

SPORTS BETTING RULES

In the case of abandoned matches, or matches where the original scheduled amount of play is changed, (for example, a reduction in the number of overs in a cricket match) except where specifically stated otherwise, bets will be settled on the current result if further play could not affect that result. For example if a football match has been abandoned but the number of corners has already exceeded the maximum number specified, then further play could not affect that result.

Any multiple bet reduced by a void, abandoned or postponed match will stand for the remaining selections, irrespective of the minimum number of selections required.

Place terms on sports betting are those that were relevant at the time that the bet was placed. If you place an each-way bet and you are uncertain as to the current place terms you should ask the telephonist to confirm them at the time. Place terms on horse and greyhound racing, with the exception of ante post are those that were relevant at the start of the race.

In the event that the number of scheduled sets/legs to be played is changed (For example a match that was originally scheduled to be played over five sets being reduced to three), then match bets will stand but set betting will be made void.

Unless specifically stated otherwise in our rules for each individual sport, bets on any 2 runner market that ends in a tie or draw, or exactly the number of points quoted, where no price was offered for that eventuality, will be made void and stakes returned. Dead heat rules will apply for bets placed on markets with 3 or more runners unless stated otherwise.

With the exception of Antepost markets, unless specifically stated otherwise in our rules for individual sports, bets on abandoned or postponed matches or races, will be made void unless rescheduled for the next three days. Bets on postponed events or tournaments, such as a bet on a golfer or tennis player to win a tournament will stand for one full week from the original scheduled start date, after which time they will be made void. Bets on Antepost markets will stand until the event is completed or officially cancelled.

Set, Frame and Leg Markets: The full number of sets/frames/legs required to win the match must be achieved. If circumstances, for whatever reason, prevail so the match is awarded to a contestant before this is achieved, then set/frame and leg betting on that match will be made void.

Handicaps. The handicap is added to the team after the final result.

In the event of a change of opponent from the one advertised, then all bets are void.

Unless stated otherwise, if a match changes to a neutral or alternate venue all bets on that match placed for the previous venue will be void. If we issue new prices for the game being played at the neutral ground, then it is the customers responsibility to be aware of this.

We reserve the right to refuse the whole or part of any bet and to make ambiguous bets void.

We reserve the right to suspend any or all betting on a market at any time without notice.

In play match betting. If a match is not completed all bets will be void unless further play could not affect the result.

Jem Racing makes every effort to make sure that it does not make any errors in prices, handicaps, lines or terms when accepting bets. However, where a palpable error through system failure or human error occurs, resulting in an incorrect price, handicap, line or terms then bets will be settled at the correct price or terms at the time the bet was placed. If settlement has already occurred, then bets will be resettled and/or an adjustment will be made to the customer's account. If the erroneous handicap or line indicates an unachievable or no-contest result, then bets will be void. For example, +2.5 set handicap in a women's tennis match.

Bets placed on an event which has already started will be void unless we are offering In Play betting, in which case the bet will be settled at the correct price at the time the bet was placed. If we are not offering In Play betting, then bets will be void except where no significant action has occurred that would markedly alter the chances of the selection winning or losing.

Jem Racing reserves the right to void any bets placed either:

- after the outcome of an event is known;
- after the happening of an event which significantly alters the chance of a selection winning and losing; or
- at an incorrect price due to delayed 'Live' coverage of an event.
- In the event of an error that results in a bet being corrected, Jem Racing will make reasonable efforts to contact customers before the start of the event.
- Jem Racing reserves the right to recover any returns that are overpaid. This includes cash out payments.

HORSE RACING

General Horse Racing Rules

Subject to these rules, bets are accepted for race meetings held under the Jockey Club or their equivalent bodies abroad, where we make such races available to bet on.

Should there be any doubt as to whether a bet refers to horse or greyhound racing, horse racing will be given precedence.

The advertised times of races, runners, riders and results as published in the Racing Post, will govern settlement, obvious errors and omissions being allowed.

If a selection is correctly named, then bets will stand on that selection no matter if an incorrect meeting, time or price is appended. When a selection is identified by race time and number, that number will also take precedence over any price taken.

If races are set back in time because of weather conditions, the settling of all bets for the meeting will be governed by the original advertised race times.

Ante Post

An Ante post horse bet is a wager struck before the final declarations of a race.

Ante Post wagers are accepted all-in run or not, entered or not. Stakes are lost on an Ante Post bet if a selection does not take part and no Rule 4 (Deductions) is made from winning Ante Post bets. If a race is postponed to another day, bets placed in the Ante Post book will stand, providing the initial entry stage is not re-opened, in which case bets are void. If a race is abandoned or declared void, bets placed in the Ante Post book will be void.

If the same horse is bet to win two or more races in Ante Post doubles, trebles and accumulators special reduced odds will be offered. If Multiplied odds are taken in error, we reserve the right to change to the correct price.

When specified trials or a race that impacts an Ante post market are run, we will suspend that Ante post market.

Horses that fail to make the final declarations of a race (balloted out) will be deemed as non runners with no rule 4 deductions. Horses withdrawn on the day of the event due to Jockey

Club rule 121, for safety reasons due to field size etc. will be treated as non runners ,but rule 4 will apply to ante post wagers.

Ante Post bets are settled at the price and place terms applicable at the time of acceptance. Due to the strong likelihood of a reduced field size, we reserve the right to offer reduced place terms on Ante Post bets. If, however, the day of the race market allows for more competitive place terms we will upgrade the clients place terms.

If a horse race is postponed to another day then Ante Post bets stand. However, in the event of the following occurrences happening bets on the market will be void

- The race is abandoned.
- The race is officially declared void.
- The conditions of the race are altered after bets are made (as defined under Tattersalls' Rules).
- A horse is balloted out under the current BHA rules.
- The venue is altered.
- The running surface is altered (e.g. Turf to Dirt/All Weather or vice versa).The entries of the race are reopened.

Numbered Selections

On an un-timed bet, where numbered selections are concerned, the bet will stand on the next race due off where that number occurs.

Where an unnamed selection is timed, but no meeting given, and two or more races with a full service share the same advertised off time, the stake will be divided equally among them.

In the case of multiple bets where the client has made it clear that only one meeting is intended, the bet will be settled for that meeting, even if other race times coincide e.g a yankee 1.30, 2.05, 2.40 and 3.30. All times applicable to Cheltenham, although there might be a 1.30 or 2.40 race at another meeting, the intention is clearly for all races at Cheltenham.

Where a meeting and time are given, but no selection, the bet will be deemed void.

Double Engagements

Where a selection is doubly engaged and the client requests a specific race time, it will be considered a bet for that race only. If the selection runs in the other race it will be treated as a non-runner.

Should the client not state a time or states an incorrect time, so long as an 'if absent' request is not stated, the bet will be settled on the first race the selection runs in, on that day.

If two selections, one of which is doubly engaged, are included in an accumulator of multiple bets, but run in the same race, then the selection which is doubly engaged will be automatically timed for the race in which the entries do not clash.

Lucky 15/31/63

Telephone Betting

This multiple bet includes singles and upwards on 4,5 or 6 selections respectively.

All Bonuses on these bets are available for Horses and Greyhounds with the exception of Ante Post selections. If this bet is accepted for any other Sports or Numbers bet, or for any Ante Post selections, the consolation bonuses will not apply.

In the case of an each-way bet, bonuses are only applicable to the win part of the bet. Bets containing non-runners or void selections will not qualify for all bonuses.

All winners

If all the selections of the bet win you will receive a bonus of an added % extra on the winnings of your bet. The bonus amounts will be Lucky 15 10% / Lucky 31 15% / Lucky 63 20%.

Consolation

For all of the above, your win single is settled at "double odds" if only one winner is selected.

Bet Breakdowns

Lucky 15

- 4 Singles
- 6 Doubles
- 4 Trebles

- 1 Fourfold

Lucky 31

- 5 Singles
- 10 Doubles
- 10 Trebles
- 5 Fourfolds
- 1 Fivefold

Lucky 63

- 6 Singles
- 15 Doubles
- 20 Trebles
- 15 Fourfolds
- 6 Fivefolds
- 1 Sixfold

Conditional Bets

We do not accept conditional bets.

Forecasts Bets

Subject to the following rules forecasts are accepted in singles, doubles and trebles only. Accumulators are not accepted.

Forecasts are available in races of three or more runners and will be settled in accordance with the requested forecast dividend, for example computer or exacta.

Forecasts inadvertently accepted in races with only two runners, will be settled as a win single on the selection nominated to finish first.

