

## CONTENTS

[General notions and terms](#)

[General provisions](#)

[General betting rules](#)

[Minimum stake](#)

[Maximum stake](#)

[Maximum winning](#)

[Transactions](#)

[Funds deposit into a gaming account](#)

[Funds withdrawal from a gaming account](#)

[Types of bets](#)

[Single bet](#)

[Accumulator bet](#)

[System bet](#)

[Home wins](#)

[Draw](#)

[Away wins](#)

[Home wins or a draw](#)

[Under, over \(on total\)](#)

[Asian handicaps and totals](#)

[Home wins or away wins](#)

[Away wins or a draw](#)

[Team victory \(a player, a racer, etc.\) with allowance for handicap](#)

[Correct score](#)

[Half time - Full time](#)

[Half time - Team comparison \(periods, quarters, sets, games, innings\)](#)

[Players comparison by score](#)

[Head-to-head on the results of a championship](#)

[Match day statistics", Tour/round statistics](#)

[Wins the match and Total Over \(Total Under\)](#)

[First match and return match statistics](#)

[Quick Bet and "Winning" modes](#)

[Cash Out](#)

[Limitations on including certain event outcomes](#)

[Results of matches, event start date and time, adjustment of disputes](#)

[Bets accepting in the course of a match \(Live-bets\)](#)

[Rules on sports](#)

[Financial bets](#)

[Extra bets](#)

[Examples](#)

[Bonuses](#)

[Appendix](#)

[Deposit and withdrawal rules](#)

The present Rules of bets accepting, funds deposit into and funds withdrawal from a gaming account of the bookmakers company "BETCITY" (hereinafter referred to as "Rules") set out an order of betting in terms of bets accepting, winning payout, adjustment of disputes, details of betting on special types of bets and sports. The website activities are regulated by the international law and international gambling license issued by the organization authorized by the government of Curacao.

### General notions and terms

<b>Bet</b>	- is an agreement on winning based on risk and concluded between a client and the bookmakers company according to the regulations, whereby a result of the given agreement depends on the event relative to which it is not known whether it takes place or not. Betting has a form of stakes taken from clients under the terms proposed by the bookmakers company.
<b>Client</b>	- is a person who bets with the bookmakers company on an event outcome.
<b>Outcome</b>	- is a result of the event (events), on which a bet is placed.
<b>Line</b>	- is a combination of events, possible outcomes of these events, odds of possible outcomes of these events, their closing date and time when the company quits to take bets on outcomes of these events.
<b>Bets cancellation</b>	- is a void bet excluded from any bet calculations and winning payout. Under the terms of the present Rules in case a bet is cancelled, an agreement between the bookmakers company and a client is considered invalid and a refund is to be paid.
<b>Freebet</b>	- bonus funds credited to the Client's bonus account as a result of his participation in marketing promotions or other events. Freebet can be used for any events and outcomes in bets such as "Single bet", "Accumulator" and "System". The maximum odds for using a freebet is "3". In case of winning a bet made from a bonus account, the net winnings minus the free bet amount are credited to the main account. If a bet made from a bonus account is calculated with odds "1", then the free bet is returned to the bonus account and is available for reuse.

[Contents](#)

### General provisions

1. These Rules determine the procedure and conditions for making bets, the procedure for resolving disputes, the specifics of concluding certain types (kinds) of bets on certain types of sports events. These Rules govern all relations between a client and Betcity betting company.
2. The betting company "BETCITY" (hereinafter referred to as BC) accepts bets on sports and other events.
3. Bets are accepted from persons who have reached the age of 18 or majority age in their jurisdiction, if this age must be over 18, in accordance with Betting Rules proposed by the bookmaker. The client confirms that he will not use our services while in the United States, France, Switzerland, Panama, Liechtenstein, Australia or any other territory where participation in online games is prohibited. Responsibility for violation of this clause of the Rules is borne by the client.

Bets are not accepted:

- from persons who are event participants on which bets are made (athletes, coaches, referees, owners or functionaries of clubs and other persons who have the ability to influence the outcome of the event), as well as from persons acting on their behalf;
- from persons representing the interests of other bookmakers;
- from other persons whose participation in the agreement with the bookmaker is prohibited by the current legislation.

Responsibility for violation of this paragraph of the Rules lies with the client. In case of violation of these Rules, the bookmaker reserves the right to refuse to pay any winnings or to return the deposited amounts, as well as to cancel any bets. The bookmaker does not bear any responsibility as to when it became known that the client belongs to one of the listed categories of persons. This means that the BC has the right to take these measures at any time after it becomes known that the client is one of the designated persons.

Having access to the BC website and / or using it (including all products presented on the site) in certain countries may be considered illegal (for example, the USA, France, Russia, Switzerland, Panama, Liechtenstein, Australia, UK, Ukraine, Cyprus, the Netherlands, and so on). The fact that the BC website is available in such a country and / or similar jurisdictions, or is displayed in the official language of any of these countries, cannot be regarded as the presence of an official representative office of the BC in this state or justification of the legality of using the BC site and depositing or withdrawing won money. The availability of the BC website does not imply the content of offers, instigations or invitations to use the BC services or to subscribe to sports betting, gambling or other services in any jurisdiction in which such activity is prohibited by law.

The client is responsible for finding out whether the facts of having access to the bookmaker's website and / or the use of its products violate the requirements of the legislation in the client's country of residence, and guarantees that gambling activities are legal in the client's territory. When opening an account with a bookmaker and / or using the websites of our company, the client must make sure that the actions are legal in his jurisdiction, and the client guarantees that he consults with a lawyer before registering on the bookmaker's website. If the bookmaker becomes aware that the client is a resident of the country where the use of the bookmaker's website is illegal, the bookmaker acquires the right to close such an account

and return the funds that the client has at the time of closing (minus the winnings received since the last deposit was made).

4. Terms of bets accepting (odds, handicaps, totals, limits on maximum stake, etc.) can be changed after any bet, provided that terms of the bets, which had been accepted before, remain unchanged. Before betting a client should find out all changes in the current line.
5. The bookmaker reserves the right to:
  - refuse to accept a bet to any person without giving reasons;
  - stop or resume accepting bets on this or that event at any time.
6. In case of a personnel error or a software failure at bets accepting (obvious misprints in coefficients, odds mismatch between a line and a bet, etc.) the bookmakers company reserves the right to unilaterally correct coefficients if the bets are placed before the start of event and the correct coefficient is above or equal to "1.01", otherwise such bet shall be declared void (the bet is not concluded) and the bet payout is made with coefficient "1".

In case of misprint in suggested bets list, any evidences of unfair play, breach of the present Rules at bets accepting as well as other arguments confirming the bets are incorrect, the bookmakers company reserves the right to unilaterally declare bets on such terms void. Bet payout is made with the coefficient equal to "1".
7. The company reserves the right to update the text of the Rules and add new Rules at any time, clients are notified about this by appropriate announcements. In this case, the new rules or a new edition of the rules come into force and will be applied immediately after they are published on the website. Bets accepted starting from the specified date are subject to the amended Rules. The conditions of previously made bets remain unchanged. The client can download the current version of the rules at any time in the corresponding section on the website, as well as in the account history.
8. The client is responsible for the secrecy of his username and password. All bets registered with the bookmaker are valid. Cancellation of bets is possible only on the basis of these Rules. In the event that the client's login or password becomes known to third parties, it is necessary to notify the administration of the bookmaker's office. The account owner confirms / agrees that all actions performed in the account are performed by him independently. If actions on the account are performed by third party, then the owner is solely responsible for access to the account.
9. If an Internet connection failed while accepting a bet confirmation by a client, it does not constitute grounds for a cancellation of this bet.
10. Any deposit of the gaming account, the creation of a request for payment from the gaming account, the conclusion of any bet is a confirmation that the client agrees and accepts these Rules for accepting bets.
11. The basis for calculating a bet is information about the outcome of an event received by the Bookmaker from an official source (website of the tournament, teams, federation, social network, etc.) and/or from the event provider (RunningBall, Betradar, Real Time Sportscast, Betgenius, SportLevel, Megafeed and etc.). In the absence of this information, the Bookmaker has the right to use alternative sources of information (www.espn.com, www.sportinglife.com, www.flashscore.com, www.whoscored.com, www.futbol24.com, www.xscores.com and others information sites), including information from the own representative at the match. If a source is indicated in the Betting list (for example, flashscore), then it has priority when determining the result. The bookmaker independently selects the source of information from among the sources specified in the rules for accepting bets and paying out winnings, on the basis of which the result of the event is determined (requirements on the part of the Client to use other sources of information, including those from the list of sources of information, are not allowed). In case of disagreement with the outcome of an event or the calculation of a bet, the Client is obliged to submit a claim (statement) in writing. As confirmation or substantiation of the Client's arguments, he has the right to attach a full video recording of the controversial event.
12. Claims on controversial issues are accepted on the basis of an e-mail application (at support@betcity.net) within 30 days from the date of summing up the results at the appropriate bet. After this period, no claims will be accepted. In controversial situations that have no precedents, the final decision is made by the bookmaker. If the dispute is not resolved, the claim is subject to consideration in accordance with the established procedure by the legislation of the country at the place of registration of the BC.
13. Administration of betting company reserves right to block the opportunity of client's account to place bets, cancel all bets or address to law enforcement bodies if the following cases are found out:
  - 13.1. Client made additional registration (multiaccounting) to avoid restrictions that were previously set by the betting company;
  - 13.2. Client possessed information about the result of the event to the moment of making bet, either being active participant of the match or interested individual who acted in the name of participants;
  - 13.3. Bets were made by a group of registered clients on the base of previous concert in a coherent manner to avoid restrictions that were previously set by the betting company;
  - 13.4. Client regularly made bets on the events which results have been fixed to the moment of bet making;
  - 13.5. Client committed frauds against the betting company.

In all above mentioned cases betting company reserves right to pay out account balance excluding commission of payment systems of funds deposit/withdrawal.
14. The bookmaker is not responsible and does not accept claims regarding the correctness of translation of team names, players' names, and competition venues from foreign languages. All information (tournament format, tournament stage, series score, first match score, etc.) given in the title of the competition or comments to the matches is of an auxiliary nature. Possible errors in this information, as well as its absence, are not grounds for returning bet amounts.
15. If during 12 months no operations are made on the account (funds deposit/withdrawal or operations with bets), the account will be closed without recovery capability. In case of favorable balance (more than 1 rub. or equivalent currency) the client is sent a notification on registered e-mail for 2 weeks before the date of closing. If during 2 weeks after the notification no operation is made, the account will be closed without recovery capability.
16. Each registered bettor can have only one account. A registered client cannot re-register as a new client (under a new name, with a new email address, etc.). Re-registration is allowed only with the permission of the Betting Company.
17. The betting network reserves the right to carry out the verification procedure for the owner of the gaming account, as well as suspend operations and / or the payment of funds on the gaming account during the verification procedure. Initial verification is carried out in order to confirm that the Client's gaming account was registered with real data and that he has reached the age of 18 (or the age of majority in his jurisdiction). To do this, the Client has the opportunity to upload in the settings of the game account passport of the country of residence or a national identity card, a second document on the choice: driver's license, international passport, etc., as well as his photo with a passport / identity card in his hands.

If necessary, the BC can request identity documents, as well as additional documents at any time, regardless of whether the client has passed the initial verification of the account. The list of additional documents includes (but is not limited to): a digital photo in which the player is captured with a passport, driver's license, birth certificate, foreign passport, utility bills, bank account / card statement, etc., as well as any documents of the company's choice, confirming any data transmitted by the client, such as registration, photos of cards used, screenshots of personal accounts of payment systems, checks, etc.

BC has the right to conduct the process of confirming the identity of the owner via videoconference.

The terms of the gaming account verification are set individually for each gaming account.

In case of refusal from the verification procedure or the provision of fake / invalid documents, the bookmaker has the right to invalidate the bets made from such an account, block the account and freeze the available funds until the account owner is identified and the methods of deposit funds are confirmed.

[Contents](#)

## General betting rules

1. The bookmakers company accepts bets given in a current line - it is a list of events with corresponding winning odds.
2. The minimum bet on any single event is 10 rub./\$0,5/€0,5/5 gr./50 tenge.
3. The maximum bet is determined for each event by the bookmakers company and depends on the sports and on the event. If several events with different maximum stake limits are included in an accumulator or a system bet, then the maximum stake is set equal to the minimum rate.
4. The maximum winnings for one bet may not exceed 60 000 euro excluding the bet amount. The maximum winnings for any continuous 24-hour period in total for all bets cannot exceed 120 000 euro excluding the bet amount. When making several bets containing the same events (executed on the same or different days, with the same or different coefficients), the maximum total winnings for such bets cannot exceed 120 000 euro excluding the bet amounts.

The maximum winnings for one bet on TVBET may not exceed 1 000 000 rub (one million or equivalent currency) including the bet amount. The maximum winnings for any continuous 24-hour period in total for all bets on TVBET cannot exceed 10 000 000 rub (ten millions or equivalent currency) including the bet amount.
5. The bookmakers company reserves the right to limit a maximum stake of a certain client without any notification and without giving the reasons.
6. The acceptance of multiple bets on one outcome or a combination of outcomes from one player can be limited by a decision adopted by the bookmakers company.
7. A bet is considered accepted after its registration on the server and its on-line confirmation. Registered bets are irreversible and irrevocable.
8. The deposited funds may be used by the Client only for making one or several bets. Bets are accepted only in an amount not exceeding the current balance in the client's account. After registering a bet, the bet amount is charged off the account. After calculating the bets, the winning amount is credited to the client's account.
9. Bets are accepted before the official beginning of the event; the event date, time and corresponding comments, given in the line are only approximate. Any bet placed after the event has started, will be cancelled, except for Live-bets, i.e. bets placed in the course of a match. Such bets are considered to be valid till the end of the match.
10. Should the bet be cancelled, the single bet will be refunded. If a bet on one or several events included in accumulator and system bets is cancelled, no winning calculations will be made.
11. If winnings are calculated incorrectly (e.g. event results were entered by mistake), such winnings will be recalculated. In that case, the bets placed during the period between incorrect calculation and recalculation are considered to be valid. In case the balance of a gaming account is negative, after the recalculation, the client cannot bet until he/she deposits into his/her gaming account.
12. All sports events are considered to be postponed and cancelled only under the information published by the official organizer, the official sites of sports federations, the sites of sports clubs and other sources of sporting information, and on the grounds of these data, the events given in the line can be changed.
13. A bet is to be cancelled in case a client deliberately misinformed the staff of the bookmakers company by means of presenting false information and claims in respect of bets, winning payout, event results and other information and claims of similar nature. The above mentioned terms are also valid in respect of minors under 18, and their parents as well.

[Contents](#)

## Types of bets

The bookmakers company offers the following types of bets:

1. Single bet is a bet on a particular event outcome. A winning amount on a single bet is equal to the product of the stake amount with the odds of the given outcome.
2. Accumulator bet (Combo) is a bet on several independent event outcomes. A winning amount on an accumulator bet is equal to the product of the stake amount with the odds of all

outcomes included in this accumulator bet. If you fail to predict one of the event outcomes, this accumulator bet is considered to be lost. In certain cases bonuses are charged.

The maximum number of events in an accumulator bet is equal to 20.

3. System bet is a bet on the complete combination of accumulator bets of specified rate, composed of the previously chosen number of events.

The maximum number of combinations in a system bet is equal to 1001.

The maximum number of events in a system bet is equal to 16.

The winning amount on a system bet is equal to the amount of winnings on the accumulator bets included in such system bet.

4. The bet "Home wins" is designated in the line as "1".

5. The bet "Draw" is designated in the line as "X".

6. The bet "Away wins" is designated in the line as "2".

7. The bet "Home wins or a draw" is designated in the line as "1X". To win this bet it is necessary to predict if the first team wins or the result is draw.

8. The bet "Under, over (on total)" is designated in the line as "Total".

This bet is on total of goals, points, games, etc. scored, collected, played by teams (players, etc.). To win this bet it is necessary to predict how many goals or points are scored and games played over/under "Total" given in the line. When defining the result, the company takes into account the time the match lasts, which is regulated by the present Rules separately for each type of sport, unless otherwise stated in the line. When an individual total is being determined, the goals scored in an opponent's gate are only included.

A bet on individual total includes number of goals, points, games, etc. scored, played, etc. by a team (a player, etc.).

The bookmakers company offers two ways to bet on total - on two ("under" or "over"). If your result coincides with the one offered by the bookmakers company, the winning coefficient on bets on "under" or "over" will be equal to "1".

9. Asian handicaps and totals - are denoted in the Betting list as "1T Handicap, 2T Handicap" and "Total Und Over" or "Total Over, Total Und" with a quadrantal meaning of outcomes (that is a multiple of 0.25: 0.25, 0.75, 1.25, 1.75, and so on.).

The bet is divided into two equal to half of the initial amount of the bet with the nearest meanings of handicaps and totals multiple to +/-0.5. The winning at the bet on the Asian handicap and total is equal to the sum of the winnings at both bets.

For example:

1) The bet of 100 r. on the Asian handicap 1T Handicap (-2.75) for the coefficient "3" is divided into two bets:

1T Handicap (-2.5) per kf. "3" for the amount of 50 r.

1T Handicap (-3) for kf. "3" for the amount of 50 r.

If the team wins with a difference of 4 or more goals (for example 5: 0), then the winning amount will be 300 r. ( $3 * 50 \text{ r.} + 3 * 50 \text{ r.}$ ).

