

1. GENERAL

1.1 Astrabet (hereinafter - The Bookmaker) accepts bets on sports and other events around the world. All bets are accepted only in accordance with these Regulations.

1.2 Bets are accepted only from those who agree with these rules. Any bet is indisputable confirmation that the bettor (the customer) is acquainted with the text of these Rules, knows their subject matter, has interpreted them correctly and accepts them in full.

1.3 Bets and deposits are accepted from Customers over 18 (eighteen) years old and possessing relevant legal capacity. The bettor (the customer) is responsible for the breach of this paragraph.

1.4 Customers with a residence of Aruba, Australia, Bonaire, Curacao, France, Iran, Iraq, Netherlands, Saba, Spain, St Maarten, Statia, U.S.A or the U.S.A dependencies, United Kingdom are not allowed to register on the Website and use Astrabet services. The Bookmaker reserve the right to refuse customers from any other countries over and above the aforementioned jurisdictions at our own discretion.

1.5 In case of any fraud related to financial transactions and Betting, the perpetrator will be held responsible in accordance with the law.

1.6 The Bookmaker has the right to not accept bets from any person for any reason including from those who violate the rules of The Bookmaker, and/or these Regulations, and/or Regulations of betting.

1.7 The Bookmaker has the right, at any time and for any reason, to change and/or make additions to these rules. Betting customers will be made aware of these facts immediately after appropriate changes and/or additions have been made.

1.8 The Bookmaker has the right to conduct verification of the bettor (the customer) at its own discretion. The purpose of the verification process is to determine the ownership of bets and/or account, registered on the Bookmaker's website to a specific individual (the bettor). For the purpose of verification, the Bookmaker has the right to request from the bettor (the customer) any data (for example, identity documents, certificates, receipts, photo materials and others), confirming the performance of any operations during the betting process. In case of refusal to provide the requested data for verification, the Bookmaker reserves the right to limit the bettor in placing bets and getting the payout.

1.8 The bookmaker has the right to check the legality and validity of transactions on the Account of the bettor (the customer), including, at any time, additionally request from the bettor (the

customer) his current data (passport data, data about the place of residence, data of the owner of the payment card in case of depositing the login from the debit credit card, etc.). For the period of checking the legality and validity of transactions on the Account of the bettor (the customer), the Bookmaker reserves the right to restrict access to funds in the following cases:

the bettor (the customer) has not confirmed the fact of transferring funds to the Bookmaker; detection by the Bookmaker of errors, illegal, unreasonable actions on the part of both the bettor (the customer) and other third parties.

1.9 In case of violation of the T&Cs by the bettor (the customer), as well as in case of suspicion of illegal manipulation on the Account, establishment of the fact of using several gaming accounts, arbitration situations or fraud, including but not limited to cases when the bettor (the customer) indicated inaccurate personal data and/or repeated registrations and/or placing Bets from one IP-address or from one computer by two or more the bettor (the customer), the Bookmaker reserves the right, at its choice, at any time to make one or more of the following decisions in relation to the bettor (the customer):

to restrict the participation of the bettor (the customer) in the betting;
invalidate any bets made by the bettor (the customer);
return to the bettor (the customer) the amount deposited to the account;
to deny payment of any Winnings to the bettor (the customer);
withhold from the bettor (the customer) commissions/fees/remuneration, etc. paid by the Bookmaker in favor of payment systems for the deposit and withdrawal of funds by the bettor (the customer) to the Account.

1.10 The customer cannot transfer, sell, or pledge an Account to another person. This prohibition includes the transfer of any assets of the value of any kind, including but not limited to ownership of accounts, winnings, deposits, bets, rights and/or claims in connection with these assets, legal, commercial, or otherwise. The prohibition on said transfers also includes however is not limited to the encumbrance, pledging, assigning, usufruct, trading, brokering, hypothecation and/or gifting in cooperation with a fiduciary or any other third party, company, natural or legal individual, foundation and/or association in any way shape or form.

2. GENERAL DEFINITIONS AND TERMS

2.1 The bettor (the customer) – an individual who participates in a bet. Group of the bettors - two or more bettors (the customers) who have placed bets on the same outcome or virtually identical combination of outcomes.

2.2 Wager – the agreement based on the risk between the participants and The Bookmaker on the outcome of an event in which neither of the parties is involved which will result in one of the

parties winning. The Wager is concluded on the terms and conditions previously offered by The Bookmaker.

2.3 Line - a list of events and their outcomes with winning odds proposed by The Bookmaker for making a wager.

2.4 Bet - the money transferred by the bettor to the Bookmaker which is the main condition for participation in wagers in accordance with these Regulations.

2.5 Outcome - the result of the event on which The Bookmaker offered a bet.

2.6 Odds - the proposed The Bookmaker quotes various outcomes of the event.

2.7 Arbitrage betting - bets that violate the integrity of betting and preclude a losing situation which is made by the bettor or by several participants in connection with the moving odds or other situation arising from a change of odds that would make such bets possible.

2.8 Bonus - A special event with fixed odds which may be added by the Bookmaker to multiple bets with accumulated odds of a minimum of 2.50. The value of the bonus depends on the number of selections in the multiple bet:

Number Of Selections	Odds
2	1.02
3	1.03
4	1.04
5	1.05
6	1.06
7	1.07
8	1.08
9	1.09

10 and more	1.1
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The following restrictions are applied for the accumulator bonus:

- a) If one or more of the events in the multiple bet are calculated as a refund and, as a result, the accumulated odds are reduced to less than 2.50, the bonus is also calculated as a refund;
- b) In the event that one or more selections within a multiple bet are settled as a refund, the odds of the bonus applied are adjusted accordingly. For example, if in a multiple bet of ten selections, one selection is settled as a refund, the odds of the bonus applied are adjusted to 1.09;
- c) Bonus is added on bets placed via internet accounts only;
- d) Bonus is added to all Pre-match, Live events and mix bets.

2.9 Bet cancellation or declaring the bet void - according to the terms of these Regulations, in case the bet is cancelled, the agreement between the Bookmaker and the Client is considered invalid and a refund is to be paid.

3. MAIN BET TYPES

3.1 Single bet - a bet on the outcome of one single event. The winnings on a single bet are equal to the product of the sum of a bet on the odds set by the Bookmaker.

3.2 Accumulator bet - a bet on the outcomes of several events which are completely independent of one another. The winning amount on an accumulator bet is the amount of the bet multiplied by the accumulator odds. The accumulator odds are calculated as a multiplication of all the outcomes of all the events included in such an accumulator bet. An accumulator bet is deemed to have won if all outcomes in all the events included in the accumulator bet have been correctly predicted. If one of the outcomes in the accumulator bet loses, then this results in the entire accumulator bet losing. If any selections of the accumulator bet are settled as a refund, the odds for such selections are counted as equal to 1 when the total accumulator odds are generated.

For example, the bet is made on the following accumulator:

#	Event	Outcome	Odds	Settlement	Result
1	Soccer. Plymouth - Cheltenham	First wins	2,13	Win	2:1
2	Soccer. Milan - Fiorentina	Handicap: Team 2 (0)	2,52	Refund	2:2
3	Ice Hockey. SKA - Barys	Both to score	1,15	Win	3:1
4	Tennis. Murray - Wawrinka	First wins	1,45	Refund	Match is cancelled

The total accumulator odds to settle the payout: $2,13 \times 1 \times 1,15 \times 1 = 2,45$

3.3 System bet – is a sequence of accumulators each combining an equal number of outcomes all based on a particular set of events. When placing a system bet the total number of outcomes and the number of bets per accumulator must be stated. The winnings from a system bet are equal to the sum of the winnings on the accumulators included in a system bet. The winning amount may be less than the stake.

3.4 Conditional bet – a chain of ordinary bets (single, accumulator or system bet). The specific nature of this bet is that money is only staked on the first bet, whereas the stakes for the remaining (conditional) bets are taken from the winnings on the first bet in the chain. It is prohibited to include events from the first part of the bet in remaining (conditional) bets. If the first bet has lost, all remaining bets are lost too. If for any reason, the winnings from the first bet are insufficient for a stake on at least one of the conditional bets, all conditional bets will be excluded from the bet slip (i.e. only the winning amount on the first bet will be paid out).

3.5 Live betting - bets which are accepted during the match. It is possible to make single Live bets and combine them in an accumulator or system bet. Accepted Live bets cannot be changed.

3.6 Mix bet - Accumulator or System bet that includes at least one match from the pre-match betting line and at least one match from live events.

4. MAIN OUTCOME TYPES

4.1 Win for the first team is marked as "1".

4.2 Draw is marked as "X".

4.3 Win for the second team is marked as "2".

4.4 Win for the first team or draw is marked as "1X". To win such a bet it is necessary that the first team does not lose, i.e., either it wins or draws.

4.5 Win for the first or second team is marked as "12". For the bet to be successful, it is necessary that either the first or second-team wins, i.e., no draw in the match.

4.6 Win for the second team or draw is marked as "X2". To win such a bet it is necessary that the second team does not lose, i.e., either it wins or draws.

4.7 Handicap betting is offered to define the result of the match, if one of the opponents is given an advantage or lag by goals/points/sets, etc. The settlement of the bet is defined by adding or subtracting (depending on the symbol "+" or "-") the handicap of points from the selected player.

a) Settlement of Asian Handicap bets – Two outcomes ("Team 1 with handicap" and "Team 2 with handicap"):

- the bet wins if the selected player/team is winning after adding the handicap;
- the bet loses if the selected player/team is losing after adding the handicap;
- the bet is settled as a refund and settled with odds of "1" in accumulators if the result is a Draw after adding the handicap;
- in cases where the Customer has the opportunity to bet on two handicap values within the same wager, half of the stake is placed on the value of the first handicap and the other half of the stake is placed on the value of the second handicap.

By way of example, if a stake of 100 is placed on Team A to win with a handicap of (-1.5; -2) (or "Team 1 with handicap (-1.75)"), the stake is divided equally between the two values, in this case meaning that the Customer has a stake of 50 on Team A to win with a handicap of (-1.5) and a further bet of 50 on Team A to win with a handicap of (-2).

b) Settlement of European Handicap bets – Three outcomes ("Team 1 with handicap", "Draw with handicap" and "Team 2 with handicap"):

- the bet wins if the selected player/team is winning after adding the handicap;
- the bet loses if the selected player/team is losing after adding the handicap;
- bets on any player/team with handicap lose if the result is a Draw after adding the handicap;

- if the bet is placed on "Draw with handicap", the handicap is added or subtracted to the first player/team's points. If the result is a Draw after adding the handicap, the bet wins.
Example: The bet is placed on "Draw with handicap (-2)" in the match "Brazil – Russia". The bet wins if Brazil wins by a margin of exactly 2 goals. The bet loses if Brazil wins with any other margin, or if the match ends with a Draw or if Brazil loses.
- Bets on the European Handicap (Three outcomes) cannot be refunded: one of the three outcomes wins with the other two lose.

