

Betting Rules - Sport

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Contents

GENERAL SPORTS BET-TYPES & DEFINITIONS.....	4
1. AUSTRALIAN RULES FOOTBALL – GENERAL RULES.....	7
2. BETTING LIMITS	7
4. BASEBALL – GENERAL RULES	7
5. BASEBALL – SPECIFIC MARKET RULES.....	8
6. BASKETBALL – GENERAL RULES	10
7. BASKETBALL - SPECIFIC MARKET RULES	10
8. BOXING AND MARTIAL ARTS – GENERAL RULES	12
9. BOXING AND MARTIAL ARTS – SPECIFIC MARKET RULES.....	12
10. CRICKET – GENERAL RULES	12
11. CRICKET – SPECIFIC MARKET RULES	12
12. GOLF – GENERAL RULES.....	15
13. GOLF – SPECIFIC MARKET RULES.....	15
14. AMERICAN FOOTBALL – GENERAL RULES.....	15
15. AMERICAN FOOTBALL - SPECIFIC MARKET RULES.....	17
16. ICE HOCKEY – GENERAL RULES	17
17. ICE HOCKEY - SPECIFIC MARKET RULES	19
18. MOTOR RACING – GENERAL RULES.....	20
19. MOTOR RACING - SPECIFIC MARKET RULES	20
20. RUGBY LEAGUE – GENERAL RULES	20
21. RUGBY LEAGUE – SPECIFIC MARKET RULES.....	21
22. RUGBY UNION – GENERAL RULES.....	27
23. RUGBY UNION – SPECIFIC MARKET RULES.....	28
24. SOCCER – GENERAL RULES.....	34
25. SOCCER - SPECIFIC MARKET RULES.....	34
26. TENNIS – GENERAL RULES	40
27. TENNIS - SPECIFIC MARKET RULES.....	40
22. ELECTION BETTING - SPECIFIC MARKET RULES.....	42

GENERAL SPORTS BET-TYPES & DEFINITIONS

All-In	A type of rule that happens in most tournament markets. An All-In market means there are no refunds for non-runners or players/teams etc. that retire, are disqualified or do not participate for any reason.
Dead-Heat	An outcome where two or more competitors are tied for the same finishing position.
Dead-Heat-Rule	In the Case of a Dead-Heat in an event, the dividend will be determined by dividing the total value of the wager (stake plus winnings) by the total number of competitors that have dead-heated.
Each-Way Bet	Refers to a combination of both a Win Bet and a Place Bet. For example, a \$20 each-way bet on Tiger Woods to win the US Open would imply a total outlay of \$40. If he wins, you will be paid for both the win and place bets. If he gets 2 nd , you would only be paid for the place bet.
First Scoring Play	Usually in AFL, Rugby League and Rugby Union. The bet is to select the first, goal, point, try, field goal, penalty goal etc as offered by the relevant sport.
First Try/First Goal	Select a player to score the first try/goal in a selected match. In the event neither a try nor goal is scored then selecting the option no try/goal scored will be paid as winner.
Flat Line	Exactly the same as Line/Handicap except for the line not containing a half point.
Future Events	Also called "Futures" An event where All-In betting rules apply.
Game Total	Simply add the number of points for the 2 competitors in an event to get the total game score.
Half-Time Result	A bet where you choose who will be leading at half-time.
Half-Time/Full-Time	A bet where you choose who will be leading at half-time and then at full-time in regular time.
Head-to-Head	Also called "Money Line" or "Match Result". Simply a matchup between two competitors where you can choose one competitor. Note: It is sometimes possible to bet on a Match Result for a quarter or half in some sports.
Home Team	In Australian sports and Premier League Soccer the home team is listed first when odds are displayed. In American sports the home team is listed second. Club All Sports makes all effort to be accurate with information but cannot be made responsible for errors in information.

Handicap	Also called “Line”, “Point Spread” or “Run Line”. Betting in which a team is handicapped. This gives the client a better price on their opinion. For Example: Sydney Roosters -4.5 v South Sydney. If you back the Sydney Roosters then they need to win by 5 points or more. Conversely if you back South Sydney then they need to win the game or lose by 4 points or less. Note: A Handicap may be applied to a quarter, a half or a full match result. Can be resulted at normal time or extra time. Appropriate resulting rules are contained in a particular sport.
Line	See “Handicap”.
Margin Betting	Gives the client an opportunity to bet on the margin of a particular event. This market does not include any overtime if played.
Match Result	Similar to head to head, however may contain a “Draw/Tie option. Depending on the number of options it can be decided at normal time or including extra time. Appropriate resulting rules are contained in a particular sport.
Minor Premiership	The leading team at the end of the home and away rounds. Does not include semi-finals. In the event of a tie for and against or percentage will determine results.
Money Line	Refer to “Head-to-Head” above.
Most Losses	A betting option of selecting the team with the most losses in a respective competition.
Multi-Bet	Also called an All-Up or Accumulator. Is a series of bets linked together on different events, and the return of each leg is automatically placed on the following leg. All legs must be successful for the wager to be won. The odds of each event are multiplied which results in a dividend for each \$1 placed.
Odds or Evens Total	Refer to “Totals Betting” below.
Overtime	Also called extra time. Refers to the time outside of Regular Time
Place Bet	For a player, team or any other competitor to figure in the official placings (usually 1st, 2nd or 3rd).
Pick the Round	Mainly applicable to Mixed Martial Arts and Boxing (but can include tennis). This means that you have to choose the round when the fight or match is decided.
Point Spread	Refer to “Handicap” above.

