

# RULES OF ORGANIZATION AND OPERATION OF BETS

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## PREFACE

JOCS, S.A. is a company that has obtained from the Andorran Joc Regulatory Council, a class J license for the supply of gambling equipment for the provision of retail betting in the Casino, being registered in the Registry of Companies or gaming equipment suppliers, in accordance with the provisions of art. 10 of the Regulations for class I and J licenses for the Casino operator and for the Bingo operator.

This company, hereinafter also named "OPERATOR" or "CLASS J OPERATOR", is the owner of a system named NIOBE BETTING SYSTEM for organizing and marketing bets.

All bets accepted by JOCS, S.A. are governed by the Rules of Organization and Operation of bets that are presented in this document. Being subject to the regulations in force in the Principality of Andorra.

Before placing a bet, it is the responsibility of each client to know and accept the Rules of Organization and Operation of VERSUS bets, as well as the specific conditions of each specific sport or event that are part of it.

JOCS, S.A. reserves the right to modify or extend the Rules of Organization and Operation of VERSUS bets previously validated by the Andorran Gambling Regulatory Council, the new Rules of Organization and Operation of VERSUS bets being applicable from the moment they are published.

The Rules of Organization and Operation of the VERSUS bets will be set out in the VERSUS betting points and on the website <https://apostes.versus.ad>

Claims and other communications will be addressed to JOCS, S.A, Carrer Prat De La Creu 15-25 Ad500 Andorra, where its registered office is located.

## 1. GENERAL RULES OF ORGANIZATION AND OPERATION OF THE BETS

### Chapter 1.1: INTRODUCTION

These Rules of Organization and Operation of VERSUS bets are intended to establish the general conditions that govern bets made in the BETTING SYSTEM.

### Chapter 1.2: GLOSSARY OF TERMS

**Bet:** Gaming activity in which an amount of money is risked in favor of a forecast on the results of an event.

**Event:** Event previously determined, with an uncertain outcome and beyond the control of the parties involved in the bet.

**Suspended Event:** Event that once started has been interrupted before reaching its scheduled end. Suspended events can have valid results.

**Cancelled Event:** Event whose results are not taken into account. In relation to the bets, none of the results of the canceled events are taken into account.

**Postponed Event:** Event that does not start at the time scheduled for it.

**Event deadline:** Period of time that the BETTING SYSTEM establishes in which to decide on the validity of the results of events that are not held according to their previously published schedule.

**Event close:** This occurs when the valid results of the event have been entered into the BETTING SYSTEM.

**Competent event bodies:** They are the bodies that decide on the results of the events. The competent bodies of the events are considered from highest to lowest rank: Official bodies (federations), Judges or referees of the event and Organizing entities.

**Betting mode:** Betting options offered by the BETTING SYSTEM on certain event results that are specified in the Betting Mode itself.

**Forecast:** Prediction made by bettors about the types of bets when formalizing their bets. The success or not of the forecasts on a bet determines its result.

**STRAGHT bet:** The one in which the betting user accepts bets offered by the BETTING SYSTEM, the prize to be obtained being the result of multiplying the amount bet by the bet coefficient or odds previously set by the system.

**Single Bet:** It is the one in which you bet with a single forecast.

**Multiple Bet:** It is one in which you bet simultaneously with two or more forecasts.

### Chapter 1.3: FORMALIZATION OF BETS

The formalization of a bet in the BETTING SYSTEM is the necessary procedure for said bet to be considered made and accepted by the BETTING SYSTEM.

JOCS, S.A. undertakes to pay the prizes of all the winning bets that are formalized in the BETTING SYSTEM, under the conditions stipulated in these Rules of Organization and Operation of VERSUS bets.

In order for a bet to be considered formalized in the BETTING SYSTEM, at least the following phases of the process must be executed:

- The betting user must make one or more forecasts on the types of bets proposed by the BETTING SYSTEM.
- The betting user must pay the amount he wishes to risk on the bet.
- The BETTING SYSTEM must validate the two preceding operations.
- The BETTING SYSTEM must issue the ticket where the validation made is recognized.

The bet will be understood as not being formalized when, for any reason, any of the aforementioned phases cannot be completed.

During the process of formalizing and accepting the bet in the SYSTEM, the odds could suffer modifications that would prevent the validation of the bet.

In the event that the quota implies an increasing variation, the user may continue with the formalization of his bet.  
The modification of odds is common in live betting.

Under no circumstances will the system allow the change in the odds of a bet already formalized, except where it is cancelled, in which case the amount wagered will be returned.

The client is solely responsible for ensuring that his bet slip has been filled in correctly and that, therefore, they are placing exactly the bet that wish. Each bet is always duly identified, so it is the client's responsibility to verify that the bet they are placing is the one they wish to process.

The dates and times of the beginning of the events, as well as their results, collected in the tickets, programs, brochures, coupons, markers, screens or any other electronic format are merely indicative, and may contain errors and the fees may be subject to change. This additional information is for informational purposes only and will not serve for the purpose of calculating the bets, but these will be considered winners or losers depending on the date and time they were placed, the actual status of the event at that moment, and the success or error of the forecasts contained in the ticket.

In all sports, only the regulation time is taken into account when evaluating bets, except if otherwise specified or unless they are bets that directly foresee extra time.

In the case of football and other sports, bets are settled according to the first result published in its Official Source or Organization, or alternatively on the official website of the event immediately after it ends. Any subsequent correction or modification will not be taken into account for the purpose of evaluating bets.

The user can consult the BETTING SYSTEM for the amount to be paid before formalizing the bets. In any case, JOCS, S.A. reserves the right not to formalize certain bets and to limit the amount of money to bet, without any justification.

The betting user must verify that the ticket has been printed correctly. JOCS, S.A. will only admit user claims when they are submitted within 12 hours of placing the bet, provided that none of the events has started and they are caused by failures of the teams that have formalized the bet.

The betting user may cancel a bet that has already been validated by the BETTING SYSTEM if no more than 10 minutes have passed since it was placed, there are no live betting forecasts, there are no betting forecasts for greyhounds and horses and the coefficients of their forecasts remain the same.

JOCS, S.A. reserves the right to modify the 10 courtesy minutes for another interval previously communicated to the user.

The cancellation of Live bets or greyhound and horse races is not allowed.

If the user has canceled the ticket within the 10 courtesy minutes, they will not have the right to claim payment for it if they win.

The BETTING SYSTEM will not accept bets once the events have started, unless they are designated by the BETTING SYSTEM itself as *Live Betting*.

All those forecasts that could have been formalized once the event started and where the option to bet **Live** on the event in question is not expressly offered will be cancelled.

With the formalization of a bet of any type, the betting user in the BETTING SYSTEM acknowledges and accepts:

1. That they know how the BETTING SYSTEM works.
2. That they accept the data and information contained in the betting ticket that the betting system itself has issued.
3. That they know and accept the Rules of Organization and Operation of VERSUS bets.
4. That they have no knowledge of the result of the sporting event on which they are betting.
5. That their bet is subject to the conditions established in the Rules of Organization and Operation of VERSUS bets.

#### Chapter 1.4: BETTING TICKET

The betting ticket issued by the BETTING SYSTEM is the document that accredits its formalization, with this ticket being the only proof of the formalized bet and the only valid document to request, where appropriate, the payment of the winning bets and the return of canceled bets.

The betting user will be responsible for the safekeeping and custody of the formalized betting ticket to avoid possible fraud by copying or duplicating it.

If the user is registered in the BETTING SYSTEM App and unlocks the auxiliary machine with the mobile, the tickets that have been virtualized may also be presented for payment.

The ticket for a bet formalized in the BETTING SYSTEM must contain at least the following information:

- Identification of the operator, indicating the tax identification number and the number of registration in the Registry of companies or suppliers of gambling equipment and in the Gambling Operators Registry and of the persons linked to gambling operators.
- The event or event on which you bet, and its scheduled date.
- Type and amount of the bet made.
- Bet coefficients, if any.
- Forecast or forecasts made.
- Time, day, month and year of formalization of the bet.
- Number or alphanumeric combination that makes it possible to identify it with an exclusive and unique character.
- Identification of the means, auxiliary machine or dispatch terminal, in which the bet has been formalized.
- A warning that the abusive practice of gaming can lead to addiction.

The dates and start times of the events, provided by the BETTING SYSTEM on the Betting Ticket for information purposes, are indicative and are not guaranteed to be correct. JOCS, S.A. can correct this information at any time.

### Chapter 1.5: CASH OUT

The "Cash Out" is a feature that allows you to cash out your winnings in advance before the end of the event you have bet on. This functionality can be offered in certain sports and markets (not necessarily in all), in single, multiple, system and multi-way bets.

Although the intention is to offer the Cash Out service whenever possible, such functionality may not be available at times, so its availability cannot always be guaranteed.

It is recommended not to place bets assuming that the Early Cashout option will be available as a way to mitigate your possible losses, since there is no guarantee that this will be the case. All bets will stand regardless of whether or not the Early Cashout functionality is offered or implemented.

When a client successfully uses the 'Cash out' functionality, the original bet is settled/closed out and no subsequent event will have an impact on the amount credited to their account, therefore; the holding or not of the event, the final result, or any circumstance that occurs after the *Early Collection* is carried out, will not in any way affect the already settled bet.

In the case of 'partial Cash out', a definitive settlement/closure will be made only for the requested percentage of the original bet.

*For example:*

*A user places a single bet for 10 Euro at odds 3. During the development of the event the quota drops to 2.*

*The user could decide to make a 'partial cash out' of 5 euros at installment 2, charging 10 Euro. Half of your initial bet at quota 3 would remain pending resolution.*

If the user has made a 'Cash out' or 'Partial Cash out', they will not have the right to claim payment of the total ticket in the event that they win.

In the event that a value offered to use the Cash out functionality is wrong, JOCS, S.A. reserves the right to take appropriate measures to correct this error.

*For example:*

*If the original maximum prize of the ticket is 30 Euro and by mistake the possibility of 'Cash out' for an amount of 30,000 Euro is offered, this is a technical error and JOCS, S.A. reserves the right to block the payment ticket and cancel the 'Cash out', leaving the initial bet pending resolution.*

JOCS, S.A. reserves the right to modify, suspend or remove the *Early Cashout* at any time and for any sport, event or market.

### Chapter 1.6: INSURE YOUR BET

This is a functionality that allows you to obtain a refund of part or all of the amount wagered in the event of not matching the entire ticket, as long as the conditions previously established and indicated in the formalized ticket are met.

Example: a user places an accumulated bet on three events with the functionality of insuring your bet of 10% of the amount placed. In this case, if the user fails one or more of the selections, they would get paid 10% of the amount of the bets placed.

JOCS, S.A. reserves the right to modify, suspend or eliminate the "Insure your bet" functionality at any time and for any sport, event or market.

### Chapter 1.7: COLLECTION OF WINNING BETS

The winning bets formalized by the BETTING SYSTEM will be entitled to the pay-out of the amount of the corresponding prize. The right to collect a winning bet is provided by possession of the non-voided bet slip.

JOCS, S.A. will provide for the paying out of the winning bets, once the valid results of the events have been entered in the BETTING SYSTEM (closing of the event) which will not exceed twenty-four hours calculated from the determination of the validity of the results of the event object of bet.

Winning bets are collected after verification of the winning bet ticket in the auxiliary betting machines and dispatch terminals of JOCS, S.A.

**Payment in auxiliary machines:** The auxiliary machines of JOCS, S.A. check the winning betting slips. The user may collect the amount of the winning ticket in one of the following ways:

- Using the balance to formalize new bets.
- By issuing a Payment Ticket.
- By registering a transfer order issued by the user himself through the auxiliary machine.
- By order of Hal Cash.

This will also depend on the limits established by JOCS, S.A. for each payment method and means of payment enabled for the auxiliary machine.

**Collection at issuing terminals:** Winning betting tickets may be exchanged for cash by personnel authorized by JOCS, S.A. at issuing terminals. They may also exchange the amount of the winning bets for the issuance of a Payment Ticket, or the registration of a transfer order issued by the own user.

Once the winning bets have been collected, the tickets that contain them are totally invalidated.

The collection of winning bets with copied or duplicate tickets will be understood by JOCS, S.A. as collection authorized by the owner of the original document, which will be totally invalidated, without prejudice to JOCS, S.A. initiating any action that it deems appropriate.

The betting user will be responsible for the safekeeping and custody of the formalized betting ticket to avoid possible fraud by copying or duplicating it.

If by mistake in the verification of a ticket by the BETTING SYSTEM, JOCS, S.A. pay amounts that do not correspond to the prize to be received for this ticket, it is the user's responsibility to notify JOCS, S.A. of the error and return to it the amounts that exceed the prize that actually corresponds to it or claim the amounts that are missing to complete it.

JOCS, S.A. reserves the right to demand identification from people who present winning betting tickets for an amount greater than 300 Euro.

JOCS, S.A. will keep the winning tickets for at least six years, at least in electronic format through the Central Betting Unit, at the disposal of the competent administrative body in matters of Gaming Regulation and Management, for possible verification, resolution of incidents and comparison.

The right to collect winnings expires three months after the date on which they are made available to the player.

#### **Chapter 1.8: REFUND OF CANCELED BETS**

The bets formalized by the BETTING SYSTEM and that are subsequently canceled will have the right to a refund or the disposal of the full amount of the bet. This right is provided by possession of the non-invalidated ticket of the canceled bet.

JOCS, S.A. will arrange for the refunding of the amount of the canceled bets within a period not exceeding 72 hours from the moment the BETTING SYSTEM publishes the cancellation of the bet.

The user will be able to dispose of the amount of the canceled bets in the same way and under the same conditions that have been described for the payout of the prizes of the winning bets.

#### **Chapter 1.9: PAYMENT TICKETS**

Payment Tickets are documents issued by the BETTING SYSTEM for the payment of prizes corresponding to winning bets or for the return of canceled bets. Possession of a non-invalidated Payment Ticket accredits the right to collect the amount for which it has been issued. The maximum amount of each payment ticket is limited to 999.99 Euro.

Payment Tickets can be made effective at payment points authorized by JOCS, S.A. They can be exchanged to obtain a balance

in the auxiliary betting machines for the formalization of new bets or to issue a Hal Cash order, after which they are totally invalidated.

The user who owns a Payment Ticket shall be responsible for the safekeeping and custody of it, in order to avoid possible fraud by copying or duplicating it. Collection through copies or duplicates of a Payment Ticket will be understood by JOCS, S.A. as collection authorized by the holder of the original Payment Ticket, which will be totally invalidated, notwithstanding that JOCS, S.A. may initiate any actions that it deems appropriate.

JOCS, S.A. reserves the right to cancel the payment tickets issued by the VERSUS system after 12 months after they are made available for collection, understanding that they have been lost or are in an unreadable state.

#### **Chapter 1.10: CLAIMS**

JOCS, S.A. has a Customer Service Department for the reception and subsequent resolution of any complaints and claims.

The customer can contact this department via email ([apuestas@versus.es](mailto:apuestas@versus.es)), without prejudice to the use by the customer of the claims system established by the competent body in gaming matters.

The prize will only be paid after presentation of the official ticket.

The bets are unique and have a single ticket that allows their collection in case they are winners. Once the payment is made after presenting the official ticket, the transaction is completed, preventing the payment of the same bet from being made twice. The presentation of another ticket referring to the same bet will not be paid, without prejudice to initiating the pertinent investigations on the possible attempted fraud that this circumstance might reveal.

#### **Chapter 1.11: PROHIBITIONS**

JOCS, S.A. expressly prohibits placing bets in the BETTING SYSTEM by:

- a)** Minors and the persons who are legally incapacitated.
- b)** People who have voluntarily requested that they be prohibited from accessing the game or who have been prohibited by court order.
- c)** Shareholders, participants and/or class A licence holders, directors, managers or employees, as well as their spouses, ascendants and descendants with the legally established degree of affinity, in betting organised or operated by them, regardless of whether the participation in betting, by any of the above, occurs directly or indirectly, through third parties, whether natural or legal persons.
- d)** The Sportsmen and women, coaches or other direct participants in the event that is the object of the bets.
- e)** The directors of the entities participating in the event that is the object of the bets.

- f) The judges or referees who perform their functions in the event that is the object of the bets, as well as persons who resolve the appeals against their decisions.
- g) Officials who are assigned inspection and control functions in gambling matters.

Any bets made by the people referred to in the previous point will not be valid and will be cancelled. Without prejudice to the cancellation of the bet made when any of the circumstances indicated above in this chapter occur, JOCS, S.A. will notify the competent body in the Gaming and Public Andorran Regulatory Council of what occurred.

JOCS, S.A. It expressly prohibits entry to the casino betting room:

- Minors.
- People who show symptoms of drunkenness, drug intoxication or mental derangement.
- People who disturb the peace.

## 2. GENERAL RULES OF ORGANIZATION AND OPERATION OF THE BETS

The purpose of the Rules of Organization and Operation of the VERSUS bets is to establish the rules by which the bets of the BETTING SYSTEM are governed. This implies the acceptance of these rules, as well as the specific conditions in each basic type of our bets. It is the responsibility of each client to know and accept these rules before betting.

### 2.1 GENERAL RULES OF ORGANIZATION AND OPERATION OF THE BETS

#### Chapter 2.1.1: VALIDITY OF THE RESULTS OF THE EVENTS

The BETTING SYSTEM will consider as a **valid result** of an event the one assigned by the competent bodies for the event at its scheduled end. The BETTING SYSTEM will take as the valid result of the event the one that is published the most in advance by any of the competent bodies.

Unless otherwise specified in the particular conditions of each sport (in which case the specific conditions applicable to each sport will prevail), as a general rule, for the purposes of the validity of the results, if an event, while being held is terminated before its scheduled completion, the result of the event will be considered as the valid result of the event that is published by any of the competent bodies, only for the purposes of the "Event Winner" betting type, while the forecasts of the other types of bets will be canceled. In any case, the BETTING SYSTEM will recognize as valid all forecasts that are clear and can be unequivocally defined as winners or losers at the time of the suspension.

However, the particular criteria established for sports betting types will prevail (*Annex I- Betting Types*).

The modification or cancellation of a validated result of an event will not affect the validity of said result in terms of the right to collect on winning bets and/or the reimbursement of cancelled bets, with this initially validated result being the only valid result for the purposes of deciding on the success of forecasts made in bets.

In unofficial events in which there are no predefined rules to determine the validity of the results of such events, the BETTING SYSTEM will set the conditions under which a result will be considered valid in advance of the conclusion of bets, and where this is not the case, the event organizer's rules will apply.

The start dates and times of events, information on the live result of events, as well as other information on events provided by the BETTING SYSTEM that is intended to be informative are indicative and do not affect the validity of results.

#### Event deadline

Unless otherwise specified in the particular conditions of each sport (in this case the specific conditions applicable to each sport will prevail), as a general rule, for the purposes of the validity of the results of the events, the BETTING SYSTEM establishes as Term for Completion of an event, whether or not it has started, a period of forty-eight (48) hours for Fixed Odds Bets with effect from the scheduled start time of the event.