4.8 The market 'Tot', as shown in the betting line, offers odds on the total number of goals, points, sets, games or other defined variables. To place a bet, the Customer needs to select 'O' (Over), or 'U' (Under) to wager that the number of goals, points, sets, games etc. will be more or less than the handicap value the bet is placed upon. All bets on Over/Under markets are settled in accordance with the following criteria:

- a) The result is determined by the outcome of regular playing time, as defined within these Terms and Conditions unless otherwise stated in the betting line.
- b) If the result is the same as the handicap value that the bet was placed upon, the bet is neither a winner nor a loser and the stake is refunded.
- c) Where a bet is placed on a 3-way market which offers 'Under', 'Exactly' and 'Over', or 'Under', 'Between' and 'Over', all bets are settled as won or lost according to the result and stakes cannot be refunded.
- d) If a bet is placed on the 'Total Odd/Even' market and the result is zero (0), bets placed on the 'Even' market are settled as won.
- e) In cases where the Customer has the opportunity to bet on two 'Total' values within the same bet, half of the stake is placed on the value of the first total and the other half of the stake is placed on the value of the second total.

By way of example, if a stake of 100 is placed on Total Over (2.5; 3) (or "Total over (2.75)"), the stake is divided equally between the two values, in this case meaning that the Customer has a stake of 50 on Total Over (2.5) and a further bet of 50 on Total Over (3).

4.9 Bets on the exact score.

4.10 Double Result Bets. For this wager, you need to guess simultaneously the outcome of the first half and of the whole match. These outcomes are marked in the line as Team 1/Team 2 - Win of either team, X - draw. The first mark is the outcome of the first half and the second is the outcome of the whole match, e.g., Team 1/Team 2 means the first team wins in the first half and the second team wins the whole match.

4.11 Halves outcome (periods, quarters, sets). In this bet, it is necessary to determine which of the halves (periods, quarters, sets) in a match will produce the most goals (scoring), or what the result will be.

4.12 Bets on the statistics of the tournament or matchday. The victory of a Home team or Away team is determined by goal difference or points, scored respectively by the home team and the away team. If at least one match was interrupted and cancelled all the bets on tournament or matchday statistics (including bets on "Home - Away") are considered to be void.

4.13 The Bookmaker can offer other various wagers.

5. BET ACCEPTANCE RULES

5.1 Bets are accepted on the basis of the line - a list of forthcoming events with coefficients (odds) offered by the Bookmaker with regard to the outcomes of such events.

5.2 Odds may be changed after any bet, but the terms of bets placed remain unchanged. Prior to placing a bet, the bettor (the customer) has to clarify whether the changes were made in the line.

5.3 Bets are accepted prior to the kick-off time of the event. Any bet made after the actual kick-off time of the event for whatever reason (except Live bets), will be held invalid and returned or excluded from accumulators.

5.4 Date and time specified in the line relate to the closing time of bets being accepted for such an event and not to the match kick-off time. A wrongly specified date is not the basis for cancellation of the bets except in the cases specified in point 5.3 in these Regulations. The start time of an event for the purpose of the calculation of bets is deemed to be the actual kick-off time which is established on the basis of official documents by the organization staging the competition.

5.5 The Bookmaker doesn't bear responsibility concerning the correctness of the translation of the names of teams, surnames of players etc.

5.6 Changes in bet slips, as well as claims regarding the correctness of filling in of bet slips, shall be taken only within 10 (ten) minutes after the bet has been accepted. Live bets cannot be edited and/or deleted.

5.7 In a team competition where the term "Home" (at the stadium where the match is being played) is used and "Away" (visiting team), in The Bookmaker line, the Home teams are placed first (marked as "1"), Away teams are placed second (marked as "2"). In other cases (e.g. a cup competition consisting of one game or an international competition held in one country), numbers of participants are purely nominal and information on the venue where the game is held is for information purposes only.

6. SPECIAL CONDITIONS

6.1 If any event is postponed for not more than 48 hours from the date set in the line, the bets placed are preserved.

6.2 If any event is postponed for more than 48 hours (for basketball, baseball, hockey - 15 hours, for cricket and rugby - 24 hours) from the date set in the line, all bets on this event become void, and will be excluded from accumulator bets (except for cases specified in relevant sports sections).

6.3 If the event is interrupted and not completed within 24 (twenty-four) hours after its interruption, all bets on it will be cancelled (except bets related to term 6.6 of T&Cs). The interrupted match is considered valid and bets are considered valid if no less than the following was played:

- football – 70 (seventy) minutes;
- NBA basketball – 40 (forty) minutes;
- basketball - 35 (thirty five) minutes;
- hockey NHL - 54 (fifty-four) minutes;
- ice hockey (including Russian) – 50 (fifty) minutes;
- bandy - 60 (sixty) minutes;
- American football – 50 (fifty) minutes;
- baseball - 5 (five) innings;
- other kinds of sports, regulated time - at least 3/4 (three quarters) of the main playing time of the match.

6.4 In a situation where the final result of an event (in baseball, basketball, American football and play-off series of NHL), which is considered valid according to Clause 6.3, is a draw but a draw is not a viable result for the event in question, all bets on the result of the event are considered void and a refund will be paid. All bets on all other markets are settled according to the result of the event.

6.5 If any match is not finished and considered valid, the result which existed at the time the game was stopped will be the result under which all bets are to be calculated.

6.6 If any match is not finished and is considered failed, those outcomes that are clearly identified at the time it stopped, (e.g. the outcome of the first half, the first goal scored, etc) are accepted for calculations in bets. For all other bets, winning odds will be calculated equal to "1".

6.7 If one of the teams suffers a forfeit defeat, all bets on this match will be settled as void. If a forfeit defeat takes place after kick-off, bets will be settled according to terms 6.5 – 6.6 of T&Cs.

6.8 In case of the cancellation or change of the result (protest, doping, change of final match report data etc.), the initial result is used for payment. The actual results considered by the Bookmaker are the results declared on the basis of official standings and other official sources of information after the end of the event: any subsequent changes do not affect the settlement / re-settlement of bets.

6.9 If the match is moved to a neutral field, the bets are preserved. If the match is moved to the opponents' pitch, the bets are returned and excluded from "accumulators".

6.10 The settlement of all bets is calculated only according to the results announced by the Bookmaker. The sources which are used to obtain these results include official websites of the organisers of sports competitions, as well as official data obtained directly from the representatives of sports federations. The Bookmaker has the right to obtain results from alternative sources (such as websites of sports clubs, leagues and tournaments, independent websites providing results and sports statistics, video streaming) as well as own representatives at the event. The results announced by other bookmakers are not the basis for the settlement of the bets.

6.11 In Accumulator and system bets, it is prohibited to include bets related to one another – e.g. several bets on one player or team within a tournament (for instance, to win a match and to win the tournament), not necessarily directly related, but having some indirect relationship. Such bets shall be returned even if the computer software does not block the acceptance of the bet.

6.12 The bettor (the customer) must verify the correct filling in of bet slips to the requirements of these Regulations, as in case of error, regardless of the perpetrator of the incident and the cause of the error, the Bookmaker reserves the unconditional right to return the bets.

6.13 Claims on disputed matters are accepted in Statements within 15 (fifteen) calendar days of the date of settling such bets. Upon the expiry of such a term, no claims will be accepted. In case of disputes which have no precedents, the final decision is to be made by the Bookmaker. Any bet placed by the bettor (the customer) serves as the unconditional acceptance by the bettor that the Bookmaker's administration takes the final decision on any dispute, which is final

for both the Bookmaker and the bettor. Any claim must be supported by official documentary evidence relating to the subject of such dispute from the competition organizers.

6.14 Bets on all events are accepted for regular time unless specified otherwise in the Regulations or line.

6.15 The bet is considered won if the result meets all conditions of the bet.

6.16 By placing a bet, the Bettor (the customer) agrees that in case of any dispute, only data received from the independent organisations listed in term 6.17 of these T&Cs is used to determine the timings of a goal scored, a yellow/red card issued and any other sport event results. This data also serves as evidence to determine possible errors in the bet acceptance process or in odds. Bet settlement can be suspended, pending results confirmed by the given companies (up to 72 hours). After 72 hours bets can be settled as a refund if confirmed results have not been provided by independent companies or official websites of sports events.

6.17 The independent organisations, as referred to in clause 6.16, are as follows:

- 1) Perform Group;
- 2) Sportradar;
- 3) Betgenius;
- 4) IMG;
- 5) Enetpulse;
- 6) FeedConstruct.

6.18 The Bookmaker reserves the right to declare the bet (or a part thereof) void (in such case the payment will be made equal to "1" odds) or suspend the payment until the investigation (including judicial) is concluded under the following situations:

- a) In the event that the Bookmaker suspects any form of illegal influencing of an event upon which bets have been placed (i.e. match-fixing and or other similar foul-play). Such suspicions may be based on the size, volume or type of bets accepted by the Bookmaker in any way (or all ways). (enters into force on 12.08.2016);
- b) under the violation of the terms and conditions during betting;
- c) in such a case when the bettor (the customer) and/or group of the bettors (the customers) in a wager acting in concert, placed bets which allowed them to avoid the existing restrictions (maximum limits, arbitrage situations and etc);

- d) in case of unauthorised access or apparent software errors, errors of the Bookmaker's staff (regardless of the reasons for such errors), software failures when accepting bets, typos in the odds, mismatch of odds in various positions;
- e) in the event that the bettor (the customer) violates any of the terms and conditions;
- f) in case the championship and/or team name contains incorrect or inaccurate information about the competition format (venue, sex of participants, the age category of participants, etc.);
- g) if there are other arguments confirming the incorrect bets.

By making a bet with The Bookmaker and agreeing to bet, the bettor (the customer) confirms the unconditional consent that the final decision on any controversial issue, on any aspects connected with the grounds specified in Section 6.18 of the present Terms and Conditions, is accepted by the Bookmaker and definitive to both – the Bookmaker and the present the bettor (the customer).

6.19 The Bookmaker retains the right, but without obligation, to void any bet that was placed with incorrect odds (out of sync with the general market and/or erroneous), or to re-adjust such bets on its own discretion, in accordance with correct odds. In this case, the Bookmaker has the right to determine the value of correct odds at its own discretion.

The odds will be considered incorrect (out of sync with the general market and/or erroneous), if they correspond to at least one of the following criteria:

- a) the odds simultaneously create an arbitrage situation with other odds offered by the Bookmaker or other bookmakers worldwide;
- b) the odds clearly do not correspond to the probability of the outcome of the event/market at the time the bet was placed;
- c) the odds have frozen or have not been updated in the system;
- d) the odds were offered on an outcome when the result was already known;
- e) the odds do not reflect the current time and/or score in the event;
- f) the odds do not correspond to the format of the match and/or the competition regulations.

6.20 If the winner of an outright event cannot be clearly identified, all bets will be settled as a dead heat, unless otherwise stated. The odds at which the winning bets were placed shall be divided by the number of teams/players involved in the dead heat in order to calculate bet returns.

Example:

If a bet is placed on a 'Top Goalscorer' market and three players score an equal highest number of goals, then bets placed on any of the three players are considered to be won. To calculate bet returns, the odds at which the original bet was placed are divided by three (number of winning players), as per the below:

Original Bet: Stake of 1200 at odds of 6.00

Odds Recalculation: $6.00 / 3 = 2.00$

Bet Returns: $1200 \times 2.00 = 2400$.