Push	See "Void"
Run Line	Refer to "Handicap" above.
Single Bets	Refers to a single bet on any one competitor (team or individual) in a market. For example: Sydney Roosters to win the NRL premiership or Collingwood to win their match in any round).
Top 4/8	Predominant in AFL, NRL and Super Rugby these bet types are simply what they suggest. Pick a team to make the top 4 or top 8 positions in the home and away rounds. These options do not include any of the finals matches. In the event of a tie, the for and against points or percentage as determined by the official governing body (including point penalties and/or deductions) will determine results.
Total Runs Over/Under	Refer to "Totals Betting" below.
Totals Betting	Simply add the total points, runs, goals (games and sets in tennis) of the two teams or players scores for a defined period (e.g. at quarter-time, at half-time, first set, at full-time, 1 st five innings in baseball, etc) to determine the total score. Betting options include: <ul style="list-style-type: none">- Total Runs Over/Under- Odds or Evens Total- First Set Total Games Over/Under (in tennis)
Total Points	See "Totals Betting"
Venue Change	If venue is changed from what was originally scheduled, all bets stand.
Void	Also called "Push". When the bet is effectively cancelled and the bet is refunded.
Win Bet	(Also called a straight-out bet). For a player, team or any other competitor to be placed first in an event between two or more competitors.

1. AUSTRALIAN RULES FOOTBALL – GENERAL RULES

- 1.1. Payouts will be made when the official declared result is given. If extra time is played it is included for betting purposes. If extra time is NOT played, a draw is always included for margin betting and any bets placed on either team by a margin will be considered losing bets.
- 1.2. If a venue is changed all bets stand.
- 1.3. In the event of a postponement or an abandoned match, the match must be played within 7 days of the original starting time for bets to stand. After 7 days single bets will be refunded. Multiple bets will be recalculated without the affected leg. The only exception to this is markets that have already been decided. (E.g. First goal kicker etc.)
- 1.4. In the case of a draw at the end of any quarter or full-time, bets on the Match Winner & Quarter Result markets will be paid out at half face value (Dead-Heat). All other markets will be settled on the result. In the case of a Grand Final draw, a new market will be offered for the replay and bets from the previous match will not carry over.
- 1.5. The Premiership flag market is resulted when those results are official, replay included.
- 1.6. For leading Victorian, Interstate, Top 4, Top 8, Wooden spoon markets etc. the home and away season matches determine the result. In the event of a tie team official percentage will determine the result
- 1.7. In the Case of more than one winner of the Brownlow Medal, the Dead-Heat-Rule will apply.

2. BETTING LIMITS

2.1. Maximum Dividends

For any bet types, BC reserves the right to restrict the maximum price payable to ANY sports bet as \$5001. This includes the total combined dividend for any Multi bet.

Maximum win amounts

Unless otherwise agreed, the maximum a client can win and/or be paid out via the Internet or phone (either single or multiple bet types) is \$100,000

2.2. Minimum Telephone bets for Racing:

\$50 per bet for any Sports bet

2.3. Minimum Internet Bets

The minimum bet over the internet is \$1.00.

4. BASEBALL – GENERAL RULES

(Refer to definitions above for additional bet-type descriptions.)

4.1. All markets on a postponed or rescheduled match will be treated as void if the event has been moved to more than 48 hours in the future. Affected Multibets will be recalculated excluding that event or leg. However, if it is less than 48 hours then the market will remain open and BC will update the start-time of the event.

4.2. For listed pitcher markets, if one or both of the starting pitchers are changed prior to the event then BC will void all pitcher specific markets and create new markets with the new starting pitchers. If the listed pitcher does not start the game then the results for the pitcher specific markets will be void.

4.3. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers will be a 'push', and all stakes are void and refunded. Affected Multibets (parlays) will be recalculated excluding that leg.

4.4. Extra Innings count for all markets unless stated otherwise, either in the specific market rules listed in these terms and conditions OR in the market information blurb OR for bets placed specifically within the result of a time period. Eg. Eg. 1st/5 Innings Money Line, 1st/5 Innings Total Runs, 1st/5 Innings Run Line etc.

4.5. All settlements are based on the results and statistics provided by the relevant leagues governing body e.g. www.mlb.com (Major League Baseball)

4.6. All Futures/Outright markets include playoffs, unless otherwise stated in the market information.

5. BASEBALL – SPECIFIC MARKET RULES

5.1. Money Line

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

5.2. Run Line

This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

5.3. Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

5.4. Total Runs - Over/Under

This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

5.5. First Team to Score

This market is resulted including Overtime. If the game is abandoned before any team has scored then the market is resulted as void. If the game is abandoned after a team has scored the first goal then the team who scored is resulted as the winner.

5.6. Last Team to Score

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

5.7. 1st Innings Result

This market is resulted at the end of the 1st Inning. If the match is abandoned before the completion of the 1st Inning then the market will be resulted as void.

5.8. 1st Five Innings Money Line

This market is resulted at the end of the 5th Inning. If the 5th Inning ends in a draw then BC will void (push) the market. If the match is abandoned before the completion of the 5th Inning then the market will be resulted as void.

5.9. 1st Five Innings Run Line

This market is resulted at the end of the 5th Inning. If the match is abandoned before the completion of the 5th Inning then the market will be voided regardless of whether the outcome has already been determined.

5.10. 1st Five Innings Total Runs Over/Under

This market is resulted at the end of the 5th Inning. If the match is abandoned before the completion of the 5th Inning then the market will be voided regardless of whether the outcome has already been determined.

5.11. Double Result

This market will be resulted based on the score after 5 Innings and the final score of the match. Please note that Overtime is included. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

6. BASKETBALL – GENERAL RULES

(Refer to definitions above for additional information on bet-types).

6.1. All markets on a postponed or rescheduled match will be treated as void if the event has been moved to more than 48 hours in the future. Affected Multibets will be recalculated excluding that event or leg. However, if it is less than 48 hours then the market will remain open and BC will update the start-time of the event.

6.2. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers will be a 'push', and all stakes are void and refunded. Affected Multibets (parlays) will be recalculated excluding that leg.

6.3. All bets will be settled based on results and statistics provided by the relevant league's governing body: www.nba.com, www.nbl.com.au etc.

6.4. All Futures/Outright markets include playoffs, unless otherwise stated in the market information blurb, or specifically outlined Regular Season Futures.