If the team wins with a difference of exactly 3 goals (for example 4: 1), then the winning amount will be 200 r. ( $3 * 50 \text{ r.} + 1 * 50 \text{ r.}$ ).

If the team wins in two or less goals, then the bet is lost.

2) The bet of 100 r. on the Asian Total Total Over (1.25) for the coefficient. "3" in the express of 3 events is divided into 2 expresses:

$1.5 * 2 * 3$  (Total Over 1) for the amount of 50 r.

$1.5 * 2 * 3$  (Total Over 1.5) for the amount of 50 r.

The first 2 matches in the express with the coefficient. "1.5" and "2" are considered guessed.

If there are 2 or more goals scored in the match, then the winning will be 900 r. ( $1.5 * 2 * 3 * 50 \text{ r.} + 1.5 * 2 * 3 * 50 \text{ r.}$ ).

If there is exactly 1 goal scored the match, then the winning amount to 150 r. ( $1.5 * 2 * 1 * 50 \text{ r.} + 0$ )

If there are no goals scored in the 3rd match, then the bet is lost.

10. The bet "Home wins or away wins" is designated in the line as "12". To win this bet it is necessary to predict if the first or the second team wins, i.e. a draw outcome is excluded.

11. The bet "Away wins or a draw" is designated in the line as "X2". To win this bet it is necessary to predict if the second team wins or there is a draw.

12. The bet "A team (a player, a racer, etc.) wins with allowance for handicap" is designated in the line as "handicap" (odds are coefficients offered for each handicap).

**Handicap** is an advantage or disadvantage of a team (a player, a racer, etc.) expressed in goals, points, sets, seconds, etc. offered by the bookmakers company on a specified bet.

The outcome of an event with allowance for handicap is determined by the addition of handicap to an actual result. If the final result is in favor of a chosen team (a player, a racer, etc.), the bet is considered to be won. If not, the bet is considered to be lost. If the received result with allowance for handicap is a draw, the winning coefficient is equal to "1".

13. The bet "Correct score". The score of a match shall be predicted (for regular time).

14. The bet "Half time - Full time" ("HT- FT") is designated in the line as "W" - "win" and "X" - "Draw", provided that the outcome of the first half goes first and an outcome of the match goes second. For example, W1W2 means a victory of the first (W1) team in the first half of a match and a victory of the second (W2) team in the match.

15. The bet "Half time - Team comparison (periods, quarters, sets, games, innings)". To win this bet it is necessary to predict which of both halves, periods, quarters and etc. in a match is the highest scoring one or which of them have similar results.

16. The bet "Players comparison by score" on tournament results.

To win this bet is necessary to predict which of the players scores more on the results of a tournament. In comparison with player scoring (number of scored goals, pucks, points and so on) on the results of a tournament, in case of equality of these parameters, the winning coefficient is equal to "1". Shootouts are not included. The number of matches played by the competitor is not included. If a player does not take part in any match, the winning coefficient is equal to "1".

17. The bet "Head-to-head on the results of a championship".

To win this bet it is necessary to predict which team has the best final position in a tournament table of a championship.

18. The bet "Match day statistics", "Tour/round statistics".

In the line is designated "Home - Away" or "1st team - 2nd team". Home team means teams that are pointed first in the line. Here, what is predicted are results on goals, pucks, points and etc., including handicap and total of gaming day, tour or round.

If at least one match within a match day in basketball, ice hockey, bandy, grass hockey, handball, futsal, baseball, beach soccer, rugby, floorball, water polo is:

- cancelled or postponed for more than 15 hours, all bets are calculated with the coefficient equal to "1";

- interrupted or suspended for more than 30 hours, all bets (except for those stated in p. 9, 10, 11 of the section: Results of matches, event start date and time, adjustment of disputes) are calculated with the coefficient equal to "1";

If at least one match within a matchday/tour/round in American football, volleyball is:

- cancelled or postponed for more than 48 hours, all bets are calculated with the coefficient equal to "1";

- interrupted or suspended for more than 54 hours, all bets (except for those stated in p. 9, 10, 11 of the section: Results of matches, event start date and time, adjustment of disputes) are calculated with the coefficient equal to "1";

If at least one match within a matchday/tour/round in soccer is:

- canceled or postponed for more than 48 hours, then those outcomes that are clearly identified are accepted for betting calculations. For all other bets, the payment is made with the coefficient "1".

- interrupted or suspended for more than 54 hours, for those outcomes that are clearly identified are accepted for betting calculations. For all other bets, the payment is made with the coefficient "1" (except for the cases specified in paragraphs 9, 10 of the section "Match results, the date and time of their start, the procedure for resolving controversial issues").

If at least one match within a match day/tour/round in tennis, badminton, table tennis, beach volleyball, beach handball, squash is: - canceled, all bets receive a winning coefficient equals to "1";

- postponed, not completed on the same day, bets remain valid until end of all matches;

- interrupted due to the participant's refusal or disqualification, the outcomes that are uniquely determined at the time of its stop are accepted for betting calculations. For all other bets, the payment is made with the coefficient "1".

19. Bets "Wins the match and Total Over (Total Under)", "Doesn't lose and Total Over (Total Under)".

It is necessary to determine which team wins (doesn't lose) a match and how many balls (goals, points and others) will be scored: more or less than it is given in total.

20. Bets "First match and return match statistics".

It is supposed to determine total results of each team for goals, pucks, points including those with regard to handicap and total by results of double match resistance.

If the first match is postponed, canceled, stopped and not played in terms the provisions referred to in part 6, 7 of the section "Results of matches, event start date and time, adjustment of disputes", is replayed or default is scored, bets are calculated with coefficient "1".

If the return match is postponed, interrupted and played, bets remain in force till the end of double match resistance. If the return match is interrupted and is not played, but is considered to go the distance according to the part 9 of section PIP,ЧРResults of matches, event start date and time, resolution of disputesPIP,ЧР, then the bets remain in force. If the return match is canceled, bets are calculated with coefficient "1".

21. The bookmakers company can also offer other types of bets.

[Contents](#)

## Quick Bet and "Winning" modes

1. Before the start of the match and/or during the match, you can make bets in the "Quick bet" mode. This mode allows you to make bets on an amount determined by the Client with one click on the odds of the selected outcome.

2. To activate the "Quick bet" mode, you should complete the following steps:

- open the "Quick bet" panel;

- enter the desired bet amount (the minimum bet amount is shown in the amount entry field; the Client can also select one of the favorite bet values);

- if necessary, set the values of additional settings located under the amount entry field (accepting changes in odds, requesting bet confirmation);

- check the "I agree with the rules" checkbox;

- click on the "Turn on" button and thereby activate the "Quick bet" mode.

3. After activating the "Quick bet" mode, the Client can make bets with one click on the odds of the selected outcome. Further steps to confirm the bet are not required (if the Client did not request a bet confirmation when activating the mode).

- To change the bet amount when the "Quick bet" mode is active, the Client needs to deactivate this mode and then reactivate it. You can change the betting method from the "Quick bet" mode to the regular one at any time by deactivating the "Quick bet" mode.
- The betting company reserves the right to refuse Clients to use the "Quick bet" mode, as well as cancel the "Quick bet" mode at any time without notifying the Client.
- The "Winning" mode allows you to automatically calculate the bet amount required to obtain the desired winning. The mode is available for betting, both before the start of the match and during the match for the following types of bets: "single", "accumulator", "system".
- To use the "Winning" mode, you should:
  - add the corresponding outcome to the cart;
  - in the cart, change the mode from "Betting" to "Winning";
  - specify the amount of the desired winning;
- If for the "Winning" mode in the cart it is set to agree with the change in the odds, then when making a bet, the amount remains unchanged, and the possible winning changes depending on the change in the odds.

[Contents](#)

## Cash Out

Cash Out offers an opportunity to withdraw the winning amount on a bet at any time before the event outcome is determined. Cash Out is available on single, accumulator and system bets, both pre-match and In-Play.

- "Cash out" is only available for certain types of bets, outcomes and events and may not be available at any given time. The terms of the "Cash out" may change depending on changes in odds, as well as when determining the results of the outcomes of individual events included in a bet. A client can select the settings that will be applied if the conditions of the "Cash out" option change immediately at the time of Cash out.
- In the event of a Cash Out, a bet will be settled and the corresponding amount will be immediately credited to the gaming account. In this case, the Cash Out amount will not depend on the actual final result of the original bet.
- The Cash Out amount offered at any time is the total amount that will be credited to the gaming account in the event of a successful request for Cash Out.
- Any bets that are settled using Cash Out will not count towards the requirement of any promotions, special offers and bonuses.
- The Bookmaker company reserves the right to cancel Cash Out in case of fraud or abuse suspicion.
- Cash out of a bet is not available in the following cases:
  - all events took place (the result was determined) and/or the bet was settled;
  - during the process of completing the "Cash out", the conditions were changed and the settings set by the client in accordance with clause 7.1 of these Rules, prohibit "Cash out";
  - "Cash out" is not available at the discretion of the company;
  - the bet has already been cashed out earlier.
- If the bet is deemed incorrect according to the company Rules, the Bookmaker company reserves the right to cancel Cash Out of such bet, i.e. the bet will stand as originally placed. If at any time of Cash Out the odd for the event outcome was incorrect, the Bookmaker company reserves the right to cancel Cash Out of such bet, i.e. the bet will stand as originally placed.
- Incorrect understanding of the terms of the "Cash out", as well as the mechanism for its settings, is not a basis for canceling the result of any of the Client's actions related to this option.

[Contents](#)

## Limitations on including certain event outcomes

It is possible to include only one of the dependent outcomes in an accumulator bet. In case two and more dependent events are included in one accumulator or system bet, all events with the least odds are excluded from this accumulator or system bet. Exceptions are made for NBA and NFL matches, where unrelated outcomes can be included in one accumulator bet, e.g. it is possible to include handicap and total of a match, victory and total of a match in one accumulator bet (handicaps and totals are without buying).

[Contents](#)

## Results of matches, event start date and time, resolution of disputes

- If the result of a completed event occurs later for any reason (disqualification of a team or players, refereeing, conditions, etc.), is canceled or changed, the bet is settled based on the original (actual) result. The actual result is the result announced based on information sources immediately after the completion of the event. The initial result is recorded after the end of the event by taking a screenshot (screen capture), through which the match is monitored.
- When calculating bets, the actual start time of events is taken into account, which is approximately determined on the basis of official documents of organizations conducting sports competitions, and, if there are no such approved documents, then on the basis of official websites of federations, websites of sports clubs and other sources of sports information.
- No responsibility is assumed by the company for the mismatch of the date and the time to an actual beginning of an event. The date and time of an event beginning represented in the line are approximate. For bet calculations, the actual start time of an event is accepted. It is determined under the official protocols of the organizing officials.
- Claims regarding event results are accepted within 10 calendar days as from the moment of event completion, under the official protocols on event results regulated by the organizing officials.
- Bets placed after an event had begun are calculated with the coefficient equal to "1" (except for Live-bets); the winning coefficient for them in accumulator bets is equal to "1". If a client places a bet on the event the result of which he/she is aware of, such bet will be cancelled. In this case, the bookmakers company makes a decision after a special internal investigation. All actions in respect of such bet will be temporary suspended.
- If a basketball, a hockey, a bandy, a field hockey, a handball, a futsal, a baseball, an indoor soccer, a beach football, a rugby, a floorball, a water polo, a boxing or a darts match: is cancelled or postponed for some reason by more than 15 hours, the winning coefficient on these bets is equal to "1"; is interrupted or suspended for more than 30 hours, the winning coefficient on these bets (except for the cases stated in Items 9, 10) is equal to "1"; if this match is resumed within 30 hours, all bets on it will stand.
- All bets on soccer, American football, volleyball and other sports events, which are not stated in Items 6 and 8, which are cancelled or postponed for any reason, for more than 48 hours, get the winning coefficient equal to "1". If a match in these sports is interrupted and not resumed within 54 hours from the moment of its interruption, all bets on this match (except for the cases stated in Items 9, 10, 11) get the winning coefficient equal to "1" as well.
- If a tennis, badminton, table tennis, beach volleyball, beach handball or squash match is interrupted, not completed on that day and suspended, the bets on it will stand till the end of the tournament within the bounds of which this match runs, until the match is played to its end or one of the players refuses to play.
- A match is considered to be complete, if it is interrupted, not played to its end within above mentioned terms in Items 6, 7 and lasts for at least:
  - Soccer - 60 minutes;
  - Basketball for formats - 4x12 - 40 minutes, 4x10 - 35 minutes;
  - Lacrosse - 54 minutes;
  - Ice hockey - 50 minutes;
  - American football - 50 minutes;
  - Baseball - 5 complete innings (periods).
- If there is an equal score result in sports, where a draw is not allowed, and the match is considered to be complete (see Item 9), all bets on victory of one of the teams are calculated with the winning coefficient equal to "1", all other bets are calculated by the result of the match.
- If a match is not played to its end and is considered to be incomplete (see Item 9), then those outcomes, which are definitely determined by the time of its interruption (e.g. outcome of the first half, 1st goal and its time, etc.) are accepted for bet calculations. The winning coefficient on other bets is equal to "1".
- In competitions where the concepts of "hosts" and "guests" are used, the team on the field of which the match (event) is being held is indicated first in the Betting list. The order of teams is for informational and educational purposes only. Inaccuracies in this information are not grounds for canceling a bet. If the match (event) is transferred to a neutral field, bets remain valid. If the place of the match (tournament) is indicated in the Betting list, any order of teams is allowed.
- If more than one player or a team is declared to be a winner of a competition, odds on these players are divided by the number of winners. E.g. if two players are declared to be winners, odds on these bets are divided by two.
- In case bets like: "Tournament winner", "Top goal scorer", "Top player" are not provided in the line with a result "Winner: No" or "Any other" and the winner is the team that is not provided in the line, it does not constitute grounds for bet cancellation. Bets are calculated on grounds of the actual result.
- If a player, who is a member of a team (a soccer player, an ice hockey player, a basketball player, etc.) does not take part in a match, the winning coefficient on bets on such player is equal to "1", unless otherwise specified.
- In disputable matters without precedent, a final decision is to be adopted by the bookmakers company.
- If the information coming from various information sources does not match (date, time, result, name of team), the bookmakers company suspends the winning payouts until a complete investigation into data authenticity is conducted. If a result of the completed event given at an official site differs from the TV-broadcasting data, then the company reserves its right to make bet calculations according to the TV-broadcasting data.
- If the teams during the season (tournament) were subject to disciplinary measures (penalties, technical default/victory and others) of the organization that officially runs the competition, bets on the results of the season (tournament) are calculated based on these measures.
- If a team is withdrawn or disqualified during or prior to the start of the season (tournament), all bets on such season (tournament) of the team are calculated with the coefficient equal to "1".

[Contents](#)

## Bets accepting in the course of a match (Live-bets)

1. After the match is completed, calculations and payments for winning receipts are made according to information from official sources.
2. Current match results, playing times and other additional information (tournament format, tournament stage, series score, first match score, numerical strength, etc.) are of an auxiliary nature. The bookmaker tries to provide the most complete and accurate information, but is not responsible for the results of outcomes selected on the basis of this information. The absence of additional information or possible inaccuracies in it are not grounds for canceling the bet.

## Rules on sports

### Soccer

Bets on soccer matches are accepted on the regular time of the game (for example, extra time "2 halves of 15 minutes" is not taken into account) plus injury time to the halves, unless otherwise specified in the Betting list. In case of a change in the format of the match (2x40, 2x35, 3x30, etc.), the bets remain valid and the calculation on them is made based on the result of the match.

As for the "Head-to-head on the results of the championship" bets for international tournaments (World Championship, Europe Championship, America Cup, Africa Cup, Asia Cup, Olympic Games, UEFA Champions league, the Europe League), priority is given to a stage reached by teams. If both teams are eliminated in the group stage of the tournament, the level of teams is determined by additional results in the following order:

- highest position in the group;
- more points in the group;
- best difference of scored and lost balls;
- best number of scored balls.

If teams have equal results or leave the game at the same stage of the play-off, bets are calculated with coefficient "1".

If a team pulls out or is disqualified during or before the beginning of the season (tournament), all bets on the season (tournament) for such team are calculated with the coefficient equal to "1".

Bets such as "What team will score more goals" are calculated including extra time, not including penalty shootouts. At equal number of scored goals, bet calculations are made with the coefficient equal to "1".

Bets such as "What team will score (miss) the fewest (the most) goals" are calculated including extra time, not including penalty shootouts. If two or more teams scored highest (lowest) total of goals, bets coefficients for such teams are divided proportionally to the number of winners.

Regarding bets on tournament results "Individual total of the player", "Who scores more goals", if a player stops performing on the tournament and does not participate in matches for any reason, bets, made after the finish of the last match with his/her participation are calculated with coefficient "1".

Bets on results of the tournament "Goals scored", "Goals missed", etc. are accepted including extra-time, excluding shootouts, unless otherwise stated in the Line.

Regarding the bet "Winner and top goal scorer of the tournament", it is necessary to determine what team will win the tournament and who will be top goal scorer of the tournament. If several players became top goal scorers of the tournament, the coefficients on bets for the event are divided proportionally to the number of such players.

Yellow and red cards shown during match break are accepted to be counted for bets. Cards shown after the final whistle are not taken in consideration. If the card is shown at half-time, then it is considered as shown in the first minute of the second half.

The bet "Will hit the post or crossbar: Yes" is considered winning if after hitting the post or the crossbar, the ball remains in play (touches the goalkeeper or any other player, referee, other post or crossbar) or went over the side line of the field. If the match stops before the ball hits the post or crossbar or if after hitting, it is out of play or a goal is scored, the bet does not count.