Please note that bet returns may be less than the stake, should the recalculation amount to odds of less than 1.00.

6.21 The Bookmaker has the right to pay a winning amount with Best starting price if it is higher than the odds on which bet was placed before the start of the match. Best starting price is the last odds in pre-match (not in Live-bets) fixed exactly at the indicated time of the match start. The following conditions are applied to the Best starting price guarantee:

- a) The Bookmaker selects any event (match, tournament, championship) at its own discretion, for which the guarantee will be applied and determines the maximum bet stake for this guarantee;
- b) The Bookmaker does not undertake any obligation to pay winnings with Best starting price by default or by customer's request;
- c) The Bookmaker reserves the right to refuse to provide Best starting price guarantee to any person without explanation, at its own discretion;
- d) Best starting price is only applied to bets placed in the "Pre-match" section of the website and only for certain markets selected by the Bookmaker.

6.22 When “any other” selection is not offered in the betting line for such bets as “Winner”, “Top goalscorer”, “Player of the Match”, etc., and the winning team (player) is not listed, bets placed on listed teams (players) remain valid and are settled as lost.

7. BET ACCEPTANCE AND PAYMENT RESTRICTIONS

7.1 The minimum and maximum bet stake on any event are defined by the Bookmaker. The Bookmaker is not obliged to notify the customers about the establishment and/or change of the maximum and minimum bet stake.

7.2 The maximum combined odds for an accumulator bet is 2000 for bets placed online.

7.3 The Bookmaker reserves the right to introduce or remove any restrictions for any client with no additional notification or explanation.

7.4 The maximum sum of a bet depends on the type of sport and event, and is individually set both for each event and each type of bet and may be changed without any notification whatsoever. The Bookmaker reserves the right to limit the maximum and minimum sum of a bet for specific events, restrict acceptance of repeated bets on the same outcomes or virtually the same combinations of outcomes from one client.

7.5 Maximum payout increased to 100 000 000 roubles.

7.6 The maximum Bet stakes and payments in other currencies are determined by the exchange rate against the rouble, established by the Bookmaker on the day of the Bet.

7.7 The Bookmaker has the unreserved right to offer any customer with VIP status, based solely on grounds as defined by the bookmaker.

7.8 The Bookmaker may assign additional terms and conditions to VIP customers.

7.9 In accepting VIP status, the customer confirms that they agree with all terms and conditions as defined by the Bookmaker. This includes the standard terms and conditions in addition to any terms and conditions specifically for VIP customers.

7.10 The Bookmaker has the unreserved right to withdraw a customer's VIP status at any time, for any reason and without providing prior notification.

8. BET CALCULATIONS AND PAYMENT

8.1 The following payment methods are available for the deposit and withdrawal of funds:

Visa/Mastercard Card;;
QIWI;
WebMoney;
and etc.

8.2 In order to withdraw funds from the account, the Customer should make a withdrawal request on his Personal account. To make a request it is necessary to select one of the payment systems offered on the Website and follow the provided link indicating all requested information.

8.3 The Customer can make a withdrawal request on his account at any moment, subject to:

8.3.1 All payments deposited to the Customer's account have been checked on the subject of unacceptable actions, and neither payment has been annulled or otherwise cancelled

8.3.2 Information on the Customer's account has been filled in.

8.4 If the requested amount is over one thousand US dollars (USD (USD 1.000)), the Bookmaker has the right to carry out an identification procedure.

8.5 Customers' withdrawal requests are processed by the financial department in terms of general order.

8.6 If the payment system used to deposit funds has no technical possibility to withdraw funds, then the method of withdrawal from the Customer's account is agreed upon between the Operator/Bookmaker and the Customer. In this case, the personal information in the payment system must be identical to the personal data provided by the Customer upon registration. The Customer is fully responsible for the accuracy and authenticity of the data indicated in the withdrawal request.

8.7 The Bookmaker shall not be liable for the activity (errors, delays) of any third party (providers) used by the Customer to deposit/withdraw funds.

8.8 All expenses for the transfer of funds are borne by the Customer and are deducted from the amount transferred.

8.9 By depositing funds to the betting account registered on the Bookmaker's server the bettor (the customer) agrees that the only purpose of depositing funds is Internet betting. It is prohibited to use the funds on the betting account for any other purpose (for example, money

transfer of any character, including transfer from one location to another, fundraising, financial aid, salary payment, etc.). The customer agrees that the Bookmaker has a right to decline the payment request and/or other way of withdrawal unless the customer places Internet bets for not less than 50 (fifty) % of the funds deposited to the betting account, with odds 1.5 or higher. Subject to these conditions, refunded bets, bets on opposite outcomes of one event (for example, Team 1/Team 2, Total over/under and etc.) and Cashed out bets are not counted.

8.10 The Bookmaker maintains a target of seventy-two (72) hours for processing withdrawal requests. A withdrawal will take between five (5) minutes and seven (7) days to reach the Customer's account, depending on the selected method of withdrawal.

9. FOOTBALL BETTING

9.1 In accordance with these Regulations, extra time in soccer is the time added upon regular and injury time. Extra time is usually used to determine the winner of a match or the winner on aggregate. Extra time is divided into two halves of 15 (fifteen) minutes each.

9.2 In accordance with these Regulations, injury time in a soccer match is time added by a referee to regular time, in order to compensate for different stoppages like substitutions, injured players requiring attention etc. (e.g. 45+1, 45+2, etc.; 90+1, 90+2 etc)

9.3 The settling of a bet placed on a football match (including cup matches) is determined only by the outcome of regular time, including additional time, but excluding extra time, unless otherwise stated in the betting line. Additional time added to the first half is counted as the 45th minute of the match. Additional time added to the second half is counted as the 90th minute of the match. In matches of a different format, the Bookmaker is not obliged to inform Customers about the number of periods and/or the duration of each period, and is not responsible if the Customer is not aware of the format of the match prior to placing a bet. If a change of format has resulted in the offering of incorrect odds, the Bookmaker retains the right to settle such bets as a refund.

9.4 In all cases of bets on yellow cards, red cards are not counted, and if a single player was sent off for two yellow cards, only one yellow card will be counted. Any cards shown to coaches, unused substitutes, substituted players and after the end of the regular time are not counted. Yellow cards issued during the half-time are counted to the second half in bet settlement.

9.5 Events related to the number of corners, goal kicks, throw-ins, offsides, fouls are counted in the following cases:

- corner: actually executed kick from the corner mark;
- goal kick: actually executed kick from the goal area;

- throw-in: actually executed throw-in after out;
- offside: actually executed indirect free-kick after offside was fixed;
- foul: the actual fixation of the rules violation (whistle of the referee).

9.6 Bets on "Qualify" are accepted taking into account extra time and penalty shoot-outs. For cup tournaments consisting of several matches, it is for bets on qualification to the next round of the tournament. Qualification is determined by the aggregate of all matches played.

9.7 For betting options listed as 'double' and 'hat-trick' the customer must correctly guess whether a football player will score exactly two goals (a double) or exactly three goals (a hat-trick) during a match. Own goals do not count. If a 'hat-trick' happens in a match, bets on 'double' are lost.

9.8 Scorer markets in soccer are settled according to the following terms:

a) To Score Anytime - A bet on To Score Anytime is a bet placed on an individual player to score at least one goal during the match. Own goals do not count. If your selected player does not play any part in the match, i.e. does not start or come on as a substitute, all bets are considered void and a refund will be paid. If the final score of the event is 0-0, all bets in this market are lost.

b) First Goalscorer – A bet on First Goalscorer is a bet placed on an individual player to score the first goal in the match. Own goals are not counted. If the first goal scored is an own goal, all bets are settled on the scorer of the second goal. If your selected player leaves the field of play, i.e. is substituted, injured or sent off, before the first goal is scored, all bets on this player are lost. In the event that your selected player does not take part in the match, or comes on as a substitute after the first goal has been scored, all bets on this player are considered void and a refund will be paid. If the first goal is scored by a player for which no odds were offered, all bets on other players are lost. If the final score of the match is 0-0, all bets in this market are lost.

c) On 'Player Performance' markets, bets are placed on the individual total of the player according to the market chosen (goals scored, yellow cards etc.). Own goals do not count. If the selected player is not named in the starting line-up, all bets on the player are considered void and a refund will be paid.

9.9 An own goal is treated as a goal scored by the team which was awarded the goal.

9.10 For certain markets, such as 'First Goal' and 'Next Goal', it is necessary to predict how the goal will be scored:

- * Own goal - bet wins if the scored goal is an own goal.
- * Free-kick - bet wins if the goal is scored directly from a free-kick by the free-kick taker. Goals scored directly from a corner kick are included.
- * Penalty - bet wins if the goal is scored directly from a penalty by the penalty taker.
- * Header - bet wins if the last touch of the scorer was with the head. Own goals are not included.
- * Kick - bet wins if the goal is scored by a kick. A free-kick goal, penalty and own goal are not included. If a goal is scored by any part of the body, except the head, such a goal is considered to be scored by a kick.
- * No goals - bet wins if the first (next) goal is not scored.

9.11 Bets placed on the 'Winner of the Conference' market are settled at the end of the Conference's Play-Off stage, not at the end of the Regular Season.

9.12 Any bet placed on 'to win from behind' is settled as a winning bet if the team that wins after regulation time was losing at any time during the match. If the winning team was not losing at any time during the match, the bet is lost. Extra time and penalties do not count.

9.13 Bets on the next caution refer to the team of the player who receives the next yellow card (red cards are not counted in this type of bet). If two cautions happen at the same time (according to the match protocol), bets are considered void. If no cautions occur and "No Yellow Card" market is not offered, bets on "next caution" are settled with odds "1".

9.14 If both teams make their first substitution(s) at the same time (the game was not played between these substitutions), all bets on 'Team to Make First Substitution' will be considered void and settled as a refund. If no substitution takes place in the match, all bets on the same market are considered void and settled as a refund. A bet placed on the 'Time of the First Substitution' market may be wagered on the first half, second half or on the half time interval. In the event that no substitution is made, any bet placed on this market is considered void and settled as a refund. If (as recorded in the official match details) the first substitution is made in the 46th minute, it is considered to have taken place during the half time interval and bets are settled accordingly.

9.15 A hit against the post and/or crossbar is considered to have occurred if the ball remains in play after contact with the post and/or crossbar has taken place.

A hit against the post and/or crossbar is not considered to have occurred in the following situations:

- a) The game was stopped prior to the ball making contact with the post and/or crossbar for any reason, including (but not limited to) a foul, offside etc.
- b) The ball went out of play after hitting the post and/or crossbar for a corner, goal kick or throw-in, or the ball hit the post and/or crossbar immediately before crossing the goal line (i.e. after contact with the post and/or crossbar, the ball did not make contact with a player or the referee prior to crossing the goal line).

