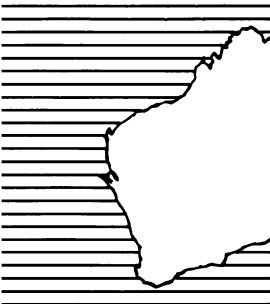




201714266



WESTERN
AUSTRALIAN
GOVERNMENT
Gazette

ISSN 1448-949X (print)

ISSN 2204-4264 (online)

PRINT POST APPROVED PP665002/00041

3847



PERTH, TUESDAY, 11 JULY 2017 No. 142

SPECIAL

PUBLISHED BY AUTHORITY KEVIN J. McRAE, GOVERNMENT PRINTER AT 12.30 PM

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RACING AND WAGERING WESTERN AUSTRALIA ACT 2003

FIXED ODDS RULES 2017

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RACING AND WAGERING WESTERN AUSTRALIA ACT 2003

FIXED ODDS RULES 2017

THE RULES

PART A—GENERAL RULES

1.	General Not Adopted—Refer to RWWA Account opening terms and conditions
2.	Not Adopted—Refer to RWWA Account opening terms and conditions
3.	Not Adopted
4.	Not Adopted
5.	Not Adopted
6.	Client Identification Requirements and Consequences Not Adopted—Refer to RWWA Account opening terms and conditions
7.	Not Adopted
8.	Not Adopted
9.	Not Adopted
10.	Not Adopted—Refer to RWWA Account opening terms and conditions
11.	Not Adopted
12.	In addition, RWWA reserves the right to— (a) place restrictions on a Client’s RWWA Betting Account with or without notification; or (b) close a Client’s RWWA Betting Account and refund the balance of their account without further explanation. In this event, outstanding wagers will be honoured, unless the RWWA Betting Account has been used for any suspected fraudulent transaction or purpose in which case outstanding wagers will be void.
13.	A Client is deemed to have accepted these Rules and RWWA’s Privacy Policy by opening a RWWA Betting Account or by placing a wager with RWWA via the telephone or via the RWWA website, mobile sites or Apps. Clients can view the Privacy Policy on the RWWA website. RWWA reserves the right to change, amend or add to these Rules and Privacy Policy as it sees fit without providing further notice other than posting the current Rules or Privacy Policy on the RWWA website. It is the Client’s responsibility to ensure that they keep up-to-date with the current Rules of Betting.
14.	Not Adopted
15.	(a) A number of circumstances may arise where a wager is accepted, or a payment is made, by RWWA in error. A non-exhaustive list of such circumstances is as follows— (i) where RWWA mis-states any odds or terms of a wager to Clients including as a result of an obvious error, a palpable error or omission in inputting the information or setting up a market, or as a result of a computer malfunction; (ii) where RWWA has continued to accept bets on a market which should have been suspended, including where the relevant event is in progress (except where ‘In the Run’ or ‘In-Play Racing Market’ bets are accepted) or had already finished (sometimes referred to as ‘late bets’); or (iii) where an error is made by RWWA as to the amount of winnings that are paid to a Client, including as a result of a manual or computer input error, such circumstances being referred to as an “Error” (b) RWWA reserves the right, in the circumstances of an Error— (i) to declare a wager void and refund a Client’s stake; (ii) if a wager is part of a multiple bet, recalculate the wager without the team/competitor which had the error; and (iii) to demand repayment of any monies paid to a Client, or credited to a Client’s betting account, in error.