Bets "Corner/Yellow card/Shots on goal/Offside from ...to ...min" are calculated according to the following rules: if none of the above took place, the bet shall be considered lost; if corner/yellow card/shots on goal/offside took place during injury time it is considered to take place during the last minute of the corresponding half-time.

"Two matches will end with the same or a mirror score" - the bet will win if at least two matches within the specified matches end with the same or a mirror score.

"Kick" - bet wins if the goal is kicked. If a goal is scored by any part of the player's body except head, then it is considered that such goal is scored with a kick.

For bets "Kick", "Kick with the right foot" / "Score with the left foot", the penalty kick, penalty and own goal are not taken into account.

"Short-handed goal." It is necessary to determine whether the goal scored by a team that is short-handed after setting off one or more players.

"Powerplay goal." It is necessary to determine whether the goal scored in powerplay after setting off one or more players in the opposing team.

"They will score the same number of goals (players)." In the compared pair, it is necessary to determine whether the players will score the same number of goals. If both players did not scored, it is considered that they scored the same number of goals. If the player does not come out in the starting lineup, the winning coefficient shall be equal to "1".

"Top player of the match." In this match you need to determine top player of the match. In the case that the player did not come on starting lineup, but took part in the match, then all bets are considered valid. If the player does not take part in the match, the winning coefficient on the bets shall be equal to "1".

"The time of equal score is less." It is necessary to determine whether the duration of an equal score in the match will be less than the specified total of minutes. An official added time is not taken into account. Minutes, on which goals are scored, are not taken into account. For example, in the match scored 2 goals: the time of the first goal is the 15th minute (1: 0), the time of the second goal is the 31st minute (1:1). The total of equal score is determined in two intervals: 14 min. (0-14) + 58 min. (32-90) = 72 min.

For bet "Video review of VAR", "Goal is counted / confirmed after video review", "Goal canceled / not confirmed after video review", "Penalty is assigned / confirmed after video review", "Penalty is not assigned / not confirmed after video review", all calls to system VAR.

A call to the VAR system is considered:

- 1) The head judge personally went to watch the review on the monitor;
- 2) The "rectangle" sign shown by the head judge;
- 3) Graphics in the broadcast containing the word VAR related to the disputed point;
- 4) The presence of a request to VAR in the protocol or text translation.

"Next penalty to be scored" Bets are accepted on the current penalty. If the penalty is canceled (VAR) or not awarded, then the bet is settled with odds "1".

"The exit of the medical team". The medical team is considered to have entered the field only with the permission of the referee and when actually providing assistance to the player. Medical teams present before the start of the match, during the break or after the match are not taken into account. In the event that the chief referee simultaneously calls two medical teams to different teams, such exits are counted as one exit of the medical team.

"There to be a goal/corner/yellow card." It is necessary to determine whether at least one of the events will occur in the specified minute: goal, yellow card, corner. The following event will occur: Goal/Corner/Yellow card/Red card/Out/Foul/Offside/Goal Kick. It is necessary to determine whether the selected event will occur at the specified minute. When determining the time of a corner/out/goal kick, the minute taken into account is taken into account rather than the minute it was actually taken. If a corner/out/goal kick was awarded and not taken, it is not taken into account. The basis for calculating the bet is the information received by the Bookmaker from the match event provider (RunningBall, Betradar, Real Time Sportscast, Betgenius, SportLevel, Megafeed, etc.).

"Ruled out/disallowed goal." It is necessary to determine whether there will be a goal in the match that will be canceled by the referee's decision. Cases that occurred after the match was suspended or the referee whistled are not taken into account.

"Touching the ball by the goalkeeper/Touching the ball by the goalkeeper for a pen.area" A touch by the goalkeeper is considered actual possession of the ball. If the goalkeeper touches the ball several times during his possession, then this is considered one touch. Touches of the ball by goalkeepers only on the playing field are taken into account. Cases that occurred after the match was suspended or the referee whistled are not taken into account.

"Goalkeeper to touch the ball in the 1st minute". Cases that occurred after the match was suspended or the referee whistled are not taken into account.



## Ice hockey

Bets on all ice hockey matches are accepted on the regular time of the match. Other conditions for accepting bets can be specified in the Betting list. In the event of a change in the match format (2x30, 3x15, etc.), the bets remain valid and are settled on the basis of the result.

If a goal is scored at 9 min. 00 sec., then it is considered to be scored from the first till the ninth min., if a goal is scored at 1 min. 00 sec., then it is considered to be scored at the first minute. If the game was not held in overtime in the period pointed in the line, bets "Goal from...to...min" are calculated with the coefficient equal to "1".

Bets "Head to head on results of the tournament", "Winner of the tournament", "Group Winner", "Total points" are calculated in accordance with the data of the official protocol or schedule of the organization responsible for the event.

At equal results of compared periods, bet on comparison "One of the periods has more scoring" is considered to be lost.

"First period - Match". In order to win this bet it is necessary to determine a score of the first period and the final score of the whole match. In the line, "W" stands for victory and "X" for draw. Here, the score of the first period is placed first, the final score is placed second.

"Scores in all periods". In order to win this bet is necessary to determine whether a team scores in all periods or does not score in either period. Bets are accepted on a regular time, not including overtimes.

Total penalty time is determined only on the basis of the final ranking data. Only two minute penalties are taken into consideration (including double minor penalties). Penalty time set up before beginning of or after ending of a period (a match) and taken into account in the final ranking is accepted for bet calculations. Penalty minutes are taken for calculation for the period when they were received.

Regarding bets "Top goal scorer of the tournament/ team", "Individual total of the player", "Who will score more points", if a hockey player stops performing in the tournament for any reason whatsoever, then bets made after finishing of the last match he/she participated in are calculated with the coefficient equal to "1".

Bet "First 2 minute suspension". It is necessary to predict the type of offense the suspension is enforced, for example, Tripping, Roughing, Too many players, etc. In case of two or more penalties at a time, the coefficient is divided by the number of penalties.

Bets on results of the group stage/tournament "Goals scored", "Goals Missed", etc. are accepted including overtime, excluding shootouts, unless otherwise stated in the Line.

"Video review" - any video viewing is taken into account, regardless of its initiator.

## Basketball, American football

Bets on these sports are accepted with overtime included, unless otherwise specified in the line. If the match ended in a draw in the regular time, the outcome was not a draw (X) in the Betting list and there was no overtime, then bets on the teams' wins are settled with the odds "1", all other bets are settled on the result of the match. If, according to the tournament regulations, two matches are played and overtime is announced, then all bets on the second match are accepted taking into account overtime.

Regarding the bets "Head-to-head on the results of the championship", if the teams finish their competition within a group and don't play at further stage, the priority is given to their position in the group and after that, to the points scored.

Regarding the bet "Total of the highest scoring quarter", two or more quarters with the similar highest (lowest) scoring total do not constitute grounds for bets cancellation. In this case bets are calculated on the basis of total.

Regarding the bet "The highest scoring quarter", in case it is impossible to state in what quarter majority of points was scored (two or more quarters are ended with the same result), then bet calculations for such quarters are made with the coefficient equal to "1". Bets for other quarters are considered to be lost.

Regarding the bet "The highest scoring half", in case both halves have the same result, bet calculations are made with the coefficient equal to "1".

When calculating basketball game statistics ("Rebounds", "Losses", etc.), personal and team indicators are taken into account, except for NBA and WNBA championship matches, in which only personal indicators are taken into account.

As for the bets "% from two-point range of the team", "% from three-point range of the team", "Free throw conversion percentage of the team" the percentage is calculated according to the data of the official site along with rounding off to the nearest whole number.

Bets on 4th quarter and 2nd half are accepted without overtimes.

Regarding the bet "Total of double-doubles", it is necessary to determine the number of players scoring/performing in double digit (10 and more) in two criteria from five. The criteria are: steals, rebounds, points, assists, block shots.

Regarding the bet "Triple-double", it is necessary to determine if there will be or will not be at least one player with double digit (10 and more) results in three from five criteria, in the whole match. The criteria are: steals, rebounds, points, assists, block shots.

Regarding the bet "Total of dunks", it is necessary to determine if there will be more or less scored dunks in the match than the number set.

Regarding the bet "Result of drive", it is necessary to predict how the drive will end: field goal, touchdown, punt, turnover, any other. If during the punt, the receiving team makes a fumble and the ball returns to the team performing the punt, the result of drive will be "Punt" and a new drive will be started. If a drive ends up in steal, fumble or unsuccessful rally of the 4th down, the result of drive will be "Turnover". If the team holding the ball makes a fumble during drive and the ball returns to the team as a result of a turnover of the second team, the result of drive will be "Turnover" and the new drive will be started.

Bets on drive are accepted for regular time. If the drive is not completed, the bets are calculated with the coefficient equal to "1".

Regarding the bets "Longest touchdown", "Shortest touchdown", "Longest field goal", the total is given in yards. In the event of no touchdown/field goal, the bets are calculated with the coefficient equal to "1".

Regarding the bet "Time of first touchdown (first field goal)" PIP it is necessary to predict, from which to which minute, a touchdown will be scored (field goal scored) by a team. In case of no touchdown (field goal), the bets on outcome "Yes" of the corresponding game period are deemed a loser, the bets on outcome "No" are winning bets.

Bets on touchdowns are accepted without including passing, unless otherwise stated in the Line.

## Baseball

Bets on baseball matches are accepted with extra innings included, unless otherwise specified.

For Nippon Professional Baseball (NPB) matches if there is a draw, then bet calculations are made with the coefficient equal to "1".

The bet "Players comparison". It is suggested to name a player in the specified pairs, who gets the best result. If results are equal, the winning coefficient on the bet is equal to "1".

If in the course of the match day at least one match is cancelled, postponed, not played to its end and is considered to be failed (less than 5 complete innings were played), bet calculations on the event "Home team - Away team" are made with the coefficient equal to "1".

"Higher scoring inning." In this match you need to determine which of all innings will be the highest scoring in the number of points scored. In case it is impossible to determine exactly which inning is higher scoring (two or more innings ended with an equal result), the calculation of the bets on such innings shall be with the coefficient equal to "1". Bets on the remaining innings are considered lost.

## Volleyball

A handicap and a total on a volleyball match are specified in points unless otherwise specified in the line.

The bet on "Sets score". The corresponding columns are designated in the line as 3:0, 3:1, etc.

As for the bets "Head-to-head on the results of the championship" if teams finish their competition within a group and don't play at further stage, the priority is given to their place (in this group) and afterwards to points they got.

The bet "Duration of the match". It is necessary to predict, over or under the specified minutes a match lasts. To determine it, you should sum the duration in minutes of all sets of a match. Sets duration is taken from an official protocol.

The bet on "Total Attempts Serve". It is necessary to determine if a team or a player will make more or less serves in the match than is supposed.

The bet on "Aces/Won Points Serve". It is necessary to determine if a team or a player will score more or less points from serves in the match than is supposed.

The bet on "Error Serve/Faults Serve". It is necessary to determine if a team or a player will make more or less mistakes in the match than is supposed.

The bet on "Total Attempts Block". It is necessary to determine if a team or a player will make more or less blocks in the match than is supposed.

The bet on "Won Points Block/Kill Blocks". It is necessary to determine if a team or a player will get more or less points on blocks in the match than is supposed.

The bet on "Error Block/Faults Block". It is necessary to determine if a team or a player will make more or less mistakes in the match than is supposed.

The bet on "Total Attempts Attack/Total Attempts Spike". It is necessary to determine if a player will make more or less spikes in the match than is supposed.

The bet on "Excellent Attack/Spikes/Won Points Spike". It is necessary to determine if a team or a player will get more or less points after spikes in match than is supposed.

The bet on "Error Attack/Faults Spike". It is necessary to determine if a team or a player will make more or less mistakes in attack in the match than is supposed.

The bet on "Reception Positivity/Excellent %". It is necessary to determine if positive or excellent % of a team or a player reception will be more or less than is supposed. % value is calculated according to rules of mathematic rounding to total number.

All the statistics are defined according to the official protocol.

In the event of equal performance of the compared games the bets "one set is over the other set" is considered lost.

If a point is played in a friendly match, after which, according to the rules of volleyball, the game/match ends, for example, the score in the game becomes 25-21, in the 5th game 15-12, then the bets are calculated based on the fixed result, even if the teams continued to play. The further course of the game/match does not affect the calculation of bets.

#### **Badminton, table tennis, beach volleyball, beach handball, squash**

Handicap and total on these sports are specified in points unless otherwise specified in the line.

If a match has started and is not played to its end for some reason (e.g. one of the players refuses to play further or gets disqualified), all bets which are definitely determined by the time of its interruption according to the match format (e.g. outcome of the first set, total of the first set, etc.), are accepted for bet calculations. For other bets the winning coefficient is equal to "1".

In case there is a spelling error of sportsman initials in the line (e.g. Ivanov A. is written as Ivanov B.), it does not constitute grounds for bet cancellation and a bet will stand.

The bet "Winner". A winner is a sportsman (team) that takes the first place in a tournament. In case a sportsman refuses to take part in a tournament before its beginning, the winning coefficient on the bets on him/her is equal to "1".

The bet "Who passes further". It is necessary to name a player in the specified pairs, who will pass further in a tournament draw. If both players are disqualified from this tournament, the best player shall be considered the one, who has passed further in a tournament draw; if both players are disqualified in one round, the winning coefficient is equal to "1". In case a player refuses to play in a tournament before its beginning, the winning coefficient is equal to "1".

For the bets "Winner", "Who passes further", if a sportsman (team) refuses to play in a tournament before the beginning of a match with his participation, all bets made after the end of the last match of this sportsman are calculated with the coefficient equal to "1".

If the tournament policy provides the completion of a match after the expiration of a certain number of minutes of the game, the calculation of bets will be made on the result obtained, according to the protocol. For example, 3:2 (11:5, 5:11, 11:5, 5:11, 9:2). The match was completed in the 5th game with a score 9:2. All bets will be calculated based on the obtained result.

#### **Tennis**

Handicap and total on a tennis match are specified in games unless otherwise specified in the line.

In tennis matches during the final set (super tie-break) handicap and total are calculated by points.

If in a tennis match that has begun, one of the participants refuses to continue the game for any reason (or is disqualified), bets are settled as follows: those outcomes that, according to the format of the match, are clearly determined by the time it is stopped, are accepted for bet settlements (definitely won or lost in any development of events, if the match had been continued); bets on winning the match remain valid provided that the first set has been completely played; bets on winning the deciding set (3rd or 5th set depending on the match format) will stand provided that the refusal occurs in the deciding set. The loser of the match/decisive set is the player who refuses to continue the match or is disqualified. For all other bets, payment is made with odds "1". If the match is interrupted and not completed, bets accepted after the last draw are settled with odds "1".

Example. Player 1 beats Player 2 in a 3-set match with a score of 1:0 (6-4, 2-1), Player 1 refuses to continue the match. W1 for the match is calculated as a loss, W2 for the match is calculated as a win. Exact score 1:2 is calculated with odds "1". W1W2 is calculated with odds "1". TO 16.5 is calculated as a win (the outcome is clearly determined). Totals 17.5, 18.5, 19.5 20.5 and higher are calculated with odds "1" (the outcomes are not clearly defined). Outcomes for the first set are calculated based on the result. Outcomes for the second set: total 6.5 handicap 4.5, 5.5 (the outcomes are clearly determined) are accepted for bet settlements. Payments for such outcomes as W1/W2 in the second set, total 7.5 in the second set, handicap 2.5 in the second set are made with odds "1".

For tournaments "Fed Cup", "Davis Cup" if the 5th match did not take place by mutual agreement of the parties and in accordance with the tournament policy, all bets on international game are calculated on the result of 4 matches. Handicap and total of the deciding set (super tie-break) are calculated by points. For example, the match is decided by a tie-break at 2:1 (6:3, 3:6, 10:6).

Match Total - 34, Ind. Total 1 - 19, Ind. Total 2 - 15. Outcomes "Total Over (33.5)" and "Handicap1 (-3.5)" are winning bets; "Total Under (33.5)" and "Handicap2 (+3.5)" are losers.

For the bets on Tournament Player Statistics: Total sets won, Total sets lost, Total aces. etc. if a match is not started or completed due to refusal or disqualification of the opponent, all bets remain valid. For the bets: Total sets won, Total sets lost if the victory is awarded to an athlete due to refusal or disqualification of the opponent before or during the match, in all not played or not finished matches the opponent is considered to be defeated and the athlete is considered a winner.

When one or several players of any of the teams for any reason are replaced in team competitions, bets on outcome of the entire match will stand; at a replacement even of one of the players in doubles matches, if a doubles lineup is indicated, the winning coefficient on the bets is to be equal to "1"; if a lineup is not indicated, the bet will stand.

Should a match format (number of sets) change, all bets on the following outcomes are valid and calculated on the basis of the match result:

Player wins in a match (in a line - "1" or "2")

Player wins the first set

Outcomes with defined results of the first set.

The winning coefficient on other bets is to be equal to "1".

If the match consists of one set in a format of tie-break or super tie-break, all bets on the following outcomes are valid and calculated on the basis of a match result:

Player wins in a match

Player wins the first set.

The winning coefficient on other bets is to be equal to "1".

Data concerning a court surface is informative: at a surface replacement all bets on a match will stand.

The bet "Winner of a game". It is necessary to name a player who wins in a game.