Should one runner finish alone, forecasts in which it is nominated as the winner are settled on the declared dividend unless none is given in which case forecasts will be settled as a single at SP (or relevant tote return) on the winning horse. All other forecast bets in the race are lost.

Where a forecast is selected and no forecast dividend is returned, bets will be settled in accordance with the N.S.L. starting price forecast chart.

If a forecast contains two selections that are in different races, then the bet will be settled as a win double.

If the forecast contains a non runner, then the remaining selection will be settled as a win single at SP.

If a client asks for a forecast single and gives only one selection, it will be settled as a win single. If a reversed forecast is requested and only one selection is given, it will be settled as an each-way single.

Instructions for a selection 'with the field' or a selection 'against the field', means, in both cases, that the selection is required to win. Instructions for 'the field with' or 'the field against' means, in both cases, that the selection is required to come second.

Forecast betting is not accepted on unnamed favourites.

Where a permutation is used, which could apply either to a forecast or a tricast and neither is specified, the bet will be settled on a forecast.

Tricasts and Trios

A tricast is a bet where selections must finish 1st, 2nd & 3rd in the correct order in races where a computer dividend is declared. They are accepted as singles only.

Tricast bets accepted for races where no tricast dividend is declared will be settled as a forecast, with the third selection ignored.

Where the name and number of a selection has been given and they do not correspond, the name will take precedence for settling purposes.

Should a tricast contain a non-runner, the total stake will be invested on a straight forecast on the remaining selections in the order written. In the case of a full cover combination, the total stake will be divided equally as a reversed forecast on the remaining selections.

Should there be two non-runners, the tricast will be settled as a win single on the remaining selection. For the purposes of settling, a permutation is considered as a series of straight tricasts.

Walkovers

These count as races but any horse that completes a walkover will be treated as a non runner.

Fixed Odds Distance Betting

A fixed odds bet is available on selected horse race meetings based on predicting the correct total of the winning distances for all races at that meeting. The maximum distance for a single race is 12 lengths for flat racing and 30 lengths for national hunt. In the event of a walkover 2 lengths will be awarded to a flat race and 6 lengths will be awarded to a national hunt race. In the event that one race is made void or abandoned then 2 lengths will be awarded for a flat race and 6 lengths for a national hunt race.

If two or more races are abandoned then all bets will be void unless further races could not affect the result. The distance will be the official declared distance at the weigh in. Any subsequent alterations will not count for settlement purposes. The following list represents the numeric unit that is used in the calculation for distances of less than one length :-

Nose: 0.05 Lengths

Short Head: 0.10 Lengths

Head: 0.20 Lengths

Neck: 0.30 Lengths

Half Lengths: 0.50 Lengths

1 Length: 1.00 Length etc.

Fixed Odds Favourite Betting

A fixed odds bet is available at selected meetings based on a points system for the finishing positions of favourites in each race. The aim is to correctly predict the total number of points for the finishing positions of favourites in each race at the specified meeting. If the favourite is withdrawn then 10 points are awarded for that race. If there are joint or co favourites then the selection will be the one with the lowest race card number. In the event of a walkover or all horses failing to complete a race, 10 points will be awarded for that race. In the event of a dead heat then the points for each placing will be added and divided by the number of selections in the dead heat. In the event that one race is made void or abandoned then 10 points will be awarded for that race. If two or more races are abandoned then all bets will be void unless further races could not affect the result. The following is a list of the number of points awarded for the relevant placing of favourites.

1st place: 25 Points

2nd Place: 10 Points

3rd Place: 5 Points

Horse Race Match Bets

Horse match bets may take the form of a head to head match or a selected group such as a threesome. The winner is the selection that obtains the best finishing position. If all horses fail to complete the course all bets are void. Dead heat rules apply with regard to finishing positions.

Each-way betting

Bets are settled to win unless each-way is selected. An each-way bet is a bet of twice the selected unit stake. It contains one bet of unit stake on the selection to win and one bet of unit stake on the selection to be placed in accordance with the terms advertised for the event. In general, for UK, US and South African horse racing the place part of each-way bets will be settled as per the following place terms:

Races with less than 5 runners = Win Only (the place money is invested to win).

Races of 5, 6 or 7 runners = 1/4 odds for first 2 places.

Handicaps 12 to 15 runners = 1/4 the odds for first 3 places.

Handicaps 16 or more runners = 1/4 the odds for first 4 places.

All other non-handicap races of 8 or more runners = 1/5 the odds for first 3 places.

In all races the number of runners shall be the number of runners coming under starters orders.

Bets will not be accepted where the place stake exceeds the win stake. Place only bets are not accepted (with the exception of certain specialty bets). Where place only bets or bets where the place part is in excess of the win have been accepted in error the difference will be void. Each-way doubles, trebles and accumulators will be settled win-to-win and place-to-place in accordance with the above.

Settlement of Bets

In the event of no starting price being returned then the last industry price given will be used for settlement purposes. In the event that no industry price was used then the tote return will be used for settling purposes and vice-versa. If neither price is declared bets will be void.

Favourites and Numbered Selections

The favourite is the horse quoted at the shortest odds in the official starting price, the second favourite is the horse quoted at the next shortest price. If two horses are quoted at the shortest SP, then they will be joint first and second favourites.

Bets on 1st or 2nd favourites are accepted win only at starting price. Early prices or board prices cannot be taken on unnamed favourites. Each way bets on unnamed 1st or 2nd favourites are not accepted and if taken in error, the place part will be settled as a win stake.

If an unnamed favourite is selected and two or more co favourites are returned, the stake will be divided equally among them and paid at full odds.

If a favourite is withdrawn, not under starters orders and no new market is formed, that favourite will be treated as a non runner unless in placepots where your selection will revert to the next shortest priced selection, and the lowest race card number in the event of two or more equally priced selections.

In single bets, any untimed favourite will be deemed to be for the next race due off, which is receiving full coverage, from the time the bet was placed. If a meeting is stated, but no time given, the bet will stand on the next race at that meeting.

Withdrawals

When a horse is withdrawn before coming under starter's orders, or is deemed by the starter to have taken no part in the race, stakes will be refunded on that selection.

Reserves

In races with reserves, any bets taken prior to a reserve horse being declared to run and if the reserve was not priced up at the time the bet was placed, then any such bets will be settled on the result 'without the reserve runner(s)'. Each way bets settled on the result without the reserve runner(s) will be based on the number of runners, excluding reserves, that start the race. No rule 4 deductions will be applicable in races where reserves are priced but do not run.

Early Price/Board/Show/SP prices

When a horse has been withdrawn then the remaining bets will be subject to Tattersalls Rule 4, incurring deductions according to the price of the non runner at the time of withdrawal. However should a new market be formed before the 'off' of a race, then only bets with a price taken prior to the time of withdrawal will be affected.

Tote BETS

Jem Racing is licensed by the Tote to accept bets.

We can offer commission refunds of up to 10 per cent depending on your stakes.

Restarted Races

In the event of a false start etc. resulting in a race being re-run, 'Under starters Orders' is negated and stakes will be refunded on horses not taking part in the re-run, with returns on the remaining runners subject to Tattersalls Rule 4. The number of runners taking part in the re-run governs the place terms.

Information and rules for racing in Other Countries

Bets are accepted for all races abroad where we advertise acceptance.

In races where an industry SP is made available, all bets will be settled at these prices, unless requested otherwise. In instances where no industry SP is made available, bets will be settled at Pari-Mutuel/Tote returns. Bets placed at SP on racing from Hong Kong and Singapore will be settled at our last price displayed prior to the off.

Win and Each-way for foreign pools: Horses in the same ownership are generally coupled on the win pool only. In certain countries, e.g. USA and Belgium, horses are coupled for all pools. The place part of each way bets will be settled in accordance to the returned place dividends. Bets will be settled in accordance to the rules in place at each track.

In the USA, two place pools are in operation, namely the "place 1-2 pool" for 1st and second only and the "show 1-2-3 pool" for 1st, 2nd and 3rd.

It is your responsibility to specify which dividend you require when placing your each way bet. If no dividend is specified by you, then we will default your bet to the show 1-2-3

dividend. If no show dividend is declared by the race track, then your each way bet will be defaulted to the place 1-2 dividend. Any selections finishing third in this circumstance will be made losers. Coupled horses are treated as one runner for win, place and show dividends.

Place only bets are not accepted and, if taken in error will be void.

Forecasts: Straight and reverse forecasts, exacts and quinellas are accepted, depending on the type of forecast in operation. Should the instructions be for straight or reversed forecast/exacta and a quinella forecast is returned, then the total stake will be invested as a quinella forecast and vice versa.