	<p>(c) If a Client has been paid winnings or other funds in error (including where funds have been credited to a Client's account [pending clearing/subject to clearance] and those funds are subsequently not cleared), RWWA shall be entitled to issue the Client with an invoice demanding repayment. In such circumstances, the invoice shall be evidence that the amount is due and payable.</p> <p>(d) RWWA reserves the right to cancel, or recalculate a wager made by a Client at any time without notice where a Client's account has been incorrectly credited and has used those funds to place a wager or multiple wagers.</p>
16.	Not Adopted
17.	RWWA has made considerable efforts to ensure its sports betting business operates in a fair, prompt and accurate manner. Save to the extent permitted by law (and only to such an extent), RWWA excludes all warranties (express or implied) relating to its sports betting business and shall not have any liability for direct, indirect or consequential loss, damage, expense or injury suffered by any Client.
18.	Subject to Rule 17, RWWA's liability in respect of any claim or loss shall be limited in amount to the relevant wager placed by a Client.
19.	Not Adopted
20.	Not Adopted
21.	Not Adopted
22.	Not Adopted
23.	Not Adopted
24.	Not Adopted
25.	Not Adopted
26.	Not Adopted
27.	Not Adopted
28.	Not Adopted
29.	<p>Terms under which wagers are accepted Clients must be 18 years of age or older.</p>
30.	<p>As regards wagers placed by Clients—</p> <p>(a) Clients must be 18 years of age or older before a Client can place a wager with RWWA and RWWA does not accept wagers from any person under the age of 18 and any wager purportedly made by a person under the age of 18 is void;</p> <p>(b) A wager placed by a Client can only be accepted by RWWA and subject to these Rules, RWWA reserves the right to not accept a wager in its absolute discretion; and</p> <p>(c) All wagers are accepted by RWWA in Western Australia at the times as set out in these Rules and—</p> <p>(i) Except in the case of “In the Run” wagering and In-Play Racing Markets, wagers may be accepted up to the advertised start time, actual start time, or such other time as determined by RWWA.</p> <p>(ii) Except in the case of “In the Run” wagering and In-Play Racing Markets, if a wager is inadvertently accepted in respect of an event after its start time or the time determined by RWWA in accordance with Rule 30(c)(i), the wager shall be deemed to have been made invalidly and will be refunded to the Client. For the purpose of this clause, “inadvertently” means that RWWA had no knowledge that the event in question had started and the wager was accepted in good faith.</p> <p>(iii) “In the Run” means placing a wager on a RWWA-nominated market after an event has commenced and is in progress. In such cases, once an event has commenced, the event market will close and a new “In the Run” market will commence.</p> <p>(iv) RWWA may take “In the Run” bets on RWWA-nominated events. In such circumstances, markets may be displayed on the website as “Live Betting” and RWWA Account holders can call our office to obtain markets or view the markets on the website/apps at Live Betting. In compliance with the Interactive Gambling Act 2001 (Cwlth) “In the Run” wagers will not be accepted over the Internet and may only be accepted over the telephone.</p> <p>(v) In-Play Racing Markets are markets where a Client is able to place a fixed odds win bet on a horse racing event after it has begun, for example Double Down markets.</p>
31.	Not Adopted
32.	Not Adopted
33.	Not Adopted
34.	Not Adopted
35.	Not Adopted
36.	Not Adopted
37.	Not Adopted

38.	Not Adopted
39.	Not Adopted
40.	Not Adopted
41.	Not Adopted
42.	Not Adopted
43.	Not Adopted
44.	Not Adopted
45.	“All-In Betting” means regardless of whether or not a particular competitor starts or completes the event in which a bet is placed, all bets stand and no refunds shall be payable or deductions apply.
46.	<p>BONUS Bets and promotions</p> <p>(a) Not Adopted</p> <p>(b) Not Adopted</p> <p>(c) A “Winning Bonus Promotion” means a promotion whereby additional capped winnings, (either including or excluding stake as determined by RWWA) are paid to a Client in the form of a Special Dividend such as a cash credit or cash dividend or a Bonus Bet on markets specified in the promotion. These include, but are not limited to, “10% Winners Bonuses” promotions.</p> <p>(d) A “Refund Promotion” means a promotion whereby a Client’s bet stake is refunded to a Client in the form of a cash credit or a Bonus Bet credit as specified in a promotion.</p> <p>(e) Not Adopted</p> <p>(f) A “Partial Pay Promotion” means a promotion whereby a percentage of a Client’s possible winnings (either including or excluding stake as determined by RWWA) is paid to a Client, in the form of a Special Dividend such as a cash credit or a cash dividend, where a Client’s bet is a losing bet and certain conditions have been met, as specified in a promotion.</p> <p>(g) The promotions referred to in paragraphs (c), (d) and (f) are collectively referred to in these Rules as “Bonus Promotions” and the bonuses awarded pursuant to these Bonus Promotions are collectively referred to in these Rules as “Promotional Bonuses”.</p> <p>(h) Not Adopted</p> <p>(i) Not Adopted</p> <p>(j) Not Adopted</p> <p>(k) Not Adopted</p> <p>(l) Not Adopted</p> <p>(m) Not Adopted</p> <p>(n) Any promotion that may result in the awarding of Promotional Bonuses can only be entered once per Client/residence/IP address/ computer/smartphone/tablet. RWWA may determine, in its sole discretion, whether it believes different entries or accounts are associated with the same person.</p> <p>(o) Not Adopted</p> <p>(p) Not Adopted</p> <p>(q) Not Adopted</p> <p>(r) Not Adopted</p> <p>(s) Not Adopted</p> <p>(t) Not Adopted</p> <p>(u) Not Adopted</p> <p>(v) Not Adopted</p> <p>(w) Not Adopted</p> <p>(x) RWWA reserves the right to cancel, change or suspend any promotion at any time without notification.</p> <p>(y) Not Adopted</p> <p>(z) Not Adopted</p>
47.	Not Adopted
48.	Not Adopted
49.	Not Adopted
50.	Not Adopted
51.	Not Adopted
52.	Not Adopted
53.	Not Adopted
54.	Not Adopted
55.	Not Adopted
56.	Not Adopted