Tie-break is considered to be a separate game. If the bet "Winner of a game" is placed on tie-break or super tie-break, the winning coefficient on this bet is to be equal to "1".

When a game is not over for some reason (a match is suspended, one of the players is disqualified or refuses to play further), the winning coefficient on the bets is to be equal to "1". In case when during the draw of the game the judge scores penalty points to one of the players, bets on results of "Winner of game", "Correct score" and others are calculated on the judge's decision.

The bet "Score of the first set". It is necessary to predict an exact score of the first set. If the first set is not over, the winning coefficient on the bet is to be equal to "1", except for the cases when some outcomes are definitely determined at the moment of a match interruption.

The bet on "The sets score". The corresponding columns are designated in the line as 2:0, 2:1, etc. Such bets may not be available for combining into one "accumulator bet".

The bet "Who passes further". It is necessary to name a tennis player in the specified pairs, who will pass further in a tournament draw. If both tennis players are disqualified from a tournament, the best tennis player shall be considered the one, who has passed further in a tournament draw; if both tennis players are disqualified in one round, the winning coefficient is to be equal to "1".

The bet "Who passes further" for the tournaments with a group stage is calculated in the following way: if both tennis players are disqualified from a group stage, the best tennis player shall be considered the one, who has passed further in a tournament draw; if both tennis players take the same places, the winning coefficient is to be equal to "1".

In case a tennis player refuses to play in a tournament before its beginning, the winning coefficient is to be equal to "1".

The bet "Winner". A winner is a tennis player (team) that takes the first place in a tournament. In case a tennis player refuses to take part in a tournament before its beginning, the winning coefficient on bets on him is to be equal to "1".

For the bets "Winner", "Next round", on Tournament Player Statistics (Total sets won, Total sets lost, Total aces, etc.),, if a participant refuses to continue prior to the start of the event where he/she was going to take part, all bets placed after the last match of this player are calculated with the coefficient equal to "1".

The bet "A player is the first to use Electronic Review". It is necessary to name a tennis player who is the first to use Electronic Review. If both tennis players do not use Electronic Review, the winning coefficient on the bet is to be equal to "1".

Extra bets (number of aces, double faults, percentage of the first serve winning etc.) are calculated in the following way: events, which are definitely determined by the time of a match interruption are accepted for bet calculations. For other bets the winning coefficient is to be equal to "1". If a refusal (disqualification) happens before the beginning of a match, a stake will be refunded.

Match statistics (number of aces, double faults, percentage of the first serve winning etc.) are taken from official sites of tournaments.

Bets placed on statistics (drop shots, lobs, overhead shots, passing shots, volleys, etc.) are calculated according to the official protocol. The bets are calculated according to the three characteristics: winners + forced errors + unforced errors, unless otherwise stated in the Line.

Bets "The longest game (Total minutes)", "Length of first set, min", "Length of match, min". Only integral value of played minutes are calculated, and seconds are not calculated.

Bet "Player will break a racket". It is necessary to determine if one of the players will break the racket during the match. Excluding torn string.

For bets "1st/2nd serve %", "Winning % on 1st/2nd serve" the success percentage is calculated according to the data of official website, based on the mathematical rounding to the nearest integer.

In case there is a spelling error of sportsman initials in a tennis match in the line (e.g. Muller J. is written as Muller D.), it does not constitute grounds for bet cancellation and a bet will stand.

Bet "Tie-break in the match". It is necessary to predict if the additional game will be played at the end of the set at score 6:6 in games, except for the final set in tournaments, where the match continues till the difference in two games. Super tie-break does not count.

Bets on statistics of the main draw of the tournament "Total sets played", "Total matches with 2/3/4/5 sets played", etc. are calculated according to statistics of the official website.

For IPTL the winner of the 5th set of a team match is considered a player (couple) who wins 6 games first. All bets are calculated according to the result. All further games do not count.

## **Biathlon, skiing, alpine skiing, ski jumping**

"Head-to-head". It is necessary to name a participant (or a team) from the specified pairs, who takes the highest position in a final ranking. If both participants occupied the same position, the winning coefficient is to be equal to "1".

If participants are eliminated in different competition stages, in this case at bet calculations the priority is given to the stage a participant reached.

"Winner". The winner is considered to be a participant who takes the highest position in a final ranking. If there are two or more winners of the competition, odds on these players are divided by the number of winners. E.g. if two players are declared to be winners, odds on these bets are divided by two.

If a participant (or a team) did not take place in any of the competition stages (qualification, 1/4 finals and etc.), the winning coefficient is to be equal to "1".

If a participant (or a team) took place in a competition (started), but did not finish, all bets on him/her are lost.

"Shots missed". Total amount of misses of race participants is compared. It is necessary to determine the sportsmen with the most shots missed. At hit in handicap the winning coefficient is to be equal to "1". If a participant falls out of a race without having shot at all shooting ramps, the results that are uniquely defined by the moment of falling out are accepted for bets calculation. For all other bets payment is made with the coefficient equal to "1".

If in compared pair one participant did not start, bets on Individual Total of the second participant are valid. All other bets are calculated with winning coefficient equal to "1".

"Misses in relays". Number of misses in a relay race is counted by adding of a penalty circles number to additionally used cartridges of all members of a team.

"Best course time". If the player decided to take part in the competition (started), but didn't come to finish bets on him are considered to be lost.

"Best range time". If the player falls out of the race without passing all shooting ramps, the winning coefficient is equal to "1".

"Best national representatives head-to-head". It is necessary to name a country from the specified pairs, whose best representative takes the highest position in a final ranking of a race.

"Leader after the 1st (2nd, etc.) leg". The leg winner is considered to be a participant who takes the highest position in a final ranking. If there are two or more winners of the corresponding leg, odds on these players are divided by the number of winners.

Pursuit race results are calculated including time deduction of sportsmen rewarded from their start.

If both sportsmen (teams) have withdrawn in the same stage (missed qualifying for the next stage), the best player shall be considered the one who has passed further according to the results of such stage.

## **The Formula 1, motorcycle races**

"The race winner" (in a final ranking). The winner is a racer, who takes the first place in a race (in a final ranking).

"Particular place of a racer in a final protocol".

"Head-to-head". It is necessary to name a racer in the specified pairs, who turns faster a distance.

The best racer shall be the one, who gets the best final position in a race (in a final ranking). If a racer participates in a race (starts), but does not finish, all bets on him/her are considered to be lost. If both racers fall out of a race, the best racer shall be considered the one, who turns more laps; if both fall out in one lap, the winning coefficient is to be equal to "1". If in a final ranking a racer does not turn his fastest lap (i.e. does not exceed the test time), then his place is determined by the protocol of a final ranking.



"Shall complete the race - shall not complete the race". It is necessary to predict, whether a particular racer shall or shall not finish. At the same time it is considered that a racer has finished, if he/she is classified with fall of laps behind a leader.

"The fastest lap". It is necessary to predict, which of the racers turns one of the laps faster than the other racers.

A warm-up lap is counted (except for the bet "Safety car is out on the track during a race").

"First pit-stop". It is necessary to determine who will make first pit stop.

"The fastest pit stop". It is necessary to determine what participant will make the fastest pit stop. Pit stop includes time of transit on pit lane with stops to work on the race car. Pit stop by penalty is not counted.

"Total leader changes". It is necessary to determine how many times during the race the leader will be changed after each round. Leader is determined when the driver crosses the start-finish point. First leader is the holder of pole position. Calculation is made on the result of final protocol of the race.

""Will a safety-car drive out to a race track" - it is necessary to predict if a safety-car will drive out to a race track during the race. Standing starts after a safety car and virtual safety car do not count.

## Cycling

"Head-to-head". It is necessary to determine a sportsman (a team) in the specified pairs, who takes the best final position in a final ranking.

If one or both of the sportsmen fall out a race, bets calculations are made according to final protocol data. If one or both of sportsmen did not start, the winning coefficient is to be equal to "1".

If several sportsmen in a final ranking have shown equal time, the best racer will be the one who has taken the highest place.

If both sportsmen started and are absent in final protocol by results of multi-stage cycling, the best sportsman is that who participated in more rounds.

## Lacrosse

Bets on lacrosse matches are taken with overtime included, unless otherwise specified. If a goal is scored at 9 min. 00 sec., then it is considered that it is scored from the first until the ninth min., if a goal is scored at 1 min. 00 sec., then it is considered that it is scored within the first minute.

## Curling

Bets on curling matches are taken with extra-ends included, unless otherwise specified.

## Handball, futsal, indoor soccer, beach football, rugby, bandy, field hockey, inline hockey, floor ball, water polo, darts

Bets on these sports are accepted on regular time, unless otherwise specified. In case of a change in the format of the match, the bets remain valid and the calculation on them is made based on the result of the match.

If a match is not played to its end, then those outcomes, which are definitely determined by the time of a match interruption (e.g. outcome of the first half, 1st scored goal and its time, etc.), are accepted for bet calculations. For other bets the winning coefficient is equal to "1".

As for the bets "Head-to-head on the results of the championship" if teams finish their competition within a group and don't play at further stage, the higher will be the one that got more points. At equal points, bet calculations are made according to final ranking data.

Bets on futsal matches are accepted on the regular time of the game (for example, extra time "2 halves of 5 minutes" is not taken into account). Other conditions for accepting bets can be specified in the Betting list.

Handicap and total on darts matches are specified in the sets, unless otherwise specified in the line.

"180 points" in darts - the maximum result of three scoring shots for one attempt.

Handball matches that are finished due to certain difference between goals of teams is reached due to the rule "Mercy Rule" (the difference is determined by the regulations of the tournament), are considered to be played.

"Outcomes in 4 (10) minute intervals" - you need to determine with what result in terms of goals scored the specified interval of minutes will end. For example, for bets on the outcome of a 4-minute interval "3-6", all goals scored from 2 min. 01 sec. to 6 min. 00 sec. are taken into account.

## Snooker

"Head-to-head" - it is necessary to name a player from the specified pairs, who takes the best final position in a tournament draw. If both players are disqualified from a tournament, the best is considered to be the one who is higher in a tournament draw; if both players fall out in one round, the winning coefficient is equal to "1". In case a player refuses to take part before the beginning of a tournament, the winning coefficient is equal to "1".

Handicap and total are specified in the sets, unless otherwise specified in the line.

## Boxing, MMA

Bet "Duration of the fight" is designated in the Line as "Total rounds".

For settlement purposes where a half round is stated then 1 minute 30 seconds of the respective round will define the "half" to determine under and over markets.

Betting on a handicap in professional boxing is accepted at the expense of the judges' notes following the results of a full fight. Betting on a handicap in amateur boxing is calculated from the final score of the fight. If the fight is completed ahead of schedule, then the handicap bet is settled with a winning odds equal to "1".

Bet "Victory of the first (second) sportsman".

It is designated in the Line as "1" ("2") and includes the following items:

"Victory on the points (PTS)" (including technical victory on points (TVP));

"Victory by a knock-out (KO)";

"Victory by a technical knock out (TKO)";

"Victory by a submission (Submission)";

"Disqualification of the opponent (DQ) or his/her refusal during the fight (RTD)".

Bet "Draw" includes technical draw.

It is designated in the Line as "X", it is determined by a decision of judges.

Draw. The decision that the fight ended in a draw is made in the following cases:

- if the two side judges have opposite decisions on the results of the fight, and the third judge has fixed the draw;

- if three the side judges determined the result of the fight as a draw;

- if two of the three side judges have determined the outcome of the fight as a draw.

If the judges accept the result "without a decision (WD, NC)", uniquely determined outcomes are accepted for bet settlement. For all other bets, the payment is made with odds "1".

Bet "Points victory".

A winner is determined by judges decision.

The bet "Win inside distance".

It includes knockout, technical knockout, submission, disqualification of an opponent or his/her refusal during a bout.

If the number of rounds has been changed, the bets on outcome of a bout will stand and the bets on a number of rounds are to be refunded with the coefficient "1".

Bet "Round the fight will be won".

Means victory inside the distance in a certain round or after the end of all rounds. In case of victory by technical decision only "Point victory" is deemed a winning bet.

If a participant fails to answer the bell for the next round the contest shall be deemed to have finished in the previous round.

"Knock-out (KO) Yes / No". It is necessary to determine whether the fight will be won by knock-out or not. Technical knock-out (TKO) is not taken into account.

The extra round, appointed to determine the winner, is not taken into account when calculating the bet on the match and on statistical indicators.

Poker

"The winner of the tournament". The winner of a tournament is considered to be a participant who takes the highest position in a final ranking.

"Head-to-head". It is necessary to name a participant from the specified pairs, who gets the best final position in the final ranking. In case both participants fall out of a tournament, the participant who played the most sessions is considered to be the best. In case both participants played an equal number of sessions, the winning coefficient on the bets is to be equal to "1". A session is one game a day irrespectively of the time of that day. All sessions begin after 07:00 AM local time of a tournament.

In case a participant refuses to play before the beginning of a tournament, the winning coefficient on the bets is to be equal to "1".

**Online poker Pokerstars.com**  
Organizing officials assign a personal number (ID) to every tournament specified in the line.  
Bet calculations are made on the basis of data given by organizing officials of a tournament in the clients program Poker Stars.

The bet "Total minutes". It is necessary to determine, over or under the specified minutes a tournament lasts. In the calculation of the total, only the minutes played are counted, not the seconds.

Golf

"The winner of the tournament". The winner is a golfer, who takes the first place in a tournament.  
If two leading participants (or several) show equal results by the end of regular time, the winner of a tournament is usually determined by "sudden death elimination". In this case the winner of "play-off" is considered to be the winner of a tournament and in the totalizator. All other participants take the second place.  
In some tournaments officials can offer to contestants to go the specified number of additional holes to get the title of a winner. In such cases the winner is considered to be the participant, who scored the fewest points as a result of going the specified number of holes, and the second place is taken by other participants.

"Head-to-head". It is necessary to name a golfer who plays better in the specified pairs. The best golfer shall be the one, who goes the complete circle (18 holes) with the fewest points.

If a participant, who started a game, drops out of it before going all 18 holes, he suffers a defeat regardless of his score. The beginning of a game is considered to be a tee shot in a hole direction. If a participant drops out of a competition before its beginning, all bets on all players of the given group are calculated with the coefficient equal to "1".

If a lineup is reformed, the bets made on an initially formed group, are considered to be valid.

If the beginning of a round is rescheduled or a game is postponed during a round, all bets shall be valid within 48 hours. If this state lasts for more than 48 hours, the winning coefficient on the bets is to be equal to "1".

Athletics, Weightlifting, Gymnastics, Swimming

If a sportsman (a team) took part in no competition stage (qualification, 1/4 finals, etc.), bet calculations are made with the coefficient equal to "1".

If an athlete (a team) participated in a competition (started), but did not finished, all bets on it are considered to be lost.

"Winner". The winner is considered to be an athlete (a team) who takes the highest position in a final ranking. If more than one athlete or team is declared to be the winner, coefficients for bets on these athletes are divided by the number of winners. For example, if two athletes are declared to be winners, then coefficients on bets are divided by two.

"Head-to-head" It is necessary to name an athlete (a team) from the specified pairs, who gets the best final position in a final ranking. If both participants achieved the same position, the winning coefficient on the bets is to be equal to "1".  
If participants are eliminated during different competition stages, at bet calculation the stage that a participant has reached has priority.

If a sportsman did not take part in the next stage of competition, all bets made after the last stage is completed by this sportsman, are calculated with the coefficient equal to "1".

If both athletes are eliminated during the same stage (did not qualify to the next stage) and participated in one race (one group), in this case the athlete who occupied the higher position regarding the stage results is considered to be higher. If athletes started in different races, the winning coefficient on the bets is to be equal to "1".

What? Where? When?

In case when a "crucial round" takes place, the score of a game becomes 0:0, victory in a "crucial round" is estimated as 6 points.  
Calculations of handicap and total are made by the result of a "crucial round", unless otherwise specified in the line.  
E.g.:

TEAM 1	HANDICAP	ODDS	TEAM 2	HANDICAP	ODDS	1	2	TOTAL	UNDER	OVER
Experts	-1.5	2.2	Audience	+1.5	1.6	1.6	2.2	9.5	2.4	1.5

At the score 5:4 the experts take a "crucial round" and lose.  
The final score in such situation is 0:6.

The bet "Win 1" is lost; the bet "Win 2" is won.  
The bet "Total Over (9.5)" is lost; the bet "Total Under (9.5)" is won.  
The bet "1T Handicap (-1.5)" is lost; the bet "2T Handicap (+1.5)" is won.

"Individual total of the player". It is necessary to predict an individual total of a player according to the number of points won.  
A point is given to a player who answered a question correctly (whose answer is accepted by a compere). Correctness of an answer is determined by a compere.  
When the sectors "Blitz" and "Superblitz" are played, a point is given to the player who answered correctly the last (third) question.  
In case when a "crucial round" takes place, all points of the players are saved; a player who answers a question of a "crucial round" correctly, has an additional one point.

If a member of a team did not take part in a play, the winning coefficient on the bets on him/her is to be equal to "1".

Bets "What round blitz occurs", "What round superblitz occurs", "Blitz occurs and team of experts wins the round". If there is no sector blitz / superblitz on the table, winning coefficient is equal to "1".

Bet calculations are made on the basis of the data of Web Site: <http://chgk.tvigra.ru>.

Eurovision Song Contest

"Head-to-head". It is necessary to predict a participating country which takes the highest position in a final ranking at the Eurovision Song Contest. In case a score is even, the winning coefficient equal to "1".