Bets on types that are not concluded by the aforementioned forty-eight-hour (48hr) deadline will be cancelled, except in the case of those bets that were possible to settle. For example, in matches where a first goal was scored prior to suspension, forecasts in markets such as First Goal or Over 0.5 Goals in Match will be valid for bet settlement purposes.

#### Postponed matches

Unless otherwise specified in the particular conditions of each sport (in which case the specific conditions applicable to each sport will prevail), if an event is postponed before it has started and is not held within the defined completion period (48 hours following at the scheduled start time), that event will be considered void and bets will be void regardless of whether or not a result is declared by the governing bodies.

If the event is rescheduled to take place within the defined completion time, bets on that event will still stand.

#### Suspended/Interrupted Matches

Unless otherwise specified in the particular conditions of each sport (in this case the specific conditions applicable to each sport will prevail):

- a) If an event is suspended while in progress and is not resumed within forty-eight (48) hours from the scheduled start time, the BETTING SYSTEM will consider as valid only those forecasts of bets that are settled at the moment the event is suspended. All the forecasts of the betting types that were not resolved at the time of the suspension, including those assigned by the competent bodies, will be annulled.
- b) If the event that was started and then suspended before its scheduled conclusion is resumed within forty-eight (48) hours from the moment of suspension and with the same result, all bets on said event will remain valid.
- c) If the event that was started and then suspended before its scheduled conclusion is resumed within forty-eight (48) hours, from another moment or with a different result than that in effect upon suspension, the BETTING SYSTEM will consider valid only those forecasts of betting types that are settled at the time of suspension. The forecasts of betting types that are unsettled as of the moment an event is suspended will be considered void, including those assigned by the competent bodies.

### Matches not played under the initially expected circumstances/Re-arranged matches

If the expected venue of a match is changed (to a location other than that of the away team), bets will remain in place on the condition that the home team is still recognized as such and the pitch is located in the same national territory, otherwise, they will be cancelled. In case of away games, bets will be void.

### Void Events

The BETTING SYSTEM will consider those events considered void by the competent bodies to be null, whether they are yet to be or have already been started. The results that the competent bodies were able to assign to void events will not be recognized and will be considered invalid by the BETTING SYSTEM.

### Compound events / Long-term bets

Events such as championships, leagues, divisions, knockouts, motor sports races and, in general, all those events that are made up of sub-events (matches or sessions that take place on different days or different days of the year), do not have a date. clearly defined start or end, but rather begins with the start of the first sub-event and concludes with the end of the last sub-event that composes it. For example, Formula 1 races are considered compound events since they are made up of several training sessions, with free practice on Fridays, official practice on Saturday, and the race on Sunday. For this reason, the races must be considered compound events and the betting slips will indicate the start date and time of the next sub-event of the general competition. Thus, for example, if a client wants to bet on the "Race Winner" of the "Qatar Grand Prix 2019" and does so on Thursday, March 7, starting free practice on Friday, March 8 at 1:40 p.m., the start time (temporary closing of bets) will be 03-08-2019 at 1:40 p.m., regardless of the fact that the race (and therefore the bet) begins on Sunday, March 10 at 6:00 p.m., and ends when the last driver crosses the finish line.

If due to force majeure a tournament, league or competition to which you bet changes to a different game format than usual, for example, in the event that a competition is terminated before it is completed by proclaiming a champion or in the event If the regular season is terminated before completion and proceeds directly to the playoffs, all bets will be void.

### SPECIAL RULES IN LIVE BETTING

JOCS, S.A. gives notice that the data that appears in the live betting auxiliary machines provide merely indicative information, and that they should always be checked against an official results page. Consequently, any inaccuracy in live betting scores will not be grounds for cancellation or invalidation of a bet.

### Additional Information and Fraud Protection

Customers should know that sometimes sports broadcasts that are broadcast in betting venues (TV, radio, internet, etc.) may have some kind of delay with respect to the actual event. These broadcasts are foreign to Versus. For this reason, versus will not be responsible for them, nor for the conclusions that customers draw from them to place their bets, but will evaluate their bets as winners or losers based on whether or not the forecasts contained in the ticket coincide with the result considered valid.

Likewise, sometimes some type of additional information can be included in the tickets, programs, brochures, coupons, informative screens of the betting establishment or any other informative support. This additional information is for informational purposes only and will not be used for the purpose of calculating the bets, but these will be considered winners or losers depending on the date and time they were placed, the actual status of the event at that time, and the success or error of the forecasts contained in the ticket.

In the event that there are indications that there has been a manipulation in the organization and/or celebration of an event, according to well-founded indications, the company reserves the right to withhold the payment of the prizes of the bets that contain this event, awaiting the result of the pertinent investigations carried out by the organizing entity of the event. In the event that the existence of such manipulation is finally determined by this entity, the event in question will be considered void and all bets will be void.

## **Chapter 2.1.2: CANCELLATION OF BETS**

### **a) Cancellation of forecasts**

JOCS, S.A. will arrange for a forecast to be cancelled in the following circumstances:

- When they had no chance of being correct at the time the bet was formalized.
- When it has been made on invalid results by the BETTING SYSTEM.
- When it has been made in betting type that are not classified as Live Betting, after the events have started.
- When the event whose results the forecast refers to undergoes alterations that, due to their importance, are considered to influence the results thereof and distort the bets that could have been formalized before these alterations.
- When the cancellation criteria established in *Annex I - Betting Types*.

### **b) Cancellation of bets**

JOCS, S.A. will proceed to the cancellation of bets formalized in the BETTING SYSTEM in the following cases:

- When due to technical failures of the BETTING SYSTEM, erroneous bets have been formalized.
- When the odds are incorrect or when the forecast result is already known.
- When all the forecasts of the bet are considered null.
- When there is an essential error when identifying the participants, in such a way that it does not correspond to a real event (for example, that a tennis match between Roger Federer vs. Marc Lopez tennis match is indicated when the match is actually between Roger Federer and Feliciano Lopez).
- When due to human errors by its employees, erroneous bets have been formalized.

JOCS, S.A. reserves the right to void bets when placed by any person or group of persons acting in connection with an attempt to defraud the Company.

### c) Cancellation of forecasts in accumulator or system bets

The forecasts of a match affected by one of the following cases (postponed, cancelled, interrupted, etc.) included in an accumulator or system bet, will be ignored within it (odds = 1.00) unless it is resumed within a period of forty-eight (48) hours. As for the rest of the multiple bet, it will continue to be valid.

#### Live bets

For live matches, if a market or forecast is still available for betting when any of the following events has already occurred: goals, corners, cards, penalties, etc.; JOCS, S.A. reserves the right to cancel bets placed in this time interval.

*For example:*

*The user places a live bet on the forecast +2.5 goals at 20:32:45, and the third goal is scored at 20:29:48. In this case, JOCS, S.A. reserves the right to cancel bets made after the third goal as it is a late bet, since the forecast was settled at the time of placing the bet.*

- For live events, if the odds were offered with an incorrect time or date, JOCS, S.A. reserves the right to cancel bets.
- For live events, where an erroneous score is displayed, and the odds are incorrectly updated based on this erroneous result, different from the actual match score at that time, all bets will be void.

In the event that a bet has been validated with odds that differs by more than 100% from the average of two operators authorized to market bets in the Principality of Andorra, who have marketed the same bet, the bet may be withheld pending the appropriate investigations. If this difference of more than 100% is confirmed, the bettor will be offered the option to cancel his bet or collect it if he wins at the best price offered by the operators used for the previous comparison.

### b) Cancellation of bets

VERSUS has a maximum period of 180 minutes from the end of the event to settle the result of the bets. This maximum cancellation time is indicative and may exceptionally be increased for specific reasons.

JOCS, S.A. reserves the right to void bets when placed by any person or group of persons acting in connection with an attempt to defraud the Company.

### Chapter 2.1.3: WINNING BETS

JOCS, S.A. Winning bets are considered to be those that, having been correctly formalized in the BETTING SYSTEM, are awarded a prize according to the criteria previously established by the BETTING SYSTEM for that type of bet, which depend on whether they contain forecasts that coincide with the validated results of related events.

In those events in which a single winning result is expected for a certain type of bet and it is impossible to specify a single winning result, more than one correct result may be determined, a decision that will entail adjustments for the awarding of prizes. . These adjustments will be made according to the following criteria established for each type of bet.

#### Tie rule

Bets will be subject to the "**Dead-heat Rule**" when there is more than one winner in the competition.

The dead-heat rule is applied in the bet types in which there are more winners than expected. In the event of a dead-heat for first place between two participants, the stake is divided by the number of winning participants, therefore by two in this case, and all winnings will be paid according to the stake resulting from such division. In the event of a dead-heat between more than two participants, the amount wagered will be divided proportionally between the number of winning participants and all winnings will be paid according to the amount wagered resulting from such division.

In an accumulator bet, if the dead-heat rule applies to any forecast, the total amount would be:

*For example:*

*Amount bet: 20€*

*Bet on 2 forecasts: one at odds 3.00 and the other at odds 2.00*

*Total fee: 6.00*

*Prize amount: 120€*

*If in the first forecast at odds 3.00 that is a winner there is a tie between two winners, the odds will be divided by two (3.00/2).*

*The calculation for the purposes of the prize would be:*

*20€ x 1.50 x 2.00*

*The amount to be paid would be 60€.*

## **2.2 RULES ON STRAIGHT BETS**

STRAIGHT bets are those in which the betting user accepts bets offered by the BETTING SYSTEM, with the prize to be obtained being the result of multiplying the amount bet by the odds or coefficient previously set by the system itself.

### **Chapter 2.2.1: TYPES OF STRAIGHT BETS**

Depending on the time at which the straight bets are formalized, they can be "**previous**" bets at the start of the event or "**live**" bets once the event has started.

Depending on the number of forecasts selected, the straight bet may be:

**Single Bet:** When it only contains a single forecast. The prize will be the multiplication of the amount bet by the forecast coefficient.

**Multiple bet:** When there are several forecasts selected. Depending on the combinations made, the prize is calculated in various ways:

- **Accumulator:** Multiple bet of two or more forecasts, on various different events. It is necessary to hit all the forecasts for it to be a winning bet. The prize to be obtained is calculated by multiplying the amount bet by the product of the coefficients of each forecast that makes up the accumulated bet.
- **System:** It is a type of combined bet in which the user makes three or more forecasts, differing from accumulated bets in that, even if one of the selections fails, a prize can be obtained. The system generates a series of combinations that create all possible bets.

*Example of a 3/4 system bet: we select 4 events that allow us to make combinations of three events (ABC, ABD, ACD and BCD). Winnings are calculated by adding together all the winning combinations that make up the bet.*

**System bets with Banker:** its operation is the same as system bets. The only difference is that one or more banks can be chosen, so those events marked with bank will appear in all possible combinations.

To be eligible for a prize, the first requirement is to hit the bank. If said forecast fails, the entire bet will be a loser, even if the other forecasts are correct.

*Example of system bets of 5 events (A, B, C, D, E) and we mark event E with bank. The possible combinations, always linked to the marked match would be:*

1.  $A+B+C+E$
2.  $A+C+D+E$
3.  $A+B+D+E$
4.  $B+C+D+E$

- **Multi-Way:** Multiple bet in which two or more forecasts are made on the same event, and may be on the same type or on different ones in the match.

Each forecast on the same match is considered a Way. In short, this type of bets allows you to make several forecasts on the same match on the same ticket. The amount of the bet will be as many times the minimum bet amount as there are ways in the ticket.

In this type of bet it is not necessary to hit all the forecasts since the maximum prize is calculated by adding the prizes of the correct forecasts, as if they were single bets, but it must be taken into account that the amount bet is divided between all the forecasts made .

- **Combinations of bet types:** Multi-way bets can be combined with accumulated bets and system bets, if the conditions of both are met, that is, having several forecasts on the same event (multi-way) and forecasts of other events (accumulated). If at least 3 events are selected, the system bet option would be activated.

The accumulator and system type cannot occur simultaneously, since their conditions are mutually exclusive.

### Chapter 2.2.2: FORMALIZATION OF STRAIGHT BETS

The formalization of straight bets in the BETTING SYSTEM is carried out through the selection of the forecasts on which you want to bet and the acceptance of the coefficients or odds proposed by the system, through the terminals or the auxiliary machines. It is only possible to formalize bets while the terminals or auxiliary machines have a connection to the servers.

The odds of the forecasts proposed by the BETTING SYSTEM for the straight bets can be modified by JOGS, S.A. at its discretion before finalizing the process of formalizing the bet, but once a straight bet has been formalized, it may not modify the coefficient or odds of the forecasts of the formalized bet except in the cases provided for in these Rules of Organization and Operation of the Bets.

JOGS, S.A. reserves the right to accept or not a certain bet both in sports and in special or non-sports events, in order to control and manage the risk that can be assumed by the company.

The formalization of the straight bets can be made before the start of the event or during the celebration of the same (**Live Bets**). For the purposes of these rules, those bets that are placed on already started competition or knockout events that are made up of two or more events of a lesser degree and that still include events that have not started and that affect the result of the bet placed shall not be considered to be "Live Bets".

*E.g. Bets on the Winner of a two-game Eliminator with the first leg taking place and the second leg not having started will not be considered "Live Bets" for the purposes of these rules.*

*E.g. Bets on the Champion of a Competition that are made up of several days and in turn events, as long as events that may influence the result of the bet placed are yet to start, will not be considered to be "Live Bets" for the purposes of these rules.*

### **Chapter 2.2.3: LIMITS FOR STRAIGHT BETS**

The minimum unit per single bet will be 1 Euro, and in the case of multiple or combined bets it will be 20 Euro cents, and the total amount per bet must be at least 1 Euro.

JOGS, S.A. may accept bets up to the maximum amount limit established by the current gaming and betting regulations, and in the event that this is not envisaged in the gambling and betting regulations, the maximum amount limit established by the Law on the prevention and fight against money or securities laundering and the financing of terrorism, of the Personal Data Protection Law, which is currently set at €2,500, without prejudice to future updates due to regulatory changes.

In the VERSUS NIOBE variant system, the maximum payout per ticket is €50,000. This amount may be modified without prior notification.

## **ANNEX I: BETTING MODE**

### **OBJECT**

The purpose of this ANNEX is to describe the specific rules that the BETTING SYSTEM applies to the types of bets that can be published in it.

### **INTRODUCTION**

First, the generic betting types will be described, followed by the specific ones for each sport offered. As a general criterion, the rules of the specific betting types of each sport prevail over the rules of the generic betting types. Generic bets can be offered for any sport, but it does not mean that they have to.

In the 1X2 and similar betting types, the team that plays at home will be awarded the bet option "1" and the away team will be awarded the bet option "2". In the case of an event that is held on a "neutral" pitch, in 1X2 and similar betting types, the "1" bet

option will refer to the team included on the left side of the event description and bet option "2" will refer to the team listed on the right hand side of the event description.

In the betting types that include references to "Home" and "Away", the betting options that include "Home" will refer to the team that plays at home and the betting options that include "Away" will refer to the team that plays as a visitor. In the case of an event that is held on a "neutral" pitch, in the betting types that include references to "Home" and "Away", the betting options that include "Home" will refer to the team included on the left side of the event description and bet options that include 'Away' will refer to the team listed on the right side of the event description.

It is established In the specific types of each sport, whether or not extra time and shootouts from the penalty spot, if any, will be taken into account to determine the valid results at the end of the event.

### GENERIC BETTING TYPES

In all sports, only the **regulation time** is taken into account when evaluating bets, unless otherwise specified or unless they are bets that directly foresee extra times.

#### **Match Winner**

In soccer or any sport that includes a tie, three options are offered (1 means a home win, X a draw and 2 an away win). In matches where a draw is not contemplated (as in tennis) only options 1 and 2 are offered (there is no draw). The result in the regulation time of the match is taken into account (otherwise, it will be duly specified). The forecast can refer to a specific period (1st quarter, 2nd quarter, 3rd quarter, 4th quarter, 1st half, 2nd half, etc.)

#### **Correct Score**

This betting type involves predicting the exact result of at the end of an event (0-0, 1-0, 1-2, 3-0.). There is also the option to predict exact score only of a period of time (1st part, 2nd part.)

#### **Champion**

This consists of predicting the final winner of a tournament, a race or a championship of any sport. Bets will be subject to the "Dead-heat Rule" when there is more than one winner in the competition. If a participant retires from the competition or is disqualified once the tournament has already started, bets pertaining to this participant will be classified as losing bets.

If due to force majeure a tournament, league or competition to which you bet changes to a different game format than usual, for example, in the event that a competition is terminated before it is completed by proclaiming a champion or in the event If the regular season is terminated before completion and proceeds directly to the playoffs, all bets will be void.

#### **Team that goes furthest**

This consists of predicting the team that goes furthest in a competition.

Bets will be subject to the "Dead Tie Rule" when two or more teams reach the same stage of the competition (for example, two

teams reach the quarterfinals and both are eliminated). If a participant withdraws from the competition or is disqualified when the competition has already started, bets on this participant will be treated as losing bets.

#### **Winner of rest of match – Live**

Type of betting on live matches. You bet on who will win the rest of the match without taking into account the previous goals at the time of the bet. This bet is established based on the result of the match from the time the bet is placed until the end of regulation time. The correct forecast is the result of the match if at the time of placing the bet the score would have been 0-0. The current score at the time of placing the bet is shown in the forecast title (e.g: "rest of the match: Current score 1:2").

#### **Winner (no tie)**

This betting type consists of predicting the winning team of an event, with the forecasts made on this betting type being canceled if the event ends in a draw. This type can also refer to a period of time (1st quarter, 2nd quarter, 3rd quarter, etc.)

#### **Total Bets (No. Goals / Cards / Corner Kicks / Points / Goals / Sets / Games / Races...)**

You bet on whether the total goals, points, sets, corner kicks, cards... of a match will be higher or lower than a certain value.

#### **Half-time / Full-time**

This betting type consists of predicting which of the participants will be the winner of the event at half-time and which will be the winner at the end of regulation time, not including possible extra time, unless the betting type specifies another criterion.

#### **Handicap**

This betting type consists of predicting the winner of the event or at the end of the period to which the type refers, assigning an advantage or disadvantage to the team that participates as Home or as Away. The handicap value of the selected forecast must be added or subtracted from the result of the event, the selected forecast being the winner if after adding or subtracting its handicap to the result, the selected forecast is the winner of the event or the one that is the winner at the end of the period to which the type refers, or at the end of regulation time if the period is omitted.

#### **Asian Handicap**

The Asian line is a special type of bet in which advantages or disadvantages are awarded to one of the teams in order to eliminate the tie as a third result that causes the bet to be won or lost.

Asian Handicap	Definition
0	The bet wins if the team you bet on wins the match. If there is a draw (0 goal difference), the bet is void.

0.25	The bet wins if the team you bet on wins the match. If your team is draws, your bet is divided into two halves: one half is considered a winner, the other half is considered a tie and is void.
0.5	The bet is a winner if the team on which you bet draws or wins the match.
0.75	The bet wins if the team on which you bet wins or draws the match. If you lose by an exact goal difference, half the amount wagered is lost.
1	The bet wins if the team on which you bet wins or draws the match. If they lose by a goal difference, the bet is void.
-0.25	The bet wins if the team you bet on wins the match. If there is a tie, half the amount bet is lost.
-0.5	The bet wins if the team you bet on wins the match.
-0.75	The bet wins if the team on which you bet wins the match by a goal difference of two or more. If you win by an exact goal difference, the bet is divided in two: one half is considered a winner, the other half is considered a tie and is void.
-1	The bet wins if the team on which you bet wins the match by a goal difference of 2 or more. If they win by an exact goal difference, the bet is void.