57.	Not Adopted
58.	<p>Results</p> <p>Where an event or match is postponed and rearranged to take place within 48 hours of the original scheduled starting time, all wagers will stand. If the event or match is rescheduled to take place more than 48 hours later than the original scheduled start time, all wagers will be void and stakes refunded. Affected multiples will be recalculated, excluding that leg. Please note that individual sports rules stating a different time period will override this Rule.</p>
59.	In the case of sports betting and all other contests that involve a set length of play or time limit, players must play and the event must run to the conclusion of the designated time, to be considered official for betting purposes. Please note that individual sport rules that state otherwise will override this Rule.
60.	Unless otherwise stated in the event description or individual sport rules, overtime periods or extra time periods will count towards the final result, except in relation to soccer (see individual sport Rules for soccer below). Other individual markets noted as excluding extra time or overtime, and individual sports rules stating that extra time or over-time does not count will override this Rule.
61.	Unless otherwise stated in the individual sports Rules, if a venue is changed and is not published or known to RWWA at the time the prices are advertised, bets placed on that match will stand providing the match is not switched to the opponent's venue, in which case bets placed on that match will be made void.
62.	For multiple wagers, if any leg/legs are void, the multiple wager will be recalculated excluding the voided leg/legs.
63.	Unless otherwise stated in the individual sports Rules, the result of a match or event will be determined on the day of its conclusion for betting purposes, subject to confirmation by the relevant sports governing body. Any subsequent overturned decision will not be recognised by RWWA, and original settlement of wagers will stand.
64.	Not Adopted
65.	Not Adopted
66.	Not Adopted
67.	Not Adopted
68.	Not Adopted
69.	<p>A "Dead-Heat" occurs when two or more competitors are officially declared to have finished equal. This applies to both winners and place getters in a single event. Unless otherwise stated, the following rule, known as the "Dead-Heat Rule" applies—</p> <p>(a) In the event of a Dead-Heat where dividends were not offered by RWWA on such an outcome, bets will be paid at the face value of the ticket divided by the number of competitors tying for that place;</p> <p>(b) In any event for which each way betting is available, place ties will be paid such that the place portion of the face value of the ticket is multiplied by the remaining number of places available and divided by the number of competitors tying for those available number of placings;</p> <p>(c) In the event of a Dead-Heat where odds were offered by RWWA on such an outcome, then all win or place bets are losers and the draw option is paid as the winner.</p> <p>(d) Not Adopted</p>
70.	<p>Horse Racing</p> <p>Where a race meeting is transferred from one racecourse to another, all betting Rules will apply as if the meeting was not transferred.</p>
71.	If a race meeting is postponed, all wagers on the postponed meeting are cancelled.
72.	Where a race meeting is transferred from one racecourse to another, the limit shall be for the course on which the meeting should have been held.
73.	In the event of a horse being withdrawn late by order of the stewards, all wagers will be paid as stewards direct, including deductions on remaining runners.
74.	Not Adopted
75.	We reserve the right to refuse the whole or part of any wager.