Bet calculations are made on the basis of the data of Web Site: [www.eurovision.tv](http://www.eurovision.tv).

Star Factory

"To be eliminated". In case both participants stay or leave this project, the winning coefficient will be to be equal to "1".

Politics

"The Winner". If a presidential candidate falls out before an election day or is not allowed to be elected, the winning coefficient is equal to "1".

KVN (Club of the Funny and Inventive)

Bet calculations are made on the basis of the data of Web Site: [www.amik.ru](http://www.amik.ru).

Electronic sports

Bets on these sports are accepted with additional rounds (extra time) included, unless otherwise specified. If results are equal, the winning coefficient on the bet is equal to "1".

If before the start of the match there was a refusal (disqualification) or technical defeat in the first card was counted, the betting coefficient is assumed to be "1". If there is a refusal (disqualification) in the match that has begun, the bet is calculated as follows: those outcomes that, according to the format of the match, are unequivocally determined at the time of the stoppage, are accepted for betting calculations; the bet on the victory in the match remains valid provided that the first card has been completely played; The loser of the match is the team (player) who refused to continue the match or was disqualified. For all other bets, the payment is made with the coefficient "1".

In Dota 2 and League of Legends, a map is considered completed if the throne (Throne) or nexus (Nexus) of one of the parties was fallen.

A change in the number of players, as well as their replacement in the teams (due to the "departure" of the player from the server, DDoS attack, etc.) are not grounds for canceling the bet.

"Who passes further". It is necessary to name a player (team) in the specified pairs, who will pass further in a tournament draw. If both players (teams) are disqualified from a tournament, the best player (team) shall be considered the one, who has passed further in a tournament draw; if both players (teams) are disqualified in one round, the winning coefficient is to be equal to "1". In case a player (team) refuses to play in a tournament before its beginning, the winning coefficient is to be equal to "1".

"Winner". A winner is a player (team) that takes the first place in a tournament. In case a player (team) refuses to take part in a tournament before its beginning, the winning coefficient on bets on such player (team) is to be equal to "1".

Bet "First blood" - it is necessary to predict, which team is first to kill opponent's player.

Bet "First Roshan" - it is necessary to predict, which team is first to kill Roshan.

Bet "The duration of map" - it is necessary to predict if a round will last longer or shorter than the suggested map. Only round figures of played minutes are accounted, i.e. seconds are not accounted.

For "Dota2", "SC2" handicap and total are given for maps, unless otherwise stated in the Line.

For "CSGO" of 1 map, handicap and total are given in rounds, unless otherwise stated in the Line. For games of 2 or more maps handicap and total of the match are given for maps, unless otherwise stated in the Line.

For "Heroes of the Storm" handicap and total are given for maps, unless otherwise stated in the Line.

I If the map is replayed during the match, then all bets made after the start of the map (for Dota2, after the start of the selection of heroes) are calculated with odds "1". If a map has been completed and the next one has not begun, bets accepted after the completion of the last map are settled with odds "1".

"Bomb to be planted in the round" - you need to determine whether the bomb will be planted in a certain round or not. If the bomb is planted after the end of the round, bets on the outcome of "Yes" are considered lost, bets on the outcome of "No" are considered won.

Bets on e-football are accepted according to the rules of clause 11 "Rules for sports" section "Football".

Bets on e-basketball are accepted according to the rules of clause 11 "Rules for sports" section "Basketball".

Bets on e-hockey are accepted according to the rules of clause 11 "Rules for sports" section "Hockey".

## Cricket

Statistical indicators are determined according to the data of the official protocol. Super overs are not counted.

In matches with limited overs, bets will be canceled if less than 80% of the planned overs are realized in each inning due to external factors, including bad weather, except for the outcomes that are uniquely determined at the time the match was stopped.

Test matches / Matches of 2 innings. Bets on a match stand if at least 50 overs have been played by each team in the first innings or the first innings has been completed normally. Bets on innings stand if at least 50 overs have been played by each team in the innings or the innings is completed normally.

If a batsman is not in the starting line-up or has not entered the field, bets will be canceled.

If the batsman runs out of time or was knocked out of the game, it is considered that the destruction of the wicket occurred on the previous ball. Injury of a player does not count as breaking the wicket.

Bet "Best Batsman". If two or more players have earned the same number of runs, the odds for bets on these participants are divided by the number of winners.

If the player did not hit, but was announced in the starting line-up, bets on the player remain in effect.

Bet "Best Bowler". If two or more players destroy the same number of wickets, the player who missed the fewest runs wins.

If two or more players destroy the same number of wickets and concede the same number of runs, the odds for those players are divided by the number of winners.

If the player did not serve, but was entered in the starting line-up, bets on the player remain in effect.

Wickets destroyed in super over do not count.

Bet "Best Man of the Match". If two or more players are officially declared as players of the match, the odds for bets on these players are divided by the number of winners.

## Chess

In the game, the first place is indicated by the player playing with white pieces.

## Financial bets

Bets on opening price on basic currency pairs of foreign exchange market Forex are taken. It is necessary to predict, what exchange rate of opening price of exchange market Forex on a specified date is: more or less of specified by the bookmakers company. In case of hit in "total", the winning coefficient is equal to "1". Bet calculations are made on the basis of the data of IA "RBC": [www.rbc.ru](http://www.rbc.ru).

[Contents](#)

## Extra bets

1. Half time - Full time ("HT - FT") - it is necessary to predict an outcome of the first half and a final outcome of a match.
2. Correct score - it is necessary to predict a score of a match (on regular time).
3. First goal (team) â€" it is necessary to predict, which team is the first to score in a match. In the event of no goals (regular time) the bet will be a loser. Own goal counts as a goal by team, which records the score.
4. First goal (player) â€" it is necessary to predict, which player is the first to score in a match. In the event of no goals (regular time) the bet will be a loser. Own goal does not count. If a player is not featured in the starting lineup the winning coefficient shall be equal to "1".
5. First (last) goal time - it is necessary to predict, from which and up to which minute (inclusive) the first (last) goal of any team will be scored.
6. Both teams to score - it is necessary to predict, whether both teams score or at least one of them does not score.
7. In what time interval a goal will be scored (the bet "Goal from... to... min") - it is necessary to predict, from which and up to which minute (inclusive) a goal of any team will be scored. When calculating the bets "First goal", "First goal time", "Last goal time", "Both teams to score", "Goal from... to... min", "Outcomes by intervals, min", "Minute of goal - Even/Odd" one should follow the rules: if there are no goals, the bets are considered to be lost; in case a goal is scored in an official added time, it is considered to be scored in the last minute of the corresponding gaming period (time); own goal is counted as a goal of the team, to the score of which this goal is credited.
8. Comparison of results of times, periods, halves, innings - it is necessary to predict, which time (a period, a half, an inning) is more scoring or a result is equal.
9. Final winning - it is an advantage in scored goals (points, sets and etc.) in a final result of a match, inclusive extra time (overtime) and shootouts (bullets), if available.
10. First corner - it is necessary to predict, which team is the first to send a corner kick.
11. More corner kicks will be sent - it is necessary to predict, which team sends more corner kicks during a match.
12. Total corners - it is necessary to predict, over or under of the specified total both teams send a number of corner kicks during the match.
13. Which team will kick off the match - it is necessary to predict, which team is the first to start a match.
14. First/Last substitution - it is necessary to predict, which team is the first to make a substitution. If substitutions are made by both teams simultaneously (at equal time under a match protocol), bet calculations are made with the coefficient equal to "1". If there are no substitutions, bet calculations are made with the coefficient equal to "1".
15. Time of the first substitution ("First substitution - Time") - it is necessary to predict, in which half or interval of a match the first substitution is made. If there are no substitutions, bet calculations are made with the coefficient equal to "1".
16. Simultaneous substitution in the match â€" it is necessary to predict whether the both teams will have a simultaneous substitution at the same time (according to the official protocol).

17. Shall penalty be or not ("Penalty: Yes/No") - it is necessary to predict whether penalty kick is awarded in a match or not.
18. Shall red card be shown or not ("Red card: Yes/No") - it is necessary to predict, whether a red card is shown in a match or not. Only red cards of field players are rewarded (the cards shown to reserve or substitute players and coaches are not considered). It is designated in the line as "Penalty: Yes/No". If red card was shown during the break, it is considered to have occurred in the first minute of the second half.
19. First yellow card - it is necessary to predict, a player of what team receives the first yellow card. At mutual caution to both teams (at equal time under a match protocol) the winning coefficient is equal to "1". If there are no yellow cards, bet calculations are made with the coefficient equal to "1".
20. Last yellow card - it is necessary to predict, a player of what team receives the last yellow card. The second caution when a player is set off the field is not included. At mutual caution of both teams (at equal time under a match protocol) bet calculations are made with the coefficient equal to "1". If there are no yellow cards, bet calculations are made with the coefficient equal to "1".
21. Yellow card totals, yellow card handicaps - cautions to field players and a goalkeeper are only rewarded (the cards shown to reserve or substitute players and coaches are not considered). Total is designated in the line as "Total Under/Over" or "Total Under, Total Over". Handicap is designated in the line as "Hand.1, Hand.2". (each total has a specific coefficient). For example, Total Under [2,5], Total Over [2,5], Hand.1[-1], Hand.2[0]. At calculating a number of yellow cards in a match the second caution when the player is set off the field is not included. If a yellow card is shown during the break, it is considered to be shown in the first minute of the second half. Cards shown after the final whistle are not taken in consideration.
22. Teams comparison - it is necessary to predict which team scores more goals or points.
23. Players comparison by score (soccer) & it is necessary to predict which player will be higher on certain characteristics like scored goals, points, passes, shots on goal, fouls, off-sides, covered distance (km), etc. If a player is not featured in the starting lineup, all bets on comparison shall be calculated with the coefficient equal to "1".
24. Player total (soccer) - it is necessary to determine the player's individual total according to certain indicators - goals scored, assists, shots on goal, shots on target, fouls, offsides, distance traveled (km), etc., as well as combined bets - a player to score and a team to win, a player to score and a team to win with a certain score, etc. In the Betting list it is indicated by the athlete's last name. For example, "Onopko V. TU(0.5). An own goal not to count. If a player is not in the starting lineup, the winning odds for bets on him and comparisons with him are taken equal to "1". The exception is the bet "A player to score (including a substitution)". If a player did not take part in the match, the winning odds for a bet on him are equal to "1".
25. Player total (basketball, volleyball) - it is necessary to predict an individual total of a player by particular parameters: scored points, rebounds, assists, etc. All bets on individual total of players are accepted with overtime or a golden set included. If a player didn't take part in a match, the winning coefficient on bets on him/her is to be equal to "1".
26. Player total (ice hockey) - it is necessary to predict an individual total of a player by particular parameters - scored points (under the system goal + pass), penalty minutes, shorts on target and others. All bets on individual total of players are accepted on regular time of a match. If a player didn't take part in a match, the winning coefficient on the bets on him/her is to be equal to "1".
27. Player total (handball, futsal, bandy, beach soccer, water polo) - it is necessary to predict an individual total of a player by a number of scored goals. All bets on individual total of players are accepted on regular time of a match. If a player didn't take part in a match, the winning coefficients on the bets on him/her is to be equal to "1".
28. Player total (American football) - it is necessary to determine player total on touchdowns. All bets on player total are accepted with overtime included. If a player didn't take part in the match, the winning coefficient is equal to "1".
29. Player total (baseball) - it is necessary to determine pitcher total on the number of made strike-outs, better total on the number of received strike-outs, on the number of made runs. All bets on player total are accepted with extra-innings included. If a player does not come out in the starting lineup, the winning coefficient for all bets on him and for comparisons with him is equal to "1".
30. Bets "Yellow card before goal", "Yellow card before substitution", "Yellow card before corner", "Yellow card before offside", "Goal before substitution", "Out before foul", "Offside before goal", "Corner before goal" and other similar bets - it is necessary to predict whether the first event happens before the second in the match. If the first event happened and second did not happen - bets on "Yes" are considered to be won, bets on "No" are considered to be lost. If the first event did not happen and second happened bets on "Yes" are considered to be lost and bets on "No" are considered to be won. If both events did not happen in the match, bets on "Yes" are considered to be lost and bets on "No" are considered to be won.
31. Double (hat-trick, poker) in the match - it is necessary to predict, whether one soccer player scores exactly 2 goals (double), 3 goals (hat-trick), 4 goals (poker). Own goal is not included.
32. Will a player get at least one yellow or red card during the match - it is necessary to predict whether a soccer player gets a yellow or red card during a match. Yellow and red cards shown to field players and a goalkeeper are only rewarded. If a player did not play in a starting line-up, the winning coefficient on the bets on him is to be equal to "1".
33. Time Lost - it is necessary to predict whether officially added time is over or under the specified by the bookmakers company.
34. The team wins having being behind - a team having been behind wins a match (regular time plus official added time). If there are no goals or there is a draw, the bet is lost.
35. First goal will be Header - it is necessary to predict whether the first goal of a match will be Header. If there are no goals in a match or the first goal of a match is an own goal (inc. own goal as a Header), the bet "First goal will be Header - No" will win.
36. Scores first and wins the match - it is necessary to predict, which team is the first to score a goal and wins a match. In case there are no goals, the outcome "Scores first and wins the match - Yes" will be lost.
37. Clean sheet means a match where at least one team misses no goals at all.
38. To score its first penalty / To miss its first penalty - it is necessary to predict, whether the first penalty is scored or missed by a team during a match. In case there are no penalties, the bets "To score a penalty: Yes" and "To miss a penalty: Yes" are considered to be lost.
39. Three points race (five points and etc.) - it is necessary to determine which of the players is the first to score the specified number of points in a set. In case one of the players for any reason refuses to play further before he/she or his/her rival scores the specified number of points, the winning coefficient is equal to "1".
40. In what time interval a yellow card will be shown (the bet "Yellow card from... to... min") - it is necessary to predict, from which and up to which minute (inclusive) a yellow card of any team will be shown. If a yellow card is shown in compensated time, it is considered to be shown at the last minute of the corresponding game segment (half). If a yellow card is shown during the break, it is considered to be shown in the first minute of the second half.
41. Team's top goalscorer of the tournament (soccer, handball, futsal, beach soccer) - it is necessary to predict who of the players of the team will score the most goals in the tournament. The bets are accepted with extra time (overtime) included, penalty shootouts (shootouts) are not included. If a team didn't score a goal in the tournament, bet calculations are made with the coefficient equal to "1". If a player didn't take part in the tournament, the winning coefficient is equal to "1". If several players scored the equal number of goals, the bet calculations are divided by the number of winners.
42. Team's top goalscorer of the tournament (bandy, ice hockey) - it is necessary to determine who of the players of a team will score the most goals ( in ice hockey - will get the most number of points under the system "goal + pass") in the tournament. The bets are accepted on regular time of a match. If a team didn't score a goal on the tournament, bet calculations are made with the coefficient equal to "1". If a player didn't take part in the tournament, the winning coefficient is equal to "1". If several players scored the equal number of goals (got the equal number of points), the bet calculations are divided by the number of winners.
43. Top goalscorer of the tournament (soccer, handball, futsal, beach soccer) - it is necessary to determine who of the players will score the most goals in the tournament. The bets are accepted with extra time (overtime) included, penalty shootouts (shootouts) are not included. If a player didn't take part in the tournament, the winning coefficient is equal to "1". If several players scored the equal number of goals, the bet calculations are divided by the number of winners.
44. Top goalscorer of the tournament (bandy, ice hockey) - it is necessary to determine who of the players will score the most goals (in ice hockey will get the most points under the system "goal + pass") in the tournament. The bets are accepted on the regular time of a match. If a player didn't take part in the tournament, the winning coefficient is equal to "1". If several players scored the equal number of goals (got the equal number of points), the bet calculations are divided by the number of winners.
45. Score draw - it is necessary to determine, whether there is a score draw at the end of the match. The score draw is considered to be any draw, except for the score 0:0.
46. Next round (Super Cup Winner, Tournament Winner, Reach the Final, Reach the Semifinals, etc.) - it is necessary to determine which team qualifies in the next round of the competition. In case both teams qualify, the outcome "Next round" is calculated with the coefficient equal to "1". If the match is cancelled, postponed or suspended and not finished within the terms stated in p. 6, 7, 8 ("Results of matches, event start date and time, adjustment of disputes"), the outcome "Next round" is calculated with the coefficient equal to "1". If the qualification is based on results of several matches and after the first match the following match(-es) is not held (cancelled, postponed or not finished and considered failed) or suspended, but is considered held in accordance with the Rules, bets on outcome "Next round" placed during the previously played matches remain in force. Calculation of such bets is based on official protocols of the organization responsible for the event.
47. Highest scoring period (hockey) - it is necessary to determine the period in which the most goals of the match will be scored. If match finishes with result 0:0, the bet "Several periods: Yes" is considered to be winning.
48. First goal scored by, how next goal will be scored - it is necessary to determine how the goal will be scored or won't be scored. Bet is calculated according to the following:  
Own goal - the bet wins if the scored goal was the own goal.  
Free-kick - the bet wins if the goal is scored directly from the free-kick by the free-kick scorer. Goals scored directly from the corner kick count. Goals from penalty do not count.  
Penalty - the bet wins if the goal is scored directly from the penalty by the penalty scorer.  
Header - the bet wins if the last touch of the penalty scorer was with the head. Own goals do not count.  
Kick - the bet wins if the goal is scored by the kick. The free-kick goal, the penalty and the own goal do not count. If the goal is scored by any part of the body, except by the head, such goal is considered to be scored by the kick.  
No goals - the bet wins if the first (next) goal is not scored.
49. Total set points - it is necessary to determine how many deciding points will be saved by the losing team at the end of the set.
50. Total match points - it is necessary to determine how many deciding points will be saved by the losing team at the end of match.
51. Time on field/on ice - it is necessary to determine if the player will play over/under the offered time on field/ice. Only integral values of played minutes count, i.e. seconds do not count. If a player did not take part in the match, the winning coefficient shall be equal to "1".
52. "Comparison of the effectiveness of teams by the number of thrown outs" - you need to determine which of the specified teams will throw more outs, more or less, than the proposed meaning, will be thrown outs, etc. In the Betting list is indicated by the names of the teams with the indication "outs". For example, "Lyonnais outs - Bordeaux outs".