For example:

**Chelsea -0.5 / Liverpool +0.5**

Suppose that in this case we bet on: **Chelsea -0.5**

Our bet will win if Chelsea win their game, while if Liverpool draw or win our bet will lose. Some possible results:

Chelsea 1-0 Liverpool -> *Winning bet*. The final result with the handicap applied would be **0.5 - 0**

Chelsea 2-0 Liverpool -> *Winning bet*. The final result with the handicap applied would be **1.5 - 0**

Chelsea 1-1 Liverpool -> *Winning bet*. The final result with the handicap applied would be **0.5 - 1**

Chelsea 1-2 Liverpool -> *Winning bet*. The final result with the handicap applied would be **0.5 - 2**

### More/Less goals

Predict the total number of goals/points in a match.

More/Less	Definition
-----------	------------

Less than 2 goals	The bet wins if there are 0 or 1 goals in the match. If exactly 2 goals are scored in the match, the bet is void. The bet loses if 3 or more goals are scored in the match.
Less than 2.25 goals	The bet wins if there are 0 or 1 goals in the match. If exactly 2 goals are scored in the match, half the bet wins and the other half is void. The bet loses if 3 or more goals are scored in the match.
Less than 2.5 goals	The bet wins if there are 0, 1 or 2 goals in the match. The bet loses if 3 or more goals are scored in the match.
Less than 2.75 goals	The bet wins if there are 0, 1 or 2 goals in the match. If exactly 3 goals are scored in the match, half the bet loses and the other half of the bet is void. The bet loses if 4 or more goals are scored in the match.
More than 2 goals	The bet wins if 3 or more goals are scored in the match. If exactly 2 goals are scored in the match, the bet is void. The bet loses if there is 0 or 1 goal in the match.
More than 2.25 goals	The bet wins if 3 or more goals are scored in the match. If exactly 2 goals are scored in the match, half the bet loses and the other half of the bet is void. The bet loses if there is 0 or 1 goal in the match.
More than 2.5 goals	The bet wins if 3 or more goals are scored in the match. The bet loses if there are 0, 1 or 2 goals in the match.
More than 2.75 goals	The bet wins if 4 or more goals are scored in the match. If exactly 3 goals are scored in the match, half the bet wins and the other half of the bet is void. The bet loses if there are 0, 1 or 2 goals in the match.

**Classification**, *Within First 2, Within B First 3, Between 4, 5, 6... First, 1st and 2nd (in order), 1st and 2nd (without order), Driver who classifies, etc.*

This is a type of bet in which it is predicted that a participant (team/player) will finish in a certain position in the event. If the betting option or options do not finish the event, whatever the reason, the classification will be applied according to the final result, being able to be in a different position depending on the time of withdrawal or not, according to the rules of the competition.

#### **Drive who qualifies**

A driver will be considered to have qualified when he has completed 90% or more of the established number of laps completed by the race winner (rounded up to a whole number), again according to the official classification at the time of the podium presentation.

#### **Head-to-head**

This is a type of bet in which you predict which of the betting options will finish the event better ranked than the other.

If all the betting options included in Head to Head are disqualified, the forecasts made on this betting type will be cancelled. In the event that none of the betting options finish the event, whatever the reason, the classification will be applied according to

the final result, and both may be tied or in a different position, depending on the rules of the competition. In the event of a tie, the forecasts made on this type of bet will be canceled unless this option is contemplated.

#### **Virtual Duels – Who scores more goals**

These are virtual events in which you compete against two competitors and bet on which of them will achieve a specific objective. The team that scores the most goals in such a match will be considered the winner. For example, who will score more goals in a League game, Valencia (which plays in the Liga) or Liverpool (which plays in the Premier League)?

For an event to be considered valid, both competitors must have started the competition in question. Bets will be considered void if a player does not start.

Bets will be considered void if either competitor's match is postponed or abandoned.

Events will be available for Pre-Match betting only, up to the start time of the actual match of the team that plays first.

Bets will be considered void if either competitor's match is postponed or abandoned.

#### **Other League Events**

Simulated clashes between 2 teams in which you bet on which of them will score more goals in the actual round. Result expressed as 1X2 type. Bets are void if either party does not finish their game within 48 hours.

#### **Will there be extra time?**

This bet consists of predicting if one or more extra times will be played added to the initially scheduled end of the event.

#### **Total Odd/Even No. (No. Goals/ Cards/ Corner Kicks/ Points/ Sets/ Games/ Races...)**

This type of bet consists of predicting if the total sum of goals, points, etc. to which the type description refers will be Even or Odd.

#### **Total Odd/Even No. (No. Goals/ Cards/ Corner Kicks/ Points/Sets/ Games/ Races...)**

This type of bet consists of predicting if the total number of goals, points, corners, etc. to which the description of the type refers, in a certain interval at the end of the period to which the description of the type refers (1st Part, 1st Set...) or at the end of regulation time if the period is omitted. The betting type may refer to a specific participant (Team/Player/Period/etc).

#### **First team to reach XX goals/points...**

This is about betting on which of the two teams will reach X points/goals/games first. If neither team reaches X points, the market will be canceled and bets will be considered void..

#### **Both teams to score**

There is the possibility of betting on both teams playing a match scoring, on only one of them scoring (it doesn't matter which one) or on none of them scoring.

### **Match Winner and Total Goals**

A prediction of the result at the end of regulation time and above/below the declared goal line.

### **Match Winner and Both Teams To Score**

A prediction of the result at the end of regulation time and both teams in a match scoring, only one of them scoring (it doesn't matter which one), or neither scoring.

### **First team to score and Winner of the match**

A prediction of which of the two teams scores first and who will be the winner of the match at the end of regulation time.

### **Both teams score and Number of goals**

This offers the possibility of betting that both teams playing in a match score, that only one of them does (it doesn't matter which one) or that neither of them scores and whether the total goals in a match will be higher or lower to a certain value.

For example, both teams score in the match and there are more than 2.5 goals in the match.

### **Winning Margin**

This betting modality consists of predicting the difference in points and in favor of which team (Home/Away) at the end of the event. Likewise, it will be possible to predict the difference in accumulated points at the end of the event.

### **Accumulator enhanced odds**

These are exclusive combination bets, specifically created by our team. In "Accumulator Enhanced Odds" bets, if one or more matches is abandoned, cancelled, postponed or for any other reason is cancelled, and it is not held within the defined completion period (48 hours after the scheduled start time of the match in question) bets will be considered void and the amount wagered will be refunded. Specials and enhanced bets players who do not participate in the event will be cancelled.

### **Top rated player**

Bets will be settled according to the results after 120 minutes or penalties, if any.

### **Forecast**

This type of bet consists of predicting the winner and second place in an event, in which the specific order must be indicated. This betting option includes two forecasts, the first being that related to the winner and the second forecast being the second place. If one of the forecasts included in the betting option does not participate, this will be cancelled.

### **Reversible forecast**

This bet consists of predicting the first and second places in an event, whatever the order between them. If one of the bet selections included in the betting option does not participate, this will be cancelled.

### **Tricast**

This type of bet consists of predicting the winner, second and third places for an event, in which the specific order must be indicated. This betting option includes three bet selections, the first being that related to the race winner and the second bet selection – that related to the winner of second place, and the third selection – that related to the winner of third place. If one of the forecasts included in the betting option does not participate, this will be cancelled.

### **Special bets**

Special Bets, for example, daily specials, team specials, player specials, special fouls committed, shots on goal... will be resolved based on the data provided by the results and statistics website that is specified in the bet type that appears on the ticket, for example: Whoscored.com, Uefa.com, NBA.com, etc. In the event that this results and statistics website is not specified in the betting type that appears on the ticket, we will base ourselves on the data of the competent bodies.

### **SPECIAL RULES APPLICABLE TO EACH SPORT**

This chapter details the specific conditions that govern bets on each type of sport and event.

Any incidence not contemplated in this chapter of specific conditions of each sport will be regulated by the general rules of sports betting, Chapter 2.1 GENERAL RULES OF ORGANIZATION AND OPERATION OF BETTING.

### **ATHLETICS**

The medal awards ceremony constitutes the "official result" of the event and determines the payment of prizes, so the disqualification of one or more participants after this ceremony will have no effect on the determination of the winning bets. In the event that there is no medal awards ceremony, the results declared by the competent bodies at the time of the end of the event will be taken as valid.

If an Athletics event ends before its scheduled completion (due to a change in originally announced circumstances) all unresolved bets will be considered cancelled.

If a participant/team selected as forecast does not participate in the event, bets containing the event will be void. Conversely, if the participant/team selected for the forecast starts their participation in an event and subsequently withdraws or is disqualified, bets containing this forecast will stand. It is understood that a player participates in an event when they take up the starting position or throws the first pitch, jump.

### **BADMINTON**

In the Badminton bets, the results of the events that occur at the scheduled end will be taken as valid, unless the betting type specifies another criterion.

If a contestant withdraws or is disqualified after the first set has been fully completed, their opponent will be deemed the winner and matchup bets will be settled according to that result. All other markets will be void unless the outcome can already be

determined. If the withdrawal occurs before or during the first set, the bets will be void, except for those forecasts of betting types for the 1st set that have been resolved.

#### **Match Winner**

This is a betting type in which the bettor predicts which of the participants will be the winner. If the first set has not been completed, any selection predicted in this type will be considered void. If a contestant withdraws or is disqualified after the first set is complete, their opponent will be deemed the winner.

#### **Winner (1st Set), Winner (2nd Set), Winner (3rd Set), Winner (4th Set) ...**

This is a betting mode in which the bettor predicts which of the participants will be the winner of the corresponding SET. If a player is awarded the match before the respective SET is completed, bets will be void for that match.

#### **Exact Result**

This betting type involves predicting the exact result in terms of sets in an event.

E.g. To three sets: 2-1, 2-0, 0-2, 1-2. The total number of sets needed to win the match must be completed. If the match is conceded to a player before all of the sets are played, bets on said market will be cancelled for this match.

#### **No. of Sets**

This betting mode involves predicting the number of Sets to be played in an event. If the match is conceded to a player before all of the sets are played, bets on said market will be cancelled for this match.

### **BASKETBALL**

In the basketball betting, the results of the events will be taken as valid at the end of the regulation time or at the scheduled end, not including extra time, unless the betting type specifies otherwise.

Any subsequent modification to the official result will be ignored for the purposes of resolving the betting types.

#### ***Matches ended before their scheduled completion***

If an event, during the time it is being held, is terminated before its scheduled completion, only the results of the forecasts of the "Winner" betting type of the event will continue to be valid as long as both conditions are met:

- that there is less than 5 minutes of regulation play remaining
- that an official result has been proclaimed by any of the competent bodies

The rest of the forecasts of betting types that could not be clearly and unequivocally defined as winners or losers at the time of suspension will be cancelled.

If an event, during the time it is being held, is terminated before its scheduled completion when there are more than 5 minutes of regulatory play left, all the forecasts of betting types that could not be clearly and unequivocally defined as winners or losers at the time of the suspension will be annulled.

### Postponed/Suspended Events

In the case of postponed or temporarily suspended matches, the general sports betting regulations will be followed, Chapter 2.1 GENERAL REGULATIONS ON THE ORGANIZATION AND FUNCTIONING OF BETS.

### Aggregate score

In all matches that take place as part of a home and away fixture, where the aggregate score is equal at the end of normal time in the second leg, extra time will be included to determine the result of bets on the second leg.

*For example:*

*First leg: Team 1: 80 points and Team 2: 80 points*

*Second leg: End of normal time Team 1: 90 points and Team 2: 90 points*

*In this case, in the second leg, extra time will be required to determine the result of the bets on the second leg.*

### **Match Winner (inc. Extra time)**

This type of bet consists of predicting the final result of the event including possible extra time.

### **Match Winner 1X2**

This type of bet consists of predicting the final result of the event without including extra time.

### **Player Bets - Total (Points, rebounds, assists, etc): Player "XX"**

This type of bet consists of predicting the total number of points, rebounds, assists, etc. that will be written down by the player to whom the description of the type refers.

In the event that a player indicated in the type description does not participate in the event, bets on this forecast will be void.

Player betting modalities include overtime.

### **Match winner and plus/minus points**

This type of combined bet consists of predicting the winner of the event and if the number of points is more or less those selected, including overtime.

### **Winning Margin**

This is based on the prediction of either team's margin of victory in a match including overtime.

### **Exact series result**

This type of bet consists of predicting the result of games won in a Basketball competition.

**Three games:** 2-1, 2-0, 1-2 or 0-2.

**Five games:** 3-2, 3-1, 3-0, 2-3, 1-3 or 0-3.

### **Winner (1st Quarter), Winner (2nd Quarter), Winner (3rd Quarter), Winner (4th Quarter)**

This type of bet consists of predicting the result at the end of the 1st Quarter, 2nd Quarter, 3rd Quarter, 4th Quarter respectively. Includes tie option.

### **1st Half/End**

This betting type consists of predicting the result at the end of the first half and the result at the end of the event. It does not include extra time.

### **Team to score point No. XX**

It is a type of bet in which you predict which of the participants will be the one who with their score equals or exceeds a certain total number of points, including overtime. If the match ends before reaching X points, the bet will be canceled and the amount bet will be returned.

### **First team to reach X points**

This is a type of bet in which you predict which of the participants will be the first to reach the indicated number of points, including overtime. If the match ends before reaching X points, the bet will be canceled.

### **Top Scorer**

This is a betting type in which the bettor predicts which of the participants will be the winner of the event. This type admits more than one forecast as a winning forecast. Only points scored during the event will be taken into account. Forecasts by players not participating in the event will be void.

### **Top rebounder**

It is a type of bet in which you predict which of the participants will be the top rebounder of the event. This type admits more than one forecast as a winning forecast. Only rebounds awarded during the event will be taken into account. Forecasts by players not participating in the event will be void.

### **Player of the Game**

It is a bet modality in which you predict which of the participants will be the best player of the event according to the criteria established by the organizers of the event. This type admits more than one forecast as a winning forecast. Forecasts by players not participating in the event will be void.

### **Quarter with highest number of points**

This betting type involves predicting in which quarter the highest number of points will be scored. All four quarters of the match must have been completed. Extra time does not count. If the game is abandoned, bets will not stand unless the most points have already been scored in the fourth quarter at the time of the suspension.

### **Special player bets (Points, assists, rebounds, etc.)**

The respective player has to participate in the match for bets to stand, including extra time.

## **HANDBALL**

In Handball betting types, the results of the events at the end of the regulation time or at the scheduled completion will be taken as valid, without including any extra time and the shootout from the penalty spot, unless the betting type specifies otherwise.

If a match is concluded early, is postponed or temporarily suspended, the general sports betting regulations will be followed, Chapter 2.1 GENERAL REGULATIONS ON THE ORGANIZATION AND FUNCTIONING OF BETS.

### **First Goal, Second Goal, Third Goal... Last goal**

This type of bet consists of predicting the team that will score the first, second, third, etc. or the last legal goal of the event. Own goals count in favor of the opposing team.

### **Period with the most goals**

This betting type involves predicting in what period the most valid goals will be scored. It also includes the option "same number of goals".

### **Team to score point No. XX**

It is a type of bet in which you predict which of the participants will be the one who with their score equals or exceeds a certain total number of points, including overtime. If the match ends before reaching X points, the bet will be canceled.

### **First team to reach X points**

This is a type of bet in which you predict which of the participants will be the first to reach the indicated number of points, including overtime. If the match ends before reaching X points, the bet will be canceled.

## **BASEBALL**

In Baseball betting types, the results of the events that occur in regulation time or at the end of the game, without including overtime, will be taken as valid, unless the betting type specifies another criterion.

The launchers or pitchers are key to the possible outcome of a game, so prior to the start of the game, "lists" are usually established with the order of the pitchers. In the event that the pitcher is identified, for bets to stand, these pitchers must throw their team's first pitch. Otherwise, the bets are void. It is the customer's responsibility to ensure that they are informed of any relevant launcher changes.

In case of postponement or temporary or indefinite suspension of an event, **the period of completion is established as the period that elapses from the time and date of the event, until the end of that calendar day in the country/time slot of this event.** If the event is held during the defined completion period, the forecasts made are considered valid.

If during the holding of an event it is suspended, but during the defined completion period, the federation or organization organizing the event decides to end the match by declaring a result, this official result will only be considered in relation to the type of bet on "winner of the event" while the forecasts for the rest of the betting types will be cancelled. In any case, those forecasts that have already been resolved at the time of suspension will be considered valid.

If an event is suspended while it is being held and is not resumed during the completion period defined in baseball, at the end of this period all forecasts that were not resolved at the time of suspension will be cancelled. In any case, those forecasts that have already been resolved at the time of suspension will be considered valid.

If a sporting event does not start (is postponed) and is not resumed within the defined completion period, all bets will be void.

### **Winner**

This type of bet consists of predicting the winner at the end of an event including overtime.

### **No. of Runs**

This betting type consists of predicting the total number of runs achieved by the participants during the event, including overtime.

### **Total Even/Odd No. (Runs)**

This betting mode involves predicting whether the total runs scored by participants during the event will be even or odd, including extra time.

### **1X2 (1st Innings), 1X2 (2nd Innings) ..... 1X2 (9th Innings) ...**

This type of bet consists of predicting the 1X2 result at the end of the corresponding innings.

### **Total runs in an innings**

This is a bet on the total number of runs that will be scored in an innings.

### **Partial 1X2 (2nd Period), 1X2 (3rd Period), 1X2 (4th Period) ...**

This betting type consists of forecasting the 1X2 result to which the type refers, 2nd Period, 3rd Period, 4th Period, etc.

### **First to reach XX Runs**

It is a betting type in which you predict which of the participants will reach a certain number of runs first, including the tie-break period if there is one. If an innings ends before reaching XX runs, including overtime, this modality is considered void.

### **First Run, Second Run, Third Run... Last Run**

This type of bet consists of predicting the participant who will achieve the first run, the second, the third, etc. or the last run of the event, including the jump-off period if any.

#### **Winner +/- No. of Runs**

This type of bet consists of predicting the winner at the end of an event and the total sum of races achieved by the participants during the event, including the tie-break period if any. The betting type may refer to a specific participant (Team/Player/Period/etc.).

#### **Winner after the first 5 innings**

This is a type of bet on which team will win the game at the end of the fifth inning.

#### **Total Over/Under Runs After First 5 Innings:**

This is a forecast of whether at the end of the 5th innings more or less runs of a certain number will be scored between the two teams.

#### **BOXING / MMA (MIXED MARTIAL ARTS) / OTHER COMBAT SPORTS**

For combat sports betting types, the results of the events that occur at their scheduled end will be taken as valid, unless the betting type specifies another criterion, and includes the counts of the scorecards of the judges or organizers. Subsequent modifications made once the boxers have left the ring will not be taken into account.