PART B—RACING AND SPORTS WAGERING RULES

76.	Not Adopted
77.	Not Adopted
78.	Not Adopted
79.	<p>A reference to the "Field Size Rule" sets out how place dividends are paid.</p> <p>For all races within Australia and overseas the Field Size Rule is as follows—</p> <p>(a) where there are 8 or more runners in a race, a dividend shall be paid on 1st, 2nd and 3rd places;</p>

	<p>(b) where there are 5, 6 or 7 runners in a race, a dividend shall be paid on 1st and 2nd places only; and</p> <p>(c) where there are less than 5 runners in a race, the wagers shall be Win Only.</p>																																				
80.	<p>(a) A reference to “Win/Place Fixed Odds” means the price quoted by RWWA of a specified runner at the time of placing the wager.</p> <p>(b) Win/Place Fixed Odds refers to the Fixed Price quoted by RWWA of a specific runner prior to placing a wager. These odds are fixed at the time of placing the wager. All Fixed Win/Place wagers are subject to the Field Size Rule (Rule 79). If a Fixed Price wager is struck once the “Final Field” is declared, such wagers are subject to scratching and deductions.</p> <p>(c) All deductions applied by RWWA on Fixed Odds wagers struck after official opening prices have been announced will be sourced from the racetrack of race origin or, where applicable, with the following—</p> <p>Other than ‘first past the post’ bets, all bets will be settled according to the result as announced at the ‘Weighed-In’ with the following exceptions—</p> <p>(A) Single ante-post bets, being made before 10 a.m. on the day of the final declarations will be void under the following circumstances:—</p> <p>(i) If the race is abandoned;</p> <p>(ii) If the race is declared void;</p> <p>(iii) If the Conditions of the race entry are changed prior to the start of the race;</p> <p>(iv) If the venue is altered; or</p> <p>(v) If a horse is eliminated under the British Horseracing Authority (BHA) Rules of Racing, schedule 8 of the Race Administration Manual (F).</p> <p>However, in any such circumstances accumulative ante-post bets (win or place) will stand and be settled at the ante-post price(s) laid on the remaining horse(s). Any race in which a horse is supplemented does not affect Rule 4(A).</p> <p>In the event of a race being postponed to another day, ante-post bets placed before the entries have closed will stand and will only be made void if the race is abandoned or made void, if the horse is balloted out or eliminated under the previously mentioned schedule 8 of the BHA’s Rules of Racing or if the venue is changed. Ante-post bets placed after the entries have closed will be void, except when the race is run at a later date at the same venue and entries for the race are not reopened, in which case bets will stand.</p> <p>(B) Bets other than ante-post bets will be void if the race is abandoned or declared void. Bets will stand if the race is postponed to another day and final declarations stand. If the final declarations do not stand, bets will be void. Bets on a horse declared by the Starter ‘not to have started’ will be void.</p> <p>(C) Where a bet has been placed and a price taken on the day of the race and there is subsequently an official notification that a horse has been withdrawn or has been declared ‘not to have started’, the liability of a layer against any horse remaining in the race, win or place, will be reduced in accordance with the following scale depending on the odds current against the withdrawn horse at the time of such official notification—</p> <table border="1"> <thead> <tr> <th>Odds (or decimal equivalent)</th> <th>Scale of deduction (per £)</th> </tr> </thead> <tbody> <tr><td>1/9 or longer odds on</td><td>90 pence</td></tr> <tr><td>2/11 to 2/17</td><td>85 pence</td></tr> <tr><td>1/4 to 1/5</td><td>80 pence</td></tr> <tr><td>3/10 to 2/7</td><td>75 pence</td></tr> <tr><td>2/5 to 1/3</td><td>70 pence</td></tr> <tr><td>8/15 to 4/9</td><td>65 pence</td></tr> <tr><td>8/13 to 