9.16 For bets placed on 'Which event is earlier' markets, such as: Yellow Card before Goal, Yellow Card before Substitution, Yellow Card before Corner, Yellow Card before Offside, Goal before Substitution, Offside before Goal, Corner before Goal etc., the bet is placed on the first event to happen earlier than the second event in the match. If one or more of the events does not occur in the match, bets are settled in accordance with the following rules:

- a) If only the first listed event takes place, all bets on 'Yes' are settled as won and all bets on 'No' are settled as lost.
- b) If only the second listed event takes place, all bets on 'Yes' are settled as lost and all bets on 'No' are settled as won.
- c) If neither of the listed events takes place, all bets on 'Yes' are settled as lost and all bets on 'No' are settled as won.

9.17 On the 'Player to Receive a Yellow/Red Card' market, bets are placed on whether or not the selected player will be shown a yellow card or a red card during the match. Players must be on the field of play (i.e. not a substitute) at the time the card is shown for the card to be counted towards bet settlement. If the selected player is not named in the starting line-up, all bets on the player are considered void and a refund will be paid.

9.18 Statistics (Intervals) is betting on events in a match to take place exactly at the specified period of time. For bets placed on the first 5 minutes of the match events taking place between 00:00 and 4:59 are counted, the timing of each subsequent interval is determined in the same order (05:00 - 09:59, 10:00 - 14:59 and so on). Additional time of the first half refers to the

period between 40:00 and 44:59, and additional time of the second half refers to the period between 85:00 and 89:59. Bets on Statistics (Intervals) are settled in accordance with the following rules:

- a) in Corners betting the time of the actual corner kick is counted, not the time when the referee awards the Corner;
- b) bets on "cards" are settled according to the time when the card was shown;
- c) bets on first fact "penalty" are settled by the time when the penalty was awarded;
- d) bets on first fact "penalty" are settled as Won if a penalty was awarded before the discipline card was shown;
- e) for bets on a number of cards both yellow and red cards are counted:
 - yellow card is 1 card,
 - red card is 2 cards,
 - yellow/red card is 2 cards (if yellow card is the second card for the player, and the red card follows, then for the bets on "intervals" 2 cards are counted in this case.
- f) offsides will be settled based on the time when the referee gives the decision. This rule will be applied to any video assistant referee (VAR) situation.

9.19 For bets on a player's position (forward, midfielder, defender), the position declared before the start of the tournament (season) is counted, not before the beginning of the match, on which bet was placed. These markets are settled only according to the data given on the official websites of the championships and teams.

9.20 Alternative Matches - events in which it is necessary to determine which of the teams will score more goals in its own match.

For example, Alternative Match. Manchester City - Tottenham Hotspur Team 1 to win. Real matches are Manchester City - Brighton 3:1 and Tottenham Hotspur - Newcastle 1:0. The score of the alternative match is 3:1, the bet is settled as Won.

9.21 Bets placed on "First fact" and "Last fact" are settled according to paragraph 9.5 of T&Cs.

9.22 Bets on the usage of the VAR (Video assistant referee) system relate only to cases when the referee shows the official signal for VAR-review.

9.23 For bets on "Head-to-head according to outright of the championship" in all international tournaments priority is given to the stage reached by the teams. If both teams are eliminated at the group stage, the teams position is determined by additional criteria in the following order:

- higher place in the group;
- more points in the group;
- best margin of scored and conceded balls;

- more scored balls.

If teams are equal by these criteria or are eliminated at the same play-off stage, bets are settled with odds of "1".

9.24 In bets on penalty shootouts only scored penalties are counted, unless otherwise stated in the betting line.

10. ICE HOCKEY BETTING

10.1 Bets on all competitions are accepted without counting extra time unless specified otherwise.

10.2 For bets on an individual total of the player, it is necessary to determine the individual total of the player in the system "goal + pass". All bets on the individual total of the player are accepted with overtime, excluding after-match shoot-outs. If the player did not participate in the match, all bets are calculated as void (equal to odds "1").

10.3 The Bookmaker accepts bets on shots on goal and bets on penalty time. Only two-minute and double minor penalties are counted. Penalty time is counted in minutes.

10.4 The Bookmaker accepts bets on the number of two-minute penalties. "2+2" penalty is counted as two penalties. If penalty is awarded at the same time with the final whistle of the period/match (20:00 40:00 60:00), then the penalty is counted in the completed period.

10.5 Bets placed on the 'Winner of the Conference' market are settled at the end of the Conference's Play-Off stage, not at the end of the Regular Season.

10.6 The Bookmaker accepts bets on the number of shutouts. Matches in which at least one team does not score are counted.

11. TENNIS BETTING

11.1 Handicap (H) and total (Tot) betting for a tennis match are specified in games. A tie-break is counted as one game (i.e. a first set score of 7-6 is counted as a total of 13 games). A match tie-break is counted as one set consisting of one game.

11.2 The Bookmaker does not undertake to inform customers about the match format. If due to the format change incorrect odds were offered, the Bookmaker reserves the right to settle such bets as a refund. However, any bets on the winner of the match will be settled according to results.

11.3 If a bet is placed on two opposing teams, for example, in the international 'Davis Cup' competition, it will be considered valid regardless of any player replacements that are made. For doubles matches, if a player who was listed in the betting line as participating in the match is replaced, the bet is cancelled and a refund will be paid. If a player who was not listed in the betting line as participating in the match is replaced, the bet is considered valid and will be settled according to the result.

11.4 If a tennis match is relocated to a different playing surface than was originally intended (for example: hard, clay, grass), the bet remains valid and will be settled according to the result. Any bet placed on tennis provides the indisputable consent of the customer that any error relating to the specification of the surface on which a tennis match will be played does not provide grounds for a bet to be cancelled.

11.5 If any player is unable to complete the match for any reason, for example, due to injury or disqualification, all bets on the match that cannot be settled are considered void and a refund will be paid. There is an exception for the following situations:

- a) Provided the first set is completed, any bet placed on the advancing player to win the match will be settled according to the result;
- b) The results which existed at the time the match was stopped, i.e. would have happened in any possible natural conclusion, will be the results under which all bets are to be settled.

11.6 If, for any reason, a player is unable to start the match, the bet is cancelled and a refund will be paid.

11.7 If a tennis match is interrupted, delayed and/or postponed for any reason and for any length of time, any bet placed on the outcome will be considered valid until the tournament in which the match was played is completed.

11.8 The start of the tennis match is the first point of the first game of the first set.

12. BASEBALL BETTING

12.1 For all the bets on baseball games, extra time (overtime) is counted. If the match is cancelled, the bet will be returned.

12.2 Bets placed on the 'Winner of the Conference' market are settled at the end of the Conference's Play-Off stage, not at the end of the Regular Season.

13. BASKETBALL, 3X3 BASKETBALL, NETBALL BETTING

13.1 The Bookmaker accepts bets on basketball matches (including 3x3 Basketball and Netball) with possible overtime, excluding outcome categories (i.e. bets accepted excluding possible overtime) that contain Draw (X) outcome. In this case, bets on the winner or draw, on halves or quarters are settled in accordance with regular time only, all other bets are settled including overtime unless otherwise stated in the betting line. If the event has finished with an equal score in regular time and odds for Draw were not offered and overtime was not played, in this case, game is considered valid and bets on the winner are settled as a refund.

13.2 In the event that qualification to the next round is determined by the aggregate of two matches played and after second match overtime is played, bets on second match are settled with overtime (e.g. first match 77-86, second match 86-77)

13.3 3x3 Basketball: the game is played 10 minutes or until one of the teams gets 21 (22) points, in case of the equal score after 10 minutes overtime to two points is played. If the game format differs from what is shown above, this does not provide grounds for bets to be cancelled.

13.4 Bets on the "Total of the highest (lowest) scoring quarter". Two or more quarters with the same highest (lowest) total do not provide grounds for bets to be cancelled. In this case, bets are settled according to the total.

13.5 Bets on "Highest Scoring Quarter". In the event that two or more quarters end with the same highest number of points scored, bets placed on 'Equal' within the 'Highest Scoring Quarter' market are considered to have won. All other bets within this market or on other quarters to be the highest scoring are settled as lost.

13.6 Bets on "Highest Scoring Half". In the event that both halves end with the same highest number of points scored, bets placed on 'Equal' within the 'Highest Scoring Half' market are considered to have won. All other bets within this market are settled as lost.

13.7 The Bookmaker accepts bets on scorer markets with overtime. Scorer markets include: scored points, assists, rebounds and etc. If a player has spent less than 2 minutes on court, bets on related outcomes are settled as a refund.

13.8 The Bookmaker accepts bets on statistics: 3 pointers, rebounds, assists and etc. with overtime.

13.9 The Bookmaker is not obliged to inform customers about the match format. If the change of format has resulted in incorrect odds, the Bookmaker retains the right to settle such bets as a refund.

14. AMERICAN FOOTBALL BETTING

14.1 Bets on this sport are settled with possible overtime unless otherwise stated in the betting line. If selections for the event include Draw (X), bets on the winner, on halves or on quarters are settled in accordance with the regular time only, all other bets are settled including overtime unless otherwise stated in the betting line.

14.2 Bets on the "Total of the highest (lowest) scoring quarter". Two or more quarters with the same highest (lowest) total do not provide grounds for bets to be cancelled. In this case, bets are settled according to the total.

14.3 In the event that two or more quarters end with the same highest number of points scored, bets placed on 'Equal' within the 'Highest Scoring Quarter' market are considered to have won. All other bets within this market or on other quarters to be the highest scoring are settled as lost.

14.4 In the event that both halves end with the same highest number of points scored, bets placed on 'Equal' within the 'Highest Scoring Half' market are considered to have won. All other bets within this market are settled as lost.

14.5 Bets placed on the 'Winner of the Conference' market are settled at the end of the Conference's Play-Off stage, not at the end of the Regular Season.

15. FORMULA-1 AND OTHER RACES BETTING

15.1 The warm-up lap is included in the race.

15.2 If both racers retire, the racer who completed more laps pursuant to the official protocol, is considered winner. If both racers complete the same number of laps, the stake will be returned.

15.3 Racer places are determined by the official final finishing order published immediately after the completion of racing. Subsequent disqualifications of drivers and changes in finishing order shall not be counted.

15.4 In case of any dispute, the betting criteria for the winner is considered to be the racer on the podium at the post-race ceremony.

15.5 The winner of the general classification is considered the winner.

15.6 Start behind the safety car and virtual safety car are not counted in settlement of "Safety car to be used" market.

16. BANDY BETTING

16.1 Bets on bandy are accepted only with regard to regular time (except where specially agreed otherwise).

16.2 If the regular time of the match is not completed for any reason, the bet will be returned.

17. BIATHLON, SKIING, ALPINE SKIING, SKI JUMPING BETTING

17.1 Final results of participants are determined by the official finishing order of the race published on the official website immediately upon its completion. Subsequent disqualifications of participants and changes in finishing order shall not be counted.

17.2 "Head-to-head". In offered pairs, it is necessary to name the sportsman (team) which will have the higher finishing position in the final standings. If both sportsmen have the same position, "head-to-head" bets are considered void. If both sportsmen retire at different stages of the competition, bets are settled according to the stage at which the retirement takes place.

17.3 "Winner". The winner is the sportsman that takes first place in the final standings. If a sportsman (team) does not take part at any stage of the competition (qualification, ¼ final, etc.) bets are considered void.