The event will officially start after the sound of the bell indicating the first round.

In the event that a bout is declared void, all forecasts will be off.

If there is a change in the number of rounds scheduled, all bets on the winner of the match will stand, while bets "per round" will be declared void.

If the bout is declared over before the full number of rounds has been completed, bets are settled based on the result of the bout in the round in which the bout was stopped.

If a contestant withdraws during the rest period between rounds, the bout is deemed to have ended the previous round. The bell marks the end of each round and the beginning of the next. (E.g.: after the 2nd round, while a participant stays in his corner, he faints and cannot get out), it will be considered for the purposes of calculating winnings that his rival won the fight in the previous round (in the 2nd round).

Any change of participant in a scheduled combat event will void all forecasts made on betting types and vent that do not include the participants who finally participate in the event.

#### **Match winner**

If a match ends in a draw and no odds have been offered for this option, all bets will be void. Bets will be settled according to the official result declared immediately after the fight by the official governing body. Any appeal or change made to the result will not be taken into account for the purposes of settling bets. (unless said rectification is due to human error when announcing the

result).

All bets will stand regardless of changes in the number of rounds contested in the bout.

### **No. Rounds**

This type of bet consists of predicting the number of rounds that will be held during the event. If a contestant withdraws during the rest period between rounds, the event will be considered to have ended in the previous round.

If the number of rounds scheduled for the match changes, the results for this type of bet will be considered invalid.

### **Result of the fight**

This betting type consists of predicting the exact method through which the fight will end. If a contestant withdraws during the rest period between rounds, the event will be considered to have ended by a TKO (technical KO) in the previous round.

### **Betting on a round**

This betting type consists of forecasting the specific round in which the chosen option will achieve victory by KO, TKO or disqualification. If a contestant withdraws during the rest period between rounds, the event will be considered to have ended by a TKO (technical KO) in the previous round.

### **Winning method**

All bets are settled on the official announced result. If, for whatever reason, the number of rounds is changed before the bout, all bets stand.

KO: when the boxer cannot get up before the 10 second count after a takedown.

KOT: when the referee stops the fight or one of the boxers withdraws.

Technical decision: when the fight is stopped due to a wound or injury not due to blows of the opponent and it is decided by the scorecards of the judges before the scheduled number of rounds is completed.

Disqualification when the bout is stopped and the referee disqualifies one or both fighters.

By Points: When the bout is decided by the scorecards of the judges at the end of the scheduled number of rounds.

Tie: When there is a tie on the judges' scorecards or when the referee stops the match and declares a technical tie.

## **HORSE RACING**

### **General Regulations**

The start of the race is determined at the time that the starting judge gives the order of the same. No bets will be accepted once the starter has started the race.

Likewise, entry into the starting gate implies that the horses have participated in the race and, therefore, the bets on them are valid, regardless of whether subsequent withdrawals occur.

For the specific case of horse racing, when placing a bet, the name of the horse will be taken into account exclusively and not the number of the box assigned to it, so a hypothetical change in the location of the horses in the starting gates will not affect to the validity of the bets.

The post-race weigh-in, also referred to as “with handicap”, constitutes the “official result” of the event and determines the payment of prizes. Subsequent modifications will not be taken into account for betting purposes.

The result considered valid for horse racing will be the one determined by the official organization responsible for regulating the races in the country where they take place, as well as the independent organizations that publish/certify them. Sometimes a first result is shown that is not official until the result is confirmed after the weigh-in. Before such confirmation, the result is not considered official. However, after the result is made official, any subsequent modification will not be taken into account for the purposes of calculating bets.

If due to some human or technical failure a gate where the runners are placed does not open, the following situations could occur, in which the regulatory body may decide:

- To cancel the race
- The race is repeated within 24 hours of the scheduled start, in which case bets remain valid until the race is run again.
- The race is deemed valid. In this case, the selection whose gate has not been opened is considered a null selection.

However, if the gate opens but the horse does not come out, bets will still stand.

In the event that a certain selection or race is not clearly identified, this selection or race will be considered void. In the same way, if a selection does not belong to the runners in the race, this selection will be considered void.

If a single bet on horses has been accepted after the start of the event or race, this bet will be declared void, and the customer will be entitled to a refund of the amount wagered. Likewise, in multiple bets that contain horse selections that have been accepted after the start of the event or race, these selections will be declared void, keeping the other selections.

### **Types of bets**

#### **Race winner**

A bet is made that the selected horse wins the race.

#### **Forecast (in correct order)**

This betting type involves predicting the winners of first and second place in a race while also indicating the correct order. This betting option includes two forecasts, the first being that related to the winner and the second forecast being the second place. If one of the forecasts included in the betting option does not participate, this will be cancelled.

### **Reverse Forecast Bet (regardless of order)**

This betting type involves predicting the winners of first and second place, in whatever order. Basically, it is like betting two forecasts, one in which the selections will be 1st and 2nd, and the other the other way around. If one of the forecasts included in the betting option does not participate, this will be cancelled.

### **Combination Forecast Bet (regardless of order)**

3 or more participants are chosen as the winners of 1st and 2nd place, regardless of the order. If 3 selections are made, this is the equivalent of making six forecast bets or three reverse forecast bets. If 4 selections are made, this is the equivalent of making twelve forecast bets or six reverse forecast bets, and so on. As these can be considered equivalent to a specific number of forecasts, the same rules as in said section apply for each of the forecasts of which it is comprised.

For the three types of bet referred to as "Forecasts", there must be a minimum of three participants for such bets to be accepted. In an "Exact or Reversible Forecast" bet, if a participant selected in the bet withdraws before the start of the race, the bet will be void.

If, due to the withdrawal of a participant before the start of the race, the number of participants is less than three, "Forecast" bets are cancelled.

In Combination Forecasts, if a participant selected in the bet withdraws, all the selections that include this participant are annulled, while the rest of the selections remain valid.

### **Tricast (in correct order)**

This type of bet consists of predicting the winner, second and third classified of a race, in which the correct order must be indicated. This betting option includes three bet selections, the first being that related to the race winner and the second bet selection - that related to the winner of second place, and the third selection - that related to the winner of third place. If one of the forecasts included in the betting option does not participate, this will be cancelled.

### **Combination Tricast (regardless of order)**

This betting type involves predicting the winners of first, second and third place in a race, in whatever order. In the case of 3 selections, this would be the equivalent of 6 different tricasts that can be placed with three selections, and will be considered as such for calculation purposes. If one of the forecasts included in the betting option does not participate, this will be cancelled. "Tricast" bets are generally made on horse races with a handicap; exceptionally, "tricast" bets may be made without a handicap under the decision of the racetrack. If a Tricast bet is accepted on a non-handicap horse race and a dividend/multiplier is declared for the Tricast on the official result established by the racecourse, the bet will stand and be settled on that result.

In both types of Tricast horse bets, a minimum of eight participants is required for the acceptance of the bet if it is a handicap horse race.

If due to the withdrawal of any participant before the start of the race, the number of participants is less than eight, the bets will be void.

In Combination Tricasts, if a runner selected in the bet withdraws, all the selections that include this runner are annulled, while

the rest of the selections remain valid.

### Handicap races

In handicap races, different additional weights are assigned to the horses, based on their previous performances, to equalize their respective chances of winning.

### Winner and Place Bets

They are two single bets on the same horse in which half the amount to bet is allocated to "winner" and the other half to "placed"; that is, one bet predicts that the selected horse will win the event and another bet predicts that it will finish the event in the first positions. The prize-winning positions in a "place" bet are set based on the number of participants in the bet and the type of race. They have two different associated odds, one for "winner" and the other for "place", which are linked to one another. The "placed" odds is always calculated based on the winning odds, as described later in this same section on horse betting rules.

If the selected runner wins the race, both bets on "Winner and Place" are winning bets. If the selected runner does not win the race but finishes in a "placed" position, the "winner" bet is a losing bet and the "placed" bet is a winning bet.

### Winner and Place Rules

In "Winner and Place" bets, both the prize-winning positions and the amount of the prize allocated to the "place" bet are determined based on the number of runners participating in the race and the type of race (normal or handicap).

The following table indicates:

- On one side, the number of prize-winning positions
- On the other hand, the method of calculating the quota to "placed" based on the odds to "winner". The number of runners refers to the total participants in the race, not to the number of runners due to race at the moment the bet is made.

The following conditions will be applied depending on the number of runners and the type of race (Wo = Winning odds, Po = Placed odds):

Number of runners	Type of race	Valid "place" positions	Formula for the "place" odds	Prize Correction Factor
From 1 to 4	All	1st	-	-
From 5 to 7	All	1st and 2nd	$po = (Wo+3)/4$	1/4
8 or more	Without Handicaps	1st, 2nd and 3rd	$po = (Wo+4)/5$	1/5
From 8 to 11	With Handicaps	1st, 2nd and 3rd	$po = (Wo+4)/5$	1/5
From 12 to 15	With Handicaps	1st, 2nd and 3rd	$po = (Wo+3)/4$	1/4
16 or more	With Handicaps	1st, 2nd, 3rd, 4th	$po = (Wo+3)/4$	1/4

If the client bets using odds that are not anticipated, the final conditions of the placement will be those used for the purposes of calculating earnings. That is to say, if a client bets with initial odds on a race with 8 runner without a Handicap (correction factor 1/5, valid options 1st, 2nd and 3rd) and before the start a horse turns out to be a non-runner, becoming a race of 7 runner, for the purposes of calculating earnings, the placement conditions would be: correction factor 1/4, valid positions 1st and 2nd. If in the previous example before the start another 3 new horses turn out to be non-runners, becoming a 4-runner race, the bet would become a single bet on the winner of the race.

It should be pointed out that, in the case of horse races with early odds, the “place” conditions applied are those available at the moment in which the bet is made, regardless of whatever may occur subsequently.

### **Early Price**

This refers to the odds that are offered for certain future events. These odds are offered before registration for an event is closed, meaning that when they are offered, the final list of participants is still not confirmed. These odds tend to be better, which means they offer the client the opportunity to collect greater winnings, assuming the risk of betting with less information (the earlier the bet, the less information available) than if the bet were made minutes before the event. For this reason, if the selection does not participate in the indicated event, the bet will be considered unsuccessful, apart from the exceptions cited below, in the case of which bets will be considered void (refund of the wagered amount). The abovementioned exceptions are as follows:

- The event is suspended or declared void.
- The selection was identified explicitly at the moment of the bet with the term “refund in the event of non-participation”.
- If the list of runners were excessive and the event body decided to withdraw runners, bets on these selections would be refunded.

### **Opening price**

This refers to odds offered on the same day that races take place. These odds are offered once that all of the event runners are known (official registration deadline) and are available until the first race odds are offered.

### **Starting price**

Starting Price (SP) refers to the latest race odds, calculated just before the start of the race. These types of odds are only offered in horse races and are identical in all betting companies, which allows their verification by the client. When a client requests these odds for their selection, they voluntarily forego the opportunity to know, a-priori, the odds that will be used to calculate the winnings of their bet, instead opting for the last odds to be offered, in the hopes that such odds will be better than those offered at the time the bet is made, likewise assuming the risk that the final odds may be worse than those offered at the time the bet is made. Bets are settled using these odds, unless the client expressly requests the early price, opening price or race odds (where these are available). The starting price (SP) allows JOGS, S.A. to offer forecast and trio bets, and also allows clients to choose their selection based on the starting price. Information on starting price (as well as results, non-runners, and other event-related information) can be found on numerous websites and specialized newspapers, including:

[www.racingpost.com](http://www.racingpost.com) , [www.sportinglife.com](http://www.sportinglife.com)

### **Postponed / Rescheduled Races**

Bets on any event that is suspended indefinitely are declared void and the total amount bet is returned.

If races are postponed to a different day and the program remains unchanged, bets will remain valid, provided that the conditions, event venue and the track surface remain the same. If the conditions, event venue or track surface change, bets will be declared void and bets will be refunded in full. If races are postponed for several hours on the same day, the same race time that was initially set will be maintained. That is, if a client places a bet on a race scheduled for 15:00, and said race starts at 15:30, the previously set time of 15:00 will be used to refer to the race.

### **Withdrawal of a runner**

The events for the bets are announced with the criteria “non-runner selection, void bet”. So, if a horse withdraws before the start of the event, the selection will be considered void. This criterion applies so long as the bet is not validated with the starting price or announced with the criteria “all compete or not”, in which case the bet will be considered a losing bet. If a participant withdraws before the start of the race, this directly affects the possible results of the remaining participants. For this reason, a deduction is applied to the amount received for a winning bet. The amount of the deduction depends on the odds of the withdrawn runner.

these deductions apply to horse-racing bets. The applicable deductions are set out in the table below:

<b>Withdrawn participant odds</b>	<b>Prize deduction</b>
1.00 to 1.11	90%
1.12 to 1.19	85%
1.20 to 1.25	80%
1.26 to 1.30	75%
1.31 to 1.40	70%
1.41 to 1.55	65%
1.56 to 1.65	60%
1.66 to 1.80	55%
1.81 to 1.99	50%
2.00 to 2.20	45%
2.21 to 2.50	40%
2.51 to 2.75	35%
2.76 to 3.25	30%
3.26 to 4.00	25%
4.01 to 5.00	20%

5.01 to 6.50	15%
6.51 to 10.00	10%
10.01 to 15.00	5%
Greater than 15.00	No deduction

*For example:*

*If a client bets €10 on a horse with odds of 6.50, and just before the race, another horse with odds of 4.00 is withdrawn, and finally the client's forecast wins, the winnings received by the client will be calculated as follows:*

*Normal winnings = odds x total amount of the bet*

*Normal winnings = 6.50 x €10 = €65*

*Prize = €65 (normal winnings) - €10 (bet amount) = €55*

*Odds of runner = 4.00.*

*% Deduction = 25%*

*Deduction applied to the prize = €55 (prize) x 0.25 = €13.75*

*New prize = €55 (prize) - €13.75 (deduction) = €41.25*

*Total winnings = €41.25 (new prize) + €10 (bet amount) = €51.25*

#### **Runner withdrawal in the case of "Forecast" and "Trio" bets**

In the case of a "Forecast" bet (with the exclusion of Combination Forecast Bets, for those governed by a special rule), if a selected runner is withdrawn before the race starts, the bet will be void.

If, due to the withdrawal of a participant before the start of the race, the number of participants is less than three, "Forecast" bets are cancelled.

In the case of a "Trio" bet (with the exclusion of Combination Tricast bets, for those governed by a special rule), if a selected runner is withdrawn before the race starts, the bet will be void.

#### **Combined Forecasts and Combined Tricasts**

If a selected participant is withdrawn from the bet, all selections that include this participant are cancelled; the remaining selections remain valid.

**Example:** *If the client places a combination forecast bet on three horses, numbered 2, 3 and 4, and finally horse number 2 does not run, the selections in which horse number 2 was included are cancelled, with the client being refunded for the options in which the aforementioned horse was included; the remaining options featuring the other two horses remain valid:*

1st Place	2nd Place
-----------	-----------

Horse No. 2	Horse No. 3	CANCELLED
Horse No. 2	Horse No. 4	CANCELLED
Horse No. 3	Horse No. 2	CANCELLED
Horse No. 3	Horse No. 4	VALID
Horse No. 4	Horse No. 2	CANCELLED
Horse No. 4	Horse No. 3	VALID

of an event.

### **CRICKET**

In Cricket betting types, event results are considered valid if they occur during regular time or at the end of the match, not including the tie-breaker period, where applicable, unless the betting type specifies another criteria.

#### **Winner**

This betting mode involves selecting the final winner of an event, including the tie-breaker period, where applicable.

#### **No. of Runs**

This betting mode involves predicting the total number of runs scored by participants during the event.

#### **Total Even/Odd (Runs)**

This betting mode involves predicting whether the total runs scored by participants during the event will be even or odd.

#### **Will there be a Super Over?**

This betting mode involves predicting whether a Super Over will be played after the initially scheduled end of the event.

#### **Which team will win after X overs?**

This betting mode involves predicting the match result after a specific number of overs has been played.

### **CYCLING**

If the organization alters the duration, location or length of a cycling event, the results of the event will remain valid for betting purposes.

In cycling events, bet selections concerning participants that have started the event (crossed the starting line) will be considered valid, and bet selections concerning participants that have not started the event will be cancelled.

In "Face to Face" mode, if one of the participants does not start the event (does not cross the starting line) or if both participants

retire or do not finish the event for any other reason, these bet selections will be cancelled.

The presentation of winners on the podium is considered a 'final result' and determines the outcome of bets. In the event of the posterior disqualification of one of the winners, changes to the result will not be taken into consideration.

#### **No. of stages won by XX**

This betting mode involves predicting the number of stages, excluding counter-clockwise stages by teams, won by a specific event betting option.

#### **Number of cyclists to wear the leader jersey in the general classification**

This betting mode involves predicting the number of cyclists to wear the general classification leader jersey in an event, excluding the first day of the competition.

#### **Time difference in seconds between first and second place**

This betting mode involves predicting by how many seconds the winner of the event leads against the winner of second place.

### **DARTS**

In Darts betting modes, event results are considered valid if they occur during regular time or at the end of the game, unless the betting mode specifies another criteria.

A darts player is considered to have started when he or she throws the first dart in the first leg of the first set.

If a player starts but does not finish, the player that progresses to the next round will be named winner. The rest of the markets will be void, except those where the result has already been determined at the moment the game is abandoned.

In the case of interrupted or deferred matches taking place within a tournament, bets will remain valid as long as the match is completed before the end of the competition.

#### **Winner of 1st/2nd/3rd/4th/5th... Leg of 1st/2nd/3rd/4th/5th Set...**

This is a betting mode in which the bettor predicts which of the participants will be the winner of the corresponding leg. If a darts event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled modes will be cancelled.

#### **Winner (1st Set), Winner (2nd Set), Winner (3rd Set), Winner (4th Set) ...**

This is a betting mode in which the bettor predicts which of the participants will be the winner of the corresponding SET. If a darts event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled modes will be cancelled.

### **Exact Result**

This betting type involves predicting the result of an event. E.g. For five sets: 3-2, 3-1, 3-0, 2-3, 1-3 or 0-3. If the established number of sets is not completed, exact result bets will be cancelled.

### **No. of Sets**

This betting mode involves predicting the number of Sets to be played in an event. If a darts event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled modes will be cancelled.

### **Champion or winner of a competition**

Bets are placed on which player will be made champion of a specific tournament. The 'Tie Rule' will be applied as necessary. If a participant retires from the competition or is disqualified once the tournament has already started, bets pertaining to this participant will be classified as losing bets.

### **Match Winner**

Bet on the match winner.

Possible selections (2 options): Player 1, Player 2.

Possible selections (3 options): Player 1, Tie, Player 2.

In league matches where there are odds available on a tie, all bets made on players to win will be treated as losing bets if the match ends in a tie.

If the result of a market of 2 options is a tie, bets will be void.

### **Handicap**

Bet on the winner of a match following the application of a handicap to the official final result. Handicaps can be based on legs or sets, depending on the championship format.

Possible selections with 2 options: x.x-Handicap for player 1, x.x-Handicap for player 2.