4/7</td><td>60 pence</td></tr> <tr><td>4/5 to 4/6</td><td>55 pence</td></tr> <tr><td>20/21 to 5/6</td><td>50 pence</td></tr> <tr><td>Evens to 6/5</td><td>45 pence</td></tr> <tr><td>5/4 to 6/4</td><td>40 pence</td></tr> <tr><td>8/5 to 7/4</td><td>35 pence</td></tr> <tr><td>9/5 to 9/4</td><td>30 pence</td></tr> <tr><td>12/5 to 3/1</td><td>25 pence</td></tr> <tr><td>16/5 to 4/1</td><td>20 pence</td></tr> <tr><td>9/2 to 11/2</td><td>15 pence</td></tr> <tr><td>6/1 to 9/1</td><td>10 pence</td></tr> </tbody> </table>	Odds (or decimal equivalent)	Scale of deduction (per £)	1/9 or longer odds on	90 pence	2/11 to 2/17	85 pence	1/4 to 1/5	80 pence	3/10 to 2/7	75 pence	2/5 to 1/3	70 pence	8/15 to 4/9	65 pence	8/13 to 4/7	60 pence	4/5 to 4/6	55 pence	20/21 to 5/6	50 pence	Evens to 6/5	45 pence	5/4 to 6/4	40 pence	8/5 to 7/4	35 pence	9/5 to 9/4	30 pence	12/5 to 3/1	25 pence	16/5 to 4/1	20 pence	9/2 to 11/2	15 pence	6/1 to 9/1	10 pence
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	<p>10/1 to 14/1 Over 14/1</p> <p>5 pence No deduction</p> <p>In the case of two or more horses being withdrawn, the total reduction shall not exceed 90 pence in the pound.</p> <p>In the case of withdrawals in reformed markets, the total deduction over the two or more horses (i.e. one in the original and one in the reformed market) will be calculated on the prices applicable in the original market.</p> <p>For bets placed in reformed markets, deductions applied to withdrawn horses in these markets will be calculated on the prices applicable in these markets.</p> <p>Bets made at Starting Price are not affected, except in cases where insufficient time arises for a new market to be formed, when the same scale of reductions will apply. In the event of the withdrawal of one or more runners in circumstances which would lead to only one runner and therefore a 'walkover', all bets on the race will be void. The race will be considered a 'walkover' for the purpose of settling bets.</p> <p>For the purpose of this Rule the non-appearance of a declared runner will be held to be an official notification of the withdrawal of such horse before the race is off. In the case of a horse declared by the Starter 'not to have started', a racecourse announcement will be made to that effect. This official announcement will be made before the race result is displayed.</p> <p>(D) In the event—</p> <p>(i) of an announcement being made that the provisions of Rule 4(C) do not apply on the grounds that no market had been formed at the time of the withdrawal of a declared runner, all bets (other than ante-post bets) will be settled at Starting Price with the exception of bets placed at Early Prices when Rule 4(C) will operate, based on the current price at the time of withdrawal.</p> <p>(ii) of any race where the Starting Price Validators deem that an on-course market has been formed less than 90 minutes before the advertised 'off' time of that race, any bets placed will be subject to Rule 4(C) deductions.</p> <p>(iii) that no prices have been transmitted to the off-course industry, but a market is deemed to have been formed on-course by a sufficient number of licensees, Rule 4(C) deductions will apply only to bets made on-course, prior to the withdrawal of a declared runner.</p> <p>(E) In the event of a reserve horse replacing a declared runner, all bets placed prior to such a replacement and a new market being formed, other than ante-post bets, will be settled at Starting Price.</p> <p>(d) Not Adopted (e) Not Adopted (f) Not Adopted (g) Not Adopted</p>
81.	Not Adopted
82.	A reference to "SP" means the Starting Price as determined in accordance with Rule 117.
83.	Not Adopted
84.	Not Adopted
85.	Not adopted
86.	Not Adopted
87.	Not Adopted
88.	Not Adopted
89.	Not Adopted
90.	Not Adopted
91.	Not Adopted
92.	Not Adopted
93.	Not Adopted
94.	Not Adopted
95.	Not Adopted
96.	Not Adopted
97.	Not Adopted
98.	Not Adopted
99.	Not Adopted
100.	Not Adopted
101.	Not Adopted