17.4 If a sportsman (team) takes part in the competition but does not finish it, bets on this sportsman are lost.

18. RUGBY LEAGUE AND RUGBY UNION BETTING

18.1 All bets are settled on 80 minutes of play. Any extra time does not affect the settlement of a bet unless such a bet is on an extra-time betting market.

18.2 Where odds for both outright and handicap betting are available, all bets will be settled on the outright price unless the handicap price has been specifically selected. However, where only handicap betting is available, all bets will be settled on the advertised handicap price and conditions.

18.3 If a match is abandoned either before it starts or before the end of the second half, then all bets will be void except for those where the outcome has already been unconditionally determined, for example, first try scorer where a try has been scored.

18.4 For first match/first team try scorer markets penalty tries are ignored for the purposes of first try scorer betting. Bets will be void on any players who have not been on the field before the first try is scored.

18.5 For 'any time try scorer' market, all bets on players not starting the match will be void.

18.6 If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand. If a match is no longer to be played at the advertised venue, all bets on that match will stand provided that the venue has not been changed to the opponent's ground (or in the case of international matches, provided the venue remains in the same country).

18.7 For bets on tries total penalty tries are also counted. Bets refer to regular time only.

19. CRICKET BETTING

19.1 Bets will be settled on the official result. All bets on a match will be void if the match is officially declared as a 'no result'. If a match is affected by external factors (such as bad weather) and is not declared as a 'no result', bets will be settled based on the official competition rules according to the event's governing body (this includes matches where the result is determined by the Duckworth-Lewis method, or where the scheduled number of overs is reduced).

19.2 If a match ends in a tie and the Bookmaker has not quoted a price for a tie and the official competition rules do not declare a winner, then all bets for the match winner market will be cancelled.

19.3 If a match is postponed and rescheduled to take place within 24 hours from the original start time, bets on that match will stand unless cancelled by mutual consent. If the replayed match does not take place within 24 hours of the original start time, all bets on the original match will be void.

19.4 If a series is abandoned for any reason before the scheduled number of games have taken place, or if the scheduled number of games is curtailed due to weather conditions or other reasons, then the team that is ahead at the completion of the last match played in the series will be deemed the winner for settlement purposes. However, bets on the series correct score

betting will be void. If a series is abandoned for any reason before the scheduled number of games has taken place, bets struck after the last completed match shall be void.

19.5 The result of the market “Method of next dismissal” is determined by the method of the next dismissal of the team batting. If either batsman retires for any reason after your bet is placed then the bet is settled on the next dismissal. If there is no further dismissal after your bet is placed and before the innings closes, then your bet will be void.

19.6 The result of the market “Fall of next wicket” is determined by the total innings runs a team has scored at the fall of the named wicket (for example ‘5th wicket’). If either batsman retires for any reason then the bet is settled on the total at the fall of the next wicket. If there is no dismissal before the innings closes, due to the team declaring or reaching their target, then bets will be settled based on the total number of innings runs at the close of the innings. If the close of the innings is due to bad weather then, unless the market has already been settled, the market will be void.

19.7 The result of the market “Top batsman/bowler” is based on the batsman/bowler with the highest individual score in an individual innings. Markets on batsmen are based on the number of runs and markets on bowler are based on the number of wickets hit. If two or more bowlers hit an equal number of wickets, a bowler with the lowest number of conceded runs in over (economy rate) will be considered a winner. Top batsman/bowler bets for Test matches apply only to the first innings of each team.

19.8 If a batsman/bowler retires and does not resume his innings, his score will stand. Bets placed on any player not in the starting eleven will be void. Bets placed on a player in the starting eleven stand, whether he bat or not. If two or more players tie as top batsman/bowler, then all bets will be settled as a dead heat.

19.9 Top batsman/bowler bets will be void if there is insufficient play in the innings as follows:

- a. In test matches top batsman/bowler bets will be void if fewer than 50 overs are bowled in the innings and the team does not declare and is not all out;
- b. In one day matches (excluding Twenty20 matches) top batsman/bowler bets will be void if fewer than 20 overs are bowled in the innings and the team is not all out and has not reached a target to win the match;
- c. In Twenty20 matches top batsman/bowler bets will be void if fewer than five overs are bowled in the innings and the team is not all out and has not reached a target to win the match;
- d. Top bowler bets will be void if no wicket is hit.

19.10 In betting on Batsman Runs only runs attributed to the named batsman count. Extras (e.g. wides, no-balls, leg-byes, etc.) that occur during the course of that batsman's innings do not count as runs accrued by that batsman. If a batsman retires hurt but returns to bat later then the total number of runs scored by the batsman during the innings is the final result. If a batsman retires hurt and does not re-emerge to bat during that innings then the score amassed before an injury is the final result.

19.11 In limited overs matches, unless settlement has already been determined, batsman runs bets and innings runs bets will be void if the match is reduced by any number of overs from its original scheduled duration. In Test matches, batsman runs bets and innings runs bets will be settled regardless of the length of an innings.

19.12 For the "Most Team Sixes" market, bets will be void unless there is an official result and this does not include a 'no result'.

19.13 Player Match Bets. In both limited overs and test matches, both players must be at the crease at some stage in the match for bets to stand. The player who scores the most runs between the two denoted in the match bet shall be deemed the winner. In the event that both players score the same number of runs, bets will be void.

19.14 In limited overs matches, unless settlement has already been determined, player match bets will be void if the match is reduced by any number of overs from its original scheduled duration. In test matches, player match bets will stand regardless of the length of the innings.

20. DARTS BETTING

20.1 If a player does not start a match (i.e. no darts thrown) then all bets on that match will be void.

20.2 If a match starts (at least one dart is thrown) but is not completed then the player progressing to the next round of the competition will be deemed the match winner and all other bets on the match will be void.

20.3 For Highest Checkout bets if the result is a tie, then bets will be void.

21. SNOOKER BETTING

21.1 The start of a snooker match is deemed to be at the break of the first frame, even if there is a subsequent re-rack in the first frame. Any frames that are forfeited due to a player's late arrival shall count for correct score betting purposes.

21.2 If a player fails to start a tournament or match, all bets on that player, or on matches involving that player, will be void.

21.3 In the event of a re-rack, bets placed before the start of the frame will stand on any markets for which a result has not been determined and will be settled once a result has been determined. Points scored in the re-racked frame before the re-rack do not carry over. Bets placed after the break of the frame (and after any previous re-rack) but before a re-rack will be void.

21.4 For correct frame and total frame markets, if a match is completed without one player winning sufficient frames to win the match based on the scheduled number of frames (for example, due to the withdrawal or disqualification of a player during a match), then all bets on correct frame score and total frame markets will be void.

21.5 For first colour potted markets, balls potted as free balls or on a foul stroke are ignored. The colour must be one of yellow, green, brown, blue, pink or black.

21.6 For match betting purposes if one player withdraws or is disqualified after the match has already started, the player progressing to the next round will be considered the winner of the match. All other markets (e.g. correct score betting, handicaps etc) shall be void.

22. E-SPORTS BETTING

22.1 General rules

22.1.1 The games are played in Bo1, Bo2, Bo3 (Best of 1, Best of 2, Best of 3, etc.) system, which refer to the total number of maps in the match. The winner of the match is the team with the highest number of maps won, for example, Best of 3 - at least 2 won maps, Best of 5 - 3 won maps and so on.

22.1.2 If an event finishes as a tie (draw) but Draw (X) was not offered in the betting line and the winner was not declared according to official rules of the competition, bets on the Winner are deemed void and refunded.

22.1.3 Changes in the number of players and their substitution in teams (due to disconnection from the server, DDOS attacks and etc.) do not provide grounds for bets to be cancelled.

22.1.4 If any team is unable to complete the game for any reason (or disqualified), all bets are settled as a refund, except bets on match winner (Team 1 and Team 2) and bets on results that existed at the time the match was stopped. Bets on the team, which is unable to complete the game or disqualified, are settled as lost (Team 1 or Team 2). If for any reason, a team is unable to start the match or is disqualified before the match (after first lane creeps spawn), or a walkover takes place in the first round, all Bets are made void and a refund will be paid. If a team changes its name, all bets for the match will remain valid.

22.1.5 If an event is postponed for less than 48 hours of the originally scheduled start time, all bets remain valid. If an event is not played within 48 hours of the originally scheduled start time, all bets will be cancelled and a refund will be paid.

22.1.6 If a match is postponed or a team is disqualified and the current game can not be continued due to technical faults (DDOS attacks, players' equipment failure, etc.), bets remain valid. If a match is played within 48 hours of the originally scheduled start time, all bets are settled according to the match results. If a match is not played within 48 hours of the originally scheduled start time, bets on results, which existed at the time the match was stopped, remain valid and other bets are settled as refunds. If after 48 hours of the originally scheduled start time there is no official information about the match result, all bets are settled as a refund, except bets on results that existed at the time the match was stopped.

22.1.7 One map advantage before the match - Victory in 1 map can be awarded "in absentia" to one of the teams according to regulations or judges decisions (do not confuse with walkover). In pre-match bets on Maps total or Victory in a specific map (in sequence) this map "in absentia" is not counted. I.e. the first map in the betting line is the first map really played by participants.

22.1.8 Rehost, replay, reversal of the game situation at some time point (in case of a connection failure with the server and network, DDOS attacks, etc.), regardless of the choice of heroes, maps, rounds in a game, does not provide grounds for bets to be cancelled.

22.2 Bet settlement by disciplines:

22.2.1 Dota 2 and League of Legends

a) Bets on map are settled according to the data fixed at the time when main throne is destroyed including cases when one of the teams announces 'good game' (GG) (in this case the throne is not destroyed by direct impact of the opponent, and the game on map is deemed finished).

b) Main totals and handicaps are offered on Maps number and difference. Totals and handicaps in "Map" category are offered on kills number and difference.

- c) "First blood" - first kill of the hero by the opponent team. First kill on the map by neutral creeps, opponent's creeps and tower are not counted, and bet remains valid until first kill by heroes of the opponent team.
- d) "Race to kills" - first team reach X number of kills.
- e) "Roshan" - first team to kill Roshan (the strongest neutral monster)
- f) "Total time on map (min)" - total minutes played in the map. For example: map has finished on 37 min 01 second, bet on Total 37 (over) is settled as Won, bet on Total 37 (under) is lost. If map has finished on 37:0, bets placed on this event are refunded.
- g) "Head-to-head" - individual battle of players by killed heroes offered as outcomes on victory, handicaps and totals.
- h) If due to technical faults the match is postponed or a team is disqualified, and the current game can not be continued, bets remain valid, except for situations where final result of the match is unknown.
- i) For betting options listed as "double kill" and "triple kill" it is necessary to determine whether or not during 10-minute period exactly two heroes will be killed by one hero (double kill) or exactly three heroes (triple kill). If during this period player has made a "triple kill" or more kills, bets on "double kill" are settled as lost, and if hero has made more than a "triple kill", bets on "triple kill" and "double kill" are settled as lost.

22.2.1.1 Dota 2. Pub Games

- a) All offered events are real time games between randomly selected players. Besides broadcasting on www.twitch.tv, the video of the game is available in Dota 2 client;
- b) Events that take place before the 10th minute in map, such as deliberate damage to own team, AFK (away from keyboard for a long time), players' technical issues — provide grounds for bets on this map to be refunded. Bets are calculated by results after the 10th minutes of map, regardless of players actions;
- c) Match is considered finished when the throne of one of the teams is destroyed. All other situations except sub clause b) can not be considered as end of game.