In countries where bookmakers operate and an official SP is returned, bets are accepted in accordance with our general rules and we will advertise any additional rules, applicable to the country concerned.

Unnamed favourites are not accepted in races abroad, unless an official SP is returned. Any bets taken in error, will be void.

First Past the Post/Official Result

Max £200 stake returned on singles or £1,000 maximum payout on multiple bets.

Excluded from this offer are:

- Ante Post bets
- Tote or Pari Mutual bets
- Forecasts and Tricasts
- A void race
- A selection carrying the wrong weight or the jockey failing to weigh in.
- A selection taking the wrong course
- A selection given as a winner or placed in error by the judge.
- Incorrect transmission of a result
- An amended result given after the official result is declared, for example after successful appeal.
- Two runner races
- Bets on international racing

TENNIS

Outright betting is all in compete or not. All tennis bets will be settled in accordance with the official website of each tournaments governing body.

Match Betting: In the event of a match not being completed all match bets will be void.

In the event of a disqualification or retirement all markets where the result is already determined will not be void but settled as a winner/loser respectively. Markets where further play would affect the settlement of that market will be voided in the event of a disqualification or retirement.

Set Betting Including In-Play: A player must win the full number of sets required to win the match. In matches where, for any reason whatsoever, the match is awarded to a player before this is achieved, all set betting on that match will be made void. Match must be completed for Set Betting bets to stand, in the event of a disqualification or retirement all bets will be void. For Next And Current Set Winner Markets, If a set starts but does not get completed then all bets will be void. If there is a change to the total number of sets to be played bets will be void.

Total Sets Including In-Play: In the event of a retirement or disqualification all bets will be void, unless the settlement of the bet has already been determined. e.g. if a set is abandoned at 4-4, bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively, since any conclusion to the set would have to have had at least 10 games.

Total Games In Set Market Including In-Play: The full number of games required to win the set must be achieved. In sets where for any reason whatsoever, the set is awarded to a player before this is achieved, all total games betting on that set will be made void unless further play could not affect the result. In the event of a retirement or disqualification all bets will be void, unless the settlement of the bet has already been determined. E.g. If a game is abandoned at 6-4 2-6, bets on Over/Under 23.5 Games are settled as winners/losers respectively, since any conclusion to the games would have at least 24 more games.

Total Games In Match Market Including In-Play: The full number of games required to win the set must be achieved. In sets where for any reason whatsoever, the set is awarded to a player before this is achieved, all total games betting on the match will be made void unless further play could not affect the result. If the wrong player is indicated as server then any bets taken on Game Markets including In-Play Game Markets and Point Betting Markets will be void, regardless of the result. If any game includes the awarding on penalty points by the umpire, all bets on that game will still stand. If the umpire awards a penalty game, all bets on that game will be void. In the event of a tie break a separate market entitled 'tie-break winner' may be offered. A tie break will not be covered under the Next Game market and all bets placed on that particular game will be void. In the event of a retirement or disqualification all bets will be void, unless the settlement of the bet has already been determined. E.g. If a game is abandoned at 6-4 2-6, bets on Over/Under 23.5 Games are settled as winners/losers respectively, since any conclusion to the games would have at least 24 games.

Handicap Betting Including In-Play: At the end of the match all of the games each individual player wins are totalled and the handicap allied to determine the handicap winner. Handicap betting is based on statutory games won. In the event of a tie-break or Match tie-break this is counted as one game. In the event of a retirement or disqualification all bets will be void, unless the settlement of the bet has already been determined. E.g. if a match is abandoned at 6-4 4-6 5-5: bets on either player with a handicap of +2.5 or more will be settled as winners, bets on either player with a handicap of -2.5 or less will be settled as losers, and bets on the tie with a handicap of +/- 3 or more will be settled as losers. All bets on handicaps ranging from -2 to +2 will be void.

In the event of countries competing in a tournament, should the players listed as the participants competing change, match bets will be void. We will endeavour to form a new market on the new competitors.

- a. A change of venue.
- b. A change from indoor to outdoor court or vice versa.
- c. A change in playing surface.

GREYHOUND RACING

All our general rules apply to both horse and greyhound racing equally, except where they are superseded by the following rules, which are specifically applicable to greyhound racing.

Bets on named greyhounds which do not run will be made void. If only the trap number is selected then the reserve will be substituted.

Bets are accepted win or each way at starting price, show price or early price if available.

Place only bets are not accepted and if taken in error will be void.

Place terms: In races of 5-7 runners we pay 1/4 odds 1st and 2nd places. In races of 8 runners, we pay 1/5 odds 1st, 2nd and 3rd places. Where races have less than 5 runners, the place money goes all on to win.

All bets on unnamed greyhound favourites or trap numbers must state the correct time and meeting, however, where the meeting is omitted, but the collective race times can only apply to one particular meeting, then the bets will stand for that meeting. If the time applies to more than one main meeting stakes will be equally proportioned for settlement purposes.

Greyhound bets on unnamed second favourites are not accepted and if taken in error will be made void.

Trap Challenges: Available at selected meetings as advertised. Bets stand irrespective of any non-runners. In the event of one race being declared void or abandoned all bets will stand. In the event of two or more races being void or abandoned, then all bets will be made void, unless further results could not affect the outcome. If any race(s) result is a dead heat between two runners, then half a point will be awarded to each dead heated trap numbers. In the event of two or more trap numbers sharing the highest number of wins, dead heat rules will apply.

Winning Distances are available at selected meetings as advertised. Maximum make up per race is ten lengths. In the event of a race being declared void or abandoned and not re-run, 2 lengths will be awarded. In the event of two or more races being declared void or abandoned all bets will be made void, unless further races could not affect the result.

Winning Favourites: Available at selected meetings as advertised. Points are awarded for each race as follows; 25 points awarded if the favourite finishes first, 10 points awarded if the favourite finishes second. In the event of two or more runners being joint favourites, the lowest numbered trap will be deemed the selection for the favourites market. In the event of one race being declared void or abandoned then 10 points will be awarded. In the event of two or more races being declared void or abandoned then all bets will be made void unless further races could not affect the result.

If a greyhound is withdrawn from a race, bets placed prior to the withdrawal at Early or Show prices will be settled at SP.

Where the meeting is nominated, but the incorrect time stated falls within 5 minutes of a race, e.g. 7.46 Crayford, a selection timed 7.43 Crayford will stand. In all other cases the selection will be void, e.g. 7.40 Crayford would be void.

We do not accept tote bets on greyhound racing. Any such bets accepted in error will be settled at the starting price equivalent.

FOOTBALL

Settlement of Bets

Unless otherwise stated, all markets on football matches will be for 90 minutes scheduled play, including any added injury or stoppage time, but not extra time, golden goal or penalty shoot-outs. In the event of a match being abandoned after it starts but before the final whistle, only bets that can be settled at the time of abandonment will stand. All other bets will be deemed void. Note: Some matches play 70 or 80 minutes (e.g U-16, U-17 etc) but will still appear as 90 minutes on our website. These matches will be settled according to the full-time result as long as a minimum of 70 minutes is played and the match is not scheduled for

anything other than two halves.

Where outright prices are offered for a match, it will signify the price for a team to progress to the next round of the competition or to lift the trophy and will include any extra time and penalty shoot outs. Where both match prices and outright prices are offered on a match, it will be assumed that bets will be for match prices, unless to win outright or a qualifying price are specifically asked for.

Goal Scorer Markets

Goalscorer Disputes: In the event of a dispute over who scored a goal, settlement will be based on the result given by the Press Association immediately following the end of the match. Subsequent enquiries will not be considered for settlement purposes. If the P.A. do not produce statistics for a match played outside the UK, the result will be taken from the consensus of the national newspapers of the relevant country as printed the following day.

First/Last Goalscorer: A price will be offered for "No Goalscorer" in the match. Own goals do not count and in the event of the first goal being an own goal, the next goalscorer will be deemed the first goalscorer. Players taking no part in the match will be void. For first goalscorer, players who have taken no part in the match before the first goal is scored will be void. Every effort is made to quote all players for a team, however, if the first/last goal is scored by a player not quoted in the original list, that player will still count as the winner. For last goalscorer bets, any player taking part in the match will be deemed a runner whether on the pitch at the time of the last goal or not.

Anytime Goalscorer: This bet involves predicting whether a particular player or specified team will score a goal at anytime during a match. Bets will stand until the final whistle and not include any Extra Time played. If for any reason a match is abandoned before the final whistle, stakes will be refunded irrespective of whether the nominated player has scored or not. Own goals do not count. Multiple bets involving anytime scorers in the same match are accepted. For anytime scorer bets, any player taking part in the match will be deemed a runner.