7. BASKETBALL - SPECIFIC MARKET RULES

7.1. Money Line

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

7.2. Point Spread

This market is resulted including Overtime. If the match is abandoned before the completion then all markets will be voided regardless of whether the outcome has already been determined.

7.3. Total Points

This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.

7.4. Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before the completion of regular time then the market will be resulted as void.

7.5. Half-Time Result

The bet is to select which team is leading at half-time? This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.

7.6. Half-Time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

7.7. Highest Scoring Half

This market is resulted at the end of the regular time. In the event that both halves have the same highest score then this is treated as a Dead-Heat and BC will result both halves as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.

7.8. Highest Scoring Quarter

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-Heat and BC will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.

7.9. First Team to Score

This market is resulted at the end of regular time. If the match is abandoned before a point was scored then the market is resulted as void. If the match is abandoned after the first team has scored then the first team who scored will be resulted as the winner.

7.10. Last Team to Score

This market is resulted including Overtime. If the match is abandoned before the completion then the market will be resulted as void.

7.11. 1st Half Handicap

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.

7.12. 1st Half Money Line

This market is resulted at the end of the first half. If the first half ends in a draw then BC will void (push) the market. If the match is abandoned before the completion of the first half then the market will be resulted as void.

7.13. 1st Half Odd or Even

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.

7.14. 1st Half Point Spread

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.

7.15. 1st Half Total Points

This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.

7.16. 1st Quarter Handicap

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market is voided regardless of whether the outcome has already been determined.

7.17. 1st Quarter Match Result

This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.

7.18. 1st-4th Quarter Money Line

This market is resulted at the end of the relevant quarter. If the first quarter ends in a draw then BC will void (push) the market. If the match is abandoned before the completion of the quarter then the market will be resulted as void.

7.19. 1st-4th Quarter Point Spread

This market is resulted at the end of the relevant quarter. If the match is abandoned before the completion of the quarter then the market will be resulted as void.

7.20. 1st-4th Quarter Total Points

This market is resulted at the end of the relevant quarter. If the match is abandoned before the completion of the quarter then the market is voided regardless of whether the outcome has already been determined.

8. BOXING AND MARTIAL ARTS – GENERAL RULES

8.1. If a fight is postponed and rescheduled to take place within the timeframe specified in the market rules then all bets will stand. If the fight does not take place within this timeframe then all bets will be void.

8.2. If one of the contestants is replaced by a substitute, bets on the original bout will be void.

8.3. In the event of a 'no contest' being declared during the bout all bets will be made void, with the exception of selections where the outcome has already been determined.

8.4. Should there be a substitution for one of the boxers, bets on the original contest will be void.

8.5. Should there be a change in the advertised contest, e.g. a contest changes from a title fight to a non-title fight, bets will stand.

9. BOXING AND MARTIAL ARTS – SPECIFIC MARKET RULES

9.1. Round Betting

If a boxer fails to come out for the next round (walk out of their corner to start the round), bets will be settled on his opponent having won the bout in the previous round.

If a fight is stopped before the scheduled number of rounds has been completed, or if a boxer is disqualified, bets will be settled on the round in which the fight was stopped. If a points decision is awarded before the scheduled number of rounds has been completed, bets will be settled on the round in which the fight was stopped. If a boxer withdraws or is disqualified between rounds or if a boxer fails to answer the bell for a round, then bets will be settled based on the previous round.

Bets, which nominate 'to win on points', will be settled as winners only if the full scheduled number of rounds has been completed.

9.2. Method of Victory

This will be resulted as per the official ringside result (By The official Judges) excluding the result of a Technical Draw. If this is the result of an accidental injury within the first 4 rounds, all bets will be void.

A Knockout or KO results if a boxer does not stand up after being counted to ten (as above the official ring side result by the judges). A Technical Knockout (TKO) results when a referee declares that a fighter cannot safely continue; or when a fighter has been knocked down three times (not including accidental slips) in the fight; or if a fighter fails to answer the bell to start the next round. The KO & TKO option also includes any disqualification or retirement.

for settlement purposes in UFC/MMA events, KO includes a referee stoppage while the fighter is on the canvas, stoppage by a doctor, corner, or if the fighter retires due to injury.

Submission includes a referee stoppage due to a tap out, technical submission or verbal submission by the fighter.

9.3. To Score a Knockdown

A knockdown is considered to have occurred in the event that a fighter hits the ground with any part of their body other than their feet as a result of being struck by their opponent (Not including accidental slips).

9.4. Total Rounds

This market will be settled against the under/over handicap. Where a half round is stated (i.e. 2.5), 2 minutes 30 seconds will define the 'half' of the respective round.

10. CRICKET – GENERAL RULES

10.1. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then BC will update the start-time of the event and leave the markets open.

10.2. If an event is affected by external factors (such as bad weather) and is not declared as a 'no result' then BC will result markets based on the official competition rules according to the events governing body. Please note that this includes events where the result is determined by the Duckworth-Lewis method and where the scheduled number of overs is reduced.

10.3. All tournament and match markets will be settled on the official tournament results/match scorecards listed on ICC website. If there is no result available, then the website www.cricinfo.com will be used for settlement purposes.

11. CRICKET – SPECIFIC MARKET RULES

11.1. 1-5 Day Match

This market is resulted at the end of the match. In the event that the teams are tied at the end of 1 Day Match then this market will be treated as a Dead-heat and BC will result both tied selections as winners. If the event is declared a 'no result' then this market will be resulted as void.

11.2. Twenty20 Match

This market is resulted at the end of the match. In the event that the teams are tied at the end of Twenty20 Match then this market will be treated as a Dead-heat and BC will result both tied selections as winners. If the event is declared a 'no result' then this market will be resulted as void.

11.3. 1-5 Day Match Draw No Bet

This market is resulted at the end of the match. In the event that the teams are tied at the end of 5 Day Match then this market will be resulted as void. If the event is declared a 'no result' then this market will be resulted as void.

