

SPORTSBOOK RULES

1. Football bets

Bets are accepted on the regular time of a match (90 minutes + added time) unless otherwise specified. Exceptions may include friendly matches and tournaments with regulations which change the match duration to 80, 70 or 60 minutes, etc.

Interrupted matches

In the event that a match is interrupted but then resumed within 48 hours of the scheduled match time, bets placed on this event are settled based on the final result. If a match is interrupted or postponed and is not resumed within 48 hours of the scheduled time, all bets placed on this event are settled at odds of 1.00.

Over/Under for matches in the same round

If one or more matches in the same competition/tournament are postponed or not completed on the matchday/round for which the bets were placed, all bets are declared void.

Total goals

This type of bet includes penalties and own goals scored during regular time (plus added time). Unless otherwise specified, goals scored during extra time and post-match penalty shootouts do not count.

First-half/second-half bets

All first-half bets apply to the period of time between the beginning of the match and the end of the first half of the match.

All bets on the result obtained during half-time apply to the period of time between the end of the first half and the beginning of the second half.

All second-half bets apply to the period between the beginning of the second half and the end of the second half.

The beginning/end of a half is determined by the referee's whistle, which starts/ends the corresponding match half.

Yellow and red cards

All cards shown after the referee's whistle indicating the end of regular time are not taken into consideration when settling bets. All cards shown during half-time are taken into consideration for all types of results for the whole match, but are not taken into consideration for separate results based on individual halves.

Cards shown to on-field players are taken into consideration when settling bets. Cards shown to substitute players, substituted players, managers and staff are not taken into consideration. Yellow and red cards in extra time: Cards shown during the period between the end of regular time and the beginning of extra time are not taken into consideration.

One yellow card is counted as one card. One red card is counted as two cards. If two yellow cards shown to the same player result in a red card, the player is sent off. The total number of cards is counted as three.

Referee decisions

All decisions made by the referee or the assistant referee must be carried out in order to be taken into account when bets are settled.

Example 1: The referee changes their decision after consulting with one of the assistant referees. The decision which was actually made is used when settling bets.

Example 2: A player kicks the ball over the goal line, but the referee ends the half/match before a corner kick can be taken. In this case, the awarded corner kick is not counted when settling bets. This rule applies to all types of events on which bets can be placed.

Goals scored in the specified 15 minutes of extra time: bets are settled based on the specific times when goals are scored.

Bets on time intervals

Intervals:

- 1 minute. For example: (1-2) – the interval from 01:00 to 1:59 of match time.
- 5 minutes. For example: (6-10) – the interval from 05:00 to 9:59 of match time.
- 10 minutes. For example: (71-80) – the interval from 70:00 to 79:59 of match time.
- 15 minutes. For example: (46-60) – the interval from 45:00 to 59:59 of match time.

Bets on statistics of a football match

The following events are taken into account when settling bets:

- *Corner kicks.* Corner kicks are counted if a kick is taken from the corner. The time of the corner kick is the exact time the kick is taken from the corner.
- *Throw-in.* The ball is considered out if it goes out of play. The time this happens is the exact time the ball goes out of bounds.
- *Offside.* Counted if a free kick is taken after offside is called. The offside time is considered to be the exact time the free kick is taken after offside is called.
- *Goal kick.* Counted when a kick is taken from the goal. The goal kick time is considered to be the exact time the kick is taken from the goal.
- *Foul.* Counted when a rules violation is called. Foul time is considered to be the exact time the rules violation is called (referee's whistle).