Possible selections with 3 options: Player 1, Tie, Player 2.

### **Total Sets**

Bet on whether the total number of sets in a match (excluding overtime) will be higher (over) or lower (under) than a proposed number of sets. If the proposed number of sets is a whole number and the total number of sets played coincides with said number, bets will be cancelled.

The number of sets played by both players is counted.

Possible selections: Over x.5 sets, under x.5 sets.

### **Total Legs**

Bet on whether the total number of legs played in a match will be higher (over) or lower (under) than a proposed number. If the

proposed number coincides exactly with the score, bets will be void.

Possible selections: over x.x legs; under x.x legs.

### **Correct Result**

Bet on the correct result of a match. If the total number of sets/legs is not completed, bets will be void.

Possible selections: Any possible result.

### **Winner of Set X**

Bet on the winner of a specific set (X),

Possible selections: Player 1, Player 2.

### **First Set – Leg Handicap.**

Bet on the winner of the first set after applying a proposed leg handicap placed on the official result of legs in the first set.

Possible selections: x.x-Handicap for player 1, x.x-Handicap for player 2.

### **Winner of Set X – Leg Y**

Bet on the winner of a specific leg (Y) in a specific set (X). For example: which player will win the first leg in the second set?

Possible selections: Player 1, Player 2.

### **Winner of Leg X**

Bet on which player will win a specific leg (X).

Possible selections: Player 1, Player 2.

### **Most 180s**

Bet on which player will score more 180s during a match.

Possible selections: Player 1, Tie, Player 2.

### **180s Handicap**

Bet on which player will score the most 180s in a match once a proposed handicap has been applied.

Possible selections: x.x-Handicap for player 1, x.x-Handicap for player 2.

### **Total 180s**

Bet on the total number of 180s scored in a match.

Possible selections with 2 options: over x.5, under x.5

Possible selections with 3 options: under X, Exactly Y, Over Z.

### **Player 180s**

Bet on the number of 180s scored in a match by a specific player.

Possible selections with 2 options: over x.5, under x.5

Possible selections with 3 options: under X, Exactly Y, Over Z.

### **180 in Leg Y of Set X**

Bet on whether one of the players will score a 180 in a specific leg (Y) of a specific set (X).

Possible selections: Yes, No.

### **Highest checkout**

Bet on which player will score the highest checkout of the match.

Possible selections: Player 1, Player 2.

### **Match highest checkout**

Bet on whether the highest checkout in a match will be higher (over) or lower (under) than a proposed value. If the suggested number is a whole number and the highest checkout of the match coincides with this value, bets will be void. The checkout scores of both players will be considered for the resolution of this market.

Possible selections: Over x.5, under x.5

### **Player X highest checkout**

Bet on the highest checkout of a specific player (X).

Possible selections (2 options): over x.5, under x.5.

Possible selections (3 options): Under Y, between Y - X, over X.

### **Leg X checkout**

Bet on whether the checkout of a specific (X) leg is higher or lower than proposed value.

Possible selections: under x.5, over x.5.

### **Leg Y of Set X checkout**

Bet on whether the checkout of a specific (Y) leg of a specific (X) set will be greater than, equal to, or less than a proposed value.

Possible selections: Under X, exactly Y, over Z.

### **Leg X checkout color**

Bet on the checkout color of a specific leg (X).

Possible selections: Red, Green.

### **Leader after 4 legs**

Bet on which player will have the higher score after the first 4 legs.

Possible selections: player 1, tie, player 2.

### **Score after 4 legs**

Bet on what the score will be after 4 legs have been played. If 4 legs have not been played to completion, these bets will be void.

Possible selections: any possible result.

### **First to 3 legs**

Bet on which player will win 3 legs first.

Possible selections: Player 1, Player 2.

### **Total Sets. Odd/Even**

Bet on whether the number of sets played in a match will be an odd or even number.

Possible selections: Odd, Even.

### **Total Legs – Odd/Even**

Bet on whether the number of legs played in a match will be an odd or even number.

Possible selections: Odd, Even.

### **Hat-trick (win the match / most 180s / highest checkout)**

Bet on a player to win the match, score the most 180s and score the highest checkout. If any of these three bet selections end in a tie, these bets are void.

Possible selections: Player 1, Player 2.

### **Event markets (session)**

If a player retires from a session, bets made on any player, match, score, totals or specials of that session that relate to said player will be void.

### **Winner Markets (long-term)**

Bet on which player will win the championship or tournament.

Possible selections: all participants with the opportunity to win the championship or tournament.

All bets will be settled according to the official result after the final match of the championship. Subsequent changes of any kind will not be recognized.

If a player/team does not participate in the competition, all long-term bets on this participant will be void.

If a player retires from a league competition before its conclusion (e.g. the Premier League), he/she will not be named winner of any 'finish last' or 'finish in the bottom 2' markets.

## **WINTER SPORTS**

In winter sports betting modes, valid results are those of events that are completed according to their scheduled conclusion, unless the betting mode specifies another criterion.

### **Winner**

This is a betting mode in which the bettor predicts which of the participants will be the winner of the competition.. If the event ends before its scheduled conclusion due to the abandonment of one of the betting options, this option will be considered a losing bet selection in that betting type that has started but not concluded.

### **Top 3 (medal)**

This is a betting mode in which the bettor predicts which of the participants will be finish among the top 3. If a winter sports event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled modes will be cancelled.

## **FOOTBALL**

All football bets will be settled based only on regular time. This includes the playing time and stoppage time added by the referee, but it does not include extra time or penalties, where applicable.

Extra time and penalties will only be taken into account to determine the result when predicting the champion or winner of a championship, tournament, cup, or knock-out stage match, and for all those bet selections that clearly indicate "includes extra time" or "includes penalties".

### ***Matches completed before their scheduled conclusion***

If an event, while in progress, ends before its scheduled conclusion and the official result is something "other" than what the score reflected at the moment the event was interrupted, this official result will be recognized only in relation to those bet selections made under the "Winner" betting type, while the bet selections under the remaining betting types will be cancelled.

In any case, the BETTING SYSTEM will recognize as valid all bet selections that are clear and can be unequivocally defined as winners or losers upon suspension.

If the match result at the moment of interruption is declared the official result, all bets will remain valid and will be settled according to this result.

The modification or cancellation of a validated result of an event will not affect the validity of said result in terms of the right to collect on winning bets and/or the reimbursement of cancelled bets, with this initially validated result being the only valid result for the purposes of deciding on the success of bet selections.

In unofficial events in which there are no predefined rules to determine the validity of the results of such events, the BETTING SYSTEM will set the conditions under which a result will be considered valid in advance of the conclusion of bets, and where this is not the case, the event organizer's rules will apply.

The start dates and times of events, information on the live result of events, as well as other information on events provided by the BETTING SYSTEM that is intended to be informative are indicative and do not affect the validity of results.

#### *Event deadline*

For the purposes of the validity of event results, if a match is postponed or suspended temporarily, the BETTING SYSTEM will set an Event Deadline of forty-eight (48) hours for Fixed Odds Bets, counting from the scheduled event start time.

Bets on types that are not concluded by the aforementioned forty-eight-hour (48hr) deadline will be cancelled, except in the case of those bets that were possible to settle. For example, in matches where the first goal is scored before the match is suspended, bets in markets such as First Goal or Over/Under 0.5 goals in the match will be settled.

#### *Postponed matches*

If an event is postponed before it starts and it is not played by the set deadline (48 hours from the scheduled start time), said event will be considered void and related bets will be cancelled, regardless of whether the competent bodies declare a result. If the event is rescheduled to take place by the set deadline, bets on said event will remain valid.

#### *Suspended / Interrupted Matches*

- d) If an event is suspended while in progress and is not resumed within forty-eight (48) hours from the scheduled start time, the BETTING SYSTEM will consider as valid only those bet selections that are settled at the moment the event is suspended. The bet selections under betting types that are unsettled as of the moment an event is suspended will be considered void, including those assigned by the competent bodies.
- e) If the event that was started and then suspended before its scheduled conclusion is resumed within forty-eight (48) hours from the moment of suspension and with the same result, all bets on said event will remain valid.
- f) If the event that was started and then suspended before its scheduled conclusion is resumed within forty-eight (48) hours, from another moment or with a different result than that in effect upon suspension, the BETTING SYSTEM will consider valid only those bet selections that are settled at the moment of suspension. The bet selections under betting types that are unsettled as of the moment an event is suspended will be considered void, including those assigned by the competent bodies.

#### *Matches not played under the initially expected circumstances / Rearranged matches*

If the expected venue of a match is changed (to a location other than that of the away team), bets will remain in place on the condition that the home team is still recognized as such and the pitch is located in the same national territory. Otherwise, bets will be cancelled. In the event the match is played at the ground of the opposing team, bets will be void.

### Void Events:

The BETTING SYSTEM will consider as void all those bets considered void by the competent bodies, whether they are yet to be or have already been initiated. The results that the competent bodies were able to assign to void events will not be recognized and will be considered invalid by the BETTING SYSTEM.

The start dates and times of events, information on the live result of events, as well as other information on events provided by the BETTING SYSTEM that is intended to be informative are indicative and do not affect the validity of results.

In matches played at a neutral ground, the team that appears on the left of the market statement will be considered the home team (the team that is playing “at home”) for the purpose of settling bets.

Clubs that play in European competitions will also be considered as the home team when their usual ground is moved to another location within their national territory (for example, when Shakhtar Donetsk plays its Champions League matches as the home team in the Kyiv Olympic Stadium).

During friendly games, all of the markets will be determined according to the final result of regular time established by the competent body.

Where a football match has a different format from the usual 2 halves, for example: 3 parts of 30 minutes or less, bets made on first-half or second-half markets will be cancelled. All bet selections under betting types determined on the basis of the final result of regular time (excluding extra time or penalty shootouts) will remain valid.

Where an event exceeds 90 minutes of regular time, all bets will be cancelled except for bet selections under the betting type “Event Winner”.

### **Live markets on extra time**

Bets are determined based on the first result published by the official bodies in relation to extra time. Goals, cards, corner kicks, etc. that occur during regular time will not be counted.

### **Winner of rest of match – Live**

A specific betting type for bets on live matches. Bets are placed on a team to win the rest of the match, without counting goals scored before the bet is placed (as if the score were 0-0), until full-time. The current score upon placing the bet is shown in the bet selection on the betting ticket (e.g.: “rest of match: current score 1-2”).

### **Multiscore**

This betting mode involves predicting the exact result of an event. Below are the available options that will be the same for all events:

- 1:0 / 2:0 / 3:0

- 4:0 / 5:0 / 6:0
- 2:1 / 3:1 / 4:1
- 3:2 / 4:2 / 4:3 / 5:1
- Home other result
- X (Tie)
- 0:1 / 0:2 / 0:3
- 0:4 / 0:5 / 0:6
- 1:2 / 1:3 / 1:4
- 2:3 / 2:4 / 3:4 / 1:5
- Away other result

### **Exact Result – First Half**

This betting type involves predicting the exact score at the end of the first half.

### **Own goals**

As a general rule, except where specified otherwise in the definition of applicable bet selections, own goals will not be counted where the bet selection pertains to the player that scores the goal, but when the bet selection refers to which team will score a goal or to the number of goals scored in a championship, match or a part thereof, without any reference to a specific player, said own goal will be counted and will be attributed to the team whose score is increased.

### **Player bets**

Bets are settled based on the player that scores a goal in during the match within regular time. This includes stoppage time added by the referee due to injuries or suspension of play. It does not include extra time or penalties.

### **First goal scorer**

Bets on players that do not participate in the match are cancelled as are bets on the 'First goal scorer' when the selected player enters the game after the first goal has been scored. Own goals will not be counted for the purposes of settle the market.

### **Last goal scorer**

Bets on players that have not taken part at any time during the match will be cancelled. Bets relating to players that enter the field of play from the dugout will be considered valid. All players that take part in the match will be considered 'Participants' for the purposes of bets on the 'Last goal scorer'. Own goals will not be counted for the purposes of settle the market.

### **Goal scorer, any time**

Bets on players that do not participate in the match will be cancelled. All players that take part in the match at any time will be counted for this type of bet.

Own goals will not be counted for the purposes of settle the market.

**Player XXX commits fouls, makes a shot on target, makes an assist**

Bets on players that do not participate in the match will be cancelled. All players that take part in the match at any time will be counted for this type of bet.

**Next Goals corer - Live**

For the purposes of assessing this market, own goals will not be counted.

All players that take part in the match before the next goal is scored will be considered 'participants'.

All players currently taking part in the match will be eligible for bets. Where possible, odds will be offered for all participants in this market.

If a player that is not included on the list scores a goal, all bets will remain valid.

**Goal scorer (1 or more goals), Double (2 or more goals), Hat-trick (3 or more goals)**

This betting type involves predicting whether a suggested player will score one or more goals, two or more goals (double), or three or more goals (hat-trick) during the event, not counting own goals. Bet selections on players that do not participate in the event will be cancelled.

**1X2 Double Chance and +/- X Goals**

This betting type involves predicting the final result of an event from among two options within the same bet selection (1X, 12 and X2) and whether the number of valid goals scored during the event referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted, will be higher or lower than the limit referred to. The betting type may refer to a specific participant (Team/Player/Period/etc.). Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid.

**1X2 Double Chance and Both Goals**

This betting type involves predicting the final result of an event from among two options within the same bet selection (1X, 12 and X2) and whether the two teams are able to score at least one goal by the end of the event referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted, including own goals, which count in favor of the opposing team. Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered void.

**Both score and +/- goals**

This betting type involves predicting whether the two teams are able to score at least one goal by the end of the event referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted, including own goals, which count in favor of the opposing team, and the total number of valid goals scored during the event referred to in the

description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted, will be higher or lower than the limit referred to. Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid.

#### **Number of goals**

This betting type involves predicting the total number of goals scored during the event referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted. The betting type may refer to a specific participant (Team/Player/Period/etc.)

#### **Minute of first goal**

This betting type involves predicting in which minute, within predetermined intervals, the first goal will be scored. There is also the option to predict that there will not be any goals.

For the purpose of settling bets, the first minute of the game runs from the first second until the 59th second. The second minute runs from 1 minute until 1 minute and 59 seconds, and so on.

#### **Total goals**

This betting type involves predicting how many goals, within predetermined intervals, will be scored in total between the two teams during the event referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted.

#### **Next goal**

This betting type involves predicting which team will score the next goal during the event referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted. The betting type may refer to a specific participant (Team/Player/Period/etc.)

#### **First, Second, Third ...Last (goal, card, corner)**

This betting type involves selecting the team that will score the first, second, third goal, etc., or the last valid goal, card, corner, etc., of the event. There is also the betting option "NO GOAL/CARD/CORNER", and own goals count in favor of the opposing team.

#### **Top goal scorer**

This betting type involves selecting the player that will score the most valid goals in the given competition. Where there is more than one winning bet selection, the tie rule will be applied, dividing the prize amount between the various winning bet selections.

#### **Penalty Shootout Winner**

This betting type involves predicting which team will win a penalty shootout.

### **Special bet – Create your bet**

This is a special betting type that can be configured by the end-user, allowing them to combine several available selections or markets for the same event within a single bet selection.

For example, for a football event, winning selections of the player that scores the first goal, the team that takes the most corners, the winning team at half-time and whether both teams will score can be combined into a single bet selection.

All of the special bet selections (create your bet) must be successful for the bet to be considered a winning bet.

In the event a selection within a special bet (create your bet) is cancelled, the entire bet selection is cancelled and the wagered amount is refunded.

The special (create your bet) betting type only takes into account regular time plus added time. Extra time and penalties are not counted.

The Cash Out and Partial Cash Out options will not be available for this betting type.

### ***General rule for card markets (outfield players)***

Only cards shown during the course of regular time to players taking part in the event will be counted. This includes cards shown during the half-time interval, which will be taken into account for the second half for the purpose of settling bets. On the other hand, cards shown after the final whistle, those shown to coaches, those shown to players that have already been substituted, those shown to players that have not yet participated in the event, and those shown to any other person that is not a player participating in the event are excluded.

Calculation formula:

- Yellow card = 1 card
- Direct red card = 2 cards
- 1st yellow + 2nd yellow card (which results in a red card and sending off) = 3 cards

Therefore, a single player cannot accrue more than 3 cards per match. This rule applies to all of the cards markets described below:

### **Team to receive the most cards**

Bettors predict which of the teams will receive the most cards according to the above formula in the match during regular time.

### **Total cards**

Over/under bet on the total number of cards shown according to the above formula in a match during regular time.

### **Total yellow cards**

If a player is sent off after receiving two yellow cards, this counts as 2 yellow cards for the bet. For the purposes of settling bets, only yellow cards issued during regular time will be counted.

### **Card points**

In bet selections on card points, the following points scoring system is applied:

- Yellow card = 10 points
- Direct red card = 25 points
- 1st yellow + 2nd yellow card (which results in a red card and sending off) = 35 points

Therefore, a single player cannot accrue more than 35 points per match.

### **Sending-off?**

This betting type involves predicting whether there will be one or more players sent off by the end of the period referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted. Direct red cards and red cards following a double yellow will be counted for this betting type.

### **No. of offsides/fouls**

This is a betting type that involves predicting the total instances of offside or the total number of fouls penalized by the referee during the first 90 minutes of the event, or up to the end of the period referred to in the betting type description.

### **No. of corner kicks**

This betting type involves predicting total number of corner kicks taken up to the end of the period referred to in the description of the betting type (1st Half, 2nd Half...), or until the end of regular time of the event if the period is omitted. The betting type may refer to a specific participant (Team/Player/Period/Even or odd/First or last, etc.).

In bets related to corners (No. of corners, team with the most corners), corner kicks are counted from the moment the ball is kicked into play. If a corner is awarded but not taken, said corner will not count for the purposes of bets.

The result provided by the official bodies will be considered the valid result. If said bodies do not provide this result, the statistical data of other associations will be used.

### **Result of the 1st penalty, 2nd penalty, 3rd penalty...**

This betting type involves predicting whether the umpire/referee of the event will award a first, second, third... penalty during the event and the result of the same (Goal or No Goal).

### **1X2 + No. of Goals**

This betting type involves predicting the result of a football event and the number of valid goals scored during the event. Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid.

### **Assisting player (Player that assists a goal)**

An assist is counted if the selected player is the last member of the attacking team to touch the ball before the goal scorer. However, the competent regulating body will have the final say in validating assists.

### **Will there be a VAR (video assistant referee) review?**

This betting type involves predicting whether by the end of the first 90 minutes of the event or of the period referred to in the description of the betting type, the VAR will be consulted to review a fragment of play within its field of action (goals, penalties, red cards and mistaken identity).

For the purposes of this betting type, it is understood that play is reviewed by the VAR only when the referee unequivocally makes the gesture calling for a VAR review, drawing a television screen in the air, regardless of whether or not the fragment of play needs to be reviewed on screen by the main referee of the match. If, in the event of a VAR review, the referee, in error, fails to make the gesture calling for the review, the official replay of the match provided by the official competition organizer should be consulted to confirm the existence of said review, and it will be determined whether or not a VAR review took place.