11.4. Team With Most Run Outs

This market is resulted at the end of the match. If the event is declared a 'no result' then this market will be resulted as void.

11.5. Most Sixes

This market is resulted at the end of the match. If the event is declared a 'no result' then this market will be resulted as void.

11.6. First Innings Lead

This market is resulted at the end of the first Inning. In the event that the teams are tied at the end of the first Inning then this market will be treated as a Dead-heat and BC will result both tied selections as winners.

11.7. Highest Opening Partnership

This market is resulted at the end of the first Inning. In the event that the teams are tied at the end of the first Inning then this market will be treated as a Dead-heat and BC will result both tied selections as winners.

11.8. Top Match Batsman

This market is resulted at the end of the first Inning. If the match is abandoned before completion of the first Inning then then the market will be resulted as void. Players who are in the starting 11 but do not bat will be settled as losers. Please note that Dead-heat rules apply.

11.9. Top Match Bowler

This market is resulted at the end of the first Inning. If the match is abandoned before completion of the first Inning then then the market will be resulted as void. Players who are in the starting 11 but do not bowl will be settled as losers. Please note that Dead-heat rules apply.

11.10. Top Home Team Batsman

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bat will be settled as losers. Please note that Dead-heat rules apply.

11.11. Top Home Team Bowler

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bowl will be settled as losers. Please note that Dead-heat rules apply.

11.12. Top Away Team Batsman

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bat will be settled as losers. Please note that Dead-heat rules apply.

11.13. Top Away Team Bowler

This market is resulted based on the first Inning only. If the match is abandoned before completion of the first Inning then the market will be resulted as void. Players who are in the starting 11 but do not bowl will be settled as losers. Please note that Dead-heat rules apply.

11.14. Man of the Match

Market will be settled on the official Man of the Match awarded at the post match presentation. Should more than one player be awarded man of the match then the selections will be settled as a dead heat. Players not in the starting XI will be settled as void.

11.15. Over/Under Total Match 6s/4s

If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void regardless of how many sixes/fours are hit prior to or after any announced reduction in overs. Bets will stand if either innings is shortened due to it reaching its natural conclusion.

11.16. Most 6s/Most 4s

If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void regardless of how many sixes are hit prior to or after any announced reduction in overs.

Bets will stand if either innings is shortened due to it reaching its natural conclusion.

12. GOLF – GENERAL RULES

12.1. A player is deemed to have started once they have teed off. If the player withdraws after teeing off then the selection will be resulted as a loser. BC will void all bets on selections that do not take part.

12.2 All bets will be settled on the official result notwithstanding any reduction in the number of rounds played (for example if there are fewer rounds due to bad weather). Handicap bets will be void if there is a reduction in the number of holes played.

12.3. If a tournament is shortened for any reason but at least 36 holes have been played; the official trophy settlement will be used to result all wagers. If 36 holes are not played, all wagers are void except for those that have already reached an unconditional conclusion.

13. GOLF – SPECIFIC MARKET RULES

13.1. Winner

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void.

If a round is suspended or delayed then BC will update the start-time of the event and leave the markets open. All bets are settled on the player awarded the trophy. Please note that the result of the play-off is taken into account.

13.2. 2 Ball

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

13.3. 2 Ball (Draw No Bet)

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

13.4. 3 Ball

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void. If two or more players have the same highest score at the end of the round then BC result the market as a Dead-Heat.

13.5. 4 Ball

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

13.6. End of Round Leader

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void. In the event that two or more players are tied at the end of the round then this is treated as a Dead-heat and BC will result all tied selections as winners.

13.7. Foursome

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

13.8. Matchplay

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

13.9. Matchplay (Draw No Bet)

The market is resulted at the end of the round. If the round is abandoned before completion then the market will be resulted as void.

13.10. Miss The Cut

The market is resulted at the end of the 2nd round. If the the tournament is abandoned before the completion of the 2nd round then the market is resulted as void.

13.11. Place Top 10

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 10 with the same score then BC will apply the Dead-Heat rules.

13.12. Place Top 2

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 2 with the same score then BC will apply the Dead-Heat rules.

13.13. Place Top 3

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 3 with the same score then BC will apply the Dead-Heat rules.

13.14. Place Top 4

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 4 with the same score then BC will apply the Dead-Heat rules.

13.15. Place Top 5

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 5 with the same score then BC will apply the Dead-Heat rules.

13.16. Place Top 6

The market is resulted at the end of the tournament. If the tournament is abandoned before completion then the market will be resulted as void. If players finish in the top 6 with the same score then BC will apply the Dead-Heat rules.

14. AMERICAN FOOTBALL – GENERAL RULES

14.1. All markets on a postponed or rescheduled match will be treated as void if the event has been moved to more than 48 hours in the future. Affected Multibets will be recalculated excluding that event or leg. However, if it is less than 48 hours then the market will remain open and BC will update the start-time of the event.

14.2. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers will be a 'push', and all stakes are void and refunded. Affected Multibets (parlays) will be recalculated excluding that leg.

14.3. Overtime counts for all markets unless stated otherwise, either in the specific market rules listed in these terms and conditions OR in the market information blurb OR for bets placed specifically within

the result of a time period. E.g. 1st/4nd quarter money line, 1st/4th quarter total points, 1st/2nd half result etc.

14.4. All bets will be settled based on results and statistics provided by the relevant league's governing body: www.nfl.com, www.ncaa.org, www.cfl.ca

14.5. All Futures/Outright markets include playoffs, unless otherwise stated in the market information blurb.

15. AMERICAN FOOTBALL - SPECIFIC MARKET RULES

15.1. Money line

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void. If the Match ends in a draw after overtime, bets will be void.

15.2. Match Result

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

15.3. Point Spread

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.

15.4. Handicap Result

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

15.5. Odd or Even Total

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.

15.6. Total Points

This market is resulted including Overtime. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.

15.7. Half-time Result

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.