- *Post or crossbar*. Counted if the ball remains in play after hitting the post or crossbar (touching a player, the referee, another post or the crossbar) or goes over the sideline. These are not counted if the match is stopped before the ball hits the post or crossbar, if the ball goes over the goal line, or goes between the posts (goal).
- *Video footage (using VAR)*. Counted when:
 - the main referee personally uses VAR to resolve a dispute on the VAR monitor.
 - the main referee makes the VAR gesture (forming a rectangle in the air).
- *Assist*. The final pass (pass, shot or any other touch of the ball) made by a player which leads to the receiving teammate scoring a goal. This is not counted if the attempt is interrupted by a player on the opposing team or if the ball bounces off such a player. This is not counted in the event of an own goal, penalty, goal from a corner, or the direct result of a free kick.
- *Pass*. A clearly intentional attempt by one player to pass (successfully or unsuccessfully) the ball to another player. A pass can be made with any part of the body if allowed by the rules. Includes goal kicks, penalty kicks and corner kicks that are used in an attempt to pass (short ball). Does not include passes which go out of play or goalkeeper throws.
- *Shot on target*. An attempt to shoot by a player which would directly result in a goal (a deliberate attempt to score) if the goalkeeper did not stop (by blocking or catching) the ball or if a final player did not stop the ball (the goalkeeper couldn't stop the ball). A shot can be taken using any part of the body if allowed by the rules. Does not include post or crossbar hits, unless the ball bounces off them into the net; the ball being stopped by a player who is not the final player before the goalposts; shots taken from set pieces (corner or penalty kicks) and other attempts which are not clearly deliberate attempts to score a goal and do not directly result in a goal.
- *Shot (taken)*. Any clearly deliberate attempt by a player to score a goal (on target, off target, or blocked), including shots off target and shots blocked by the goalkeeper. Includes shots blocked by any player. A shot can be taken using any part of the body if allowed by the rules. Does not include attempts from set pieces (corner or penalty kicks) and other attempts which are not clearly deliberate attempts to score a goal and do not directly result in a goal.
- *Tackle*. A player touches the ball during the game, successfully taking it from an opposing player who had control of the ball. The opposing player must clearly have control of the ball before the tackle is made. Includes all results of a successful tackle. Does not include unsuccessful tackles, fouls and interceptions.
- *Appearance of the medical team*. The medical team is considered to have entered the pitch only if given permission by the referee and if medical attention is actually given to an on-field player (bandages, transporting the player off the pitch, etc.). In the event that the referee calls for two medical teams to attend to both teams at the same time, the medical team is considered to have entered the pitch only once.

2. Bets on ice hockey

All bets are accepted on regular time unless otherwise specified (excluding period bets, overtime bets and bets on penalty shots carried out after the end of regular time).

All W1W2 and moneyline bets (including overtime and penalty shots) are settled based on the final result, including extra time and penalty shots, unless otherwise agreed.

Interrupted matches

In the event that a match is interrupted but then continued within 48 hours of the scheduled match time, bets placed on this event will be settled based on the final result. If a match is interrupted or postponed and is not resumed within 48 hours of the scheduled time, all bets placed on this event will be settled at odds of 1.00.

Winner of the 1st, 2nd or 3rd period

Only goals scored within the specified period are taken into consideration. Unless otherwise agreed, points in extra time are not taken into account to determine the result in the 3rd period.

For bets including overtime and penalty shots, penalty shots are counted as 1 (one) point.

Betting on penalties

Bets on the number of two-minute penalties are placed on regular time. The number of two-minute penalties is determined based on the official match records. Bets can be placed on the number of two-minute penalties. Double minor penalties are counted as two penalties.

Two-minute penalties are settled based on the period in which they were given.

Outright bets

Play-offs are taken into consideration when settling conference winner bets, unless otherwise specified.

1st, 2nd and 3rd (etc.) overtimes may be displayed as the 4th, 5th and 6th (etc.) periods in the Sportsbook.

Goalscorer bets

All players taking part in a match from the beginning or from the time of the last goal in the given match are potential scorers of the next goal.

In the event that a player who is not listed in a goalscorer bet scores a goal or point, all bets placed on players in the list stand.

Goals and points scored in regular time are used when settling bets. In the event that an event ends with a score of 0:0 after regular time, all bets are considered lost.

In the event that a player indicated for bets for this category leaves the game before the end of the match (for example, after an injury or a disqualification), all bets on said player stand.

3. Bets on tennis

In the event that a tennis match is interrupted because a player forfeits, is injured or does not show up, bets will be settled at odds of 1.00, excluding outcomes that are unambiguously determined by the time the game stops.

If a tennis match is interrupted, postponed or not finished on the same day, bets on this match will stand until the end of the tournament in which the match takes place. Handicaps and totals on tennis matches are given in terms of games, unless otherwise specified.