Scorecast: Predict who will score the first goal and what the score will be in a double. Given that the two components of this double are related, the scorecast is offered at specified, discounted odds. In the event of the nominated scorer not having entered the field of play prior to the first goal being scored, the stake is automatically placed as a single on the correct score. Own goals do not count and in the event of the first/last goal being an own goal then the scorecast will be settled on the correct score coupled with the next goalscorer.

Shirt Numbers: Predict whether the total shirt numbers of goalscorers in the match are under, between or over a stipulated middle band. Own goals count. In the event of a disputed goalscorer, settlement will be based upon the declared result of the Press Association immediately following the end of the match.

Where no teams are stated for correct score bets, then the left hand score will be deemed to be for the home team and the right hand score for the away team. For scorecast bets, this convention will stand even if the first goal scorer is for the away team.

Correct Score: We will list as many correct score possibilities as we deem necessary. If the final correct score was not quoted in the original list, then the correct score will still count as the winner.

Wincast: Predict whether a particular player will score a goal at any time during a match and the specified team to win the match. Bets will stand until the final whistle and do not include any extra time played. If for any reason a match is abandoned before the final whistle, stakes will be refunded. Own goals do not count. Any player taking part in the match will be deemed a runner. If a player enters the field after a goal has been scored, takes no part in the game, or the only goals are own goals, then such bets will be settled as a single on the full time result market at the relevant odds quoted at match kick-off time.

Specialty Markets

Corners: Predict whether the match will produce under, exactly or over the stipulated number of corners. Only corners taken will count, corners that have been awarded but not taken will not count.

First Corner: Predict which team will take the 1st corner of the match. If no corners are taken in the match, all bets will be deemed void.

Bookings Points: Predict whether the total booking points in the match are under, between or over a stipulated middle band. Points are allocated as follows: 10 points are awarded for a yellow card and 25 points are awarded for a red card. The maximum make-up for any player is 35 points in the match (2 yellows and therefore a red). The bookings of players not taking part in the game and bookings of management staff and any bookings after the full time whistle has been blown do not count for the purposes of do not count for the purposes of this bet.

Total Bookings: Predict the total number of bookings in a match. Bookings will be awarded as follows: Yellow Card = 1 Booking, Red Card = 2 Bookings, Yellow Card + Yellow Card leading to a Red Card = 3 Bookings. The bookings of players not taking part in the game, bookings of management staff and any bookings after the full time whistle has been blown do not count for the purposes of this bet.

Next Card Betting: Prices may be offered on the team to receive the next card, (either yellow or red). In the event that players from both teams are booked for the same incident, the team whose player is first shown the card by the referee will be deemed the winner.

Goals x Corners: Predict whether the total goals in the match multiplied by the total corners in the match are under, between or over a stipulated middle band.

Match Handicap: A specified number of goals is given as a handicap to one of the teams. This number is added to the number of goals that the team has scored at the end of the match. Predict which team will win the match after the handicap has been added to the final result.

Total Goals: Predict whether a specified group of matches produces under, between or over a stipulated middle band of goals. If any match is postponed or abandoned then 2.5 goals are awarded for that match. If more than one third of the matches in the group are postponed or abandoned then all bets will be deemed void.

Team To Win By Most: Predict which team will win by most goals. Both teams must win their respective matches or all bets are losers. Goal difference counts, e.g. 3-0 beats 3-1; but 2-1 and 3-2 is a tie.

Team to Win Both Halves: To win this bet the nominated team must score more goals than the opposing team in both halves of the match.

How Will The Match Be Won: If the match has the prospect of extra time, golden or silver goal and a penalty shoot-out, this bet may be offered. Predict which team will win and whether that team will win in normal time, extra time, golden or silver goals or on penalties.

Penalty Shoot-outs: Bets taken on the number of penalties refer to all the penalties taken. If ten penalties are not required to complete the match bets will stand. If more than ten are taken all penalties count for settling purposes.

Team to score next Goal: Own goals count and the winner will be the team accredited with the goal.

Time Definition: When referring to 45 minutes we mean "half time" and when we refer to 90 minutes we mean "full time". This includes any added injury or stoppage time played but not extra time.

Asian Handicaps

An Asian handicap is a market where a handicap is applied to the match in order to make the prices more equal. The handicap line varies from Scratch, (0, also called Level Ball) up to

any number of goals in order to balance the odds and give each of the two teams relatively similar price. The handicap line increases from scratch in 'quarter goals' or 'quarter balls', expressed as + or - 1/4, 1/2, 3/4, 1, 1 1/4, 1 1/2 etc. to reflect the expected superiority of one team over the other.

The favourite in a match will have a negative handicap represented with a (-) symbol and will have to win by more goals than the handicap in order to be a winner. The outsider in the match will receive a positive handicap represented with a (+) symbol which will be added to the final score.

Whole ball and half ball handicaps: The handicap is applied to the final result of the match and the team with the most goals after the handicap has been applied will be the winner. If the number of goals for each team are level after the handicap has been applied, it will result in a push with the stake being returned.

Split Ball Handicaps: A split ball handicap is where the level of favoritism is between a half ball and a whole ball. The handicap is presented as 0 : 1/4. In this instance your stake is being split equally between the whole ball and half ball handicaps.

For example: Chelsea 0 : 1/4 Everton

If you place a £50 bet on Everton + 1/4 you actually have two bets split as follows, £25 Everton +0 goal and £25 Everton + 1/2 goal. If the match finishes as a 0-0 draw, then after applying the handicap the scores would be as follows ; Everton plus zero would result in Chelsea 0-0 Everton. Your £25 part of the bet on Everton minus plus zero would be a push and the stake returned to you. Everton plus a half a goal would result in Chelsea 0-0.5 Everton. Your £25 part of the bet on Everton plus a half goal would be a winner.

Divisional and Long Term Antepost/Outrights Bets

Divisional Betting: The finishing position of teams at the end of the scheduled season will determine placings, this includes points deductions the league may apply before the end of the season. End of season play-offs and penalties incurred by clubs after the end of the season will not count. If the season is ended prematurely, Outright Winner & Promotion will be settled as per the official result. If no official result occurs, bets will be void.

Divisional Relegation: The prices are for the team to finish or not to finish in the stipulated number of Relegation places at the start of the season. If a team is demoted for any reason other than finishing in one of these positions, bets on that selection will be deemed losers. If the season is ended prematurely, Relegation will be settled as per the official result. If no official result occurs, bets will be void.

Divisional Finishing Positions: Predict whether a team will finish above, exactly in or below a stipulated position in the league. Multiple bets involving teams from the same division are

not permitted, and will be voided if accepted in error. If the season is ended prematurely, all bets will be void, unless the outcome had already been reached.

Premier League Football Antepost/Outrights Rules

Top Goalscorer, Golden Glove: Settled as per the official Golden Boot Winner & Golden Glove Winner. Only goals and clean sheets achieved in the Premier League count, irrespective of the team. If the season is ended prematurely, all bets will be void. Dead heat rules apply.

Goal Contributions, England Midfield Hopefuls, Goalscorer Pairs: These markets will be settled as per the Fantasy Premier League statistics. Players must play 60 minutes of a match without conceding to achieve a clean sheet. Only goals, assists and clean sheets achieved in the Premier League count, irrespective of the team. If a player moves to another league, contributions in that league do not count. All in, run or not. If the season is ended prematurely, all bets will be void. Dead heat rules apply.

Season Match Bets: All season match bets are Draw No Bet. If the season is ended prematurely, all bets will be void. Result settled on points won on the pitch. Any points deductions do not count.

Season Handicaps: If the season is ended prematurely, all bets will be void. Result settled on points won on the pitch. Any points deductions do not count. Dead heat rules apply (goal difference is disregarded).

Season Total Goals Scored, Season Total Points Won, Title Winning Points Total: If the season is ended prematurely, all bets will be void. Result settled on points won on the pitch. Any points deductions do not count.

Related Bets

Many markets that we offer e.g unders/overs and shirt numbers are clearly related. A full list of related bets would be onerous. However, it should be noted that such bets are not permitted and any such bets accepted in error will have the stake split equally between the related selections for settlement purposes.

Football Daily Specials Rules

1. For settlement purposes, if any match is abandoned or postponed that is included in an enhanced odds offer, all bets will revert to our last pre-match price at multiplied odds.
2. All player specials are void if the player takes no part in the game.
3. All bets are 90 minutes play only.