15.8. Half-time/Full-time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

15.9. Highest Scoring Half

This market is resulted at the end of the regular time. In the event that both halves have the same highest score then BC will push the selections. If the match is abandoned before the completion of regular time then the market will be resulted as void.

15.10. Highest Scoring Quarter

This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-heat and BC will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.

15.11. First Team To Score/Score a Field Goal

If either team has scored and the game is abandoned then the market is resulted. If the game is abandoned before either team has scored then the market is resulted as void. Please note that safety goals count.

15.12. Last Team To Score/Score a Field Goal

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that safety goals count.

15.13. First Team To Score Wins Game

The market is resulted at the end of regular time. If the game is abandoned before the completion of regular time then the market is resulted as void. Please note that safety goals count.

15.14. 1st Half Handicap

This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be voided regardless of whether the outcome has already been determined.

15.15. 1st/2nd Half Money Line

This market is resulted based on the relevant half score. If the half ends in a draw then the market is resulted as void. If the match is abandoned before the completion of the first half then the market will be resulted as void.

15.16. 1st/2nd Half Point Spread

This market is resulted based on the relevant half score. If the match is abandoned before the completion of the half then the market will be resulted as void.

15.17. 1st/2nd Half Total Points

This market is resulted based on the first half score. If the match is abandoned before completion of the half then the market will be voided regardless of whether the outcome has already been determined.

15.18. 1st-4th Quarter Money Line

This market is resulted based on the relevant quarter score. If the quarter ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.

15.19. 1st-4th Quarter Point Spread

This market is resulted based on the relevant quarter score. If the match is abandoned before the completion of the quarter then the market will be resulted as void.

15.20. 1st-4th Quarter Total Points

This market is resulted based on the relevant quarter score. If the match is abandoned before completion of the quarter then the market will be voided regardless of whether the outcome has already been determined.

15.21. Home/Away Team Total Points

This market is resulted based on the relevant team score. If the match is abandoned before completion of the game then the market will be voided regardless of whether the outcome has already been determined.

15.22. Total Touchdowns

This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.

16. ICE HOCKEY – GENERAL RULES

16.1. All markets on a postponed or rescheduled match will be treated as void if the event has been moved to more than 48 hours in the future. Affected Multibets will be recalculated excluding that event or leg. However, if it is less than 48 hours then the market will remain open and BC will update the start-time of the event.

16.2. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers will be a 'push', and all stakes are void and refunded. Affected Multibets (parlays) will be recalculated excluding that leg.

16.3. All bets will be settled based on results and statistics provided by the relevant league's governing body: www.nhl.com, <http://en.khl.ru/> etc.

16.4. All Futures/Outright markets include playoffs, unless otherwise stated in the market information blurb. In the NHL, the winner of the Eastern or Western Conference is the team who represents that conference in the Stanley Cup.

17. ICE HOCKEY - SPECIFIC MARKET RULES

17.1. Money Line

This market is resulted including Overtime. If the match is abandoned, then the market is void. Please note that this includes any subsequent shootout. Bets are void in the event of a draw.

17.2. Match Result

This market contains a draw option and is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

17.3. Handicap

If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.

17.4. Total Goals Over/Under

This market will be resulted including Overtime, please note that this includes any subsequent shootout. If there is no score in the game then this will be resulted as normal. If the match is abandoned then the market is void regardless of whether the outcome has already been determined.

17.5. Total Goals Odd or Even

If there is no score in the game then all markets will be resulted as normal. This market is resulted based on the score at the end of Overtime. If the match is abandoned then the market is void regardless of whether the outcome has already been determined. Please note that this includes any subsequent shootout.

17.6. Correct Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

17.7. Double Chance

A three-way market consisting of Team A and Draw, Team B and Draw and either Team A or Team B to win. This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

17.8. Highest Scoring Period

In the event that two or more periods have the same highest score then this is treated as a Dead-Heat and BC will result the two or more periods as winners. Please note that this excludes Overtime. If the match is abandoned during the regular time, then the market is void. If the match is abandoned during the Overtime then the market is resulted.

17.9. 1st-3rd Period Money Line

This market is resulted at the end of the relevant period. If the period ends in a draw, then the market is void. If the match is abandoned before the completion of the period then the market will be resulted as void.

17.10. 1st-3rd Period Result

This market is resulted at the end of the relevant period. If the match is abandoned before the completion of the period then the market will be resulted as void.

17.11. 1st-3rd Period Totals Over/Under

This market is resulted at the end of the relevant period. If the match is abandoned before the completion of the period then the market will be resulted as void.

17.12. 1st Period Correct Score

This market is resulted at the end of the first period. If the match is abandoned before the completion of the first period then the market will be resulted as void.

18. MOTOR RACING – GENERAL RULES

18.1. The start of any race is the signal to start the warm-up lap. If any selection does not take part in the warm-up lap, or ready to start from the pit lane then BC will settle the selection as void.

18.2. BC will result individual race betting on the result of the podium presentation, regardless of any subsequent disqualifications. If a race is abandoned and no official result is declared, then BC will void all drivers for that race.

18.3. Bets on the Formula One Championship and Constructors Championship will be settled in line with the official FIA results immediately following the podium presentation of the final race of the season, with subsequent disqualifications disregarded. The drivers' and constructors' championship titles are awarded to the driver and constructor who score the most points over the course of the season. In the case of a dead heat for a championship place then the driver or constructor with the higher number of superior race results will be awarded the place.

19. MOTOR RACING - SPECIFIC MARKET RULES

19.1. Race Winner

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

19.2. Top 3/Podium

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

19.3. First Lap Leader

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

19.4. Fastest Lap

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

19.5. Points Finish

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

19.6. Pole Position

This market is resulted at the end of the qualification. If the race is abandoned before the completion of the qualification, then the market will be resulted provided that the official result is declared. If the qualification is abandoned and no official result is declared, then all the selections are resulted as void. BC will result this market based on the positions and times set during the final qualifying session.