In team competitions, in the event that one or several players from any team are replaced for any reason, bets on the outcome of the entire match stand; in doubles matches, if the doubles lineup is specified, in the event that at least one player is replaced, bets will be settled at odds of 1.00; if the lineup is not specified, all bets will stand.

In the event that the umpire decides to award penalty points, all bets on this event will stand. If a super tiebreak is held for a match, it will be counted as the 3rd set, and will count as 1 point for the purposes of handicaps and totals.

Exception: Russia – Liga Pro. 3rd sets are played as a super tiebreak. Points for handicaps and totals are counted according to how many points are scored in this set.

The format of matches in tennis tournaments can be changed during the tournament: the 3rd set in both singles and doubles matches can be played as a super tiebreak.

Bets are offered in accordance with tournament regulations.

In the event that the format of a match (number of sets) is changed, bets will be settled at odds of 1.00, excluding outcomes that are unambiguously determined by the time the game stops. Information about court surfaces is for informational purposes only: if the court surface is changed, all bets on the match will stand.

4. Bets on basketball

Game time

Unless otherwise specified, bets are settled based on the result including extra quarters (overtime). This condition also applies to second-half bets. Unless otherwise agreed, points in extra time are not taken into account to determine the result in the 4th quarter.

If the official result of a match is determined to be a draw (X), all bets will stand except moneyline bets (W1W2 or moneyline bets including overtime), which are settled at odds of 1.00.

In the event that a match does **not** end in a draw but extra time (overtime) is played to determine the winner of a two-set match (for example, in the second leg of a cup tournament), bets will be settled based on the results at the end of regular time.

Interrupted matches

In the event that a match is interrupted but then resumed within 48 hours of the scheduled match time, bets placed on this event will be settled based on the final result. If a match is interrupted or postponed and is not resumed within 48 hours of the scheduled time, all bets placed on this event will be settled at odds of 1.00.

Outright bets

Play-offs are taken into consideration when settling conference winner bets.

5. Bets on motor racing and Formula 1

One-on-one bets

The winners for all qualification bets are determined based on the results of the official qualification regulations.

Qualifying

If at least one of the two drivers either does not begin the session or does not finish the session within the time officially allotted for a lap, all bets will be settled at odds of 1.00.

Races

If at least one of the two drivers forfeits, all bets will be settled at odds of 1.00. If one or both drivers do not rank in the standings, the winner is the driver who has completed the most laps. If both players are not classified in the standings but complete the same number of laps, all bets will be settled at odds of 1.00.

Bets on whether a particular driver will be classified in the final standings are settled based on the official results.

Moneyline and podium finish (top 3) bets (outright bets)

If a race takes place, but a driver (team) does not take part in the race for any reason, bets on the given event are considered lost.

6. Bets on American football

In the event that a match is interrupted or postponed, all bets will be settled at odds of 1.00.

Exception. Bets will stand if the match is resumed in the same NFL week (from Thursday to Wednesday inclusive in local time).

Game time

Unless otherwise specified, bets are settled based on the result including extra quarters (overtime). This condition also applies to second-half bets. Unless otherwise agreed, points in extra time are not taken into account to determine the result in the 4th quarter. If the official result of a match is determined to be a draw (X), all bets will stand except moneyline bets (W1W2 or moneyline bets including overtime), which are settled at odds of 1.00.

Outright bets

Play-offs are taken into consideration when settling conference winner bets.

7. Bets on baseball

Game time

All bets are settled based on the final results, including extra innings, unless otherwise specified.

In the event that bets on a draw are not offered but the tournament regulations allow for a draw to take place, moneyline bets will be settled at odds of 1.00.

First-half bets are settled based on the first 4.5 innings (the first 4 innings and the top of the 5th inning).

Results “after 5 innings” require 5 innings to have been played.

Live bets

All bets will be settled according to the match result after 9 innings (8.5 innings if the hosts are in the lead at that moment).

If bets on baseball games are offered with a specified starting pitcher, both pitchers must start the game and make at least one pitch in order for the bet to stand. If either pitcher is in no condition to start the game for any reason, all bets shall be settled at odds of 1.00.

If a match is cancelled or interrupted and is not resumed on the same day, all unsettled bets will be declared void and settled at odds of 1.00.