22.2.2 Counter Strike: Global Offensive

- a) The winner of the match is a team that has won in minimum 16 rounds (in accordance with the tournament regulations).
- b) The winner of the round is a team that kills all opponents on the map by a bomb plant/defuse, end of the round time (for Counter Terrorist).
- c) In case of draw on map (15-15) depending of the tournament regulations 6 additional rounds (Overtime) are awarded. To win in Overtime, a team needs an advantage of 2 rounds, also

Overtime can end in fewer rounds, if one of the teams has no chance to beat its opponent (19-15,19-16). In case of draw (21-21) next 6 additional rounds are awarded.

d) In case the match format changes (total maps, rounds, etc.) bets are refunded, except bets on outcomes with defined results.

e) "Head-to-head". An individual battle of players by number of kills (frags) offered as outcomes on victory, handicaps and totals.

f) "Most AWP Kills". An individual battle of players by number of AWP kills (frags) offered as outcomes on victory, handicaps and totals.

g) Main totals and handicaps are offered on Maps number and difference. Totals and handicaps in "Map" category are offered on rounds number and difference.

22.2.3 Starcraft 2

a) Bets on this discipline are accepted on victory, handicaps and totals.

b) In case of walkover awarded before the match start, bets are refunded. In case of walkover awarded after the match start, all bets remain valid (provided the outcome can be defined at the moment of interruption and announcement of walkover of one of the participants).

22.2.4 HearthStone

a) Bets on this discipline are accepted on victory, handicaps and totals.

b) The game starts when both players have the first card out the deck.

c) In case of complete stoppage/interruption of the game (without the possibility to finish) or walkover, all bets that can be determined at that moment are settled by results. Outcomes that are unknown at that moment, are refunded.

d) Player who has not finished the match for any reason (DDOS-attack, network connection failure), is counted as lost in current and following matches.

22.2.5 Overwatch

a) Bets on this discipline are accepted on victory/draw, handicaps and totals.

b) In case of complete stoppage/interruption of the game (without the possibility to finish) or walkover, all bets that can be determined at that moment are settled by results. Outcomes that are unknown at that moment, are refunded.

22.2.6 PUBG

"Head to head" - team's place in the table according to place won in the map/match presented as outcomes on victory.

22.2.7 FIFA

- a) Bets in this discipline are accepted on victory/draw, handicaps and totals.
- b) Outcomes in this discipline are settled according to Soccer sports betting rules (9 of T&Cs).

22.2.8 NBA

- a) Bets in this discipline are accepted on victory/draw, handicaps and totals.
- b) Outcomes in this discipline are settled according to Basketball and American football sports betting rules (13 and 14 of T&Cs).

22.2.9 NHL

- a) Bets in this discipline are accepted on victory/draw, handicaps and totals.
- b) Outcomes in this discipline are settled according to Ice hockey sports betting rules (10 of T&Cs).

22.2.10 AO International Tennis

- a) Bets in this discipline are accepted on victory/draw, handicaps and totals.
- b) Outcomes in this discipline are settled according to Tennis sports betting rules (11 of T&Cs).

22.2.11 Other types of eSport

- a) Bets in these disciplines are accepted on victory/draw, handicaps and totals.
- b) Outcomes in these disciplines are settled in accordance with the relevant sports betting rules.

23. BETS ON BOXING AND MMA

23.1 'To Win Inside The Distance' means a victory by knockout, technical knockout, disqualification of an opponent or the opponent's refusal to continue the fight.

23.2 'To Win On Points' means a victory following the judge's decision after all rounds of the fight have been completed.

23.3 'Round Betting' is a market for placing a bet on the round in which the result of the fight is determined (i.e. when the fight is finished). In the event that a fighter does not resume the fight at the beginning of a round, after the bell has rung, it is considered that the fight was completed in the previous round.

23.4 In Total Rounds betting, only rounds that have gone for more than half of their duration are counted. If the second round lasts exactly 2 minutes and 30 seconds in MMA (five-minute round) or 1 minute and 30 seconds in Boxing (three-minute round) - bets on Total 1.5 (over) are settled as won and bets on Total 1.5 (under) are lost.

23.5 If the number or duration of rounds to be fought is changed, all bets on the outcome of the fight will be settled in accordance with the result. Bets on the number of rounds to be fought are considered void and a refund is paid.

23.6 If a betting line includes draw bets, and the fight ends with a draw, bets placed on Draw are settled as Won, and bets placed on one of the fighters victory - as Lost. If Draw is not offered as a betting option, and fight ends with a draw, bets placed on one of the fighters victory are considered void and a refund is paid. Additional parameters are not considered after the result announcement and are not accepted for bet settlement (extra rounds, decision of additional referee).

24. OTHER SPORTS

24.1 For the purpose of Clause 23.1, 'Other Sports' refers to volleyball, table tennis, badminton, beach volleyball and all other sports, which are comprised of a fixed numbers of sets, games, frames etc. If a match ends prematurely due to either player's retirement or disqualification, all match selections are made void and a refund will be paid (with the exception of bets placed on boxing and martial arts). However, the results which existed at the time the match was stopped remain valid for bets settlement.

24.2 Handicap and total in these sports are indicated in points (or games) unless otherwise stated in the betting line.

24.3 For 'Next Point' betting, it is necessary to predict which player/team will win the next point or a specific point as defined on the betting line.

For example: With the score at 10-9 between Team A and Team B, a bet is placed on 'Next Point: 20th Point - Team B'.

If the score changes to 10-10, the bet is settled as won.

If the score changes to 11-9, the bet is settled as lost.

24.4 Bets placed on 'Race to points' markets require the Player to predict which player or team will reach a specified target number of points first.

For example: With the score at 18-18, between Team A and Team B, a bet is placed on 'Race to 20 Points - Team A'.

If the score changes to 20-18 or 20-19, the bet is settled as won.

If the score changes to 18-20 or 19-20, the bet is settled as lost.

25. QUICK BET

25.1 Quick Bet is only available for online bets and allows the Customer to place a bet of a pre-defined stake value with a single click. Quick Bet can be enabled and disabled at any time.

25.2 When Quick Bet is enabled, the Customer is able to place a bet with a single click at the current odds of the selected market. No further confirmation is required prior to the bet being placed.

25.3 To activate Quick Bet, the Customer needs to undertake the following actions:

- a) Open Quick Bet panel;
- b) Enter the desired stake for Quick Bets (this value may be changed at any time);
- c) Click on 'Save'.

25.4 When using Quick Bet any click on the odds displayed means that the Customer fully understands and agrees to the betting terms, rules and regulations and confirms his/her consent in placing the selected bet at the advertised odds.

25.5 It is the Customer's responsibility to ensure accuracy when selecting a market, odds and/or the stake value when using Quick Bet. After a Quick Bet has been placed, it cannot be changed or cancelled.

25.6 The Bookmaker reserves the right to make Quick Bet unavailable to any Customer at any time, and without prior notice or explanation.

26. CASH OUT

26.1 Cash Out allows to take a return early if the bet is winning, or to minimize a potential loss if the bet is losing - all before the event has finished. The Bookmaker can suggest to a customer a real-time value of placed bets, so he can press the 'Cash Out' button to get paid his bet or part of bet at a point of his own choice.

26.1.1 The bettor (the customer) has the opportunity to select between full and partial Cash Out in Cash Out window. It is necessary to enter the amount you would like to transfer from bet value to your personal account in that window. After that the cashed out part of the bet will be shown in bets history with new number and partial Cash Out mark. Bet stake remainder will be settled under initial bet number in accordance with the final result.

26.1.2 Minimum and maximum amount of partial Cash Out is determined individually for each bet. In some cases only full Cash Out is available. Number of partial Cash Out operations is limited by bet stake only.

26.2 Cash Out is available for selected markets and events. The Bookmaker can not guarantee that the Cash Out feature will be available on your bet selection.

26.3 Cash Out requests are subject to a time delay. If a price changes or a market suspends, the Cash Out request may not be successful.

26.4 If a Cash Out request is successful, the bet is settled and the Cash Out amount is credited to your account immediately. The actual final result of the related market will have no bearing on the Cash Out amount.

26.5 Any bets that are settled using Cash Out will not count towards the turnover requirement of any free bet or promotion.

26.6 The Bookmaker takes no responsibility for the Cash Out feature being unavailable for any reason and all bets will be settled in accordance with the actual result during any such period.

26.7 The Bookmaker reserves the right to amend, suspend or remove the Cash Out feature at any time, for any event and for any reason. Any bets placed will stand as originally placed and will be settled according to Terms and Conditions.

26.8 If the odds on the selected outcome were incorrect (out of sync with the general market and/or erroneous) at the moment a Cash Out request was processed, or in any other circumstances whereby the Bookmaker has the right to cancel the bet in accordance with the Terms and Conditions, the Bookmaker retains the right, but without obligation, to re-settle a bet that was originally settled with the use of the Cash Out facility via any of the following methods, and at its own discretion:

- a) to cancel the Cash Out, i.e. to settle the bet in accordance with the final result;
- b) to cancel the bet, i.e. to settle the bet with odds 1.00;
- c) to adjust the amount paid via Cash Out in accordance with the correct odds.

26.9 In the event that one of the partial Cash Out operations is incorrect, the Bookmaker has the right to cancel one or all Cash Out operations for the initial bet with a corresponding mark in the bets history.

27. BETS ON BETGAMESTV

27.1 BetGamesTV offers betting opportunities on real upcoming events. The result of the event is not known until the event has taken place. The events take place in real time (live) and are broadcasted online via the internet.

27.2 Neither the Bookmaker nor its customers participates in the organization of BetgamesTV events. BetGamesTV events are organized and conducted by a third-party organisation (the organiser). The Bookmaker provides its customers with live broadcasts of these events and also offers odds on various outcomes for the placement of bets.

27.3 All bets on BetGamesTV events are accepted and settled in accordance with the terms and conditions as outlined by the Bookmaker.