### **Bets on ball possession**

This betting type involves predicting the percentage of ball possession of each team within the first 90 minutes, unless it is specified otherwise. If a match is suspended and is not resumed within the defined deadline, all bets on this market will be cancelled.

### **First to score / Match winner**

This betting type involves predicting the first team to score and the winning team of a football match. Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid.

### **1st goal scorer and match winner (1X2), knockout stage or final**

This betting type involves predicting the first goal scorer of the match, not counting own goals, and the winning team of a knockout stage match or final.

Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid. Bet selections that include players that do not participate in the event, or players that come on to the pitch after the first valid goal has been scored will be cancelled.

### **Goal scorer and match winner (1X2), knockout stage or final**

This betting type involves predicting that a selected player will score a goal during the match, not counting own goals, and the winning team of a knockout stage match or final.

Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid. Bet selections that include players that do not participate in the event will be cancelled.

### **Exact Result and Goal Scorer**

This betting type involves predicting a score that reflects the number of goals awarded to each team by the end of the event, and whether the suggested player scores one or more goals during the event, not counting own goals. Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid. Bet selections that include players that do not participate in the event will be cancelled.

### **Win one half? / Win both halves?**

This betting type involves predicting whether the selected team will win one of the halves (1X2 1st Half or 1X2 2nd Half) or both (1X2 1st Half and 1X2 2nd Half), depending on the description of the betting type.

### **Half with more goals**

This betting type involves predicting in what period the most valid goals will be scored. It also includes the option "same number of goals".

### **Clean sheet**

This betting type involves predicting whether a team will avoid without conceding a valid goal by the end of the period referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted, including own goals.

### **Win with a clean sheet**

This betting type involves predicting whether a team can avoid conceding a single valid goal during the event, including own goals, and also win the match.

Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid.

### **Score in Both Halves**

This betting type involves predicting whether a team will manage to score in both halves of the event, including own goals.

*Example:*

*In the match Barcelona vs Getafe, the result is 2-0. At half time, the score was 1-0. In the second half, a Getafe player scored an own goal. Therefore, the option "Barcelona to score in both halves" can be confirmed as a winning bet.*

### **Extra time**

This betting type involves predicting whether an event will go into extra time.

### **Goal in extra time?**

This betting type involves predicting whether, where a match goes into extra time, there will be a goal scored by either of the two teams.

### **Who will qualify / progress to the next round?**

This betting type involves predicting which team will win a knock-out stage match in a specific competition.

### **Stoppage time**

This betting type involves predicting the stoppage time to be added to the period referred to in the description of the betting type. This added time is determined by the time indicated by the 4th official and not by the actual amount of time played.

### **Winning Method**

This betting type involves predicting the method employed by a team to win a knock-out stage, event or final. Options:

- Home team and Regular Time
- Home team and Extra time
- Home team and Penalties
- Away team and regular time
- Away team and Extra time
- Away team and Penalties

### **In which half will they score more goals (Home/Away team)?**

This betting type involves predicting if a team will manage to score more goals in the first half or in the second half.

### **Other League Events**

Simulated matchups between 2 teams in which bets are placed on which of them will score more goals in their real matchday. Result expressed as betting type 1X2. Bets are void if either party does not finish their game within 48 hours.

### **INDOOR FOOTBALL**

All match markets will be settled in relation to regular time, unless specified otherwise.

If a match is interrupted and resumed within a maximum term of forty-eight (48) hours from the initially scheduled time, open

bets will be updated with the final result. Otherwise, if in forty-eight (48) hours the match is not resumed, all bets that have not been decided will be cancelled.

The regulations and bet selections of this sports discipline will be provided for in the “Football” section.

### **BEACH FOOTBALL**

The regulations and bet selections of this sports discipline will be provided for in the “Football” section.

### **AMERICAN FOOTBALL**

In American football betting types, event results are considered valid if they occur during regular time or at the scheduled conclusion of the match, not including overtime, where applicable, unless the betting type specifies otherwise.

#### **Matches completed before their scheduled conclusion**

If an event that is in progress ends before its scheduled conclusion, only the results of bet selections under the betting type event “Winner” will remain valid, provided that both of the following conditions are met:

- at least 55 minutes or regular time must have been played
- an official result must be declared by any competent body

The remaining bet selections under betting types that could not be clearly and unequivocally defined as winners or losers at the time of the suspension will be cancelled.

If an event that is still in progress ends before its scheduled conclusion and with less than 55 minutes of regular time played, all bet selections under betting types that could not be clearly and unequivocally defined as winners or losers at the moment the event was suspended will be cancelled.

#### **Postponed / Suspended Events**

In the case of postponed or temporarily suspended matches, the general sports betting regulations will be followed, Chapter 2.1 GENERAL REGULATIONS ON THE ORGANIZATION AND FUNCTIONING OF BETS.

#### **Event Winner**

Select the match winner. Bets include extra time, where applicable.

Bets for player points markets (for example “First touchdown”) remain valid provided that the player is wearing the regulatory gear to take part in the match, even if they do not participate in the event. Bet selections related to a player that is not wearing the regulatory equipment are declared void, and the wagered amount refunded.

In specific bets for a determined quarter or half, said quarter or half must be completed for the bet to be valid. In such cases, the betting type will include “First quarter” or “Second half” ... to define which quarter or half said betting type pertains to.

If there is a change of venue at which a match is to be played, bets will remain valid on the condition that the home team continues to be recognized as such. If there is a change of teams, such that the home team plays away and vice versa, bets based on the original proposition will be cancelled.

## Greyhounds

### General Regulations

The start of the race is determined the moment the starter gives the order. No bets will be accepted once the starter has started the race.

Further, entry to the box means the greyhounds have participated in the race and, as such, bets on the same are valid, regardless of any subsequent withdrawals.

The valid result for greyhound races will be that determined by the official body responsible for regulating races in the country where they take place, as well as the independent bodies which publish/certify them.

On occasion, a first result is published that is not official until said result is confirmed until after weighing. Before said confirmation, the result is not considered official. However, after the result is made official, any subsequent modification will not be recognized for the purposes of calculating bets.

If due to human or technical error one of the trapdoors where the participants are being held does not open, the following situations may occur, regarding which the regulating body may decide:

- The race is cancelled.
- The race is rerun within 24 hours of the scheduled start, in which case bets will remain valid until the race is run again.
- The race is considered valid. In this case, the selection who's trapdoor or box did not open will be considered a void selection.

However, if the trapdoor or box opens but the greyhound does not come out, bets will remain valid.

If a simple bet on greyhounds was accepted after the start of the event or race, said bet will be declared void, and the client will be entitled to a refund of the wagered amount. Likewise, in multiple bets that contain greyhound selections that were accepted after the start of the event or race, said selections will be declared void; the other selections will remain valid.

## **Bet types**

### **Race Winner**

Clients bet that the bet selection will win the race.

### **Forecast (in correct order)**

This betting type involves predicting the winners of first and second place in a race while also indicating the correct order. This betting option includes two bet selections, the first being that related to the race winner and the second bet selection - that

related to the winner of second place. If one of the bet selections included in the betting option does not participate, this will be cancelled.

#### **Reverse Forecast Bet (regardless of order)**

This betting type involves predicting the winners of first and second place, in whatever order. Essentially, this is similar to making two forecast bets, one in which the selections finish in 1st and 2nd place, and another in which they finish in the reverse order, for which the client pays for two bets. If one of the bet selections included in the betting option does not participate, this will be cancelled.

#### **Combination Forecast Bet (regardless of order)**

Three or more participants are chosen as the winners of 1st and 2nd place, regardless of the order. If 3 selections are made, this is the equivalent of making six forecast bets or three reverse forecast bets. If 4 selections are made, this is the equivalent of making twelve forecast bets or six reverse forecast bets, and so on. As these can be considered equivalent to a specific number of forecasts, the same rules as in said section apply for each of the forecasts of which it is comprised.

For the three types of bet referred to as “Forecasts”, there must be a minimum of three participants for such bets to be accepted. If, due to the withdrawal of a participant before the start of the race, the number of participants is less than three, “Forecast” bets are cancelled.

#### **Trio (in correct order)**

This betting type involves predicting the winners of first, second and third place in a race while also indicating the correct order. This betting option includes three bet selections, the first being that related to the race winner and the second bet selection – that related to the winner of second place, and the third selection – that related to the winner of third place. If one of the bet selections included in the betting option does not participate, this will be cancelled.

#### **Combination Tricast (regardless of order)**

This betting type involves predicting the winners of first, second and third place in a race, in whatever order. In the case of 3 selections, this would be the equivalent of 6 different trios that can be placed with three selections, and will be considered as such for calculation purposes. If one of the bet selections included in the betting option does not participate, this will be cancelled.

For the two greyhound betting types referred to as “Trios”, there must be a minimum of 6 participants. If, due to the withdrawal of a participant before the start of the race, the number of participants is less than six, bets are cancelled.

#### **Handicap races**

For handicap races, a distance advantage is granted to participants for the purpose of evening their respective odds of winning.

### Winner and Place Bets

This involves two bet selections on a single participant in which half of the bet amount is placed on “winner”, and the other half on a chosen “place”, i.e., one bet predicts that the selected greyhound will win the event, and the other predicts that the greyhound will finish the race among the top places. The prize-winning positions in a “place” bet are set based on the number of participants in the bet and the type of race. They have two different associated multipliers, one for “winner” and the other for “place”, which are linked to one another. The “place” multiplier is calculated based on the corresponding “winner” multiplier, as described below in this same section on greyhound betting rules.

If the selected participant wins the race, both bets on “Winner and Place” are winning bets. If the selected participant does not win the race but finishes in a “place” position, the “winner” bet is a losing bet and the “place” bet is a winning bet.

### Winner and Place Rules

In “Winner and Place” bets, both the prize-winning positions and the amount of the prize allocated to the “place” bet are determined based on the number of runners participating in the race and the type of race (normal or handicap).

The following table indicates:

- On one side, the number of prize-winning positions
- On the other, the method used to calculate the “place” multiplier, based on the “winner” multiplier. The number of runners refers to the total participants in the race, not to the number of runners due to race at the moment the bet is made.

The following conditions will be applied based on the number of participants and the type of race

(Cg = Winner odds, Cc = Place odds):

Number of participants	Type of race	Valid “place” positions	Formula for the “place” odds	Prize Correction Factor
From 1 to 4	All	1st	-	-
From 5 to 7	All	1st and 2nd	$cc = (Cg+3)/4$	1/4
8 or more	Without Handicaps	1st, 2nd and 3rd	$cc = (Cg+4)/5$	1/5
From 8 to 11	With Handicaps	1st, 2nd and 3rd	$cc = (Cg+4)/5$	1/5
From 12 to 15	With Handicaps	1st, 2nd and 3rd	$cc = (Cg+3)/4$	1/4
16 or more	With Handicaps	1st, 2nd, 3rd, 4th	$cc = (Cg+3)/4$	1/4

For greyhound racing, if the client places a bet using odds other than the early price, the final “place” conditions will be those used for the purposes of calculating winnings. In other words, if the client places a bet with opening odds in one race between 8 participants without a handicap (correction factor 1/5, valid options - 1st, 2nd and 3rd) and a greyhound drops out of participation

before leaving the starting box, meaning the race is now between 7 participants, for the purposes of calculating the winnings, the “place” conditions for calculating the winnings shall be: correction factor - 1/4, valid positions - 1st and 2nd. If in the above example, before leaving the starting box, another 3 greyhounds are withdrawn from the race, meaning the race now has 4 participants, the bet will become a single, simple bet on the winner of the race.

It should be pointed out that, in the case of greyhound races with early prices, the “place” conditions applied are those available at the moment in which the bet is made, regardless of whatever may occur subsequently.

Early bets are those in which the odds on a specific participant for an event were prepared before said event commences, such as long-term bets (e.g. bets settled a week before the event). If your selection, in the end, does not participate in the event, the bet is considered a losing bet.

### **Postponed / Rescheduled Races**

Bets on any event that is suspended indefinitely are declared void and the total amount bet is returned.

If races are postponed to a different day and the program remains unchanged, bets will remain valid, provided that the conditions, event venue and the track surface remain the same. If the conditions, event venue or track surface change, bets will be declared void and bets will be refunded in full. If races are postponed for several hours on the same day, the same race time that was initially set will be maintained. That is, if a client places a bet on a race scheduled for 15:00, and said race starts at 15:30, the previously set time of 15:00 will be used to refer to the race.

### **Opening price**

This refers to odds offered on the same day that races take place. These odds are offered once that all of the event participants are known (official registration deadline) and are available until the first race odds are offered.

### **Starting price**

This refers to the last odds available for a race, calculated just before the race starts. This type of odds is offered for greyhound races and are identical in all betting companies, which means they can be checked by clients. When a client requests these odds for their selection, they voluntarily forego the opportunity to know, a-priori, the odds that will be used to calculate the winnings of their bet, instead opting for the last odds to be offered, in the hopes that such odds will be better than those offered at the time the bet is made, likewise assuming the risk that the final odds may be worse than those offered at the time the bet is made. Bets are settled using these odds, unless the client expressly requests the early price, opening price or race odds (where these are available). The starting price (SP) allows JOGS, S.A. to offer forecast and trio bets, and also allows clients to choose their selection based on the starting price. Starting Price (SP).

Information on starting prices (as well as results, non-participants and other information related to events) on numerous websites and specialist newspapers, including, in particular:

[www.racingpost.com](http://www.racingpost.com) / [www.sportinglife.com](http://www.sportinglife.com)

### Early Price

This refers to the odds that are offered for certain future events. These odds are offered before registration for an event is closed, meaning that when they are offered, the final list of participants is still not confirmed. These odds tend to be better, which means they offer the client the opportunity to collect greater winnings, assuming the risk of betting with less information (the earlier the bet, the less information available) than if the bet were made minutes before the event. For this reason, if the selection does not participate in the indicated event, the bet will be considered unsuccessful, apart from the exceptions cited below, in the case of which bets will be considered void (refund of the wagered amount). The abovementioned exceptions are as follows:

- The event is suspended or declared void.
- The selection was identified explicitly at the moment of the bet with the term “refund in the event of non-participation”.
- If the list of participants were excessive and the event body decided to withdraw participants, bets on said withdrawn selections would be refunded.

### Participant withdrawal

If a participant withdraws before the start of the event, the selection will be considered void. This criterion applies so long as the bet is not validated with the early price or announced with the criteria “all compete or not”, in which case the bet will be considered a losing bet.

If a participant withdraws before the start of the race, this directly affects the possible results of the remaining participants. For this reason, a deduction is applied to the amount received for winning bets. The amount of the deduction depends on the multiplier of the withdrawn participant. these deductions apply to greyhound bets. The lower the odds of the withdrawn greyhound, the greater the deduction. For the three types of bet referred to as “Forecasts”, there must be a minimum of three participants for such bets to be accepted.

The applicable deductions are set out in the table below:

Withdrawn participant odds	Prize deduction
1.00 to 1.11	90%
1.12 to 1.19	85%
1.20 to 1.25	80%
1.26 to 1.30	75%
1.31 to 1.40	70%
1.41 to 1.55	65%
1.56 to 1.65	60%
1.66 to 1.80	55%
1.81 to 1.99	50%
2.00 to 2.20	45%

2.21 to 2.50	40%
2.51 to 2.75	35%
2.76 to 3.25	30%
3.26 to 4.00	25%
4.01 to 5.00	20%
5.01 to 6.50	15%
6.51 to 10.00	10%
10.01 to 15.00	5%
Greater than 15.00	No deduction

*Example:*

*If a client bets €10 on a greyhound with odds of 6.50, and just before the race, another greyhound with odds of 4.00 is withdrawn, and finally the client's bet selection wins, the winnings received by the client will be calculated as follows:*

*Normal winnings = odds x total amount of the bet*

*Normal winnings = 6.50 x €10 = €65*

*Prize = €65 (normal winnings) - €10 (bet amount) = €55*

*Odds of participant = 4.00.*

*% Deduction = 25%*

*Deduction applied to the prize = €55 (prize) x 0.25 = €13.75*

*New prize = €55 (prize) - €13.75 (deduction) = €41.25*

*Total winnings = €41.25 (new prize) + €10 (bet amount) = €51.25*

**Participant withdrawal in the case of "Forecast" and "Trio" bets**

In the case of a "Forecast" bet (with the exclusion of Combination Forecast Bets, for those governed by a special rule), if a selected participant is withdrawn before the race starts, the bet will be void.

If, due to the withdrawal of a participant before the start of the race, the number of participants is less than three, "Forecast" bets are cancelled.

For the two greyhound betting types referred to as "Trios", there must be a minimum of 6 participants for a "Trio" bet to be valid.

In the case of a "Trio" bet (with the exclusion of Combination Tricast bets, for those governed by a special rule), if a selected participant is withdrawn before the race starts, the bet will be void.

**Participant withdrawal in the case of Combination Forecast and Combination Tricast bets**

If a selected participant is withdrawn, all selections that include this participant are cancelled; the remaining selections remain valid.

Example: If the client places a combination forecast bet on three greyhounds, numbered 2, 3 and 4, and finally greyhound number

2 does not participate, the selections in which greyhound number 2 was included are cancelled, with the client being refunded for the options in which the aforementioned greyhound was included; the remaining options featuring the other two greyhounds remain valid:

1st Place	2nd Place	
Greyhound No. 2	Greyhound No. 3	CANCELLED
Greyhound No. 2	Greyhound No. 4	CANCELLED
Greyhound No. 3	Greyhound No. 2	CANCELLED
Greyhound No. 3	Greyhound No. 4	VALID
Greyhound No. 4	Greyhound No. 2	CANCELLED
Greyhound No. 4	Greyhound No. 3	VALID

### Greyhound race rerun

Where a greyhound race is declared void and is rerun, bets remain valid for those greyhounds that still feature in the rerun race, but not for the remaining greyhounds, for which bet selections are cancelled (provided they have not entered the starting box for the rerun race).

Multipliers remain valid for rerun races, unless one of the greyhounds does not take place in the new race. In such case, the final coefficients will be applied in place of those set initially.

If a race is declared void and is not rerun, all bet selections for said race are declared void.

### GOLF

If a tournament has started but not concluded, the betting results depend on the validated official result, regardless of the number of holes or rounds played to completion.

However, bets placed after the last complete round will be cancelled if the tournament is suspended. Any subsequent corrections or rectifications of the official result will not be considered for the purpose of settling bets.

If a player chosen for as a bet selection does not participate in the event, bets pertaining to said player will be cancelled. On the other hand, if the player chosen as a bet selection begins to participate in an event and then subsequently withdraws or is disqualified, bets pertaining to this bet selection will be valid. The Official Start of a player is considered to be the moment they take their first stroke on the first hole (tee off). If the player withdraws before this moment, all bets pertaining to said player will be declared void.

Bets related to (a) specific round(s) will be settled based on the number of strokes recorded on the player's scorecard upon completing the round.