Request A Bet

If a market within a Request A Bet constructed bet is void/pushed, then the entire Bet Builder bet will be void/pushed - e.g. if your Goalscorer selection does not play the entire bet will be void regardless of the outcome of the other selections.

AMERICAN FOOTBALL

Overtime counts in ALL markets without exception.

Where odds for both match and handicap betting are advertised, unless the handicap or a qualifying price has been requested, all bets will be settled on the match win. However, where only handicap betting is available, bets will be settled at the published handicap whether requested or not.

For player match up bets, all the quoted players must compete in at least one down for bets to have action.

If the outcome of a 2 runner event is a tie, draw or exactly the number of quoted points and no price is offered for this outcome, then the result is a "push". When this occurs, the settlement of single bets is to return stakes and for multiple bets the selection is treated as a non runner and the bet will be settled on the remaining selections.

First first touchdown scorer: Bets are all in play or not.

For match-half and quarter betting, the entire match half or quarter must complete in full for bets to have action.

The game must be completed in full for all props, total points and special markets to have action. If the game is not completed in full then bets will be deemed to have no action and stakes refunded unless further play could not affect the result.

1st Offensive Play: If the quarterback is sacked on the 1st Offensive play of the game this is deemed to be a passing play.

BASEBALL

Extra innings if played will count in ALL markets without exception.

Where odds for both match and handicap betting are advertised, unless the handicap or a qualifying price has been requested, all bets will be settled on the match win. However, where only handicap betting is available, bets will be settled at the published handicap whether requested or not.

Listed Pitchers: If baseball betting is offered on the basis of both listed pitchers starting the game, then both pitchers must start the game and throw at least one pitch for bets to have action. If either pitcher fails to start the game for any reason, the bet will be deemed to have no action and the stakes will be returned.

Side and Prop Betting: If a game is "called" or suspended, winners and losers for betting are official after at least 5 innings of play or four and a half innings if the home team is winning. If a game is "called" or suspended, the winner is determined by the score after the last full inning, unless the home team scores to tie, or takes the lead in the bottom half of the inning, in which case the winner is determined by the score at the time that the game is called. Stakes will be refunded if the home team ties the game and it is then suspended.

Totals Betting: When betting on total runs, over/under, the game must go to 9 innings (eight and a half if the home team is ahead) unless the result is already determined.

Run line Betting: When betting on run lines, the game must go to 9 innings (eight and a half if the home team is ahead) to have action.

For player match up bets, all the quoted players must compete in the game for bets to have action.

If the outcome of a 2 runner event is a tie, draw or exactly the number of quoted points and no price is offered for this outcome, then the result is a "push". When this occurs, the settlement of single bets is to return stakes and for multiple bets the selection is treated as a non runner and the bet will be settled on the remaining selections.

Innings Runs betting: The full inning must be completed for bets to stand unless further play could not affect the result.

CRICKET

Limited Overs Matches

The winner of the match will be the team declared the winner according to the official competition rules, except where the winner is decided by a coin toss in which case bets will

be void. Where no price is quoted for the tie and the official competition rules determine a winner/progressing side, bets will be settled on the official result. (eg If the match goes to a Super Over your bet will still stand).

Matches affected by adverse weather will be governed by the official competition rules, with the exception of a bowl out or coin toss in which case bets will be void. In the event that the official competition rules do not determine a winner then match bets will be made void. If a match is abandoned due to outside interference we reserve the right to void bets.

Top Team Batsman/Bowler markets: Excluding head to head markets. In the event that a player is not in the starting eleven, then bets on that player will be void and rule 4 may apply. Players in the starting eleven but who do not bat or bowl will be deemed losers. A Minimum of 50% of the scheduled number of overs when the bet was placed must be played for these bets to stand, unless the innings has reached its natural conclusion. Dead Heat rules apply.

Runs and wicket market within an innings or match: Unless otherwise stated at least 90% of the full number of scheduled overs at the time the bet was struck must be bowled in order for bets on runs and wickets markets to stand, except where the innings has reached its natural conclusion.

Runs/wicket markets in a specified number of overs: For example, 1st 15 overs. The full number of specified overs must be played for bets to stand unless the innings has reached its natural conclusion or further play could not affect the result. Any change in fielding restrictions due to a reduction in scheduled innings overs will not affect the settlement of this market. This rule also applies to 1st 15 overs handicap markets.

Sixes/Extras markets: For bets to stand both teams must bat for at least 90% of the scheduled number of overs at the time the bet was struck unless each innings reaches its natural conclusion.

Match Handicaps: Handicaps may be quoted where one team is deemed weaker than the other. The handicap is given in the form of runs or wickets. The handicap is added at the end of the match. If the team receiving the start wins the match, then they also are the winners of the handicap market. If the team receiving the start bats first then the handicap is translated into wickets, if they bat second then the handicap is translated into runs. Bets will always be settled on the official match result, including weather affected games or where the Duckworth/Lewis method has been applied.

Test Matches and County Championship Matches

In matches affected by adverse weather, bets will stand on the official result, provided at least one ball has been bowled. In the event of a tie, bets will be settled as a dead heat between the

two competing teams and the draw will be a losing bet. If a match is abandoned due to outside interference, we reserve the right to void bets.

If a price is not offered for the draw, and the match finishes as a draw or tie, all bets on the match result will be void.

All bets relating to an innings will be void if fewer than 50 overs are completed due to external factors e.g. bad weather. If the natural length of the innings is less than 50 overs then bets will stand.

Sessions runs markets will be settled on the aggregate total of both teams if both teams bat during that session. The sessions are referred to by numbers with 1 referring to the morning session of play (before lunch), 2, the afternoon session of play (between lunch and tea) and 3, the evening session of play, (play between tea and end of play). A minimum of 20 overs must be bowled for session runs to stand, unless further play cannot affect the result.

Unless otherwise stated bets referring to batsman or bowler markets are for the first innings only.

Series, Competition and Tournament Betting

Tournament/Series Outright: Bets will be settled on the official tournament result, i.e. the team to lift the trophy. If the format or participants of a tournament change, then we reserve the right to void all bets. If the designated number of matches in a two team series changes, bets on the outright market will be made void, unless further play could not affect the result.

Correct Score Betting: If the designated number of matches to be played in the series is changed, then bets will be made void.

Top Series/Competition/ Tournament Batsman/Wicket Taker: Markets will be settled on the official competition results. Any runs or wickets gained in super-overs will not count. Ante-Post and Dead heat rules apply.

Batsman/Bowler Match Bets: Markets will be settled on the official competition results. Any player not named in at least one starting eleven will be deemed a non-runner and the market voided.

Bets placed on the same team to win more than one competition may be subject to a reducing one competition may be subject to a reducing of the multiple odds.

General Cricket Rules

Top Batsman/Batsman Group: A player will be deemed a runner if named in the starting eleven. Non-runner no bet, rule 4 may apply. Dead Heat rules apply. In any match where there is more than 1 innings the Top Batsman/Runscorer markets will be settled on the player who scores the most runs in the 1st Innings.

Top Bowler/Bowler Group: A player will be deemed a runner if named in the starting eleven Non-runner no bet, rule 4 may apply. Dead heat rules apply. In any match where there are more than 1 innings the Top Bowler/Wicket Taker markets will be settled on the player who takes the most wickets in the 1st Innings.

GOLF

NUMBER OF ROUNDS REDUCED:

In tournaments affected by adverse weather or where the number of rounds scheduled to be played are reduced for any other reason, outright bets will be settled on the official result regardless of the number of rounds played, unless there is no further play in the tournament after a bet has been struck in which case it will be void. A player awarded the winner's trophy will be deemed an official result.

OUTRIGHT BETTING:

Predict the winner of the tournament. Stakes on players who withdraw before a tournament starts will be refunded and a Tattersalls' Rule 4 deduction may be applied to winning bets. Stakes on players who withdraw after the tournament starts will be lost. Play-offs will determine the tournament winner. Dead heat rules will apply for placings. In golf team events i.e. Ryder Cup, where no price is offered for the draw, in the event of a drawn match bets will be void.

TOURNAMENT MATCH BETTING:

Predict which player will achieve the highest placing at the end of the tournament. If one player misses the cut, the other is deemed the winner. Where both players miss the cut the player with the lowest score after the cut has been made will determine settlement. If both players fail to complete a particular round, the winner will be the player with the lowest score from the previous round.

If one player is disqualified, either prior to the completion of two rounds or after both players

have made the cut, the other player is deemed the winner. If both players are disqualified the player who progresses furthest in the tournament will be deemed the winner. If a player is disqualified during either the 3rd or 4th rounds, when his opponent has already missed the cut, the disqualified player is deemed the winner.