27.4 BetGamesTV includes bets on the following events:

a) Lucky 7 – A classic event in which 42 balls (black and yellow) are loaded into the lottery drum. 7 balls are randomly selected and dropped into the tube which is connected to the lottery drum;

b) Lucky 6 – A dynamic event with 60 balls (blue and red) loaded into the lottery drum. 6 balls are randomly selected and dropped into cylinders connected to the lottery drum. The order of the winning balls is determined by machine cylinders from left to right. The first left cylinder is considered to be first, the last right cylinder is considered to be the last;

c) Lucky 5 – A dynamic event in which 36 balls (white, green, blue and red) are loaded into the lottery drum. 5 balls are randomly selected and dropped into cylinders which are connected to the lottery drum. The cylinder furthest to the left is considered to be the first cylinder, with the cylinder furthest to the right considered to be the last cylinder. The order in which the cylinders are filled with drawn balls does not affect the result of the event;

d) Dice Duel - A very fast and simple event, where the result is based on the combination of two dices (blue and red) with 6 sides numbered from 1 to 6, rolled on the game table. Points are determined by the top side of each dice after they are rolled on the table;

e) Wheel – A very fast and simple event, based on a device which resembles a wheel. The result is determined by the number or symbol of the sector to which an arrow is pointing after the wheel stops;

f) Bet On Poker – An event similar to Texas Hold'em in terms of the rules and procedure of the game. The aim of the event is to create the highest combination of cards, by combining any five cards out of seven drawn. The seven cards drawn include five community cards and two 'in-hand' cards. Two, one or none of the available cards may be used;

g) Baccarat is a game with very similar rules to the popular game 'Baccarat' (or Punto Banco). The aim of the game is to collect a total amount of points as close as possible (or equal) to 9 (nine) after all the cards have been dealt;

h) War of Bets - is a game with very similar rules to the popular game 'War'. The aim of the game is to get a card of higher value after all the cards have been dealt.

i) 6+ Poker (also known as 'Short-Deck Hold'em') is a poker game very similar to the popular Texas 'hold'em'. The game is played between two sides – the Player and the Dealer. The gameplay sees each side looking to win the best five-card poker hand from any combination of the seven cards (five community cards plus the two cards the player is dealt);

j) Speedy 7 is a live betting game, where players must predict whether the next card will be black or red, from a draw consisting of seven betting rounds. After won bet, player can cash out winning or go for bigger win and continue playing by predicting the next card.

There are bonus wins for players who make four or seven correct successive picks;

k) Rock Paper Scissors is one of the world's best loved games. The Player takes part against the dealer and symbols are shown on a card that is dealt. The three symbols are Rock, Paper and Scissors. The worldwide-known rules apply; Rock beats Scissors, Scissors beats Paper, and Paper beats Rock. The Player can choose a symbol on either/both the left or right hand side of the screen (zone). If both player and dealer end up with the same symbol, the game ends in a tie;

l) Andar Bahar is a live betting card game where two sides take part: the player and the dealer. This is a fairly simple game where only one deck of cards is used. After the start of the round, the dealer puts one card face down in place of the joker, and then begins to put cards on the Andar and Bahar sectors. As soon as the value of one of the cards matches the value of the joker card, the round ends;

m) Classic Wheel - an event, based on a device which resembles a wheel. The game takes place according to pre-recorded draws. The result is determined by the number or symbol of the sector to which an arrow is pointing after the wheel stops.

27.5 Any event may be cancelled due to any technical reasons, such as technical problems or dealer error. Bets on such events are considered void and a refund will be paid.

27.6 In case technical failures of connection channels or server errors occur during bet acceptance process, the customer receives a notification that his bet has not been accepted. However, if such bet is nonetheless registered on customer's account, it will be automatically cancelled, i.e. settled as refund.

27.7 If during the real-time live-streaming there is no sound or the dealer declares an incorrect winning combination, the correct winning combination is determined by the live-streaming recording.

27.8 If a customer is unable to view the real-time live-streaming of any event due to reasons beyond the Bookmaker's control, but the results of the live-streamed event are available in the archives, it is considered that event took place (with relevant results) and is valid.

27.9 The organizer of the events retains the right to change the time and duration of any live-streamed event.

27.10 The results of all events are established independently from the Bookmaker and are available via the official website.

27.11 The customer is wholly responsible for the placing of any bet on BetgamesTV events. Bets on BetgamesTV events cannot be amended or cancelled.

28. LUCKY NUMBERS

28.1 Lucky Numbers (or lottery betting) is a type of betting on real upcoming events, in which the result is not determined by the Bookmaker or the Customer. Lucky Numbers are bets on the outcomes of events (draws) offered by the Bookmaker, organized by lottery operators in different countries of the world. The Bookmaker does not participate in the organization and conduct of these lotteries and does not distribute lottery tickets.

28.2 The maximum payout on any Lucky Numbers draw is 2'000'000 RUB (or its equivalent in another currency).

28.3 All maximum winnings limits apply to any one customer, or group of customers acting together, who have placed bets containing the same selections. This includes cases where bets have been placed in a series of transactions, over a number of days, using different betting accounts and/or across different betting channels. Should the Bookmaker have reason to believe that a number of bets have been placed in this manner by persons acting in concert, with the intention of bypassing the maximum payout, the total payment of all those bets combined will be limited to one single maximum winnings payout.

28.4 Bets are accepted up to fifteen (15) minutes before the draw on which the bet is placed is scheduled to start.

28.5 If, for any reason, any bets are placed after the time the first number is drawn, those bets will be considered void and the stakes refunded, regardless of the result.

28.6 No bet placed on Lucky Numbers may be combined with a selection of:

- a) any other number or numbers forming part of the same Lucky Numbers draw;
- b) any number or numbers forming part of another Lucky Numbers draw, or
- c) any other bet in respect of any other sporting event.

28.7 In case any additional event (draw) is introduced, bets on this event will be considered valid only if the date and time of the additional draw are recorded in the bets history.

28.8 All Lucky Numbers bets are based on the numbers drawn from the respective Lucky Numbers events. Any bet placed on the 'Straight' or 'Combination' markets will be settled in accordance with the main numbers with bonus ball drawn unless otherwise stated.

28.9 If organizers introduce a second draw to take place immediately following the first planned draw, then the results of the first full draw are accepted for bets settlement.

28.10 If a Lucky Numbers event (draw) time is postponed by more than 12 hours of the initial advertised time of the draw, all bets on that event will be considered void and the stakes refunded.

29. VIRTUAL SPORTS

29.1 The Bookmaker accepts bets on the following types of virtual sports:

Virtual Football League - virtual league with 16 teams;

Virtual Basketball League - virtual league with 16 teams;

Virtual Tennis Open — virtual tournament with 16 players;

Virtual Football — single virtual match;

Virtual Tennis - single virtual match;

Virtual Horse Racing – virtual horse race with between 8 and 16 participants (horses);

Virtual Greyhound Racing – virtual greyhound race with 6 participants (greyhounds);

Virtual Cycling – virtual cycling race with between 6 and 9 participants (riders);

Virtual Speedway – virtual speedway race with 4 participants (drivers);

Virtual Motor Racing – virtual motor race with 12 participants (drivers).

29.2 The customer understands that when placing a bet on any virtual sport, the event is one in which neither the Bookmaker nor the Customer takes part.

29.3 All virtual sports events are organized, hosted and resulted by third party companies and not by the Bookmaker. The Bookmaker's responsibility is limited to the streaming of such virtual events, in addition to offering markets and odds upon which bets may be placed.

29.4 All bets on virtual sports are accepted and settled according to the existing Terms and Conditions.

29.5 The following betting markets are offered for virtual 'race type' sports (Virtual Horse Racing, Virtual Greyhound Racing, Virtual Cycling, Virtual Speedway and Virtual Motor Racing):

- a) Win – A bet on a participant to win the race. The selected participant must finish in first place for the bet to win.
- b) Not to win - A bet on a participant not to win the race. The selected participant must not finish in first place for the bet to win.
- c) Place - A bet on a participant to finish first or second. The selected participant must finish in the first two places for the bet to win.
- d) Not to place - A bet on a participant not to finish first or second. The selected participant must not finish in the first two places for the bet to win.
- e) Show – A bet on a participant to finish first, second or third. The selected participant must finish in the first three places for the bet to win.
- f) Not to show - A bet on a participant not to finish first, second or third. The selected participant must not finish in the first three places for the bet to win.
- g) Forecast - A bet on two participants to finish first and second in the correct order. The selected participants must finish first and second in the correct order for the bet to win.
- h) Dual Forecast - A bet on two participants to finish first and second in any order. As long as the two selected participants finish in the first two positions, the bet wins. If either (or both) of the participants finish outside the first two positions, the bet is lost.
- i) Tricast - A bet on three participants to finish first, second and third in the correct order. The selected participants must finish first, second and third in the correct order for the bet to win.
- j) Combination Tricast – A bet on three participants to finish first, second and third in any order. As long as the three selected participants finish in the first three positions, the bet wins. If any of the participants finish outside the first three positions, the bet is lost.
- k) Double chance – A bet on any from two participants to win the race. One of the two selected participants must finish in first place for the bet to win.
- l) Double chance: No – A bet on two participants not to win the race. Both of the two selected participants must not finish in first place for the bet to win.

29.6 The result of any virtual sports event is not determined by the Bookmakers and does not depend on the Bookmaker, the Customer, or the amount or value of bets placed.

29.7 Disconnection, communication failures, browser errors, a window being closed, delays in the broadcast of an event or any other technical reason do not provide grounds for a bet to be made void as they have no effect on the course of the event, its result, or bet settlement.

29.6 When placing a bet on any virtual event, the Customer agrees that in the case of dispute, information collected by The Bookmaker from third party organisers such as event history, results history and statistics provide indisputable evidence with which the dispute shall be resolved.

29.9 The Customer is wholly responsible for placing the required bet. Once placed, bets on virtual events cannot be changed or cancelled.

30. BETS ON LIVEGAMES37

30.1 Neither the Bookmaker nor its customers participates in the organization of LiveGames37 events. LiveGames37 events are organized and conducted by a third-party organisation (the organiser) Pin Projekt d.o.o. The Bookmaker provides its customers with live broadcasts of these events and also offers odds on various outcomes for the placement of bets.

30.2 LiveGames37 - offers betting opportunities on real upcoming events. The result of the event is not known until the event has taken place. The events take place in real time (live) and are broadcasted online via the internet.

30.3 All bets on LiveGames37 events are accepted and settled in accordance with the terms and conditions as outlined by the Bookmaker.

30.4 Online broadcasting of the events are conducted from 4 studios, each studio equipped with a lottery drum with a certain amount of balls for events presented in those studios:

30.4.1 In online broadcasting of studio №1 there is a lottery drum with 48 balls of fixed colours. Set of balls consists of 8 groups of balls, each of them containing 6 balls of a certain colour out of 8 presented - blue, black, red, light blue, yellow, pink, orange and gray. The following betting events are held in this online broadcasting:

30.4.1.1 "Lucky Six 35/48" - it is offered to predict 6 balls from 35 first drawn balls.

In "Lucky Six 35/48" game 35 balls are played out of 48. To win it is necessary to predict 6 numbers from 35 drawn numbers. Winning amount is determined by odds based on the order of the winning ball, i.e. the 6th predicted ball. Odds are displayed directly under drawn balls in event streaming. The earlier balls selected by player are drawn, the greater odds by which the winning amount will be settled. Player can select from 6 to 15 balls. If player selects more than 6 balls, winning amount is settled by combination.

Combination type:

Player can select maximum 15 numbers out of 48, 6 (six) of them must be drawn among 35.
Placed amount is divided by number of combinations and multiplied by the odds corresponding to the winning option.

Number of system options 6/7 - 7

Number of system options 6/8 - 28

Number of system options 6/9 - 84

Number of system options 6/10 - 210

Number of system options 6/11 - 462

Number of system options 6/12 - 924

Number of system options 6/13 - 1716

Number of system options 6/14 - 3003

Number of system options 6/15 - 5005

ball is predicted	odds
6	100000
7	10000
8	5000
9	2000
10	1000
11	500
12	300
13	200
14	100
15	90
16	80
17	70
18	60
19	50
20	40
21	30
22	25
23	20
24	15
25	10
26	9
27	8
28	7
29	6
30	5
31	4
32	3
33	2
34	1,5
35	1

30.4.1.2 "Win 5/48" — it is offered to predict 1 to 5 balls from the first 5 drawn balls.