For matchup bets, if a player is disqualified or withdraws from the tournament before the completion of two rounds, their opponent will be considered the winner, even if they do not make the cut. If both players make the cut and one is disqualified or withdraws during the third or fourth round, the other player will be deemed the winner for the purposes of calculating bets. If the other player in the matchup bet does not make the cut, the player that is disqualified or withdraws but makes the cut will be the

winner. If both players are disqualified, the matchup bet is cancelled, regardless of when the disqualifications took place. Tie odds will always be offered for matchup bets. In the event of a tie, only the “tie” bet selection will be considered a winning bet. Tie odds will be offered for 2-ball bets. For 3- and 4-ball bets, if the players have equal scores at the end of the round, the result is a tie and the “tie rules” set out in Chapter 2.1 will apply. Bets will be valid once the players have teed off on the first hole. If a player does not tee off, the 2-, 3- and 4-ball bets that he or she was supposedly part of are cancelled. If a round is abandoned, bets on the same will be invalid.

### **Tournament Winner**

Bet on which player / team will win a tournament. Playoffs are counted.

Possible selections: All players / teams that participate in the tournament.

All bets will be resolved in accordance with the official result once the last hole of the tournament has been played. Subsequent changes of any kind will not be recognized.

If there is more than one winner, the “tie rule” (chapter 2) will apply.

If a player/team does not participate in the tournament, all tournament winner bets on this player/team will be considered void.

### **Top 5/10/20 (finish among the first 5/10/20).**

Bet on whether the selected player or team will finish the event within among the top positions referred to in the betting type description.

All bets will be resolved in accordance with the official result once the last hole of the tournament has been played. Subsequent changes of any kind will not be recognized.

If the name of the market includes the note “ties paid in full” and it occurs that there are more than 5 players to finish with the top 5 scores, or 10 players that finish with the top 10 scores, etc., bets placed on all of these players in this market will be paid in full. If the aforementioned note is not included, the “tie rule” (chapter 2) will apply.

If a player/team does not participate in the tournament, all bets placed on this player/team will be considered void.

Possible selections: participating players/teams.

### **Makes the cut**

Bet on whether a specific player will make the cut in the tournament.

Possible selections: participating players.

Makes the cut and name of player?

Bet on whether the player referred to in the betting type description will make the cut.

Possible selections: Yes, No.

### **Leader after 1 round**

Bet on who will be the player to finish in first position after the round referred to in the betting type description.

Possible selections: participating players.

### **Best Spanish/European/US/etc. player**

Bet on which Spanish, European, US player or player from another geographical region will have the highest score in the tournament.

Possible selections: participating players.

The “tie rule” will be applied (Chapter 2).

### **Winner’s Region**

Bet on what will be the region of origin of the tournament winner. The offered selections differ for every tournament.

### **Hole in One?**

Bet on whether, during the event, any player will succeed in putting the ball in the cup with a single stroke on any of the 18 holes.

Possible selections: Yes, No.

### **Play-off?**

Bet on whether, during the event, it will be necessary to hold a playoff to resolve a tie, regardless of the format, in order to determine the winner of the tournament.

Possible selections: Yes, No.

### **Winning Margin**

Bet on by how many strokes the tournament winner is ahead of the winner of 2nd place.

Possible selections: 1 stroke, 2 strokes, 3 strokes, 4 or more strokes, play-off.

### **3-Ball bet**

Bet on which player in a group of 3 will finish with the lowest number of strokes on their scorecard after playing a course of 18 holes. If the composition of a 3-player group playing the course together changes, bets will be settled in relation to the original group. In the case of a non-participant, 3-ball bets will be void. In the event of a tie, the “tie rule” will be applied (Chapter 2).

### **2-Ball bet**

Bet on which player from a pair will finish with the lowest number of strokes on their scorecard after playing a course of 18 holes. If the composition of a 2-player group playing the course together changes, bets will be settled in relation to the original group. In the case of a non-participant, 2-ball bets will be void. Ties are possible.

Final position of player X

Bet on the final position of a specific player (X). There will always be two or three possible positions that may vary: (example: 21st or worse, 11th to 20th inclusive, 10th or better); (20th or worse, 19th or better).

### **54/72 hole bets**

Bet on which player will finish the proposed number of holes with the least strokes.

Bets will be settled based on the official Tour results published during the awards ceremony (disqualifications after this point will not count).

If a golfer does not make the cut, the other golfer will be considered the winner. If neither of the two make the cut, the bet will be determined based on which golfer has the lowest number of strokes (or the most points - in tournaments that use the Stableford scoring system) after the cut.

Odds will be offered for a tie, and where a tie occurs, bets on any of the players will be losing bets.

### **Group of 6 golfers**

Bet that a player from a group of 6 golfers will have the lowest number of strokes on their scorecard in a specific round or group of holes.

The “tie rule” will be applied (Chapter 2).

### **Round - Group of holes. Player scoring**

Bets will be cancelled if the indicated player does not complete the round or the specific group of holes, unless the results have already been determined.

### **Player scoring on Hole X**

A golfer is considered to have played once they have teed off. If the player withdraws before teeing off, bets on this hole will be void.

Possible selections: under par, par, over par.

### **Winner's Scorecard**

Bet on how many strokes will be recorded on the winner's scorecard.

Possible selections: Under X, between X-Y, over Y.

### **HOCKEY / ICE HOCKEY**

In hockey betting types, event results are considered valid if they occur during regular time, not including overtime or penalty shootouts, unless the betting type specifies otherwise.

### **Matches completed before their scheduled conclusion**

If an event that is in progress ends before its scheduled conclusion, only the results of bet selections under the betting type event “Winner” will remain valid, provided that both of the following conditions are met:

- at least 55 minutes or regular time must have been played
- an official result must be declared by any competent body

The remaining bet selections under betting types that could not be clearly and unequivocally defined as winners or losers at the time of the suspension will be cancelled.

If an event that is still in progress ends before its scheduled conclusion and with less than 55 minutes of regular time played, all bet selections under betting types that could not be clearly and unequivocally defined as winners or losers at the moment the event was suspended will be cancelled.

### Postponed / Suspended Events

In the case of postponed or temporarily suspended matches, the general sports betting regulations will be followed, Chapter 2.1 GENERAL REGULATIONS ON THE ORGANIZATION AND FUNCTIONING OF BETS.

In competitions, for example, the NHL, where overtime and penalties (where applicable) are included, where penalties are required to break a tie, the team that wins the penalty shootout will be awarded a goal. This method is used to determine winning and losing bets across all betting types. In other words, if a match ends with a score of 5-5 after overtime, and team 1 wins the penalty shootout, the result used to settle bets is 6-5 in favor of team 1, regardless of the number of goals scored during the penalty shootout.

A lot of betting types can be applied specifically to one period (3 per match) in particular, or to a team or specific player among those participating in the match. In such cases, the betting type will include "First period" or "Second period" ... to define which period or half said betting type pertains to. Each period will be considered as a new mini-match that starts at 0-0, regardless of the total match score.

### **Double Chance**

This betting mode involves predicting the final result of an event. Two options are proposed within the same forecast: "1 or X" (home team win or tie), "1 or 2" (home team win or away team win) and "X or 2" (tie or away team win).

### **1X2 (1st Half) / 1X2 (1st/2nd Period)**

This betting type consists of predicting the result at the end of the 1st half or 1st period/ 2nd period, respectively.

### **1X2 Partial (2nd Period / 3rd Period)**

This betting type involves predicting the result 1X2 during the period referred to in the betting type description, i.e. the 2nd or 3rd period respectively.

### **First Goal, Second Goal, Third Goal... – Live**

This betting type involves selecting the team that will score the first, second, third valid goal, etc., of the event. There is also the betting option "NO GOAL", and own goals count in favor of the opposing team.

### **Both teams score?**

This betting type involves predicting whether or not both teams will score.

### **No. of Goals Over/Under**

This betting type involves predicting whether the total number of goals will be higher or lower than the number of goals indicated.

### **1X2 + No. of Goals**

This betting type involves predicting the result of an event and the number of valid goals scored during the event. Both results must be correctly predicted in order for the bet selection to be considered successful. If either of the two predicted results is considered invalid, the result of the betting type will also be considered invalid.

### **Next goal**

This betting type involves predicting who will score the next goal, with the option also to predict that there will be no next goal.

### **Who will score the last goal?**

This betting type involves predicting who will score the last goal of the event.

### **Winning Margin**

This betting type involves predicting the points difference and in favor of which team (home/away) by the end of the event. Likewise, it will be possible to predict the difference in total accumulated points at the end of the 1st period, 2nd period, 3rd period.

### **Period with most goals**

This betting type involves predicting in which period the most goals will be scored.

## **MOTOR SPORTS**

A Grand Prix starts as of the moment the signal is given to start the warm-up lap.

If a driver is not on the starting grid for the warm-up lap or is not prepared to leave the pit lane, bets related to said driver will be declared void.

### **Event deadline**

For the purposes of possible cancellations, postponements and temporary suspensions of a Moto or F1 Grand Prix, or another motor sport, the *event deadline* is established as the period that runs from the originally scheduled date of the event to that scheduled for the next point-scoring Grand Prix within the same championship. Once said deadline has passed, if no official result has been declared, bets are cancelled.

If the responsible body modifies the duration, location or length of a motor sports event, the results of the same will remain valid for the purpose of bets.

Bets related to the winner of a specific Grand Prix (race, example: Gran Premio de Jerez) will be settled in accordance with the podium ceremony, regardless of any subsequent disqualifications. If the podium ceremony does not take place, all bets will be settled according to the result declared at the end of the race by the competent body.

In testing, bet selections concerning participants that have started the event (crossed the starting line, or driven out onto the track cars start from boxes) are valid, and bet selections concerning participants that have not started the event will be cancelled. For betting purposes, the ranking established by the organization at the end of the event will be valid, even if an individual participant does not complete the event.

In the "Head to Head" betting type, if one of the participants has not started the event (crossed the starting line, or driven out onto the track cars start from boxes), both bet selections will be cancelled. If one of them does not finish the race, the other will be recognized as the winner.

In the betting type "Head to Head", the ranking at the end of the event as established by the competent body will apply, even if one of the participants withdraws or, for whatever other reason, does not finish the event. In the case of this betting type, the ranking order will take precedence, even a position is not assigned to each participant, except where both participants have withdrawn from during the same round, in which case both bet selections will be cancelled.

#### **Driver who qualifies**

A driver will be considered to have qualified when he has completed 90% or more of the established number of laps completed by the race winner (rounded up to a whole number), again according to the official ranking at the time of the podium presentation.

#### **Fastest lap**

This betting type involves predicting which participant will complete the fastest lap. Bets are valid provided that at least one lap is completed.

#### **Safety Car**

This betting type involves predicting whether the safety car will be used during the race to drive in front of the race leader. If the race begins with the safety car leading, these bets are settled as 'Yes'. If the race ends with the safety car, but the safety car does not have enough time to take position in front of the race leader, this market will be settled as "Yes".

#### **Specials - Leader at the end of Lap 1, Lap 2... any lap**

This betting type involves predicting which participant will lead the race upon crossing the starting / finish line after having completed a specific lap of the original race. No other official race restarts will be taken into account unless the lap that is the subject of the bet is not completed. Bet selections will be cancelled in the event the lap is not completed.

### **Specials - 1st, 2nd ... last to enter the boxes**

This betting type involves predicting which participant will be the first, second ... or last to enter the boxes area, not counting entries to the boxes due to penalties.

### **Specials - Withdrawal during 1st, 2nd... last lap**

This betting type involves predicting which participant will withdraw and during which lap.

### **No. of Qualifying Drivers**

This betting type involves predicting the number of drivers that, according to the applicable competition rules, achieves a definitive position in the final ranking of the race.

## **ROWING**

If the responsible body modifies the duration, location or length of a rowing event, the results of the same will remain valid for the purpose of bets.

In regattas, bet selections of participants will be considered valid once the competent body has validated the race.

For betting purposes, the ranking established by the organization at the end of the event will be valid, even if an individual participant does not complete the event.

### **Firs to arrive at the 1st/2nd/3rd turn (Race 1 / Race 2 / Race 3)**

This is a betting type in which the bettor predicts which of the participants in a specific Race or the event will record the best time at the corresponding turn.

## **RUGBY**

In rugby betting types, event results are considered valid if they occur during regular time (and stoppage time added by the referee), not including extra time or penalty shootouts, unless the betting type specifies otherwise.

If a match is concluded early, is postponed or temporarily suspended, the general sports betting regulations will be followed, Chapter 2.1 GENERAL REGULATIONS ON THE ORGANIZATION AND FUNCTIONING OF BETS.

### **Winning Margin**

This betting type involves predicting the points difference and in favor of which team (home/away) by the end of the event, not including extra time and penalties, unless the betting type specifies otherwise.

### **First try, Second try, Third try... Last try**

This betting type involves selecting the team that will score the first, second, third try, etc., or the last valid try of the event.

### **+/- No. of Tries**

This betting type involves predicting whether the number of valid tries scored during the event referred to in the description of the betting type (1st Half, 2nd Half...), or during the entire event if the period is omitted, will be higher or lower than the limit referred to. The betting type may refer to a specific participant (Team/Player/Period/etc.).

### **SNOOKER (Pool)**

A snooker match is considered to have started once the first shot of the first game, called a frame, is taken. If a player is unable to start a tournament or match, all bets on this player or individual match will be cancelled.

All markets are settled in accordance with the final official result, unless the market description indicates otherwise.

In league matches where odds are offered on a tie, all winning bets placed on players will be settled as losing bets if the match ends in a tie.

If the result of a market of 2 options is a tie, bets will be void.

First Red and First Color markets will be settled immediately, regardless of whether a decision is made as to whether or not a frame should be played over. Any market related to the scoreboard for the frame or the size of the break will be settled at the end of the frame, unless the result is already determined when the decision is made that a frame must be played over.

Frame winner and total points markets will be settled once the frame that was due to be replayed has been finalized. Only play that occurs after the frame is restarted will count towards settling bets.

In the case of bets on an encounter or match, if a player retires or is disqualified and the match has already started, the player that goes through to the next round will be considered the winner. If the match has still not started, all bets will be void.

### **Match Winner**

Bet on the match winner.

Possible selections (2 options): Player 1, Player 2.

Possible selections (3 options): Player 1, Tie, Player 2.

In bets on the exact scoreboard, the total number of frames should be completed. If for whatever reason this does not happen, bets on the correct scoreboard will be declared void.

In the case of bets on an encounter or match, if a player retires or is disqualified and the match has already started, the player that goes through to the next round will be considered the winner. If the match has still not started, all bets will be cancelled.

### **Winner (1st Frame), Winner (2nd Frame), Winner (3rd Frame), Winner (4th Frame)...**

This is a betting type in which the bettor predicts which of the participants will be the winner of the corresponding Frame. If a snooker event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled betting types will be cancelled.

### **Final Result**

This betting type involves predicting the exact result of an event.

E.g. Five frames: 3-2, 3-1, 3-0, 2-3, 1-3 or 0-3. If an event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled betting types will be cancelled.

### **No. of Frames**

This betting type involves predicting the number of frames to be played during an event. If an event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled betting types will be cancelled.

### **Handicap**

Bet on the winner of a match following the application of a frame handicap to the official result.

Possible selections: x.x-Handicap for player 1, x.x-Handicap for player 2.

### **Total Frames**

Bet on whether the total number of frames played in a match will be higher (over) or lower (under) than a proposed number. The number of frames of both participants will be combined.

Possible selections: Under Y, between Y-X, over X.

### **Correct Result**

Bet on the exact result. If all sets/frames are not played to completion, these bets will be void.

Possible selections: any possible result.

### **Centuries**

Bet on how many centuries there will be during the match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

### **Centuries - Player 1**

Bet on how many centuries player 1 will score during the match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

### **Centuries - Player 2**

Bet on how many centuries player 2 will score during the match.

Possible selections: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10.

### **Player with the highest break**

Bet on which player will have the highest break during the match.

Possible selections: Team 1, Tie, Team 2.

### **Highest Break in match**

Bet on whether the total points of the highest break in a match will be higher (over) or lower (under) than a proposed number.

Possible selections: Under Y, between Y-X, over X.

### **Highest Break – Player 1**

Bet on whether the total number of points of player 1's highest break will be higher (over) or lower (under) than a proposed number.

Possible selections: Under Y, between Y-X, over X.

### **Highest Break – Player 2**

Bet on whether the total number of points of player 2's highest break will be higher (over) or lower (under) than a proposed number.

Possible selections: Under Y, between Y-X, over X.

### **Winner of Frame X**

Bet on which player will win a specific (X) frame.

Possible selections: Participant 1, Participant 2.

### **Total Points in Frame X**

Bet on whether the total number of points played in a specific frame (X) will be higher (over) or lower (under) than a proposed number of points. If the scoreboard of the frame coincides exactly with the proposed number of points, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

### **Highest Break in Frame X**

Bet on whether the total number of points of the highest break in a specific frame (X) will be higher (over) or lower (under) than a proposed number of points.

Possible selections: Under Y, between Y-X, over X.

### **Frame X – Break Y points Over / Under**

Bet on whether the total number of points of the highest break in a specific frame (X) will be higher (over) or lower (under) than a proposed number of points.

Possible selections: Yes, No.

### **Frame X – Player Y Break, over/under Z points**

Bet on whether the total number of points of the highest break of each player in a specific frame (X) will be higher (over) or lower

(under) than a proposed number of points. If the number of points coincides exactly with the scoreboard, bets will be void.

Possible selections: Over x.5 points, Under x.5 points.

#### **Frame X – First Red Ball Potted**

Bet on which player will pot the first red ball in a specific frame (X).

Possible selections: Player 1, Player 2.

#### **Frame X – Color of the First Ball Potted**

Bet on the color of the first ball potted in a specific frame (X).

Possible selections: Yellow, green, brown, blue, pink, black.

#### **Win Rest of Match**

Bet on the match winner in the period that runs from the moment the bet is made to the end of the match. In this market, the players start with the virtual scoreboard at 0:0. Only frames won from the moment the bet is made are counted. Any frame won before the bet is made will not count for the purposes of settling bets.

Possible selections: Player 1, tie, player 2.

#### **Hat-trick**

Bet on the player that will win the match, win the first frame, and score the highest break in the match. If any of these three bet selections end in a tie, bets will be deemed losing bets.

#### **Session Markets**

If a player retires from a session, bets made on any player, match, score or special totals of the session that relate to said player will be void.

#### **Winner Markets (outright)**

Bet on which player will win the Championship / League / Cup / Tournament.

Possible selections: All teams / participants with the chance to win the competition.

All bets will be resolved in accordance with the official result once the last match of the competition has been played. Subsequent changes of any kind will not be affect the result of the bet.

If a team or player does not participate in the competition, all winner bets on this team or player will be void.

#### **SURFING**

In surfing betting types, event results produced at the scheduled end of said events will be taken as valid, unless the betting type specifies another criterion.

## **Winner**

This is a betting type in which the bettor predicts which of the participants will be the winner of the corresponding tournament. If the event ends before its scheduled conclusion due to the abandonment of one of the betting options, this option will be considered a losing bet selection in that betting type that has started but not concluded.

## **TENNIS / TABLE TENNIS**

### **General Regulations**

A tennis match starts with the first serve of the match. In tennis betting types, event results produced at the scheduled end of said events will be taken as valid, unless the betting type specifies another criterion.