102.	Not Adopted
103.	Not Adopted
104.	Not Adopted
105.	Not Adopted
106.	<p>Best Fluctuation Betting Rules</p> <p>Available on most metropolitan meetings, Best Fluctuation pays the best of the official on-course Bookmakers' fluctuations. Best Fluctuation wagers can be placed up to 30 minutes prior to the advertised start time of each race.</p>
107.	Not Adopted
108.	Not Adopted
109.	Place dividends will be paid in accordance with the Field Size Rule.
110.	Not Adopted
111.	Not Adopted
112.	When betting Win/Place, the place portion of the wager must be equal to or less than the win portion of the wager.
113.	Not adopted
114.	Not adopted
115.	Not adopted
116.	Not adopted
117.	<p>Starting Price Betting Rules</p> <p>(a) Starting Price is available for selected Thoroughbred Racing, Harness and Greyhound Racing.</p> <p>(b) For Victorian Thoroughbred Racing—</p> <p>(i) the Starting Price (SP) is the Victorian Official Price (VOP) as provided by Racing Victoria up until the advertised start time of the Race. Where no VOP is provided by Racing Victoria prior to the advertised start time of the race, RWVA will settle all Starting Price wagers at the RWVA closing Fixed Odds Win price;</p> <p>(ii) if a Win or a Win/Place wager is placed as the Starting Price, the Win portion will be paid at a rate equal to the VOP or, where no VOP is provided by Racing Victoria prior to the advertised start time of the race, at the RWVA closing Fixed Odds Win price.</p> <p>(c) For all other Australian Thoroughbred Racing (apart from Victorian Thoroughbred Racing)—</p> <p>(i) the Starting Price (SP) is the official Starting Price as transmitted by the Australian Pricing Network up until the advertised start time of the race. Where no SP is provided by the Australian Pricing Network prior to the advertised start time of the race, RWVA will settle all Starting Price wagers at the RWVA closing Fixed Odds Win price.</p> <p>(ii) If a Win or a Win/Place wager is placed as the Starting Price, the Win portion will be paid at a rate equal to the official Starting Price or, where no SP is provided by the Australian Pricing Network prior to the advertised start time of the race, at the RWVA closing Fixed Odds Win price.</p> <p>(d) For all Harness Racing, Greyhound Racing and international Thoroughbred Racing—</p> <p>(i) Starting Price (SP) will pay the closing 'Fixed Odds' offered by RWVA.</p>
118.	Place dividends will be paid in accordance with the Field Size Rule.
119.	<p>(a) Not Adopted</p> <p>(b) Where there are 10 runners or more, the Place portion is paid at the standard Each Way dividend ie. $\frac{1}{4}$ the odds, except for races in the United Kingdom and Ireland where Rule 119 (d) will apply.</p> <p>(c) For races (apart from Greyhound races) in the United Kingdom and Ireland, where there are less than 8 runners, the Place portion will be paid at 1/3rd of the official on-course Bookmakers starting price.</p> <p>(d) For races (apart from Greyhound races) in the United Kingdom and Ireland, where there are more than 8 runners, the Place portion will be paid at 1/4 of the official on-course Bookmakers starting price.</p> <p>(e) For Greyhound races in the United Kingdom and Ireland, where there are less than 8 runners, the Place portion will be paid at the RWVA closing Fixed Place Odds. Where no Fixed Odds is available the place portion will be determined as 1/4 of the odds as determined in Rule 117(d).</p> <p>(f) For Greyhound races in the United Kingdom and Ireland, where there are 8 or more runners, the Place portion will be paid at the RWVA closing Fixed Place Odds. Where no Fixed Odds is available the place portion will be determined as 1/5 of the odds as determined in Rule 117(d).</p>