A price will be offered for the tie and in the event of a tie bets on either player to win will be lost. Where a match bet involves three players (threesome) the conditions listed above will apply, except in the event of a tie where dead heat rules will apply. Non-participant - threesome void.

GROUP/TOP NATIONALITY BETTING

Predict the player in the group who will achieve the highest placing at the end of the tournament. Groups will normally consist of four or more players.

Any player missing the cut will be considered a loser. If all players miss the cut, the lowest score after the cut has been made will determine settlement. If a player is disqualified settlement will be on the same basis as for match betting.

Players are grouped together for betting purposes only. Non-participant - no bet, deductions in line with Tattersalls' Rule 4 will apply. Dead heat rules apply except where the winner is determined by a play-off.

18 HOLE BETTING:

The winner will be the player with the lowest score over 18 holes. In the event of a 2 or 3 ball being re-arranged, bets will be settled on the original pairings/groups. In the event of any non-participant then the 2 or 3 ball will be void. In 2 ball betting a price will be offered for the tie. Dead heat rules will apply to 3 ball betting.

If a player is disqualified his opponent will be deemed the winner unless play in the next round has started in which case bets will be settled on the original scores. Where both/all players are disqualified bets will be void unless play in the next round has started in which case bets will be settled on the original scores.

When special bets are offered grouping more than 3 players over 18 holes (e.g. 7 ball, 9 ball etc.) dead heat rules will apply. Stakes will be refunded on non-participants and a deduction applied to winning bets based on Tattersalls' Rule 4.

SIX SHOOTER

Predict which player will achieve the lowest score over 18 holes.

In the event of a non-participant stakes will be refunded and a Rule 4 deduction applied to winning bets. If 18 holes are not completed during a round all bets on the incomplete round

will be void.

The six shooter relates to an 18 hole round only and play-offs do not count. Dead heat rules apply.

MOTOR RACING

GENERAL MOTOR RACING RULES

Outright Driver / Team Championship Betting:

All in compete or not. Bets will be determined by the official standings immediately following the podium presentation of the final race of the season and will not be affected by any subsequent enquiries.

Individual Race / Meeting Betting:

All in compete or not. The start of any motor race is defined as the signal to start the warm up lap. Any driver on the grid at this time (inc. any starting from the pit lane) and failing to be classified as finished under the governing body rules will be deemed to be a runner and a non-finisher. The podium presentation will count as the result and any subsequent enquiries will not affect settlement of bets.

Match Bets:

In the event of neither driver finishing, the number of laps completed will determine settlement but if both drivers have completed the same number of full laps, bets will be void.

Qualifying Match Bets:

Bets settled on the driver who finishes in the higher position after qualifying based on his qualifying time. Any time penalties or grid demotions will not affect the result. If a driver takes no part in the qualifying session bets on that match bet will be void. If a driver starts but fails to set a qualifying time then he will be deemed a runner and bets will stand.

To Qualify In Pole Position:

All in compete or not. Settlement will be based on the driver who sets the fastest time in

qualifying session 3 immediately following the end of the qualifying session. Any subsequent demotion or disqualification will not count.

Fastest Lap:

Bets will be settled on the driver who is officially declared to have completed the fastest lap of the race.

Podium / Points Finish:

Bets are settled on the drivers who finish the race in the podium/points positions, with the podium presentation counting as the result. Subsequent enquiries will not affect settlement of bets.

FORMULA 1

Formula 1 Results: All results are governed by the FIA's classification at the time of the podium presentation.

Winning Margin: Bets will be settled on the official FIA result at the time of the podium presentation. Time penalties accrued during the race will be added to the drivers time immediately after they have crossed the finishing line.

Safety Car During Race: A safety car during the race is defined as the need for the safety car to run in front of the leading car during the race. If a race starts under the safety car then all bets will be settled as YES. Should the race finish under safety car conditions but the safety car has not been able to get to the front of the leading car, this market will be settled as YES. Virtual safety cars do not count.

To Be Classified: In Grand Prix betting FIA rules stipulate 'cars having covered less than 90% of the number of laps covered by the winner will not be classified'. This criteria is used to determine whether a driver is classified or not. If a driver completes 90% of the number of laps that the winner completed and his engines explodes forcing him to stop, he is classified under FIA rules and bets on that driver not to be classified will be losers.

SPEEDWAY

Heat Betting: Team to score most points bets are settled on the team to score most points in

that heat. Tactical bonus points do not count. A price on the tie will be offered, in the event of a tie, all bets on either team will be losers.

To Win Heat 13: Heat 13 is the scheduled race of riders 1 & 5 from both teams and is priced up accordingly. All 4 named riders must take part or all bets will be void.

Speedway Handicap Betting: Bets settled on the official result. In the event of an abandoned match all bets will be void, unless the running of the remainder of the match would not have affected the result.

Speedway Grand Prix: All in compete or not. Outright bets will be settled on the podium positions (i.e. result of the final) regardless of Championship points scored. In the event of a disqualification, the podium presentation will count as the 'weigh-in' and determine the settlement of bets.

Speedway Grand Prix Match Bets: Bets are settled on the rider who scores the most points in the meeting. A price on the tie will be offered and in the event of a tie bets on either rider will be losers.

DARTS

MATCH BETTING:

All match bets will stand on the official result provided at least one leg has been completed.

SET/LEG/HANDICAP/SPECIAL BETTING:

The full number of sets/legs required to win the match must be achieved. If the match is awarded to a player before this is achieved, for whatever reason, the set/leg/handicap/special bets on the match will be void, unless further play could not affect the result.

Match Treble - Highest Checkout, Most 180's & Win Match - All 3 Components Must be Clear Winners or Bet will be deemed a loser ie Tied Highest Checkout or Number of 180's will be make bets losers

OUTRIGHT BETTING:

All in compete or not.

RUGBY

GENERAL RULES:

Unless otherwise stated, all markets on rugby matches will be for 80 minutes scheduled play, including any added injury or stoppage time, but not extra time. In the event of a match being abandoned after it starts but before the final whistle, only bets that can be settled at the time of abandonment will stand. All other bets will be deemed void.

Winning margins betting is from scratch.

DIVISIONAL & TITLE BETTING:

Bets will be determined by the official standings immediately following the final game of the season, this includes points deductions the league may apply before the end of the season, and will not be affected by any subsequent enquiries. End of season play-offs and penalties incurred by clubs after the end of the season will not count.

Divisional bets placed during the regular season will be settled at the end of the scheduled programme of matches. Bets intended for competitions that take place after the regular season has finished must clearly indicate the event intended. Where there is any doubt, unless a qualifying price determines the intention, bets will be settled on the regular season.

MATCH BETTING:

Where odds for both match win and handicap are advertised, unless the handicap or a qualifying price has been requested all bets will be settled on the match win. However where only handicap betting is available bets will be settled at the published handicap whether requested or not.

Where odds for the outright tournament win are available as well as 80 minutes play, unless to "to lift trophy or competition" or a qualifying price has been laid or requested all bets will be on 80 minutes play.

Bets will be accepted up to actual kick off time. If a bet is inadvertently accepted which includes a match after its kick off time, the match will be treated as a non-runner. However, such bets will stand if accepted up to 5 minutes after kick off time, provided that no points had been scored at the time the bet was placed.

FIRST/LAST/ TRYSCORERS:

Penalty tries do not count in 1st tryscorer bets. Every effort will be made to quote all players for a team, however, if the first/last try is scored by a player who was not quoted that player will still count as the winner.

ANYTIME TRYSCORERS:

Predict whether a player will score a try at anytime during the match. Bets will stand until the final whistle and not include any extra time played. If a match is abandoned before the final whistle stakes will be refunded on players who do not participate in the match.

GAELIC GAMES

MATCH BETTING:

Where odds for the outright tournament win, as well as 60/70 minutes play (depending on competition type) are displayed in Finals etc. unless "to lift trophy or competition" or a qualifying price has been laid, or requested, all bets are settled on 60/70 minutes play. 60/70 minutes play will include any added injury or stoppage time, but not extra time.

Where odds for both match win and handicap betting are advertised, unless the handicap or a qualifying price has been requested all bets will be settled on the match win. However, where only handicap betting is available bets will be settled at the published handicap whether requested or not. Winning margin betting is from scratch.

Total game score is used to settle bets: (goal = 3, point = 1).

OUTRIGHT/CHAMPIONSHIP BETTING:

All in compete or not. Bets are settled on the official standings immediately the last match in the competition has taken place and any subsequent amendments or inquiries will not affect bets.