If a match is interrupted, all moneyline bets stand, and the winner of the match is determined at the umpire’s discretion. All bets which have already been settled before the match is interrupted stand.

All handicap bets on an interrupted match will be declared void and settled at odds of 1.00.

Outright bets

Play-offs are taken into consideration when settling conference winner bets.

8. Bets on water polo

Bets are accepted on the regular time of a match (excluding extra time, penalty shootouts, etc.), unless otherwise specified.

All W1W2 and moneyline bets (including overtime) are settled based on the final results, including overtime and post-match penalty shootouts, unless otherwise specified.

Winner of the 1st, 2nd, 3rd or 4th period

Only goals scored within the specified period are taken into consideration. Unless otherwise agreed, points in extra time are not taken into account to determine the result in the 4th quarter.

Interrupted matches

In the event that a match is interrupted but then resumed within 48 hours of the scheduled match time, bets placed on this event will be settled based on the final result. If a match is interrupted or postponed and is not resumed within 48 hours of the scheduled time, all bets placed on this event will be settled at odds of 1.00.

9. Bets on volleyball and beach volleyball

Correct score bets

Correct score bets are accepted in terms of sets.

Set winner

Bets are accepted on the winner of a particular set. The relevant set must be completed for bets to stand.

Golden Sets do not apply when settling bets.

Interrupted matches

In the event that a match is interrupted but then continued within 48 hours of the scheduled match time, bets placed on this event will be settled based on the final result. If a match is interrupted or postponed and is not resumed within 48 hours of the scheduled time, all bets placed on this event will be settled at odds of 1.00.

Only for beach volleyball

In the event that one of the participants withdraws, all unsettled bets will be settled at odds of 1.00.

10. Bets on handball, beach handball, futsal, beach football, rugby, bandy, floorball and field hockey

All bets are accepted on the regular time of a match unless otherwise specified.

Interrupted matches

In the event that a match is interrupted but then continued within 48 hours of the scheduled match time, bets placed on this event will be settled based on the final result. If a match is interrupted or postponed and is not resumed within 48 hours of the scheduled time, all bets placed on this event will be settled at odds of 1.00.

11. Bets on darts, badminton, cricket, table tennis, bowls, curling, beach volleyball, squash and Australian rules football

Matches are played for a fixed number of sets, frames, halves, etc.

In individual sports: In the event that one of the participants withdraws, all unsettled bets will be settled at odds of 1.00.

Darts

The bullseye (the center of the target) is the red zone.

Australian football

Pre-match bets are accepted on the entirety of the played time (including overtime, etc.). Live bets are accepted only on the regular time of a match (excluding overtime, etc.)

Table tennis. The following rules only apply to Setka Cup tournaments:

If a match is interrupted or if one of the players (or one of the teams) forfeits for any reason or is disqualified:

- **If at least one set has been completed**

All moneyline bets stand, and the match winner is determined at the umpire's discretion; all bets which have already been settled before the match is interrupted stand; all handicap bets on games and sets are declared void and are settled at odds of 1.00, irrespective of the score.

- **If the first set is not completed**

All moneyline bets on matches where the results are determined before the match is interrupted stand, while moneyline bets on matches where the results are not determined are settled at odds of 1.00.

12. Bets on golf and moneyline bets

If a player does not tee off, they are not considered a participant. Bets on players who are not considered participants are declared void. If a player tees off, but the ball does not leave the tee box, the player is considered to have lost. A winner can also be determined by play-off results. If competitions are played in adverse weather conditions, all bets are settled based on the official results, irrespective of the number of holes played; if the game is not resumed after bets are placed, or if the course of the game no longer affects the official results, all bets are declared void. These rules apply to all types of bets offered on golf.

Tournament winner bets (one-on-one bets)

Bets are accepted on the player who finishes highest according to the results of the tournament. Tournament winner bets always include odds and draws. A winner can also be determined by play-off results if one of the players wins the tournament. If a player does not pass the preliminary stage and does not make it to the final round, they are considered to have lost. In the event that both players do not pass the preliminary stage, the player with the fewest strokes will be deemed the winner. If a player is disqualified either before the preliminary stage or after both players make it to the final round, the second player in the bet will be determined to be the winner. If a player is disqualified after they make it to the final round and the second player does not pass the preliminary stage, the disqualified player who passed the preliminary stage will be deemed the winner.