Bets will take prevail under the following circumstances:

- Change to the time and/or day of the match, where it remains part of the same tournament
- Change of location
- Change from indoor track to outdoor track or vice versa
- Change of surface (both before and during a match)

For the identification of players in tennis betting types, the following criteria will be adhered to: The player or pair of players that appears on the left of the event description will be designated as “player 1”. The player or pair of players that appears on the right of the event description will be designated as “player 2”.

As soon as a layer starts to play their first match in a tournament, all bets will be considered valid for the purposes of calculating prizes for bets on the “Final Winner” of the tournament. If the player then withdraws for any reason, all bets on said player will be classified as losing bets.

### **Suspended Matches**

Based on the special characteristics of tennis tournaments, it is common for matches to be frequently interrupted by rain and poor visibility, meaning it can take several days to finish the match. For this reason, if a match is postponed, bets will remain valid provided that the event concludes in the next 168 hours (one week) counting from the actual start of the match, regardless of the number of interruptions that may occur.

### **Matches with a Super Tie-Break**

Some competitions use an extended Tie-Break or Super Tie-Break as a way to determine the winner of the final and deciding set. For the betting purposes, this Super Tie-Break will be considered a set for bets related to Sets markets, and as a game for bets related to games markets.

For example: In a Best of 3 Sets match, if Player A wins the first set 6-1, and Player B wins the second set 6-1 and then the 3rd set after a Super Tie-Break, the Exact Result in Sets market will be settled as 1-2. Regarding the Total Games market, it will be considered that 15 games have been played.

### **Participant withdrawal**

If a player withdraws or is disqualified before the end of the first set, all bet selections will be cancelled, except those bet selections of 1-set betting types that have been settled (e.g. bet selections of the betting type “Winner of the First Game” or over/under 7.5 games (Set 1) will be valid if a player withdraws in the first set with a score of 5.3.

If a player withdraws or is disqualified after the first set has ended, their opponent will be considered the winner for the purposes of the match “Winner” betting type. The rest of the betting types will be considered valid once their results have been definitively established. Therefore, all bet selections whose results cannot be determined at the moment the match is abandoned will be cancelled.

### **Match Winner**

This is a betting type in which the bettor predicts which of the participants will be the winner. If a tennis event ends before its scheduled conclusion due to the abandonment of one of the betting options, the following criteria will be considered: If the withdrawal occurs before the start of the match or before the end of the first set, all bet selections will be cancelled.

If a contestant withdraws or is disqualified after the end of the first set, their opponent will be deemed the winner.

### **SET Winner (Winner (1st Set), Winner (2nd Set), Winner (3rd Set), Winner (4th Set) ...)**

This is a betting mode in which the bettor predicts which of the participants will be the winner of the corresponding SET. If a player is awarded the match before the respective SET is completed, said SET will be considered incomplete and bets will be cancelled.

### **Game Winner (Winner of the 1st/2nd/3rd/4th/5th/6th/7th/8th/9th/10th/11th/12th game of the 1st/2nd/3rd/4th/5th Set...)**

This is a betting type in which the bettor predicts which of the participants will be the winner of the corresponding game. If a tennis event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled bet selections of this betting type will be cancelled..

If a player withdraws from a match while playing a game and before the game is concluded, this game will be considered incomplete and all bets related to said game will be cancelled.

If the concession of a point following penalization by the chair umpire concludes a game, the game is considered concluded and bets are valid.

### **Winner of games X and Y of the 1st/2nd/3rd/4th/5th Set...**

This betting type involves predicting which of the participants will be the winner of the two corresponding games; bets may also be placed on the option “both players will win a game”. If a tennis event ends before its scheduled conclusion due to the abandonment of one of the betting options, the unsettled betting types will be cancelled.

If a player withdraws or is disqualified from a match in the middle of a game that has not been concluded, all bets will be cancelled.

If the concession of a point following penalization by the umpire concludes a game, the game is considered concluded and bets

are valid.

### **Final Result**

This betting type involves predicting the exact result of a tennis event.

E.g. To three sets: 2-1, 2-0, 1-2 or 0-2

E.g. For five sets: 3-2, 3-1, 3-0, 2-3, 1-3 or 0-3.

The total number of sets needed to win the match must be completed. If the match is conceded to a player before all of the sets are played, bets on said market will be cancelled for this match.

### **Bets related to sets**

In bets related to sets, if a player withdraws while the set that the bet refers to is in progress (before the set is finished), said set will be considered incomplete and the bets will be cancelled.

### **Win at least one set?**

This betting type involves predicting whether one of the suggested players will win at least one set during the match.

If a tennis event ends before its scheduled conclusion due to the abandonment of one of the betting options, the following criteria will be considered:

- If the match is conceded to a player before the first set is completed, all bets on said market will be cancelled.
- If a player withdraws after the first set is over, the bet selections that have already been settled will be valid, while bet selections that have not yet been settled will be cancelled.

### **No. of Sets**

This betting mode involves predicting the number of Sets to be played in an event. If the match is conceded to a player before all of the sets are played, bets on said market will be cancelled for this match.

### **Over/Under No. Games in Match**

This betting market involves predicting whether more or less games will be played by the end of the match or within the period that the market refers to. In the event one of the players withdraws, bets on unsettled lines will be considered void and will be cancelled.

### **Total No. of Games in a Set/Player**

This betting type involves predicting the total number of games played in a set or by a tennis player. In the event one of the players withdraws, bets on unsettled lines will be considered void.

### **Exact Result of 1st/2nd/3rd/4th/5th Set...**

This betting type involves predicting the exact result in terms of games within a set. If a tennis event ends before its scheduled

conclusion due to the abandonment of one of the betting options, the following criteria will be considered:

- If the match is abandoned before the end of the first set, all bet selections will be cancelled.
- If the match is abandoned after the end of the first set, betting selections that have already been settled will remain valid, while those that cannot be determined will be cancelled.

### **Winner Set 1 / Match Winner**

The combined betting type involves predicting which player will win the first set and which player will win the match.

If a player withdraws from the match before the first set is ended, all bets will be cancelled. If the first set has been completed, then the “match” winner aspect of the bet will be determined according to the player to whom the match is conceded.

### **Handicap (Games) / Handicap (Games) of the 1st/2nd/3rd/4th/5th SET**

This betting type consists of predicting the winner of the event, assigning a “game” advantage or disadvantage to the tennis player that participates as the home or away player.

If a player concedes the match due to withdrawal or disqualification before all sets have been played, all handicap bets will be refunded, unless, in the moment of the withdrawal, the result of the handicap bets have already been determined (for example, a game handicap bet on the first set, once the first set has been concluded).

### **Handicap SETS**

This betting type consists of predicting the winner of the event, assigning a “set” advantage or disadvantage to the tennis player that participates as the home or away player.

For bets on this market to be valid, the total number of sets needed to win the match must be completed. If the match is conceded to a player before all of the sets are played, bets on said market will be cancelled for this match.

### **Exact Result of 1st/2nd/3rd/4th/5th/6th/7th/8th/9th/10th/11th/12th game of the 1st/2nd/3rd/4th/5th Set**

This is a betting type in which the bettor predicts which of the participants will be the winner of the corresponding game along with the exact result of said game. Occasionally, the exact result of the receiving player may not be offered and instead grouped into a single betting option (break). In the event of the withdrawal of one of the players, the unresolved betting types will be considered void, and the bets will be cancelled.

If a set is concluded upon the concession by the umpire of one or several games, the bets on the correct result of the set will be cancelled.

### **Tie Break of the 1st/2nd/3rd/4th/5th SET/Match?**

This betting type involves predicting whether a Tie Break will be played in the indicated set or during the event.

If a tennis event ends before its scheduled conclusion due to the withdrawal or disqualification of one of the participants, the following criteria will be considered:

- If the withdrawal or disqualification occurs before the end of the 1st set, all bet selections will be cancelled.

- If the withdrawal or disqualification occurs after the end of the first set, the bet selections of the betting types that have not been settled will be considered void and the bets will be cancelled.

### **Most aces**

This betting type involves predicting which player will score the most aces during the event. The option of a tie is also available in the event that both players score the same number of aces. If a tennis event ends before its scheduled conclusion, the betting type will be cancelled.

### **Winner of Point X/Game Y/Set Z**

This betting type involves predicting the winner of the point referred to in the betting type description. If said point is not played, the betting type will be considered cancelled.

## **TRIATHLON**

In triathlon betting types, event results produced at the scheduled end of said events will be taken as valid, unless the betting type specifies another criterion.

The result established by the event organizers at the scheduled end of the event will be taken as the valid result; therefore, any subsequent modification to the result or ranking will not be recognized.

If an triathlon event ends before its scheduled completion (due to a change in the originally announced circumstances) all unresolved betting types will be considered cancelled.

If a participant/team chosen as a bet selection does not participate in the event, bets pertaining to this selection will be void. Conversely, if the participant/team selected for the bet selection starts their participation in an event and subsequently withdraws or is disqualified, bets containing this selection will stand. A triathlete is understood to be a participant in an event if they enter the race in the first discipline.

### **Winner**

This betting type involves predicting which of the participants will be the winner or champion of the event at the end of the period referred to in the description of the betting type.

## **VOLLEYBALL**

In volleyball betting types, event results produced at the scheduled end of said events will be taken as valid, unless the betting type specifies another criterion.

The so-called “golden set” will not be taken into account.

For live matches, if a market or bet selection is still available for betting when any of the following events has already occurred: points, sets, etc., JOGS, S.A. reserves the right to cancel bets placed once the result of this bet selection is determined.

If a match is concluded early, is postponed or temporarily suspended, the general sports betting regulations will be followed, Chapter 2.1 GENERAL REGULATIONS ON THE ORGANIZATION AND FUNCTIONING OF BETS.

#### **Winner (1st Set), Winner (2nd Set), Winner (3rd Set), Winner (4th Set)**

This is a betting mode in which the bettor predicts which of the participants will be the winner of the corresponding SET.

#### **Final Result**

This betting type involves predicting the result of an event.

E.g. For five sets: 3-2, 3-1, 3-0, 2-3, 1-3 or 0-3.

#### **No. of Sets**

This betting mode involves predicting the number of Sets to be played in an event.

#### **Team to score point No. XX**

It is a betting type in which the bettor predicts which of the participants will be the one whose score equals or exceeds a certain total number of points.

#### **BEACH VOLLEYBALL**

In beach volleyball betting types, event results produced at the scheduled end of said events will be taken as valid, unless the betting type specifies another criterion.

If a contestant withdraws or is disqualified after the first set has been fully completed, their opponent will be deemed the winner of the match. All other markets will be void unless the outcome can already be determined.

If participant withdraws or is disqualified before or during the first set, the bets will be void, except for those bet selections of betting types for the 1st set that have been resolved.

#### **Match Winner**

This is a betting type in which the bettor predicts which of the participants will be the winner. If a contestant withdraws or is disqualified after the first set is complete, their opponent will be deemed the winner. If the first set has not been completed, any selection predicted in this type will be considered void.

#### **Winner (1st Set), Winner (2nd Set), Winner (3rd Set), Winner (4th Set) ...**

This is a betting mode in which the bettor predicts which of the participants will be the winner of the corresponding SET. If a player is awarded the match before the respective SET is completed, bets will be void for that match.

#### **Exact Result**

This betting type involves predicting the exact result in terms of sets in an event.

E.g. To three sets: 2-1, 2-0, 0-2, 1-2. The total number of sets needed to win the match must be completed. If the match is

conceded to a player before all of the sets are played, bets on said market will be cancelled for this match.

### **No. of Sets**

This betting mode involves predicting the number of Sets to be played in an event. If the match is conceded to a player before all of the sets are played, bets on said market will be cancelled for this match.

### **WATER POLO**

In water polo betting types, event results produced at the end of regular time or at the scheduled end the event, excluding extra time and penalty shootouts, will be taken as valid, unless the betting type specifies another criterion.

In the event of a change of court from the one on which the match was initially scheduled to be played, bets will remain valid provided that the match is not played on the home court of the opposing team, and in the case of international matches, provided that the court is located within the country.

If a match is concluded early, is postponed or temporarily suspended, the general sports betting regulations will be followed, Chapter 2.1 GENERAL REGULATIONS ON THE ORGANIZATION AND FUNCTIONING OF BETS.

### **1X2**

This betting mode involves predicting the final result of an event.

### **1X2 (1st Quarter/2nd Quarter-1st Half/3rd Quarter)**

This betting type involves predicting the result at the end of the 1st Quarter, 1st Half and 3rd Quarter, respectively.

### **1X2 Partial (2nd Quarter/3rd Quarter/4th Quarter)**

This betting type involves predicting the result 1X2 during the period referred to in the betting type description, i.e. the 2nd Quarter, 3rd Quarter or 4th Quarter, respectively.

### **First Goal, Second Goal, Third Goal...**

This betting type involves selecting the team that will score the first, second, third valid goal, etc., of the event. There is also the betting option "NO GOAL", and own goals count in favor of the opposing team.

### **E-SPORTS**

E-Sports or electronic sports are the terms used to refer to video game competitions, which are otherwise similar to other sports. A map or game is considered to have started once the match clock starts counting or one of the player teams performs an action related to the map, for example: "Picks", "bans" or weapons purchases.

The start dates and times of a match are merely informative and may not be exact.

In the event of the postponement or temporary suspension of a match, the maximum period for rescheduling the match is 48 hours from the initially scheduled time. If this period passes and the match is not resumed, bet selections that are unsettled as at the moment of the suspension will be cancelled.

If an event is suspended while it is being held and is not resumed by the established final rescheduling deadline, the upon the expiry of said deadline all bet selections that were not resolved at the time of suspension will be cancelled.

If an event is suspended while it is being held but is resumed from the same point at which it was suspended by the established final rescheduling deadline, all bet selections that were not resolved at the time of suspension will remain valid.

If the total number of initially planned maps or games are ultimately not played because the result of the match has already been determined, "Match Winner" bet selections will remain valid, while bet selections that have not played out will be considered void.

### **Winner**

This is a betting type in which the bettor predicts which of the participants will be the winner of the corresponding match.

### **Map Winner**

This is a betting type in which the bettor predicts which of the participants will be the winner of the corresponding map.

### **Map Handicap**

This is a bet selection concerning the winner of the most maps in a match, applying the initial map advantage applied by JOCS, S.A. to the two players or teams playing a match.

### **Final Result in maps or games**

This is a bet selection on the final result in terms of maps or games at the end of the match.

### **Final result in rounds**

This is a bet selection on the final result in terms of rounds on a map.

## **OTHER NON-SPORTING EVENTS**

Bets can also be accepted on any social, cultural or televised event with an uncertain result, provided that this is not expressly prohibited by the betting regulations.

Odds are established for "Winner" bets on non-sporting events that garner popular interest and in which an entity or organization declares a clear winner. For example, bets on Oscar winners, Big Brother, Contests, the Stock Exchange, the Eurovision Song Contest, Christmas Lottery Draws, the "Primitiva" lottery draw, etc.

Likewise, bets can be placed on other betting types, such as "Nominations", "Expulsions", "Finalists", provided that the event's

organizing entity provides for these categories and declares results for them.

In competitions in which expulsions and winners are decided by popular vote, any elimination by a judges panel or voluntary withdrawal will not be taken into consideration for the settlement of bets, and bets that include selections that withdraw voluntarily or are expelled by a panel of judges (not by popular vote) are considered losing bets.

Information on the results corresponding to events on which bets are placed will be available to clients via specialized means of communication.

Main applicable bets:

Winner: A bet which predicts the winner of a special event.

Finalist: A bet that predicts the finalist of a special event.

Nominated: A bet that predicts the nominees at a special event.

Eliminated or Evicted A bet that predicts the participants to be eliminated or expelled from a special event.

Venue: A bet that predicts which venue will be selected to hold a sporting event, cultural event, etc.

Prizes: A bet that predicts that an artist, athlete, scientist, etc, will obtain a specific prize granted by an entity or organization.

Up/Down: bets are placed on whether a specific index (for example, the IBEX 35) will rise or fall during a particular session.

Prize No. - Last Digit: This is a bet that predicts, selecting from 0-9, what the final digit of the winning number of an event will be.

Prize No. - Penultimate Digit: This is a bet that predicts, selecting from 0-9, what the penultimate digit of the winning number of an event will be.

Prize No. - Antepenultimate Digit: This is a bet that predicts, selecting from 0-9, what the antepenultimate digit of the winning number of an event will be.

### **Bull Running**

The following betting types are available for this type of event:

**Run Duration:** bets are placed on whether the duration of the event will be greater or less than a particular limit, or whether it will last for a particular stretch of time (e.g.: "Between 1 and 2 minutes", "Between 2 and 3 minutes", etc.

**Fastest Bull Run:** bets are place on which of the bull runs will finish in the least amount of time.

These bets are resolved based on the official websites. In particular, for the San Fermín Bull Run, according to the website [www.sanfermin.com](http://www.sanfermin.com). In the event fewer than 6 bulls are involved in the event, bets will be void.

### **DRAWS AND LOTTERIES**

#### **Sum of the numbers - Odd/Even**

This betting type involves predicting whether the sum of the numbers of the balls drawn will be an odd or even number.

*For example:*

*Draw in which 6 balls from 49 are drawn. The sum of the 6 balls is 148 and, therefore, the winning bet is "even".*

#### **Sum of the numbers - Over/Under**

This betting type involves predicting whether the sum of the numbers of all of the balls drawn will be more or less than the

established betting line (“complementario” bonus number not included).

*For example:*

*Established line of the sum of the balls is OVER/UNDER 150, 5*

*Draw in which 6 balls from 49 are drawn. The sum of the 6 balls is 148 and, therefore, the winning bet is UNDER.*

### **Sum of the numbers within a range**

This betting type involves predicting whether the sum of the numbers of all the balls will fall within a particular range at the end of the draw.

*For example:*

*Draw in which 6 balls from 49 are drawn. The sum of the 6 balls is 148 and, therefore, the bet selection is a winner if it falls within the range of 120-150.*

### **“Complementario” Bonus No.**

A bet that predicts what the “complementario” bonus number will be in an event.

### **“Complementario” Bonus No. – Odd/Even**

This betting type involves predicting whether the “complementario” bonus number will be odd or even.

### **“Complementario” Bonus No. – OVER/UNDER**

A bet that predicts whether the “complementario” bonus number of an event will be higher or lower than the established betting line.

*For example:*

*A prediction is made on an event that the “complementario” bonus number will be over 24.5, which means that the bonus number must be at least 25 in order for the bet to be a winner.*

### **“Complementario” bonus number digits**

This betting type involves predicting whether the “complementario” bonus number is a single- or double-digit number.

### **Winning numbers**

Betting type that involves guessing the numbers drawn from the drum from all the balls.

### **Prize No. – Last Digit**

This is a bet that predicts, selecting from 0-9, what the final digit of the winning number of an event will be.

### **Prize No. – Penultimate Digit**

This is a bet that predicts, selecting from 0-9, what the penultimate digit of the winning number of an event will be.

**Prize No. – Antepenultimate Digit**

This is a bet that predicts, selecting from 0-9, what the antepenultimate digit of the winning number of an event will be.

**No. of the “Reintegro” bonus ball**

A bet that predicts what the “reintegro” bonus number will be in an event.