ABANDONED/POSTPONED MATCH:

If a match is abandoned/postponed all bets are void unless a winning market has already been established and further play could not affect the outcome.

ATHLETICS

RACE & OUTFRIGHT BETTING:

Race and Outright betting. Unless stated otherwise, these markets include others on request. Outright events are all in run or not. In the event of a disqualification, participants awarded gold, silver and bronze medals at the medals ceremony will be deemed 1st, 2nd and 3rd respectively for settlement of bets. In the absence of a medals ceremony bets will be settled on the official I.A.A.F result (or similar governing body) immediately following the race.

We reserve the right to apply a Rule 4 deduction in the event of a withdrawn participant prior to the start of an event.

SNOOKER

Outright Betting: All in compete or not.

Match betting: If a match is awarded to a player before the full number of frames has been played, match bets will stand on the official winner, provided at least one frame has been played. If one frame was not completed all match bets will be void.

Frame/Handicap/Speciality betting: The full number of frames required to win the match must be achieved. If for any reason a match is awarded to a player before this is achieved then all frame/ handicap betting on that match will be void unless further play could not affect the result.

Highest Break betting: In the event a match is awarded to a player before the full number of frames required to has been played, then highest break specials will be void unless further play could not affect the result.

Re-Rack Rules: In the event of a re-rack, all bets will stand for the re-racked frame, unless the result is already known from the original frame. For example, first colour potted will be deemed the winner for betting purposes regardless of any subsequent re-rack.

BOXING/UFC

GENERAL RULES

A fight is defined as having started once the bell is sounded for the beginning of the first round. Should there be a withdrawal or a substitution of one of the boxers concerned, bets will be void. In the event of a 'no contest' being declared all bets will be made void. If a bout is postponed bets are void.

BOUT BETTING:

A price will be offered for a draw and in the event of that occurring bets on either boxer to win will be lost. If the decision is a 'technical draw' the result will be deemed as a draw. A knockout includes a technical knockout and a disqualification.

Outright bets are settled on the result as declared in the ring and are not subject to any revisions or amendments made after the boxers have left the ring.

MMA/UFC In the Event of a Draw/Majority Draw unless the Draw is Quoted All Bets will be Void.

ROUND BY ROUND BETTING:

Predict the round in which your selection will win the fight.

If for any reason a points decision is awarded before the full number of rounds are completed bets will be settled on the round in which the fight was stopped. Bets which nominate 'to win on points' will only be deemed winners if the full number of rounds are completed.

If for any reason the selected number of rounds on which we are betting is changed, all round by round bets will be void.

If a boxer withdraws during the period between rounds the fight is deemed to have ended in the previous round.

The bell will signal the end of a round and the bell being sounded again will signal the start of the next round.

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 or over.

CYCLING

OUTRIGHT RACE MARKETS:

Markets will be "all in compete or not", up to the start of the first stage or prologue. When outright markets are updated between stages, withdrawn riders will be made void for bets placed after the previous stage and R4 deductions applied to the remaining field. The exception to this is when only 2 riders are priced in a market, when all bets placed after the previous stage will be made void.

STAGE WINNER:

Stakes will be refunded on non-participants and a Rule 4 deduction may be applied to winning bets. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

STAGE MATCH BETTING:

Both riders must start the stage for bets to stand. All cyclists quoted in the match bet must start the stage for bets to stand. At least one cyclist in the match bet must complete the stage for bets to stand. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

INDIVIDUAL RACE MATCH BETTING:

Predict which cyclist will achieve the best official finishing position in the race. All cyclists quoted in the match bet must start the race for bets to stand. At least one cyclist in the match bet must complete the race for bets to stand. In the event of a disqualification, bets will be settled on the result at the time of the podium presentation.

SPECIAL CATEGORIES:

Predict the winner of a special category in the race. These include King of the Mountains, Green Jersey, Yellow Jersey, etc. Settlement will be based on the official final standings at the time of the final podium presentation of the tour. Any subsequent disqualifications will not affect bets.

TOUR DE FRANCE 2020

Bets will be settled on the official result (pending the completion of any enquiries/objections launched, and with subsequent result amendment within 24 hours of the official result) any later changes to the result following appeals, disqualifications etc... will not affect bets.

For outrights on multi-stage events, in the case of one or more stages being cancelled the outright winner will be determined by the standings following the final stage that is completed, a minimum of 5 stages need to be completed for an overall winner to be declared for betting purposes, otherwise all outright bets will be void.

Any outright bets placed between stages will be void unless a further stage following bet placement is completed.

NUMBERS BETTING

Bets are accepted up to the official starting time. If we have any doubt that a bet has been placed prior to the official start time it will stand for the next such event.

If for any reason any draw or event does not take place, bets will stand for the next such draw or event unless cancelled by mutual consent.

Numbers bets will always be settled on the next such draw or event to take place unless clearly specified. Where more than one draw or event is selected, bets will be settled on the next such consecutive draws or events to take place. If a specified draw has already taken place that day, then the bet will be settled on the next draw to take place.

BASKETBALL

Game and Prop Betting

All games must start on the scheduled date (local stadium time) for bets to have action. If a match venue is changed all bets will be void. There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined. In 2-Way markets Push rules apply unless otherwise stated below. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

Pre-Game Bets, Including Game Props

All pre-game bets include overtime unless otherwise stated.

Player Match-Ups/Performances

Wagering is available on the performance of a named player in a variety of achievements e.g. points, rebounds, assists, blocks, free throws. Push rules apply. Relevant players must be dressed and see court-time for bets to have action. Overtime counts for any player props unless specified otherwise. Individual player's performances are matched for betting purposes in a player match-up. Handicaps may be used and are applied to each player's actual score to determine the result. Push rules apply.

In-Play Game Bets INCLUDE Overtime

If a game is postponed or cancelled after the start there must be 5 minutes or less of scheduled game time left for bets to have action.

In-Play Half Bets INCLUDE Overtime

The first half must be completed for first half bets to stand. If a game is postponed or cancelled after the start, for game and second half bets there must be 5 minutes or less remaining for bets to have action, unless settlement of bets is already determined.

In-Play Quarter Bets INCLUDE Overtime

The quarter must be completed for bets to have action, unless settlement of bets is already determined.

NBA Futures/Tournament Props

Regular Season Wins/Match-Ups: Team must complete at least 80 regular season games for bets to have action unless the remaining games during the course of the season do not affect the result.

To Win Division: NBA tie-break rules apply.

To Win Conference: The team that progresses to the NBA Championship will be deemed the winner of the conference. Settlement of all markets will be determined by official rankings and statistics provided by tournament governing bodies, eg. NBA, FIBA.

Furthest Progressing Team and Stage of Elimination: The highest official ranking

(provided by the tournament governing body) will be used for settlement except when teams are eliminated at the same stage and no ranking is available to distinguish settlement - in which case bets will be void.

Outright, Division, Conference and Regional Betting

All bets stand regardless of team relocation, team name change or season length.

Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement.

In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

ICE HOCKEY

All games must start on the scheduled date (local stadium time) for bets to have action. If a match venue is changed all bets will be void. There must be 5 minutes or less of scheduled game time left for bets to have action, unless the specific market outcome is already determined.

All Competitions/Matches (unless otherwise stated) - All Markets Pre-Game and In-Play

All bets include overtime/shootouts unless otherwise stated. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total for settlement purposes. This does not apply to markets that exclude overtime/shootouts if played. In 2-Way markets Push rules apply. Stakes on single bets are returned, and in multiples/parlays the selection is treated as a non-runner.

3-Way markets are settled on the score at the end of regulation time, with the exception of When Will Game End which is a 3-Way market that includes overtime/shootouts.

Team Totals Odd or Even - If your team doesn't score bets will be settled as Even.

The following markets exclude overtime/shootouts for settlement purposes:

Asian Handicap

Asian Goal Line

Draw No Bet

Puck Line (3-Way)

Game Total (3-Way)

Double Chance (3-Way)

Money Line (3-Way)

Team Totals (3-Way)

Race to Markets

Total/Team Goals Exactly

Team To Score First/Last

To Score Last in Regulation

Next Goal Scored

Who Will Win Most Periods

Total/Home and Away Goals Scored

Period Betting

10 Minute Markets In-Play

Highest Scoring Period

Period Betting: The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.

Highest Scoring Period Pre-Game: If 2 or more periods have the same score, dead-heat rules will apply.

Highest Scoring Period In-Play: If 2 or more periods have the same score Tie will be settled as the winner.