Tournament results

Bets are settled according to who takes first and second place in a group. Play-off rules also apply. If a player withdraws before the beginning of a match, all bets placed on this player are declared void. If a player tees off, but the ball does not leave the tee box, all bets on the player are considered to have lost.

13. Bets on snooker

If a match begins but does not end for any reason, all moneyline bets are settled at odds of 1.00. Only balls that are potted in accordance with the rules are taken into consideration when settling bets. This means that balls that are potted as the result of a foul shot are not taken into consideration. All bets will be settled accordingly.

Game (frame) bets (correct score)

These bets are accepted as predictions of the correct final score of the game in terms of games (frames).

Game (frame) winner

These bets are accepted as predictions of the winner of a specific game (frame). The relevant game must be completed in order for bets to be settled.

If a re-rack occurs during one of the frames, the following rules apply:

- **Frame winner**
All bets stand and will be settled after the frame winner is officially announced.
- **Settled bets**
All bets which were already settled before the re-rack occurred stand. Events which occur after the re-rack do not affect the settlement of these bets.
- **Unsettled bets**
All bets which were not settled before the re-rack occurred will be settled only after the events which occur after the re-rack. Any events which happened before the re-rack do not affect the settlement of these bets.

All bets on the final result of the frame (for example, total bets, odd/even bets) will be settled after the frame results are officially announced.

Frame/match length

Bets are settled according to the length of time between the beginning and the end of a frame or match, irrespective of whether the frame/match ends in a usual way or one of the players forfeits.

14. Bets on winter sports and cycling. Bets on who places higher (comparison)

The objective of these bets is to predict the athlete (team) who will finish highest in the rankings. If both athletes are ranked equally, bets are settled at odds of 1.00. If athletes withdraw at different stages of the competition, priority is given to the stage that the athlete reached when settling bets.

Final results of race participants are determined based on the official race results that are published immediately after the end of the race on the official site. Any participants subsequently disqualified and any other changes in the final results are not taken into consideration. If an athlete (team) does not take part in any stage of the competition, bets are settled at odds of 1.00. If an athlete (team) takes part in (starts) a competition but does not finish it, bets placed on the team or athlete in question are considered to have lost.

Moneyline and podium finish (top 3) bets (outright bets)

The winner is considered to be the athlete (team) who takes first place in the final rankings. If more than one participant or team is declared to be the winner, the odds are divided by the number of participants when settling bets on these participants.

For example, if two participants are determined to be the winners, then odds for bets on these participants are divided by two.

If a competition takes place, but an athlete (team) does not take part in the competition for whatever reason, bets on the athlete (team) are considered to have lost.

Bets on which country's athlete will finish higher

The objective of these bets is to predict the country whose top performer will finish higher in the final race rankings.

15. Bets on esports

All bets are settled based on the final results, including extra rounds, unless otherwise specified.

In the event that odds and/or scores are incorrect, the Organizer has the right to void bets.

In the event that a team does not show or refuses to play further, if a match or map is not completed,

oif a match or map is replayed as a result of a connection error or technical problems beyond the players' control, bets will be settled at odds of 1.00, excluding outcomes that are unambiguously determined by the time the game stops.

If the number of maps changes or differs from the number stated in the Sportsbook, the Organizer has the right to void bets.

Interrupted matches

If a match is interrupted or postponed and does not restart/is not resumed within 48 hours of the scheduled time, all bets placed on this event will be settled at odds of 1.00.