[Contents](#)

## Examples

### Single bet:

event	bet	coef
-------	-----	------

AC Milan - Bayern Munich	1	2.0	Let's assume that you placed a bet on victory of Milan in the stake amount of €100. The odds on victory of Milan are 2.0.
AC Milan - Bayern Munich	X	3.0	If Milan wins, the payout shall be $100 \times 2.0 = €200$ .
AC Milan - Bayern Munich	2	3.3	The net gain is: $200$ (the payout) - $100$ (the stake) = €100.

#### Accumulator bet:

event	bet	coef	
Dynamo K - Feyenoord	1	2.1	You win accumulator bet if you correctly predict outcomes of all matches included in it. The odds of the outcomes included in the accumulator bet are multiplied: $2.0 \times 2.1 \times 2.9 = 12.18$ . At the stake of €100 on the accumulator bet you receive $100 \times 12.18 = €1218$ . The net gain (excluding the stake) is €1118.
Lyonnais - Inter Milan	X	2.9	
Olympiakos - Manchester Utd	2	2.0	

#### System bet:

##### System 2/4 (2 winning combinations)

System 2/4 is a bet on the full combination of accumulators of specified value (2) from the previously chosen number of events (4). It's necessary to predict not less than 2 events for your system not to lose.

#	event	bet	coef	result	
1	Real Madrid - Espanyol	1	3.6	3:1	The stake is €60. It's necessary to do the following actions to calculate the system bet:
2	PSG - Marseilles	1T Handicap (-0.5)	1.9	2:0	
3	Colorado - Detroit	2T Handicap (0)	1.9	5:0	1. There are the following combinations for the system 2/4 including events 1-4: event 1 + event 2, event 1 + event 3, event 1 + event 4, event 2 + event 3, event 2 + event 4, event 3 + event 4. You placed a bet on the system 2/4, i.e. on six accumulators at once, two events in each accumulator.
4	Agassi A. - Sampras P.	2	1.85	2:0	

# of the combination	accumulator	bet	coef	
I	Real Madrid - Espanyol	1	3.6	In your bet event 1 (Real Madrid - Espanyol) and event 2 (PSG - Marseilles) won. Event 3 (Colorado - Detroit) and event 4 (Agassi A. - Sampras P.) lost. So combination I (one) won and it includes the following events: Event 1: Real Madrid - Espanyol 1 3.6; Event 2: PSG - Marseilles 1T Handicap (-0.5) 1.9. 2. Bet calculations of the stake on one combination: let's divide the stake (€60) on the number of the combinations for the system 2/4 (6), the result is €10. The stake on one combination is €10. 3. Bet calculations of the winning amount for combination I: it's necessary to multiply the odds of the events by each other, 3.6 and 1.9: $3.6 \times 1.9 = 6.84$ . Then multiply them by the stake on one combination (€10): $6.84 \times 10 = €68.4$ . 4. Total bet calculations on the given system: it's necessary to sum up the winnings of all combinations of the system: I + II + III + IV + V + VI. In the given case the winning on combination I is €68.4 and in all the rest combinations the winning is equal to 0. In total: $68.4 + 0 + 0 + 0 + 0 + 0 = €68.4$ .
	PSG - Marseilles	1T Handicap (-0.5)	1.9	
II	Real Madrid - Espanyol	1	3.6	
	Colorado - Detroit	2T Handicap (0)	1.9	
III	Real Madrid - Espanyol	1	3.6	
	Agassi A. - Sampras P.	2	1.85	
IV	PSG - Marseilles	1T Handicap (-0.5)	1.9	
	Colorado - Detroit	2T Handicap (0)	1.9	
V	PSG - Marseilles	1T Handicap (-0.5)	1.9	
	Agassi A. - Sampras P.	2	1.85	
VI	Colorado - Detroit	2T Handicap (0)	1.9	
	Agassi A. - Sampras P.	2	1.85	

[Contents](#)

#### Bonuses

##### 5% bonus for accumulator bets

5% from the amount won on an accumulator bet are added to your gaming account, if in such accumulator bet there are not less than 4 events with the coefficient 1.5 and higher won (returns on bets are not included).

##### Bonus for funds deposit into gaming accounts.

The procedure of charging bonuses.

- For charging a bonus it is necessary to deposit at least a single amount of 100 000 rubles or its currency equivalent during the period from the 1st up to the last day of the current month, inclusive. It is possible to deposit a sum by parts provided that bets were not made between such gradual depositions
- The bonus amount depends on the loss amount (excluding betting on supercombo) during the period from the 1st up to the last day of the current month including:

The loss amount (in roubles or its currency equivalent)      The bonus percent from the loss amount

from 100 000 to 300 000 roubles	5%
from 300 001 to 500 000 roubles	7%
from 500 001 and more	10%

3. No amount is to be withdrawn from the account during the calendar month.
4. Bonuses are charged the 1st calendar day of every month at 10:00 (by Moscow time).
5. The received bonus is available for bets accepting. To order the bonus amount for its withdrawal, it is necessary to place one or several stakes on the amount exceeding three times the amount of the bonus.

[Contents](#)

## Appendix

### Sources for bet calculations of match data

Bet calculations on soccer matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Soccer. National Team Matches	<a href="http://www.fifa.com">http://www.fifa.com</a>
In case there is no information on this site, calculations are made according to	<a href="http://global.espn.com/football/">http://global.espn.com/football/</a>
Soccer. Champions League UEFA, Europa League	<a href="http://www.uefa.com">http://www.uefa.com</a>
In case there is no information on this site, calculations are made according to	<a href="http://global.espn.com/football/">http://global.espn.com/football/</a>
Soccer. National Team Matches. Europe (Champions League UEFA, Wourld Cup Qualification)	<a href="http://www.uefa.com/">http://www.uefa.com/</a>
In case there is no information on this site, calculations are made according to	<a href="http://global.espn.com/football/">http://global.espn.com/football/</a>
Soccer. Champions League Concacaf	<a href="http://www.concacaf.com">http://www.concacaf.com</a>
Soccer. Champions League of Africa	<a href="http://www.cafonline.com">http://www.cafonline.com</a>
Soccer. Champions League of Asia	<a href="http://www.the-afc.com">http://www.the-afc.com</a>
Soccer. Championship of Algeria	<a href="https://www.lfp.dz">https://www.lfp.dz</a>
Soccer. Championship of Argentina	<a href="http://www.afa.org.ar">http://www.afa.org.ar</a>
Soccer. Championship of Australia	<a href="http://www.a-league.com.au">http://www.a-league.com.au</a>
Soccer. Championship of Australia. NPL	<a href="https://www.nationalpremierleagues.com.au">https://www.nationalpremierleagues.com.au</a>
Soccer. Championship of Austria	<a href="http://www.bundesliga.at">http://www.bundesliga.at</a>
Soccer. Championship of Armenia	<a href="http://www.ffa.am">http://www.ffa.am</a>
Soccer. Championship of Belarus	<a href="http://abff.by">http://abff.by</a>
Soccer. Championship of Belgium	<a href="http://www.sport.be">http://www.sport.be</a>
Soccer. Championship of Bolivia	<a href="https://lfpb.org.bo/">https://lfpb.org.bo/</a>
Soccer. Championship of Bosnia and Herzegovina	<a href="http://www.nfsbih.ba">http://www.nfsbih.ba</a>
Soccer. Championship of Brazil	<a href="https://www.cbf.com.br">https://www.cbf.com.br</a>
Soccer. Championship of Bulgaria	<a href="http://fpleague.bg/bg">http://fpleague.bg/bg</a>
Soccer. Championship of Canada	<a href="http://www.canadiansoccerleague.ca">http://www.canadiansoccerleague.ca</a>
Soccer. Championship of Chile	<a href="http://www.anfp.cl">http://www.anfp.cl</a>
Soccer. Championship of China	<a href="http://sports.sina.com.cn/csl">http://sports.sina.com.cn/csl</a>
Soccer. Championship of Colombia	<a href="http://dimayor.com.co">http://dimayor.com.co</a>
Soccer. Championship of Costa Rica	<a href="http://www.unafut.com">http://www.unafut.com</a>
Soccer. Championship of Croatia	<a href="http://hnl.hr">http://hnl.hr</a>
Soccer. Championship of Cyprus	<a href="http://www.cfa.com.cy">http://www.cfa.com.cy</a>
Soccer. Championship of Czech Republic	<a href="http://fotbal.cz">http://fotbal.cz</a>
Soccer. Championship of Denmark	<a href="http://www.dbu.dk">http://www.dbu.dk</a>
Soccer. Championship of Ecuador	<a href="https://ligapro.ec">https://ligapro.ec</a>
Soccer. Championship of Egypt	<a href="http://http://www.efa.com.eg">http://http://www.efa.com.eg</a>
Soccer. Championship of England	<a href="http://www.sportinglife.com">http://www.sportinglife.com</a>
Soccer. Championship of England. Premier League.	<a href="https://www.premierleague.com">https://www.premierleague.com</a>
In case there is no information on this site, calculations are made according to	<a href="http://global.espn.com/football/">http://global.espn.com/football/</a>
Soccer. Championship of England. Champion League, 1-st, 2-nd, etc.	<a href="http://www.sportinglife.com..">http://www.sportinglife.com..</a>
In case there is no information on this site, calculations are made according to	<a href="http://global.espn.com/football/">http://global.espn.com/football/</a>
Soccer. Championship of Estonia	<a href="http://www.jalgpall.ee">http://www.jalgpall.ee</a>
Soccer. Championship of Finland	<a href="http://www.veikkausliiga.com">http://www.veikkausliiga.com</a>
Soccer. Championship of France	<a href="http://www.lfp.fr">http://www.lfp.fr</a>
Soccer. Championship of Germany	<a href="https://www.bundesliga.com">https://www.bundesliga.com</a>
Soccer. Championship of Germany. Bundesliga, 2nd Bundesliga	<a href="https://www.bundesliga.com">https://www.bundesliga.com</a>
Soccer. Championship of Germany. 3rd Bundesliga, etc.	<a href="http://www.kicker.de">http://www.kicker.de</a>
Soccer. Championship of Georgia	<a href="http://erovnuliliiga.ge">http://erovnuliliiga.ge</a>
Soccer. Championship of Greece	<a href="http://www.superleaguegreece.net">http://www.superleaguegreece.net</a>
Soccer. Championship of Greece, Super League 2	<a href="https://www.sl2.gr">https://www.sl2.gr</a>
Soccer. Championship of Guatemala	<a href="https://www.guatefutbol.com">https://www.guatefutbol.com</a>
Soccer. Championship of Holland	<a href="http://www.knvb.nl">http://www.knvb.nl</a>
Soccer. Championship of Honduras	<a href="http://www.lnphn.com/">http://www.lnphn.com/</a>
Soccer. Championship of Hungary	<a href="http://www.mlsz.hu">http://www.mlsz.hu</a>
Soccer. Championship of Hong Kong	<a href="http://www.hkfa.com">http://www.hkfa.com</a>
Soccer. Championship of Iceland	<a href="http://www.ksi.is">http://www.ksi.is</a>
Soccer. Championship of India	<a href="http://www.aiff.com">http://www.aiff.com</a>
Soccer. Championship of Indonesia	<a href="https://ligaindonesiabarua.com">https://ligaindonesiabarua.com</a>
Soccer. Championship of Iran	<a href="http://www.persianleague.com">http://www.persianleague.com</a>
Soccer. Championship of Ireland	<a href="http://www.sseaircityleague.ie">http://www.sseaircityleague.ie</a>
Soccer. Championship of Israel	<a href="http://football.org.il">http://football.org.il</a>
Soccer. Championship of Israel, 2nd division	<a href="http://football.org.il">http://football.org.il</a>
Soccer. Championship of Italy	<a href="http://www.legaseriea.it">http://www.legaseriea.it</a>
Soccer. Championship of Italy, C1-A/B, C2-A/B	<a href="http://www.lega-pro.com">http://www.lega-pro.com</a>
Soccer. Championship of Italy, Series B	<a href="http://www.legab.it">http://www.legab.it</a>
Soccer. Championship of Japan	<a href="https://www.jleague.jp/">https://www.jleague.jp/</a>
Soccer. Championship of Kazakhstan	<a href="https://pflk.kz">https://pflk.kz</a>
Soccer. Championship of Katar	<a href="http://www.qfa.com.qa">http://www.qfa.com.qa</a>
Soccer. Championship of Korea	<a href="http://www.kfa.or.kr">http://www.kfa.or.kr</a>
Soccer. Championship of Kuwait	<a href="http://www.kfa.org.kw">http://www.kfa.org.kw</a>



Soccer. Championship of Latvia	<a href="http://www.lff.lv">http://www.lff.lv</a>
Soccer. Championship of Lithuania	<a href="http://www.lff.lt">http://www.lff.lt</a>
Soccer. Championship of Macedonia	<a href="http://ffm.mk">http://ffm.mk</a>
Soccer. Championship of Mexico	<a href="http://www.femexfut.org.mx">http://www.femexfut.org.mx</a>
Soccer. Championship of Malaysia	<a href="https://www.malaysianfootballleague.com">https://www.malaysianfootballleague.com</a>
Soccer. Championship of Malta	<a href="http://www.mfa.com.mt">http://www.mfa.com.mt</a>
Soccer. Championship of Mexico	<a href="http://www.femexfut.org.mx">http://www.femexfut.org.mx</a>
Soccer. Championship of Moldova	<a href="http://www.fmf.md">http://www.fmf.md</a>
Soccer. Championship of Montenegro	<a href="http://fscg.me">http://fscg.me</a>
Soccer. Championship of Morocco	<a href="http://www.frmf.ma">http://www.frmf.ma</a>
Soccer. Championship of New Zealand	<a href="http://www.nzfootball.co.nz">http://www.nzfootball.co.nz</a>
Soccer. Championship of Northern Ireland	<a href="http://nifootballleague.com">http://nifootballleague.com</a>
Soccer. Championship of Norway	<a href="http://www.fotball.no">http://www.fotball.no</a>
Soccer. Championship of Paraguay	<a href="http://www.apf.org.py">http://www.apf.org.py</a>
Soccer. Championship of Panama	<a href="http://www.fepafut.com">http://www.fepafut.com</a>
Soccer. Championship of Peru	<a href="http://adfp.org.pe">http://adfp.org.pe</a>
Soccer. Championship of Poland	<a href="http://www.ekstraklasa.org">http://www.ekstraklasa.org</a>
Soccer. Championship of Poland, 2nd division	<a href="http://www.pzpn.pl">http://www.pzpn.pl</a>
Soccer. Championship of Portugal	<a href="http://www.ligaportugal.pt">http://www.ligaportugal.pt</a>
Soccer. Championship of Portugal, 2nd division	<a href="http://www.ligaportugal.pt">http://www.ligaportugal.pt</a>
Soccer. Championship of Romania	<a href="http://www.lpf.ro">http://www.lpf.ro</a>
Soccer. Championship of Romania, 2nd division	<a href="http://www.frfr.ro">http://www.frfr.ro</a>
Soccer. Championship of Russia, Prime-league	<a href="http://www.eng.premierliga.ru/">http://www.eng.premierliga.ru/</a>
In case there is no information on this site, bets calculations are made according to p.11 of the General Provisions of the Rules	
Soccer. Championship of Russia. FNL. First League	<a href="http://www.1fnl.ru">http://www.1fnl.ru</a>
Soccer. Championship of Russia. FNL. Second League	<a href="https://www.2fnl.com">https://www.2fnl.com</a>
Soccer. Championship of Saudi Arabia	<a href="http://www.spl.com.sa">http://www.spl.com.sa</a>
Soccer. Championship of Scotland	<a href="https://spl.co.uk">https://spl.co.uk</a>
Soccer. Championship of Serbia	<a href="http://www.superliga.rs">http://www.superliga.rs</a>
Soccer. Championship of Singapore	<a href="https://spl.sg">https://spl.sg</a>
Soccer. Championship of Slovakia	<a href="http://www.futbalsfz.sk">http://www.futbalsfz.sk</a>
Soccer. Championship of Slovenia	<a href="http://www.nzs.si">http://www.nzs.si</a>
Soccer. Championship of South Africa	<a href="http://www.psl.co.za">http://www.psl.co.za</a>
Soccer. Championship of South Korea (K-League)	<a href="http://www.kleague.com">http://www.kleague.com</a>
Soccer. Championship of South Korea (K3 League)	<a href="https://www.kfa.or.kr">https://www.kfa.or.kr</a>
Soccer. Championship of Spain	<a href="http://rfef.es">http://rfef.es</a>
In case there is no information on this site, bets calculations are made according to p.11 of the General Provisions of the Rules	
Soccer. Championship of Sweden	<a href="http://www.svenskfotboll.se">http://www.svenskfotboll.se</a>
Soccer. Championship of Switzerland	<a href="http://www.football.ch">http://www.football.ch</a>
Soccer. Championship of Thailand	<a href="http://www.thaileague.co.th">http://www.thaileague.co.th</a>
Soccer. Championship of Tunisia	<a href="http://www.ftf.org.tn">http://www.ftf.org.tn</a>
Soccer. Championship of Turkey	<a href="http://www.tff.org.tr">http://www.tff.org.tr</a>
Soccer. Championship of Turkey, 2nd division	<a href="http://tff.org.tr">http://tff.org.tr</a>
Soccer. Championship of Ukraine	<a href="http://www.upl.ua">http://www.upl.ua</a>
Soccer. Championship of United Arab Emirates	<a href="http://www.proleague.ae">http://www.proleague.ae</a>
Soccer. Championship of Uruguay	<a href="http://www.auf.org.uy">http://www.auf.org.uy</a>
Soccer. Championship of USA (MLS)	<a href="https://www.mlssoccer.com">https://www.mlssoccer.com</a>
Soccer. Championship of USA (NASL)	<a href="http://www.nasl.com">http://www.nasl.com</a>
Soccer. Championship of Venezuela	<a href="http://www.federacionvenezolanadefutbol.org">http://www.federacionvenezolanadefutbol.org</a>
Soccer. Championship of Wales	<a href="https://www.cymrufootball.wales">https://www.cymrufootball.wales</a>