Matches Listed as Club Friendlies (Regulation Only) and International Friendlies (Regulation Only) - All Markets Pre-Game and In-Play

All bets will be settled based on the score at the end of regulation time and excluding overtime if played, unless otherwise stated below.

Game Totals Odd or Even: If there is no score all bets will be settled as Even.

Team Totals Odd or Even: If your team doesn't score bets will be settled as Even.

The following markets include overtime/shootouts for settlement purposes:

To Win Match (including overtime/shootout)

To Lift Trophy

To Qualify

When Will Game End

Penalty Shootout Winner

Penalty Shootout Correct Score

Daily Props

Lowest/Highest Scoring Team: All games must be played on the specified date for bets to stand. In the event of a tie dead-heat rules apply.

Grand Salami: The Grand Salami quotes an estimated number of goals to be scored in a specified number of that day's games. Lines are offered for the actual score to be over or under this quote. Push rules apply. For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be void.

Home/Away: For bets to have action all relevant games must complete at least 55 minutes of play otherwise bets will be void

Player Match-Ups/Performances/Scorecasts

Relevant players must be dressed and see ice-time for bets to have action.

Player Points Match-Ups: Player points accrued in a game are the combined sum of goals plus assists. Push rules apply.

IIHF World Championships and Olympic Games

Settlement of match-up bets will be determined by positions in the Official Final Ranking at the conclusion of the specified Tournament. If teams are still ranked level, bets will be void.

To Be Relegated: Two teams will be relegated from IIHF World Championships and bets will be settled as such.

Top Tournament/Team Goalscorer: Player who scores most goals during the competition will be deemed the winner. All-in, play or not. Dead-heat rules apply.

To Qualify From Group: Team to progress to Qualifying Round from Preliminary Round will be deemed winner.

Futures

NHL Regular Season Points/Match-Ups: Team must complete at least 80 regular season games for bets to have action unless the specific market outcome is already determined.

NHL To Win Conference: The team that progresses to the Stanley Cup Final will be deemed the winner.

Outright/Conference/Divisional Betting

All bets stand regardless of team relocation, team name change or season length.

Series Betting

Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

NHL Top Regular Season Points Scorer (Goals + Assists)

Only goals and assists scored in the regular season, within the quoted league are counted for this market, irrespective of the team (within that league) for which they are scored. The team quoted alongside the player is for reference only. Market will be settled as per www.nhl.com official stats. All-in, play or not. Dead-heat rules apply.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

VOLLEYBALL

Pre-Match

The following markets will be void if the match is not completed, unless the specific market outcome is already determined:

To Win Match

Match Total Odd/Even

Correct Set Score

Double Result (Outcome of 1st Set and Match)

Match Handicap - Sets

Match Handicap - Points

Total Points

Team Total Points

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined:

First Set Winner

First Set Total Odd/Even

First Set Handicap

First Set Total Points

First Set Winning Margin

First Set Correct Score

First Set to Go to Extra Points

Score After 2/3 Sets

Total goals (2-way)

In the event of referee enforced point deductions, official results will be used for settlement purposes, on all markets. If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match play the fixture at the away team venue then bets will stand providing the home team is still officially designated as such, otherwise bets will be void.

For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count.

To Qualify will be settled on the team progressing to the next round of the specified competition, and includes the outcome of a Golden Set if played.

An unplayed or postponed match will be treated as a non-runner for settling purposes unless it is played within 48 hours of the original start time.

In-Play

The following markets will be void if the match is not completed, unless the specific market outcome is already determined: To Win Match/Set Betting/Total Match Points/Team Total Match Points/Handicap Set Betting

For individual set markets, in the event of the set not being completed bets will be void, unless the specific market outcome is already determined. For In-Play Point Betting, bets are offered for a team to win the nominated point. In the event of the point not being played, due to the game or set ending, all bets on that point will be void.

Current/Next Set Leader After: If the quoted number of points is not reached in the specified set, then the team who wins the set will be settled as the winner. In the event of referee enforced point deductions, official results will be used for settlement purposes, with the exception of Race to Markets and Point Betting that have already been determined. For competitions where two legged ties have a Golden Set to decide which team progresses (in the event of the tie being tied in matches won), then for settlement purposes the Golden Set does not count, with the exception of the following markets:-

Tie Winner (Golden Set only counts if played)/Golden Set Total/Golden Set Handicap/
Golden Set Odd/Even/Golden Set Extra Points/Golden Set Race To 5-10/ Golden Set Lead After 10-20/Golden Set Winning Margin/Golden Set Correct Score.

Settlement of Wagers

Statistics provided by the official score(s) provider or the official website of the relevant competition or fixture will be used to settle wagers. Where statistics from an official score(s) provider or official website are not available or there is significant evidence that the official score(s) provider or official website is incorrect, we will use independent evidence to support bet settlement. In the absence of consistent, independent evidence or in the presence of significant conflicting evidence, bets will be settled based on our own statistics.

WINTER SPORTS

Bet Settlement If for whatever reason a selection does not start a Winter Sports event, the bet is lost even if the event takes place.

Abandoned Events: All bets will void if an event is abandoned unless the official ruling federation (FIS, IBU, or any other official federation) confirms the results as an 'official result' at the time the event was abandoned and it is not continued within the next two calendar days at the same location.

Postponed/Rearranged Events: All bets will stand if the event is postponed and is re-run at the same venue within the next two calendar days. If an event is moved to a different

location, the bet will be void.

Downhill/Slaloms/Ski Jumping Match Prices: For match betting, both participants must start the event for bets to be valid. In Ski Jumping, both jumpers must qualify for and start the event for bets to be valid.

Alpine Skiing

In the event of no skier completing the event, bets will be void.

Team Events and Relays

For the purposes of this bet, team events and relays only counts as a single medal.

WRESTLING

- Where possible all selections will be settling by the official results on wwe.com
- In the event of a disqualification or count out, the match winner market will be settled according to the result on wwe.com
- In the absence of an official result being declared Jem Racing reserves the right to adjudicate as necessary
- Ante-post rules apply on all markets, all bets will stand regardless of whether named competitor competes in the match or not.
- Singles only
- Dead heat rules apply

WWE

- Dead heat rules apply
- Settled from official result on wwe.com
- Ante-post rules apply, all bets will stand regardless of whether competitor enters the match or not.
- Winner of Iron Man market is settled on the superstar who stays in the match the longest amount of time, according to wwe.com
- Winner of quickest elimination market is settled on the superstar who is in the match for the shortest amount of time.

Ten Reasons to bet with Jem Racing

1. 10% of monthly losses returned to you. (Losses are returned as free bets. Free bets are calculated on a calendar month and will be credited in the first 5 days of the following month. Should a customer self exclude or take a time-out, any free bets will either lapse or be carried forward to a time when the customer`s account is fully opened again.)
2. Double odds on Lucky 15`s, 31`s, 63`s. (If a non runner is selected the bonus will not apply)
3. Forecast Bets rounded up to the nearest £1. (applies to all forecasts over £5. UK Racing only)
4. Tricast bets rounded up to the nearest £5. (applies to all tricast bets over £20. UK Racing only.)
5. Double result on disqualified horses. Max £200 stake returned on singles or £5,000 maximum payout on multiple bets.

Excluded from this offer are:

- Ante Post bets
- Tote or Pari Mutual bets
- Forecasts and Tricasts
- A void race
- A selection carrying the wrong weight or the jockey failing to weigh in.
- A selection taking the wrong course
- A selection given as a winner or placed in error by the judge.
- Incorrect transmission of a result
- An amended result given after the official result is declared, for example after successful appeal.
- Two runner races
- Bets on international racing

6. We will endeavour to match any of our competitors` prices.
7. Money back as a free bet on all yankee bets if all four horses are unplaced. (GB and Ire). (Must be 5 or more runners)
8. Cash accepted in any of our betting lounges.
9. `Request a bet ` is available on all sports.
10. Free £25 bet to all new customers. (£250 needs to be staked before a withdrawal can be made)

Limits

Horse Racing GB & Irish racing	£100,000
Tote bets	£10,000
Ante-Post Racing	£100,000
Foreign Racing	£25,000
Greyhound Racing BAGS	£20,000
In Play Betting	£20,000
Other Greyhound Racing	£5,000
English First 4 Divisions	£100,000
All other Football	£50,000
Rugby League/Union, Cycling, Tennis, Athletics, Boxing, Darts, Snooker, US Sports, Motor Sports, Cricket and Golf	£25,000
Numbers Betting	£25,000
Virtual Racing	£10,000
All other Non Sports events, unless exceptions apply	£10,000

Maximum payout to any one client in one day £100,000