In a system bet, the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in the system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	8
2	80
3	1000
4	15000
5	125000

30.4.1.3 "Win 7/48" - it is offered to predict 1 to 5 balls from 36th to 42nd drawn balls inclusively.

In a system bet, the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in the system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	5
2	45
3	400
4	3000
5	30000

30.4.1.4 Additionally the special section of studio 1 offers betting on the following outcomes for 35 first drawn balls:

- a) First ball colour;
- b) First drawn number;
- c) Sum of first 5 balls;
- d) First 5 balls, more even or odd;
- e) Number of completed colour sets drawn (6 one colour balls in one set).

30.4.2 In online broadcasting of studio №2 there is a lottery drum with 20 balls of fixed colours. Set of balls consists of 4 groups of balls, each of them containing 5 balls of a certain colour out of 4 presented - blue, black, red and pink. The following betting events are held in this online broadcasting:

30.4.2.1 "Win 5/20" — it is offered to predict 1 to 5 balls from 5 first drawn balls.

In a system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	3
2	14
3	80
4	700
5	7000

30.4.2.2 "Win 10/20" — it is offered to predict 1 to 8 balls from 6th to 15th drawn balls inclusively.

In a system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	1,9
2	3,5
3	6,5
4	15
5	30
6	100
7	300
8	1000

30.4.2.3 Additionally the special section of studio 2 offers betting on the following outcomes for 15 first drawn balls:

- a) First ball colour;
- b) First drawn number;
- c) Sum of first 5 balls;

- d) First 5 balls, more even or odd;
- e) Sum of 10 balls drawn from 6th to 15th ball inclusively.

30.4.3 In online broadcasting of studio №3 there is a lottery drum with 37 balls of fixed colours. Set of balls consists of 6 groups of balls, each of them containing 6 balls of a certain colour out of 6 presented (blue, black, red, light blue, yellow and gray) and 1 pink ball under number 0 (zero). "1/37" played in this online broadcasting offers betting on the following outcomes for 1 drawn ball:

30.4.3.1 The drawn ball will be more than, less than or equal to selected number.

30.4.3.2 Colour of the drawn ball. Bet is lost in case ball with number 0 (zero) is drawn.

30.4.3.3 The ball will be drawn in one of 5 presented number ranges: 1 — 12, 13 — 24, 25 — 36, 1 — 18, 19 — 36. Bet is lost in case ball with number 0 (zero) is drawn. Odds for additional bets are displayed in the game. Odds for each individual ball's outcome is 36.

30.4.4 In online broadcasting of studio №4 there is a lottery drum with 80 balls to carry out the following betting events:

30.4.4.1 "Bets on Keno 5/80" - to place a bet it is offered to select 5 balls. The win amount depends on how many numbers are hit after first 5 balls are drawn.

Predicted	Odds
5	100000
4	5000
3	80
2	10
0	0,5

30.4.4.2 "Bets on Keno 10/80" - to place a bet it is offered to select 10 balls. The win amount depends on how many numbers are hit after 6th to 15th balls are drawn inclusively.

Predicted	Odds
10	250000
9	25000
8	2500
7	200
6	100
5	10
4	5
3	2
2	1

30.4.4.3 "Bets on Keno 20/80" - to place a bet it is offered to select 10 balls. The win amount depends on how many numbers are hit after 6th to 25th balls are drawn inclusively.

Predicted	Odds
10	250000
9	2500
8	250
7	20
6	10
5	5
4	1
0	2

30.4.4.4 "Win 5/80" - to place a bet it is offered to predict 1 to 5 balls from 5 first drawn balls. If you select more than 1 ball for a bet, you need to choose the system/systems of combinations with the desired number of balls per combination. The combination wins if number of balls specified in it is drawn.

In a system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in the system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	14
2	200
3	4000
4	100000
5	500000

30.4.4.5 "Win 10/80" - to place a bet it is offered to predict 1 to 8 balls from 6th to 15th drawn balls inclusively. If you select more than 1 ball for a bet, you need to choose the system/systems of combinations with the desired number of balls per combination. The combination wins if number of balls specified in it is drawn.

In a system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in the system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	7
2	50
3	400
4	2500
5	25000
6	100000
7	350000
8	1000000

30.4.4.6 "Win 20/80" - to place a bet it is offered to predict 1 to 8 balls from 6th to 25th drawn balls inclusively. If you select more than 1 ball for a bet, you need to choose the system/systems of combinations with the desired number of balls per combination. The combination wins if a number of balls specified in it is drawn.

In a system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in the system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	3,7
2	15
3	60
4	250
5	1100
6	5000
7	20000
8	100000

30.4.4.7 "Win 30/80" - to place a bet it is offered to predict 1 to 8 balls from 6th to 35th drawn balls inclusively. If you select more than 1 ball for a bet, you need to choose the system/systems of combinations with the desired number of balls per combination. The combination wins if number of balls specified in it is drawn.

In system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. Ticket wins if at least one combination in system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	2,4
2	6
3	15
4	40
5	100
6	300
7	800
8	2000

30.4.4.8 "Win 40/80" - to place a bet it is offered to predict 1 to 8 balls from 6th to 45th drawn balls inclusively. If you select more than 1 ball for a bet, you need to choose the system/systems of combinations with the desired number of balls per combination. The combination wins if a number of balls specified in it is drawn.

In a system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in the system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	1,8
2	3,5
3	6,5
4	13
5	25
6	50
7	100
8	200

30.4.4.9 "Win 50/80" - to place a bet it is offered to predict 1 to 8 balls from 6th to 55th drawn balls inclusively. If you select more than 1 ball for a bet, you need to choose the system/systems of combinations with the desired number of balls per combination. The combination wins if a number of balls specified in it is drawn.

In a system bet the winning amount is defined by multiplying the number of winning combinations by individual bet stake of one combination (it is defined by dividing bet stake by possible combinations) and bet odds. The ticket wins if at least one combination in the system is won. You can find all odds and possible combinations in the game itself and by clicking on "i" information icon after you have selected the desired system.

Placed	Odds
1	1,4
2	2,2
3	3,5
4	5
5	8
6	15
7	20
8	35

30.5 The draw is considered invalid in following cases:

30.5.1 The first number is drawn, but at the moment of drawing all balls were not in the drum.

30.5.2 The drawn ball fell out of the system before reaching the scanning point, which determines the numbers of balls.

30.5.3 In other situations, not described in paragraphs 5.1 and 5.2, the decision about the valid/invalid draw status will be made by the event organiser within 1 hour.

30.6 In case of an invalid draw, all placed bets will be processed with 1.00 odds.

30.7 In case of an invalid draw referred to in paragraph 5.2, all games finished till the moment of declaring the draw void will be considered valid and non-refundable.

30.8 Bets on LiveGames37 are not a lottery as no prize fund is generated by the Customer stakes.

30.9 The results are formed by the organizers during the event and are in no way dependent on the number of bets placed or the stakes wagered and are similar for all Customers. Connection failure, browser errors and any other technical difficulties do not provide adequate grounds for a bet to be cancelled as they do not have any effect on the results and bet settlement.

30.10 The customer is wholly responsible for the placing of any bet. Bets on LiveGames37 events cannot be amended or cancelled.

30.11 In case technical failures of connection channels or server errors occur during bet acceptance process, the customer receives a notification that his bet has not been accepted. However, if such bet is nonetheless registered on customer's account, it will be automatically cancelled, i.e. settled as refund.

31. REGISTRATION AND BETTING PROCEDURES

31.1 In order to be able to make online bets, the bettor (the customer) must register. At registration, the user undertakes to provide accurate and not outdated data by filling in a registration form. The user in the future is fully responsible for maintaining the confidentiality of his password and for all acts committed in his account.

31.2 All bets and other transactions with the account registered on the The Bookmaker's server are valid. If the password and login (account) become known to others, the user must change their password immediately. You can change your password, by logging in My Account on the web-site.

31.3 For its part, the Bookmaker takes all possible measures to prevent the disclosure of the confidential information provided by the user during registration.

31.4 By registering for an account, the Customer agrees to receive marketing materials (news, bonuses and promotions, previews and reviews of sports events and other relevant information) from the Bookmaker via email. The Customer may unsubscribe from these emails by clicking on the relevant link provided in the text of the emails.

31.5 Astrabet Bookmakers undertakes to provide no access to the user's (bettor) data to persons who are not employed by the company or not related to the Internet betting operations. The exception is the cases provided by the legislation.

31.6 The bettor (the customer) shall agree that The Bookmaker's liability is limited only to its servers. The Bookmaker is not liable for the safety and confidentiality of the user's information when such information is placed on the Internet outside of its servers

31.7 The user (the bettor) undertakes to not use the Internet betting system for any activities contradicting the legislation.

31.8 In some countries, the activities of bookmakers are prohibited. Responsibility for compliance with the laws of their country lies with the bettor (the client).

31.9 The bettor may only use his login (account) for placing bets on sports events with the Bookmaker. All other transactions (transfer funds to other payment systems, payment for various services, etc.) are prohibited. Having a second login (account) for one and the same bettor is not allowed.

31.10 The Bookmaker reserves the right to refuse accepting bets from any person without explanation, as well as to refuse registration on its website and/or block the account in case of apparent violations by the bettor (the customer). In such cases, the payment on the bets already made shall be made equal to "1" odds.

31.11 Commission expenses (bank, mail, etc.) on a settlement between the company and the bettor (the customer) are the responsibility of the bettor (the customer).

31.12 If the bet was incorrectly calculated (due to technical failure, incorrect entry of events, odds, etc.), such incorrect bets have to be re-calculated.

31.13 Bets accepted via Internet betting cannot be revoked and can only be cancelled based on these terms and conditions.

31.14 The minimum online bet is:

Currency	Minimum bet amount
Russian Ruble (RUB)	10

US Dollar (USD)	0.1
Kazakh Tenge (KZT)	30
Euro (EUR)	0.1
Chinese Yuan (CNY)	0.1
Kyrgyzian Som (KGS)	10
Tajikistan Somoni (TJS)	0.1
Belarus Rouble (BYN)	0.1
Great Britain pound (GBP)	0.1
Moldavian Ley (MDL)	0.1
Ukrainian Grivna (UAH)	5
Georgian Lari (GEL)	0.1
Turkish Lira (TRY)	0.1
Azerbaijani manat (AZN)	0.1
Virtual	30

31.15 Despite all reasonable efforts by the Bookmaker to provide correct up-to-date information during the real time (live), the Bookmaker does not guarantee absolute accuracy. Data about the match (score, time, match events, facts and chronology), displayed in Live-bets, Live

streaming, Match Center, Match trackers, Statistics and Results Live sections of the website is for information purposes only.

31.16 The Bookmaker does not guarantee that the payment will be made by the method selected by the customer (for example, if the funds are insufficient for a payment etc.). In this case, it is recommended to order payment via different methods (for example, bank transfer).