19.7. Team Winner

This market is resulted at the end of the race. If the race is abandoned before the completion of the race, then the market will be resulted provided that the official result is declared. If the race is abandoned and no official result is declared, then all the selections are resulted as void.

20. RUGBY LEAGUE – GENERAL RULES

20.1. a) Where the draw is not included as a selection, all bets on NRL matches will be settled on the official declared result including any extra time. Should the result be a draw after extra time, Head to Head wagers will be settled with the dead-heat rule (half face value). The dead heat rule also applies to all half and quarter betting where the draw is not offered as a selection.

20.1. b) NRL settlement rules also apply to the NSW/Qld/Holden Cups, State of Origin, NRL All Star & Charity Shield events and Country vs City.

20.2. Unless otherwise stated, all other competitions match markets are based on the result at the end of 80 minutes. This includes any added stoppage time, but does not include extra time. Should the result be a draw at the end of 80 minutes, all Head to Head wagers that don't include a draw selection will be void and refunded.

20.3. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then then BC will update the start-time of the event and leave the markets open.

20.4. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number, all wagers will be a 'push', and all stakes are void and refunded. Affected Multibets (parlays) will be recalculated excluding that leg.

20.5. Premiership/Minor Premiership/Make Grand Final : All In Betting. Any Team which has Points Deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.

20.6. Top4/Top8 : For betting purposes Any Team which has Points Deducted due to breaches of rules and regulations will be Deemed A Starter for resulting purpose i.e. All In Any decision made by the NRL regarding penalties is final.

20.7. Miss 4/Miss 8 : For betting purposes Any Team which has Points Deducted due to breaches of rules and regulations will be Deemed A Starter for betting purposes. If at the time a breach is announced (anytime between rounds), the loss of points means only one eventuality can occur (i.e. Miss the 8 must occur) then all bets on that competitor are void and monies refunded. All decisions made by the NRL are final.

20.8. Least Wins (Wooden Spoon) is paid on the team which has the least wins for the season. A draw is considered as half a win. In the event of more than one team having the same number of wins the position will be determined by the worst 'For and Against'. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In.

20.9. For NRL and State of Origin tryscorer markets, all selections in the Match day squad barring the winner(s) are settled as losers regardless of whether they were on the field of play or not at the time.

20.10. All bets will be settled based on results and statistics provided by the relevant league's governing body: e.g. www.NRL.com

21. RUGBY LEAGUE – SPECIFIC MARKET RULES

21.1. Head to Head

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.2. Match (3 way)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. The draw will always be included for betting purposes.

21.3. Head to Head (Draw No Bet Inc. Overtime)

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

21.4. Handicap (3 way incl. draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.5. Handicap/Line

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.6. Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.7. Half-Time Handicap

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be voided regardless of whether the outcome has already been determined.

21.8. Half-Time Handicap (No Draw)

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be voided regardless of whether the outcome has already been determined.

21.9. 2nd Half Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

21.10. 2nd Half Handicap (No Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

21.11. Anytime Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match is void.

If the match is abandoned before half time then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then only the try Scorers from the 1st half will be resulted as winners and the rest of the selections will be voided.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count. See rule 16.9 for NRL and State of Origin competitions.

21.12. First Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

21.13. 2nd Half First Team to Score

This market is resulted at the end of the 2nd Half. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

21.14. First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count. See rule 16.9 for NRL and State of Origin competitions.

21.15. Half-Time Result

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

21.16. Half-Time Result (Draw No Bet)

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

21.17. 2nd Half Result

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void.

21.18. Half-Time Total Points Over/Under

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined.

21.19. 2nd Half Total Points Over/Under

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined.

21.20. Hat-trick (Players)

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. Penalty tries do not count. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined.

21.21. Highest Scoring Half

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

21.22. Highest Scoring Half Team

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

21.23. Half-Time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

21.24. Half-time/Full-time (Exc. Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

21.25. Last Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do count.

21.26. Last Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game. See rule 16.9 for NRL and State of Origin competitions.

21.27. To Win Both Halves

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. If neither team wins both halves, then the market is resulted with no winner.

21.28. 2nd Half First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

21.29. 2nd Half First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

21.30. 2nd Half First Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game. See rule 16.9 for NRL and State of Origin competitions.

21.31. 2nd Half Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.32. Away Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count. See rule 16.9 for NRL and State of Origin competitions.

21.33. Away Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.34. Away Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.35. Away Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.36. Away Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.37. Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.38. First Scoring Play

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.39. First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.40. First Team to Score Wins Match

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

21.41. First Team to Score Wins Match Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.42. First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

21.43. First Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that penalty tries do count.

21.44. Half-time First Try Converted Yes/No

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

21.45. Half-time Total Points Odd/Even

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

21.46. Home Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count. See rule 16.9 for NRL and State of Origin competitions.

21.47. Home Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.48. Home Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.49. Home Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.50. Home Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.51. Last Team to Score a Try

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.52. Last Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.53. Player to Score 2 Tries

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.54. Race to 10 Points

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.55. To Score First, Lead at Half-time and Win

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.56. To Win Both Halves Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.57. To Win To Nil

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.58. Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.59. Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.60. Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

21.61. Total Tries Under/Over

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.62. Will There Be A Drop Goal?

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

21.63. Winning Margin

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

22. RUGBY UNION – GENERAL RULES

22.1. Unless otherwise stated, all match markets are based on the result at the end of Normal Time, this includes any added stoppage time but does not include extra time. Should the result be a draw at the end of Normal Time, all Match Result Head to Head wagers will be void and refunded. (see rule 22.11 for Super Rugby)

22.2. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then then BC will update the start-time of the event and leave the markets open.

22.3. Where the draw is not included as a selection, in Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers will be a 'push', and all stakes are void and refunded. Affected Multibets (parlays) will be recalculated excluding that leg.

22.4. Premiership/Minor Premiership/Make Grand Final: All In Betting. Any Team which has Points Deducted due to breaches of rules and regulations will be deemed a starter for resulting purposes. Any loss of Premierships after the completion of the Grand Final will be deemed null and void and all bets will stand.