Bet calculations on basketball matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Basketball. Tournaments FIBA	<a href="http://www.fiba.basketball">http://www.fiba.basketball</a>
Basketball. Euroleague ULEB	<a href="http://www.euroleague.net">http://www.euroleague.net</a>
Basketball. EuroCup	<a href="http://www.eurocupbasketball.com">http://www.eurocupbasketball.com</a>
Basketball. Champions League	<a href="http://www.championsleague.basketball">http://www.championsleague.basketball</a>
Basketball. Adriatic league	<a href="https://www.aba-liga.com">https://www.aba-liga.com</a>
Basketball. Balkan league	<a href="http://www.balkanleague.net">http://www.balkanleague.net</a>
Basketball. South-East Asian league	<a href="http://aseanbasketballleague.com">http://aseanbasketballleague.com</a>
Basketball. Australia. Queensland league	<a href="https://qbl.basketballqld.com.au">https://qbl.basketballqld.com.au</a>
Basketball. VTB league	<a href="http://www.vtb-league.com">http://www.vtb-league.com</a>
Basketball. NBA	<a href="http://www.nba.com">http://www.nba.com</a>
Basketball. WNBA	<a href="http://www.wnba.com">http://www.wnba.com</a>
Basketball. NCAA	<a href="http://www.ncaa.com">http://www.ncaa.com</a>
Basketball. Australia. Big V	<a href="http://bigv.com.au">http://bigv.com.au</a>
Basketball. Australia. NBL1	<a href="https://nbl1.com.au">https://nbl1.com.au</a>
Basketball. Australia. SBL	<a href="https://sbl.asn.au">https://sbl.asn.au</a>
Basketball. Championship of Argentina	<a href="http://www.laliganacional.com.ar">http://www.laliganacional.com.ar</a>
Basketball. Championship of Australia. ABA New South Wales league	<a href="http://www.waratah.basketball.net.au">http://www.waratah.basketball.net.au</a>
Basketball. Championship of Australia. Men	<a href="http://www.nbl.com.au">http://www.nbl.com.au</a>
Basketball. Championship of Australia. Women	<a href="http://www.wnbl.com.au">http://www.wnbl.com.au</a>
Basketball. Championship of Austria	<a href="https://basketballaustria.at">https://basketballaustria.at</a>
Basketball. Championship of Belgium	<a href="http://euromillionsbasketball.be">http://euromillionsbasketball.be</a>
Basketball. Championship of Brazil	<a href="http://lnb.com.br">http://lnb.com.br</a>
Basketball. Championship of Brazil. Women	<a href="http://lbf.com.br">http://lbf.com.br</a>
Basketball. Championship of Bulgaria	<a href="http://bgbasket.com">http://bgbasket.com</a>
Basketball. Championship of Canada	<a href="http://www.nblcanada.com">http://www.nblcanada.com</a>
Basketball. Championship of Chile	<a href="http://clnb.web.geniussports.com">http://clnb.web.geniussports.com</a>
Basketball. Championship of China	<a href="http://sports.sina.com.cn/cba">http://sports.sina.com.cn/cba</a>
Basketball. Championship of Croatia	<a href="http://www.hks-cbf.hr">http://www.hks-cbf.hr</a>
Basketball. Championship of Cyprus	<a href="http://www.basketball.org.cy">http://www.basketball.org.cy</a>
Basketball. Championship of Czech Republic	<a href="http://www.cbf.cz">http://www.cbf.cz</a>
Basketball. Championship of Denmark	<a href="http://www.basketligaen.dk">http://www.basketligaen.dk</a>
Basketball. Championship of Estonia	<a href="http://www.basket.ee">http://www.basket.ee</a>

Basketball. Championship of Finland	<a href="http://www.basket.fi">http://www.basket.fi</a>
Basketball. Championship of France. Men	<a href="http://www.lnb.fr">http://www.lnb.fr</a>
Basketball. Championship of France. Women	<a href="http://www.basketlfb.com">http://www.basketlfb.com</a>
Basketball. Championship of Georgia	<a href="http://www.gbfb.ge">http://www.gbfb.ge</a>
Basketball. Championship of Germany	<a href="https://www.easycrredit-bbl.de">https://www.easycrredit-bbl.de</a>
Basketball. Championship of Great Britain	<a href="http://www.bbl.org.uk">http://www.bbl.org.uk</a>
Basketball. Championship of Greece	<a href="http://www.esake.gr">http://www.esake.gr</a>
Basketball. Championship of Hungary	<a href="http://hunbasket.hu">http://hunbasket.hu</a>
Basketball. Championship of Iceland	<a href="http://www.kki.is">http://www.kki.is</a>
Basketball. Championship of Indonesia	<a href="https://tblindonesia.com">https://tblindonesia.com</a>
Basketball. Championship of Iran	<a href="http://iribf.ir">http://iribf.ir</a>
Basketball. Championship of Israel	<a href="http://www.basket.co.il">http://www.basket.co.il</a>
Basketball. Championship of Italy. Men	<a href="http://www.legabasket.it">http://www.legabasket.it</a>
Basketball. Championship of Italy, 2nd division. Men	<a href="http://www.legapallacanestro.com">http://www.legapallacanestro.com</a>
Basketball. Championship of Italy, 3rd division. Men	<a href="http://www.legapallacanestro.com">http://www.legapallacanestro.com</a>
Basketball. Championship of Italy. Women	<a href="http://www.legabasketfemminile.it">http://www.legabasketfemminile.it</a>
Basketball. Championship of Japan. Men	<a href="https://www.bleague.jp">https://www.bleague.jp</a>
Basketball. Championship of Japan. Women	<a href="https://www.wjbl.org">https://www.wjbl.org</a>
Basketball. Championship of Kazakhstan	<a href="https://nbf.kz">https://nbf.kz</a>
Basketball. Championship of Latvia	<a href="http://www.basket.lv">http://www.basket.lv</a>
Basketball. Latvian-Estonian League	<a href="https://www.estlatbl.com">https://www.estlatbl.com</a>
Basketball. Championship of Lithuania	<a href="http://www.lkl.lt">http://www.lkl.lt</a>
Basketball. Championship of Mexico	<a href="https://www.lnbp.mx">https://www.lnbp.mx</a>
Basketball. Championship of the Netherlands	<a href="https://www.dutchbasketballleague.nl">https://www.dutchbasketballleague.nl</a>
Basketball. Championship of New Zealand	<a href="http://www.nznbl.basketball">http://www.nznbl.basketball</a>
Basketball. Championship of Norway	<a href="http://www.basket.no">http://www.basket.no</a>
Basketball. North Macedonian Championship	<a href="https://kfsm.mk">https://kfsm.mk</a>
Basketball. Championship of Peru	<a href="http://www.ligadelima.com">http://www.ligadelima.com</a>
Basketball. Championship of the Philippines. PBA	<a href="https://pba.ph">https://pba.ph</a>
Basketball. Championship of Poland. Men	<a href="http://www.plk.pl">http://www.plk.pl</a>
Basketball. Championship of Poland. Women	<a href="http://www.basketligakobiet.pl">http://www.basketligakobiet.pl</a>
Basketball. Championship of Portugal	<a href="http://www.fpb.pt">http://www.fpb.pt</a>
Basketball. Championship of Puerto Rico	<a href="http://www.bsnpr.com">http://www.bsnpr.com</a>
Basketball. Championship of Romania	<a href="http://www.frbaschet.ro">http://www.frbaschet.ro</a>
Basketball. Championship of Russia	<a href="http://www.russiabasket.ru">http://www.russiabasket.ru</a>
Basketball. Championship of Serbia	<a href="http://www.kls.rs">http://www.kls.rs</a>
Basketball. Championship of Slovakia	<a href="http://www.basketliga.sk">http://www.basketliga.sk</a>
Basketball. Championship of Slovenia	<a href="http://www.kzs.si">http://www.kzs.si</a>
Basketball. Championship of South Korea. Men	<a href="http://www.kbl.or.kr">http://www.kbl.or.kr</a>
Basketball. Championship of South Korea. Women	<a href="http://www.wkbl.or.kr">http://www.wkbl.or.kr</a>
Basketball. Championship of Spain. Men	<a href="http://www.acb.com">http://www.acb.com</a>
Basketball. Championship of Spain, 2nd division. Men	<a href="http://www.feb.es">http://www.feb.es</a>
Basketball. Championship of Spain. Women	<a href="http://www.feb.es">http://www.feb.es</a>
Basketball. Championship of Sweden	<a href="http://basketliganherr.se">http://basketliganherr.se</a>
Basketball. Championship of Switzerland	<a href="https://swiss.basketball">https://swiss.basketball</a>
Basketball. Championship of Turkey	<a href="http://www.bsl.org.tr">http://www.bsl.org.tr</a>
Basketball. Championship of Turkey, 2nd division. Men	<a href="http://tbf.org.tr">http://tbf.org.tr</a>
Basketball. Championship of Turkey. Women	<a href="http://tbf.org.tr">http://tbf.org.tr</a>
Basketball. Championship of Ukraine	<a href="https://fbu.ua">https://fbu.ua</a>
Basketball. Championship of Uruguay	<a href="http://fubb.org.uy">http://fubb.org.uy</a>

Bet calculations on volleyball matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Volleyball. European Cups	<a href="https://www.cev.eu">https://www.cev.eu</a>
Volleyball. International	<a href="http://www.fivb.com">http://www.fivb.com</a>
Volleyball. Middle European League	<a href="http://mevza.org">http://mevza.org</a>
Volleyball. Championship of Algeria.	<a href="http://www.afvb.org">http://www.afvb.org</a>
Volleyball. Championship of Argentina	<a href="http://www.aclav.com">http://www.aclav.com</a>
Volleyball. Championship of Austria	<a href="http://www.volleynet.at">http://www.volleynet.at</a>
Volleyball. Championship of Belarus	<a href="http://bvf.by">http://bvf.by</a>
Volleyball. Championship of Belgium	<a href="http://www.volleyvnb.be">http://www.volleyvnb.be</a>
Volleyball. Championship of Brazil	<a href="http://www.cbv.com.br">http://www.cbv.com.br</a>
Volleyball. Championship of Bulgaria	<a href="http://bgvolleyball.com">http://bgvolleyball.com</a>
Volleyball. Championship of Croatia	<a href="https://www.hos-cvf.eu">https://www.hos-cvf.eu</a>
Volleyball. Championship of China	<a href="http://www.volleychina.org">http://www.volleychina.org</a>
Volleyball. Championship of Cyprus	<a href="http://www.volleyball.org.cy">http://www.volleyball.org.cy</a>
Volleyball. Championship of Czech Republic	<a href="http://www.cvf.cz">http://www.cvf.cz</a>
Volleyball. Championship of Denmark	<a href="http://www.volleyball.dk">http://www.volleyball.dk</a>
Volleyball. Championship of Estonia	<a href="http://www.volley.ee">http://www.volley.ee</a>
Volleyball. Championship of England	<a href="http://volleyballengland.org">http://volleyballengland.org</a>
Volleyball. Championship of Finland	<a href="http://www.mestaruusliiga.fi">http://www.mestaruusliiga.fi</a>
Volleyball. Championship of France	<a href="http://www.lnv.fr">http://www.lnv.fr</a>
Volleyball. Championship of Germany	<a href="http://www.volleyball-bundesliga.de">http://www.volleyball-bundesliga.de</a>
Volleyball. Championship of Greece. Men	<a href="http://www.volleyleague.gr">http://www.volleyleague.gr</a>
Volleyball. Championship of Greece. Women	<a href="http://www.volleyball.gr">http://www.volleyball.gr</a>
Volleyball. Championship of Hungary	<a href="http://www.hunvolley.hu">http://www.hunvolley.hu</a>
Volleyball. Championship of Indonesia	<a href="http://www.voliindonesia.com">http://www.voliindonesia.com</a>
Volleyball. Championship of Iran	<a href="http://iranvolleyball.com">http://iranvolleyball.com</a>
Volleyball. Championship of Israel	<a href="http://www.iva.org.il">http://www.iva.org.il</a>
Volleyball. Championship of Italy. Men	<a href="http://www.legavolley.it">http://www.legavolley.it</a>
Volleyball. Championship of Italy. Women	<a href="http://www.legavolleyfemminile.it">http://www.legavolleyfemminile.it</a>
Volleyball. Championship of Japan	<a href="http://www.vleague.or.jp">http://www.vleague.or.jp</a>
Volleyball. Championship of Kazakhstan	<a href="http://www.volley.kz">http://www.volley.kz</a>
Volleyball. Championship of Latvia	<a href="http://www.volejbols.lv">http://www.volejbols.lv</a>
Volleyball. Championship of Lebanon	<a href="http://www.lebvolley.com">http://www.lebvolley.com</a>
Volleyball. Championship of Lithuania	<a href="http://ltf.lt">http://ltf.lt</a>
Volleyball. Championship of Montenegro	<a href="http://www.oscg.me">http://www.oscg.me</a>

Volleyball. Championship of the Netherlands	<a href="http://www.volleybal.nl">http://www.volleybal.nl</a>
Volleyball. Championship of Peru	<a href="http://fpv.com.pe">http://fpv.com.pe</a>
Volleyball. Championship of the Philippines. Shakey's V-League	<a href="http://www.v-league.ph">http://www.v-league.ph</a>
Volleyball. Championship of the Philippines. Superleague	<a href="http://philippinesuperliga.com">http://philippinesuperliga.com</a>
Volleyball. Championship of Poland. Men	<a href="http://www.plusliga.pl">http://www.plusliga.pl</a>
Volleyball. Championship of Poland. Women	<a href="https://www.tauronliga.pl">https://www.tauronliga.pl</a>
Volleyball. Championship of Portugal	<a href="http://www.fpvoleibol.pt">http://www.fpvoleibol.pt</a>
Volleyball. Championship of Qatar	<a href="http://www.volleyball.qa">http://www.volleyball.qa</a>
Volleyball. Championship of Rumania	<a href="http://www.frvolei.ro">http://www.frvolei.ro</a>
Volleyball. Championship of Russia	<a href="http://www.volley.ru">http://www.volley.ru</a>
Volleyball. Championship of Serbia	<a href="https://osrb.org">https://osrb.org</a>
Volleyball. Championship of Slovakia	<a href="http://www.svf.sk">http://www.svf.sk</a>
Volleyball. Championship of Slovenia	<a href="http://www.odbojka.si">http://www.odbojka.si</a>
Volleyball. Championship of South Korea	<a href="http://kovo.co.kr">http://kovo.co.kr</a>
Volleyball. Championship of Spain	<a href="http://www.rfevb.com">http://www.rfevb.com</a>
Volleyball. Championship of Sweden	<a href="http://www.volleyboll.se">http://www.volleyboll.se</a>
Volleyball. Championship of Switzerland	<a href="http://www.volleyball.ch">http://www.volleyball.ch</a>
Volleyball. Championship of Turkey	<a href="http://www.tvf.org.tr">http://www.tvf.org.tr</a>
Volleyball. Championship of Ukraine	<a href="http://fvu.in.ua">http://fvu.in.ua</a>