15.1. Dota 2, League of Legends

- First blood bets. Bettors need to predict who will be the first player character (champion) killed by the characters (champions) of the opposing team. The first kill on the map by neutral units or by the opponent's creeps/minions does not count. Bets stand until the first player character is killed by a player character from the opposing team.
- Bets on which team will hit X kills on a map first. The objective is to predict the team that will kill 10 player characters (champions) from the opposing team on the map first.
- The final settlement is made based on results determined at the time immediately after one of the enemy's main buildings (tower/nexus) is destroyed. If a team forfeits and their tower/nexus is not destroyed as a result of the direct action of the opposing team, the opposing team is declared the winner.
- In the event of a walkover in a round (on a map), or in an entire match, all bets on the results of matches where the results had not been determined at the time the walkover was declared are settled at odds of 1.00. A walkover can include DDoS attacks, a team or player arriving late, not arriving at all or forfeiting the match, and the substitution of a player during the match, at the judge or organizers' discretion. Settlement at odds of 1.00 is possible only before the beginning of the game (before the creeps/minions leave the barracks and advance along a lane). All further bets placed in the event of a walkover or any other unplanned situations (players from either teams disconnecting, leaving, etc.) will be settled based on the results.
- Map walkovers are counted for moneyline, handicap, and total bets for the entire match. In the event of a walkover, the number of maps in the Sportsbook also includes the round (map) won by walkover.
- If one team wins a map by forfeit before the beginning of the match based on regulations/at the judge's discretion, for the purposes of bets on the total number of rounds (maps) played, or on winning a specified (numbered) map, the forfeited map will not be counted. The first match in the Sportsbook is considered to be the first map which was actually played by the teams.

- In the event of a re-host, when the match is “rolled back” to an autosave from a specific point in the match (in the event of server crashes, network issues, DDoS attacks and similar situations), bets are not settled at odds of 1.00.
- In the event that a player or several players in a team leave during the match but the match continues, all bets will stand.
- First AEGIS on the map – bets will be settled based on the team which first picked up the AEGIS, not the first team to kill ROSHAN.
- First TOWER on the map – bets will be settled based on any method of tower destruction (destroyed by the opponent, a CREEP or takedown).
- First BARRACKS on the map – bets will be settled based on any method of barracks destruction (destroyed by the opponent, a CREEP or takedown).
- All kills in the game are counted until the very end of the map.

15.2. Counter-Strike 2

- Victory in a round is achieved by killing all opponents on the map, by detonating or defusing the bomb, or at the end of the round timer.
- A match is considered to have started after the first kill in the pistol round.
- A map can be won only after at least 13 rounds have been won (or in accordance with the tournament rules). In the event that a match ends in a draw (when the total round score is 12:12), an additional 6 extra rounds may be played (overtime). Victory in overtime is awarded to the team which achieves a 2-round lead or if one of the teams cannot equalize in the allotted number of rounds (for example, if the score is 16:12). In the event that the match still ends in a draw (for example, if the score is 15:15), an additional 6 extra rounds are played.
- The first half of a map is made up of 12 rounds, before the teams change sides; the second half of the map begins from the 13th round and lasts until a maximum of 24 rounds. Additional rounds in the second half after the 24th round cannot be played.
- If an event begins with one team leading according to the rules or at the judge’s discretion, all bets are settled at odds of 1.00, excluding cases where this information was specified in the Sportsbook.
- In the event that the match format (number of maps, rounds) is changed, moneyline bets will be settled at odds of 1.00, excluding moneyline bets on match results that have already been determined.
- All moneyline bets on matches where the results are determined before the match is interrupted, a team forfeits, or a walkover occurs, stand, while moneyline bets on matches where the results have not been determined are settled at odds of 1.00.
- Kills which take place after the end of the round are considered to have taken place during the round.
- Suicides and friendly kills do not count towards the number of kills in a round.

15.3. Valorant

- Victory in a round is achieved by killing all opponents on the map, by detonating or defusing the spike, or at the end of the round timer.
- A match is considered to have started after the first kill in the pistol round.
- A map can be won only after at least 13 rounds have been won (or in accordance with the tournament rules). In the event that a match ends in a draw (when the total round score is 12:12), an additional 2 extra rounds may be played (overtime). Victory in overtime is awarded to the team which wins 2 rounds. In the event that the match still ends in a draw (for example, if the score is 13:13), an additional 2 rounds are played.
- The first half of a map is made up of 12 rounds, before the teams change sides; the second half of the map begins from the 13th round and lasts until a maximum of 24 rounds. Additional rounds in the second half after the 24th round cannot be played.
- In the event that the match format (number of maps, rounds) is changed, moneyline bets will be settled at odds of 1.00, excluding moneyline bets on match results that have already been determined.
- All moneyline bets on matches where the results are determined before the match is interrupted, a team forfeits, or a walkover occurs, stand, while moneyline bets on matches where the results have not been determined are settled at odds of 1.00.
- Kills which take place after the end of the round are considered to have taken place during the round.
- Suicides and friendly kills do not count towards the number of kills in a round.

