a named horse.

Horse racing bets are win only and singles only, i.e. not parlayable.

Ice Hockey Live

Unless otherwise specified, bets include overtime and penalty shootouts.

Exact Goals market, overtime counts unless otherwise stated.

If a match is interrupted and continued within 48h after initial kick-off all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

Settlement and Cancellation Rules

If the market remains open when the following events have already taken place: goals and penalties, we reserve the right to void betting.

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

If a wrong score is entered all markets will be cancelled for the time when the incorrect score was displayed.

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

Olympics

- Results are considered official after the medal ceremony. Any subsequent changes to those results for any reason are not considered.

Olympics Market Rules

1. **Individual's Medal Totals Markets:** The individual must start the first event they are scheduled to participate in for action.
2. **Weightlifting:** Bets on all competitors will be void if no competitor completes the entire event.
3. **Country Medal Totals Markets:** These markets will be settled at the conclusion of the Olympic Games with the results of the official medal table.

Rugby Union & Rugby League Live

All markets (except halftime, first half markets, overtime and penalty shoot out) are considered for regular time only.

If a match is interrupted and continued within 48h after initial kick-off, all open bets will be settled with the final result. Otherwise all undecided bets are considered void.

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

Settlement and Cancellation Rules

If the market remains open when the following events have already taken place: score changes or red cards, we reserve the right to void betting.

If the market was opened with a missing or incorrect red card, we reserve the right to void betting.

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

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

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

Snooker Live

In the case of a retirement of a player or disqualification all undecided markets are considered void.

In case of a re-rack settlement stays if the outcome was determined before the re-rack.

No fouls or free balls are considered for settlement of any Potted-Colour market.

In case of a frame starting but not being completed, all frame related markets will be voided unless the outcome has already been determined.

Settlement and Cancellation Rules

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

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

If a match is not completed all undecided markets are considered void.

Soccer Live

Same as prematch.

Settlement and Cancellation Rules

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

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

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

If a player retires all undecided markets are considered void.

Tennis Live

Same as prematch.

Volleyball Live

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

Golden set is not considered in any of the mentioned markets.

Settlement and Cancellation Rules

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

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