22.5. Top4/Top8 : For betting purposes Any Team which has Points Deducted due to breaches of rules and regulations will be Deemed A Starter for resulting purpose i.e. All In Any decision made by the relevant official body regarding penalties is final.

22.6. Miss 4/Miss 8 : For betting purposes Any Team which has Points Deducted due to breaches of rules and regulations will be Deemed A Starter for betting purposes. If at the time a breach is announced (anytime between rounds), the loss of points means only one eventuality can occur (i.e. Miss the 8 must occur) then all bets on that competitor are void and monies refunded. All decisions made by the relevant official body are final.

22.7. Least Wins (Wooden Spoon) is paid on the team which has the least wins for the season. A draw is considered as half a win. In the event of more than one team having the same number of wins the position will be determined by the worst 'For and Against'. Points deducted because of breaches of rules and regulations are excluded for resulting purposes. All In.

22.8. First/last try scorer betting: All wagers are refunded on players not in the official match day lineup. First/Last Tryscorer: In the event of a Penalty Try being the first / last try scored we pay on the Penalty Try option if offered. If the Penalty Try option is not offered we pay on the next try scorer for first first try or preceding try scorer for last try.

22.9. All bets will be settled based on results and statistics provided by the relevant league's governing body: e.g. <http://www.superxv.com/>

22.10. All bets on Super Rugby matches will be settled on the official declared result including any extra time. Should the result be a draw after extra time, Match Result Head to Head wagers will be settled with the dead-heat rule (half face value).

23. RUGBY UNION – SPECIFIC MARKET RULES

23.1. Head to Head

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.2. Match (3-way Inc. draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. The draw will always be included for betting purposes.

23.3. Head to Head (Draw No Bet Inc. Overtime)

This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.

23.4. Handicap (3 way incl. draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.5. Handicap/Line

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.6. Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.7. Half-Time Handicap

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be voided regardless of whether the outcome has already been determined.

23.8. Half-Time Handicap (No Draw)

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be voided regardless of whether the outcome has already been determined.

23.9. 2nd Half Handicap

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

23.10. 2nd Half Handicap (No Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of the 2nd half then the market will be voided regardless of whether the outcome has already been determined.

23.11. Anytime Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match is void.

If the match is abandoned before half time then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then only the try Scorers from the 1st half will be resulted as winners and the rest of the selections will be voided.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

23.12. First Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

23.13. 2nd Half First Team to Score

This market is resulted at the end of the 2nd Half. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

23.14. First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

23.15. Half-Time Result

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

23.16. Half-Time Result (Draw No Bet)

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market will be voided.

23.17. 2nd Half Result

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void.

23.18. Half-Time Total Points Over/Under

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined.

23.19. 2nd Half Total Points Over/Under

This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined.

23.20. Hat-trick (Players)

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. Penalty tries do not count. If the match is abandoned before the completion of regular time, then the market is void regardless of whether the outcome has already been determined.

23.21. Highest Scoring Half

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

23.22. Highest Scoring Half Team

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided.

23.23. Half-Time/Full-Time

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

23.24. Half-time/Full-time (Exc. Draw)

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void.

23.25. Last Team to Score

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do count.

23.26. Last Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

23.27. To Win Both Halves

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void. If neither team wins both halves, then the market is resulted with no winner.

23.28. 2nd Half First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

23.29. 2nd Half First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

23.30. 2nd Half First Tryscorer

This market is resulted at the end of the regular time. Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market is void. Please note that penalty tries do not count.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

23.31. 2nd Half Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.32. Away Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

23.33. Away Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.34. Away Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.35. Away Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.36. Away Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.37. Double Chance

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.38. First Scoring Play

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.39. First Team to Score a Try

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.40. First Team to Score Wins Match

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

23.41. First Team to Score Wins Match Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.42. First Try Converted Yes/No

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined. Please note that penalty tries do count.

23.43. First Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that penalty tries do count.

23.44. Half-time First Try Converted Yes/No

This market is resulted at the end of the 1st Half. If the match is abandoned before completion of the 1st half then the market is void regardless of whether the outcome has already been determined. Please note that penalty tries do count.

23.45. Half-time Total Points Odd/Even

This market is resulted at the end of the 1st Half. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

23.46. Home Team First Tryscorer

Any selection that does not take part in the match will be void, as will selections where the player comes on after the first try has been scored.

If the match is abandoned before Half Time, then the market is void regardless of whether the outcome has already been determined. If the match is abandoned in the 2nd half then all markets will be resulted provided that a try has already been scored in the 1st half.

The 'No Tryscorer' selection is included in this market, so if no tries are scored then all selections are resulted as losers, provided that the player has taken part in the game.

Please note that penalty tries do not count.

23.47. Home Team Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.48. Home Team Total Points Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.49. Home Team Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.50. Home Team Total Tries Over/Under

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.51. Last Team to Score a Try

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.52. Last Try Time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.53. Player to Score 2 Tries

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.54. Race to 10 Points

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.55. To Score First, Lead at Half-time and Win

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.56. To Win Both Halves Yes/No

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.57. To Win To Nil

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.58. Total Points

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.59. Total Points Odd/Even

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.60. Total Tries

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

23.61. Total Tries Under/Over

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.62. Will There Be A Drop Goal?

This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be voided regardless of whether the outcome has already been determined.

23.63. Winning Margin

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

24. SOCCER – GENERAL RULES

24.1. All markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.

24.2. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then BC will update the start-time of the event and leave the markets open.

25. SOCCER - SPECIFIC MARKET RULES

25.1. Match Result

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.2. Asian Handicap

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.3. Handicap

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.4. Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

25.5. Double Chance

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.6. Odd or Even Total

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.7. Half-time/Full-time

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.8. First Goalscorer

Any selection that does not take part in the match will be void, as will selections on first player to score where the player comes on after the first goal is scored. Please note that own goals do not count.

If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

25.9. Last Goalscorer

Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do not count.