Bet calculations on ice hockey matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Ice hockey. International	<a href="http://www.iihf.com">http://www.iihf.com</a>
Ice hockey. AHL	<a href="http://www.theahl.com">http://www.theahl.com</a>
Ice hockey. NHL	<a href="http://www.nhl.com">http://www.nhl.com</a>
Ice hockey. ECHL	<a href="http://www.echl.com">http://www.echl.com</a>
Ice hockey. OHL	<a href="http://www.ontariohockeyleague.com">http://www.ontariohockeyleague.com</a>
Ice hockey. NMHL	<a href="http://nmhl.fhr.ru">http://nmhl.fhr.ru</a>
Ice hockey. QMJHL	<a href="http://www.theqmjhl.ca">http://www.theqmjhl.ca</a>
Ice hockey. WHL	<a href="http://www.whl.ca">http://www.whl.ca</a>
Ice hockey. WHL-B	<a href="http://www.vhl.su">http://www.vhl.su</a>
Ice hockey. Women. WHL	<a href="http://whl.khl.ru">http://whl.khl.ru</a>
Ice hockey. KHL	<a href="http://www.khl.ru">http://www.khl.ru</a>
Ice hockey. KHL, individual total of a hockey player	<a href="http://www.khl.ru">http://www.khl.ru</a>
Ice hockey. VHL	<a href="http://www.vhlru.ru">http://www.vhlru.ru</a>
Ice hockey. MHL	<a href="http://mhl.khl.ru">http://mhl.khl.ru</a>
Ice hockey. MHL. Division B	<a href="http://mhl2.khl.ru">http://mhl2.khl.ru</a>
Ice hockey. Asian League	<a href="http://www.alhockey.com">http://www.alhockey.com</a>
Ice hockey. Alps Hockey League	<a href="https://www.alps.hockey">https://www.alps.hockey</a>
Ice hockey. BeNe League	<a href="https://www.nijb.nl/">https://www.nijb.nl/</a>
Ice hockey. Champion League	<a href="http://www.championshockeyleague.net">http://www.championshockeyleague.net</a>
Ice hockey. Championship of Hungary	<a href="http://www.icehockey.hu">http://www.icehockey.hu</a>
Ice hockey. Championship of Austria	<a href="http://www.erstebankliga.at">http://www.erstebankliga.at</a>
Ice hockey. Championship of Australia	<a href="http://www.theahl.com">http://www.theahl.com</a>
Ice hockey. Championship of Byelorussia	<a href="http://www.hockey.by">http://www.hockey.by</a>
Ice hockey. Championship of Czech Republic	<a href="http://www.hokej.cz">http://www.hokej.cz</a>
Ice hockey. Championship of Denmark	<a href="http://www.ishockey.dk">http://www.ishockey.dk</a>
Ice hockey. Championship of Finland	<a href="http://liiga.fi">http://liiga.fi</a>
Ice hockey. Championship of Finland, 2nd League	<a href="http://www.mestis.fi">http://www.mestis.fi</a>
Ice hockey. Championship of France	<a href="http://www.hockeyfrance.com">http://www.hockeyfrance.com</a>
Ice hockey. Championship of Germany	<a href="https://www.del.org">https://www.del.org</a>
Ice hockey. Championship of Germany, 2.Bundesliga	<a href="http://www.del-2.org">http://www.del-2.org</a>
Ice hockey. Championship of Great Britain	<a href="http://eliteleague.co.uk">http://eliteleague.co.uk</a>
Ice hockey. Open championship of Kazakhstan	<a href="http://www.icehockey.kz">http://www.icehockey.kz</a>
Ice hockey. Championship of Latvia	<a href="http://www.lhf.lv">http://www.lhf.lv</a>
Ice hockey. Championship of Poland	<a href="http://www.hokej.net">http://www.hokej.net</a>
Ice hockey. Championship of Romania	<a href="http://www.rohockey.ro">http://www.rohockey.ro</a>
Ice hockey. Championship of Norway	<a href="http://www.hockey.no">http://www.hockey.no</a>
Ice hockey. Championship of Slovakia	<a href="http://www.hockeyslovakia.sk">http://www.hockeyslovakia.sk</a>
Ice hockey. Championship of Slovenia	<a href="http://hokej.si">http://hokej.si</a>
Ice hockey. Championship of Sweden	<a href="http://www.shl.se">http://www.shl.se</a>
Ice hockey. Championship of Sweden, 2 league	<a href="http://www.hockeyallsvenskan.se">http://www.hockeyallsvenskan.se</a>
Ice hockey. Championship of Switzerland	<a href="http://www.sihf.ch">http://www.sihf.ch</a>
Ice hockey. Championship of the Ukraine	<a href="http://fhu.com.ua">http://fhu.com.ua</a>

Bet calculations on handball matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Handball. IHF Tournaments	<a href="http://www.ihf.info">http://www.ihf.info</a>
Handball. EHF Tournaments	<a href="http://www.eurohandball.com">http://www.eurohandball.com</a>
Handball. European Champions League	<a href="http://www.ehfcl.com">http://www.ehfcl.com</a>
Handball. Men. South-East League	<a href="http://www.seha-liga.com">http://www.seha-liga.com</a>
Handball. Championship of Austria	<a href="http://oehb.sportlive.at">http://oehb.sportlive.at</a>
Handball. Championship of Belarus	<a href="http://handball.by">http://handball.by</a>
Handball. Championship of Bosnia and Herzegovina	<a href="http://www.rsbi.com">http://www.rsbi.com</a>
Handball. Championship of Bulgaria	<a href="http://www.bulgarianhandball.eu">http://www.bulgarianhandball.eu</a>
Handball. Championship of Croatia	<a href="http://www.hrs.hr">http://www.hrs.hr</a>
Handball. Championship of Czech Republic	<a href="http://www.chf.cz">http://www.chf.cz</a>
Handball. Championship of Denmark	<a href="http://www.dhf.dk">http://www.dhf.dk</a>
Handball. Championship of Estonia	<a href="http://www.handball.ee">http://www.handball.ee</a>
Handball. Championship of Finland	<a href="http://finnhandball.net">http://finnhandball.net</a>
Handball. Championship of France	<a href="http://www.ff-handball.org">http://www.ff-handball.org</a>
Handball. Championship of Germany. Men	<a href="http://www.dkb-handball-bundesliga.de">http://www.dkb-handball-bundesliga.de</a>
Handball. Championship of Germany. Women	<a href="http://www.hbf-info.de">http://www.hbf-info.de</a>
Handball. Championship of Greece	<a href="http://www.handball.org.gr">http://www.handball.org.gr</a>
Handball. Championship of Hungary	<a href="http://www.keziszovetseg.hu">http://www.keziszovetseg.hu</a>
Handball. Championship of Iceland	<a href="http://www.hsi.is">http://www.hsi.is</a>
Handball. Championship of Israel	<a href="http://www.handballisr.co.il">http://www.handballisr.co.il</a>
Handball. Championship of Italy	<a href="http://www.figh.it">http://www.figh.it</a>

Handball. Championship of Latvia	<a href="http://www.handball.lv">http://www.handball.lv</a>
Handball. Championship of Lithuania	<a href="http://www.rankiniolyga.lt">http://www.rankiniolyga.lt</a>
Handball. Championship of Luxembourg	<a href="http://www.flh.lu">http://www.flh.lu</a>
Handball. Championship of Macedonia	<a href="http://macedoniahandball.com.mk">http://macedoniahandball.com.mk</a>
Handball. Championship of Norway	<a href="http://www.handball.no">http://www.handball.no</a>
Handball. Championship of Poland	<a href="http://www.zprp.pl">http://www.zprp.pl</a>
Handball. Championship of Portugal	<a href="http://www.fpa.pt">http://www.fpa.pt</a>
Handball. Championship of Qatar	<a href="http://www.qatarhandball.com">http://www.qatarhandball.com</a>
Handball. Championship of Romania	<a href="http://www.frh.ro">http://www.frh.ro</a>
Handball. Championship of Russia	<a href="http://www.rushandball.ru">http://www.rushandball.ru</a>
Handball. Championship of Serbia	<a href="http://www.rss.org.rs">http://www.rss.org.rs</a>
Handball. Championship of Slovakia	<a href="http://www.slovakhandball.sk">http://www.slovakhandball.sk</a>
Handball. Championship of Slovenia	<a href="http://www.rokometna-zveza.si">http://www.rokometna-zveza.si</a>
Handball. Championship of South Korea	<a href="http://www.handballkorea.com">http://www.handballkorea.com</a>
Handball. Championship of Spain. Men	<a href="http://www.asobal.es">http://www.asobal.es</a>
Handball. Championship of Spain. Women	<a href="http://www.rfebmn.net">http://www.rfebmn.net</a>
Handball. Championship of Sweden	<a href="http://www.svenskhandboll.se">http://www.svenskhandboll.se</a>
Handball. Championship of Switzerland	<a href="http://handball.ch">http://handball.ch</a>
Handball. Championship of Turkey	<a href="http://www.thf.gov.tr">http://www.thf.gov.tr</a>
Handball. Championship of Ukraine	<a href="http://www.handball.net.ua">http://www.handball.net.ua</a>

Bet calculations on baseball matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Baseball. MLB <http://www.mlb.com>  
Baseball. NPB <http://www.npb.or.jp>  
Baseball. LMP <http://www.lmp.mx>

Bet calculations on the bandy matches are made according to the data from the following Web-sites, unless otherwise indicated in the Betting list:

Bandy. Team matches <http://www.worldbandy.com>  
Bandy. Championship of Russia <http://www.rusbandy.ru>  
Bandy. Championship of Sweden <http://www.svenskbandy.se>  
Bandy. Championship of Finland <http://www.finbandy.fi>  
Bandy. Championship of Norway <http://www.bandyforbundet.no>

Bet calculations on the field hockey matches are made according to the data from the following Web-sites, unless otherwise indicated in the Betting list:

Field hockey. International <http://www.fih.ch>  
Field hockey. Euroleague <http://www.ehlhockey.tv>  
Field hockey. Championship of Belgium <http://hockeybelgium.lesoir.be>  
Field hockey. Championship of England <http://www.englandhockey.co.uk>  
Field hockey. Championship of Germany <http://www.hockeyliga.de>  
Field hockey. Championship of India. Men <http://hockeyindia.org>  
Field hockey. Championship of the Netherlands. Men <http://www.hockey.nl>

Bet calculations on futsal matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Futsal. Championship of Brazil <http://www.futsaldobrasil.com>  
Futsal. Championship of Czech Republic <http://www.fotbal.cz>  
Futsal. Championship of Italy <http://www.divisionecalcioa5.it>  
Futsal. Championship of Japan <http://www.fleague.jp>  
Futsal. Championship of Poland <http://futsalekstraklasa.pl>  
Futsal. Championship of Portugal <http://www.futsalportugal.com>  
Futsal. Championship of Romania <http://www.frf.ro>  
Futsal. Championship of Russia <http://www.amfr.ru>  
Futsal. Championship of Spain <http://www.lnfs.es>

Bet calculations on floorball matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Floorball. Teams matches <http://www.floorball.org>  
Floorball. Championship of Czech Republic <https://www.ceskyflorbal.cz>  
Floorball. Championship of Finland <http://floorball.fi>  
Floorball. Championship of Sweden. Women <http://www.innebandy.se>  
Floorball. Championship of Switzerland <http://www.swissunihockey.ch>

Bet calculations on water polo matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Water polo. Teams matches <http://www.fina.org>  
Water polo. European Cups <http://www.len.eu>  
Water polo. Championship of Croatia <http://www.hvs.hr>  
Water polo. Championship of Greece <http://www.koe.org.gr>  
Water polo. Championship of Hungary <http://www.mvlsz.hu>  
Water polo. Championship of Italy <http://www.federnuoto.it>  
Water polo. Championship of Russia <http://www.waterpolo.ru>  
Water polo. Championship of Serbia <http://www.waterpoloserbia.org>  
Water polo. Championship of Spain <http://www.rfen.es>

Bet calculations on tennis matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Tennis. ATP Tournaments <http://www.atpworldtour.com>  
Tennis. WTA Tournaments <http://www.wtatennis.com>  
Tennis. ITF Tournaments <http://www.itftennis.com>

Bet calculations on rugby matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Rugby. World Cup <http://www.irb.com>  
Rugby. Amlin Challenge Cup <http://www.ercrugby.com>  
Rugby. Currie Cup <http://www.sarugby.co.za>  
Rugby. Heineken Cup <http://www.ercrugby.com>  
Rugby. ITM Cup <http://www.itmcup.co.nz>  
Rugby. LV Cup <http://www.lv.com>

Rugby. RaboDirect PRO12	<a href="http://www.rabodirectpro12.com">http://www.rabodirectpro12.com</a>
Rugby. Australian national league	<a href="http://www.nrl.com">http://www.nrl.com</a>
Rugby. European Superleague	<a href="http://www.superleague.co.uk">http://www.superleague.co.uk</a>
Rugby. Championship of England. Premier-League	<a href="http://www.premiershiprugby.com">http://www.premiershiprugby.com</a>
Rugby. Cooperative Championship	<a href="http://www.rugbyleaguechampionships.co.uk">http://www.rugbyleaguechampionships.co.uk</a>
Rugby. Championship of France	<a href="http://www.lnr.fr">http://www.lnr.fr</a>

Bet calculations on boxing matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Boxing <http://rusboxing.ru>  
Boxing <http://boxrec.com>

Bet calculations on Mixed Martial Arts matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Mixed Martial Arts	<a href="http://unionmma.ru">http://unionmma.ru</a>
Mixed Martial Arts. Bellator	<a href="http://www.bellator.com">http://www.bellator.com</a>
Mixed Martial Arts. UFC	<a href="http://ufcstats.com">http://ufcstats.com</a>
Mixed Martial Arts. ACA	<a href="http://www.aca-mma.com">http://www.aca-mma.com</a>
Mixed Martial Arts. M-1 Challenge	<a href="http://www.mixfight.ru">http://www.mixfight.ru</a>
Mixed Martial Arts. CAGE	<a href="http://www.mmafinland.fi">http://www.mmafinland.fi</a>
Mixed Martial Arts. Legacy FA	<a href="http://lfafighting.com">http://lfafighting.com</a>
Mixed Martial Arts. Cage Warriors	<a href="http://www.cagewarriors.com">http://www.cagewarriors.com</a>
Mixed Martial Arts. Fight Nights Global	<a href="http://fightrights.ru">http://fightrights.ru</a>

Bet calculations on wrestling matches are made according to data from the following Web-sites, unless otherwise indicated in the Betting list:

Wrestling <http://www.wwe.com>

[Contents](#)

## Deposit and withdrawal rules

1. Never play online betting with money you can't afford to lose and be aware of the fact that gambling is not a way of earning money. Internet gambling may be illegal in the jurisdiction in which you are located; if so, you are not authorized to use your payment card or any alternative payment method to complete the transaction.
2. You can deposit and withdraw funds from your account in various ways, as follows: using bank cards, electronic wallets, Internet banking, payment systems, self-service terminals, etc. A complete list of methods for depositing and withdrawing funds is presented in the "Payments" section.
3. Funds are credited to the account instantly or according to the rules of the payment system. The bookmaker is not responsible for the non-crediting of funds to the gaming account within the agreed timeframe, if such a delay has arisen due to the fault of third parties (unavailability of channels, malfunctions of payment systems, etc.)
4. It is prohibited to use other people's cards and wallets. The details of the owner of the wallet or card must match the details of the owner of the gaming account. With each deposit of the gaming account, the Client guarantees that the deposited funds rightfully belong to the Client and that these funds were not obtained in any illegal way. The company reserves the right to request the source of funds.
5. The Company reserves the right to set limits on the maximum deposit per day / month on the Client's game account, the maximum amount of withdrawal from the game account per day / month, number of withdrawals from the gaming account per day/month.
6. All orders for funds withdrawal are processed day-and-night.  
The company reserves the right to process the request during 72 hours after the request is made.
7. Withdrawal of funds is possible only using the details used to deposit the funds. When depositing your account using various methods, the withdrawal of funds must be proportional to the deposit amount.  
The number of requests for withdrawal of funds cannot exceed three per calendar day. By decision of the Bookmaker in each specific case, the number of requests for withdrawal of funds may be changed. At the same time, the Bookmaker has the right to assign the payment of the commission of payment systems for withdrawal of funds to the client.  
The number of applications for winnings cannot exceed three per calendar day. By decision of the Bookmaker in each specific case, the number of requests to receive winnings may be changed. At the same time, the Bookmaker has the right to assign payment of payment system commissions for withdrawal of funds to the client.
8. If during the withdrawal the amount of delivered funds is lower than the amount deposited using all methods and during the whole period, the commission for withdrawal is paid by the client. In special cases, the withdrawal fee can be paid by the client by the decision of the bookmaker.
9. The Company reserves the right to withdraw funds from the Client's gaming account in any way at its discretion, including determining the commission, limits on the number and amount of transactions.
10. The company reserves the right to refuse to withdraw funds by any of the available methods if the gaming account is not used for gaming purposes, as well as if the amount of funds deposited or withdrawn from the gaming account does not correspond to the amounts of bets made - bets must be made on the amount of deposited funds.
11. According to clause 17 of the General Provisions, the Company reserves the right to identify the recipient of funds and the right to verify the payment details used on the account, namely, to request copies of both sides of bank cards, bank statements, screenshots of the personal accounts of payment systems used to deposit the game account.  
In the event of a discrepancy between the Client's name and the name of the owner of the bank card or wallet in the payment system, the Bookmaker has the right to return funds to the accounts of the owners of electronic wallets and/or bank cards without prior notice; invalidate any bets made by the Client using these funds; refuse to pay any Winnings and block the account.
12. Payment password:  
For additional security when carrying out operations to withdraw funds from the account, the client can create a payment password. For this purpose one should enter the the account history, then the "account details" menu and click the option "show new payment password". Immediately after that the password will be shown in the account details. The payment password will be shown just once, so it is necessary to store the generated password in a safe place, out of reach of third parties..  
In case payment password is lost, it is necessary to issue a request to change the payment password. For this purpose one should enter the the account history, then the "account details" menu and click the option "to reset payment password". Within 72 hours the user will be given the opportunity to generate a new password in the account details. During this period, the funds withdraw from the account will be blocked..  
Due to safety reasons, in case the password is wrongly entered (more than twice), the opportunity of additional request shall be blocked for a certain period of time.
13. The client is responsible for next renewal of the data given at the registration.

[Contents](#)

Rules

[redirectScript]