15.4. Starcraft 2

- All bets stand after the beginning of the game and confirmation from players and/or the referee.
- In the event of a walkover that is declared before the beginning of the game, bets are settled at odds of 1.00. In the event that a walkover is declared after the beginning of the game, all bets stand on the condition that the outcome can be determined at the time that the game is stopped and that it is announced that a participant has been awarded a walkover.

15.5. Hearthstone

- The game is considered to have started when both players draw their first card from their respective decks.
- In the event that a match is entirely stopped/interrupted and cannot be resumed, or in the event of a walkover, all moneyline bets on matches where the results were determined before the match was interrupted stand, while moneyline bets on matches where the results were not determined are settled at odds of 1.00 on the condition that the game is not resumed.

- Participants who do not finish a match for any reason (DDoS attacks, connection errors) are considered to have lost the given match and any subsequent matches, and all bets on the given match are settled based on the result at the time the match is stopped.

15.6. Overwatch, World of Tanks

- In the event that a match is entirely stopped/interrupted and cannot be resumed, or in the event of a walkover, all moneyline bets on matches where the results were determined before the match was interrupted stand, while moneyline bets on matches where the results were not determined are settled at odds of 1.00 on the condition that the game is not resumed.

15.7. PUBG

- For this game, bets can be placed on the total number of kills by a player or team or on whether a player or team will be the last ones standing, as offered in the Sportsbook. (The last one/s standing is the number of surviving players or teams on the map)
- If a game is interrupted because a player forfeits, all moneyline bets on matches where the results were determined before the match was interrupted stand, while moneyline bets on matches where the results were not determined are settled at odds of 1.00.
- If a game is interrupted because of server issues or technical difficulties experienced by players, all moneyline bets on matches where the results were determined before the match was interrupted stand, while moneyline bets on matches where the results were not determined are settled at odds of 1.00.

16. Bets on boxing and MMA

Bets on boxing

Total rounds bets: Includes rounds from the beginning of the match which lasted at least half of the total round time.

For example: Total rounds over 2.5 wins when the first half of round 3 is over (1m, 30s).

Bets on MMA

Total rounds bets on UFC, KSW and Bellator tournaments include rounds from the beginning of the match which last at least half of the total round time (round time depends on tournament regulations).

For example: Total rounds over 2.5 wins when the first half of round 3 is over (1m, 30s or 2m, 30s, depending on tournament regulations).

In all other tournaments (EFC, PFL, ACA and others), only fully completed rounds are taken into consideration.

For example: Total rounds over 2.5 wins when round 3 is fully completed.

17. Bets on esports (FIFA esports, NBA esports, NHL esports, etc.)

Bets are accepted on real players who are playing the video game.

In the event that a match is stopped for technical reasons (computer failure, connection issues, etc.) and the game is restarted, bets on the paused game are settled based on the standards laid out in these Rules. Bets on restarted games are accepted as bets on a new event. If an event stream is interrupted because of technical reasons (connection issues, DDoS attacks, etc.), bets will stand, excluding situations where the final result of a match cannot be determined.

18. Bets on cricket

All bets are accepted on the regular time of a match excluding super overs.

5-run penalties are not considered when settling bets on overs or bowlers (excluding bets on several overs).

If a match ends in a draw and this is allowed in the competition rules, or if a match ends in a draw and the competition rules state that a winner should be determined by flipping a coin or by drawing straws, all bets where the outcome is not clearly determined will be refunded.

If an over is not completed and the outcome is not unambiguously determined, all bets on the given over will be refunded, excluding situations when the over is completed by the rules (declaration, all out, etc.).

Interrupted matches

In the event that a match is interrupted but then continued within 48 hours of the scheduled match time, bets placed on this event will be settled based on the final result. If a match is interrupted or postponed and is not resumed within 48 hours of the scheduled time, all bets placed on this event will be settled at odds of 1.00.

T20, ODI

At least 90% of all overs must have been played for the match to be considered completed, excluding situations where the match is completed in accordance with the rules (declaration, all out, etc.).