25.10. Anytime Goalscorer

The market is resulted at the end of regular time, any selection that does not take part in the match will be void. Please note that own goals do not count.

If the match is abandoned before half time then all markets will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then only the goalscorers from the first half will be resulted.

25.11. Highest Scoring Half

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

25.12. Hat-trick

The market is resulted at the end of regular time, any selection that does not take part in the match will be resulted as void. If the match is abandoned before the completion of regular time then the market will be resulted as void.

25.13. Score in Both Halves

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

25.14. Win Both Halves

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.15. Clean Sheet

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

25.16. Correct Score

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

25.17. Win Either Half

If the match is abandoned before half time then all markets will be voided. If the match is abandoned in the second half then only the 1st Half markets shall be resulted.

25.18. Draw No Bet

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time after the match has started then the market will be resulted as void.

If regular time ends in a draw then the market will be resulted as void.

25.19. To Win To Nil

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void.

25.20. Half-Time Asian Handicap

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

25.21. Half-Time Correct Score

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

25.22. Half-Time Result

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

25.23. Half-time Draw No Bet

The market is resulted based on the half time score. If the match is abandoned before the completion of the first half then all markets will be void.

If the first half ends in a draw then the market will be resulted as void.

25.24. Half-time Total Goals

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void. Please note that own goals do count.

25.25. Half-Time Totals Over/Under

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void. Please note that own goals do count.

25.26. First Team To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.27. Last Team To Score

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals count.

25.28. Both Teams To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.29. Team Not To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.30. Teams To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.31. 2nd Half Result

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

25.32. 2nd Half Correct Score

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.

25.33. Away Team Clean Sheet

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.34. Home Team Clean Sheet

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.35. Away Team To Score Yes/No

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.36. Home Team To Score Yes/No

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.37. Away Team Total Goals

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.38. Home Team Total Goals

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.39. Away Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.40. Home Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.41. Half-time Away Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.42. Half-time Home Team Total Goals Over/Under

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.43. Half-time Both Teams to Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.44. Half-time Double Chance

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

25.45. Half-time First Team To Score

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.46. Half-time Handicap

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

25.47. Half-time Odd or Even Total

The market is resulted based on the half time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.

25.48. Total Goals

We adhere to settle the market in real time once it has reached its natural conclusion. If the match is abandoned after the match has started all markets that are yet to reach their natural conclusion shall be void. Please note that own goals count.

25.49. Winning Margin

The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted

26. TENNIS – GENERAL RULES

26.1. All tennis bets will be settled in accordance with the official website for each tournament or tournaments governing body (www.atpworldtour.com, www.itftennis.com)

26.2. If there is a change to the schedule or the day of the event then BC will update the start-time of the event and leave the markets open.

26.3. Retirements – BC will result the match result market in favour of the person who progresses to the next round, if the first set is finished. If the retirement happens during the first set, the Match Result will be voided, and all other markets will be settled as per the market specific rules.

26.4. If a match is decided by a Champions tie-break, then the Champions tie-break will be considered to be the 3rd set. Set Betting will be settled as 2-1 to the winner of the Champions tie-break. Any bets taken in error for the Correct Score or Number of Games in the 3rd set will be void. For the purpose of bets taken relating to Total Games or game handicaps for the match, the Champions Tie-Break will be considered to be one game.

26.5. Futures/Outrights. All Futures Markets are 'all in'. If a player does not start the tournament, wagers on that player will be settled as losers. Bets placed on a player after the official draw takes place will be refunded if that player subsequently withdraws from the tournament without playing a point.

26.6. Once a player's first match in a tournament has begun, outright tournament bets on that particular player will stand. If the player then withdraws for any reason, outright bets on the player will be settled as losers. Bets placed on any player after the draw takes place who subsequently withdraws from the tournament without playing a point will be voided and stakes refunded.

27. TENNIS - SPECIFIC MARKET RULES

27.1. Match

The market is resulted at the end of the match. In the event of a match taking place and not being played to a natural finish, but AT LEAST one set has been completed, then the player progressing to the next round is awarded the victory will be resulted as the winner. If the match is abandoned during the first set (for example due to retirement), Match Betting will be voided.

27.2. Set Betting

The market is resulted at the end of the match. If the match is abandoned before completion then the market is void regardless of whether the outcome has already been determined.

27.3. Game Handicap

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

27.4. Game Handicap (With Draw)

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

27.5. Set Handicap

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

27.6. Most Games

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.

27.7. Total Games Over/Under

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

27.8. Total Games Odd or Even

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

27.9. Total Sets

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

27.10. First Set Winner

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.

27.11. Lose 1st Set & Win Match

The market is resulted at the end of the match. If either player withdraws from the match before the first set finishes, then we will result the market as void. If the player who loses the 1st Set is then awarded the victory then the market will be resulted as a winner.

27.12. Win 1st Set and Win Match

The market is resulted at the end of the match. If either player withdraws from the match before the first set finishes, then we will result the market as void. If the player who wins the 1st Set is then awarded the victory then the market will be resulted as a winner.

27.13. First Set Correct Score

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.

27.14. First Set Total Games Over/Under

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then all markets will be voided regardless of whether the outcome has already been determined.

27.15. Second Set Correct Score

The market is resulted at the end of second set. If the match is abandoned before completion of the second set then the market will be voided.

27.16. Second Set Winner

The market is resulted at the end of second Set. If the match is abandoned before completion of the second set then the market will be voided.

27.17. Third Set Correct Score

The market is resulted at the end of third Set. If the match is abandoned before completion of the third set then the market will be voided.

27.18. Doubles Match

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

27.19. Doubles Set Betting

The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.

27.20. Doubles Game Handicap

The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

27.21. Doubles Win 1st Set

The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.

28. ELECTION BETTING - SPECIFIC MARKET RULES

- 28.1. All bets are accepted (placed) on an "All-In" basis
- 28.2. Coalition refers to the Liberal Party and National Party.
- 28.3. Wagers settled at time of swearing in.
- 28.4. Wagers are paid on the party sworn in.