120.	(a) Not Adopted (b) For races in the United Kingdom and Ireland, where there is an Odds-On-Favourite in the field, all Place wagers will be paid at 1/5th of the official on-course Bookmakers starting price, regardless of the number of runners.
121.	Starting Price Insurance (SPI) Starting Price Insurance (SPI) is available on all listed and group races and guarantees that if the official Starting Price (SP) is greater than the fixed price taken, the higher of the two dividend will be paid for the Win portion.
122.	Not adopted
123.	Not adopted
124.	Not Adopted
125.	Not Adopted
126.	Not Adopted
127.	Not Adopted
128.	Total Winning Saddlecloth Numbers— (a) Total Winning Saddlecloth Numbers betting is available on selected Hong Kong and Australian race meetings, which is the collective total of the official winning saddlecloth numbers of each race as declared by the stewards over the entire race meeting. The winning saddle cloth numbers of each race are added to give a Total Saddlecloth Number for the meeting. (b) In the event of a Dead-Heat in a race, the winner's saddlecloth numbers are averaged. (c) All races scheduled for the race meeting must be run for bets to stand. If the meeting is abandoned or postponed at any point, then all bets will be void and refunded. (d) The Dead-Heat Rule applies.
129.	Hong Kong Favourites Challenge— (a) Wagers will be offered on how many races at a particular meeting will be won by the Favourite. (b) The Favourite in each race will be deemed the runner with the shortest Final Hong Kong Tote Dividend as declared by the Hong Kong Jockey Club. (c) If there is more than one runner with equal Final Hong Kong Tote Dividends, then all of those runners will be deemed the Favourite. (d) If a Favourite Dead-Heats for a win, it will count as a winner (one win per race). (e) If a race meeting is postponed or abandoned, all wagers on the Favourites Challenge relating to the postponed or abandoned meeting will be void. (f) "All-In Betting" applies.
130.	Horse Match Ups— (a) Horse Matchup Betting is available on selected Hong Kong races and is paid on the highest finishing position of a horse as declared by the stewards. (b) Matchups events are framed by RWWA, selecting the runners to be matched by horse name. (c) The scratching of un-named horses will not affect the standing of the wager. (d) All named horses in the matchup must be declared as official race starters by the stewards for bets to stand. (e) If all of the named horses listed in the matchup do not finish, then all bets will be void and refunded. (f) The Dead-Heat Rule applies.
131.	Not Adopted
132.	Not Adopted
133.	Not Adopted
134.	Not Adopted
135.	Quinella Betting Rules A Quinella requires nominating the first 2 place-getters in any order. Quinella dividends shall be paid where there are Fixed Price Quinellas, in accordance with the odds given and accepted at the time the Fixed Price Quinella is struck. Where a Fixed Price Quinella is taken and there is a late scratching of an odds-on runner at the time of withdrawal, all fixed price Quinella bets on that race will be void and all monies refunded. Where a Fixed Price Quinella is taken and where there is a late scratching of a runner that is either even money or greater, all Quinellas containing the scratched runner are considered void and monies will be refunded. In addition, any winning Quinellas placed prior to the scratching are subject to deductions as set out in Appendix A.
136.	Not Adopted
137.	Not Adopted

138.	Not Adopted
139.	Not Adopted
140.	Not Adopted
141.	Not Adopted
142.	Not Adopted
143.	Not Adopted
144.	Not Adopted
145.	Not Adopted
146.	<p>Futures/Feature Betting Rules</p> <p>Futures betting is available on selected events. RWWA may offer win, win/place and place only wagers on Futures and Features markets. Prior to the final field being declared, these wagers are accepted on an "All-In" basis. (i.e. no refunds for non-runners and no deductions from any runner). Wagers struck after the final field is declared are subject to refunds on scratched horses, and deductions may apply on remaining runners. The value of the deduction is determined by the price of the scratched horse, as determined by the Darwin Turf Club.</p>
147.	Where there are 8 or more runners in a race, a place shall be paid on 1st, 2nd and 3rd places; and where the Client takes Win Fixed Odds, then the dividend paid for a place shall be one-quarter of the Win Fixed Odds.
148.	Where there are 5, 6 or 7 runners in a race, a place shall be paid on 1st and 2nd places only; and where the Client takes Win Fixed Odds, then the dividend paid for a place shall be one-third of the "Win Fixed Odds".
149.	Where there are less than 5 runners in a race, the wagers shall be Win Only.
150.	Where there is an Odds-On-Favourite in the field, in an event not covered by one of the 3 national Totes (e.g. an international event), all wagers will be deemed Win Only wagers. If an Each-Way wager is inadvertently accepted, the place portion of this wager will be refunded. The win portion of this wager will stand.
151.	<p>Feature Doubles Rules</p> <p>A "Feature Race" is a Group or Listed Thoroughbred Race on which RWWA offers a pre-post market.</p>
152.	"Face Value" of the ticket means the potential payout plus the stake of the wager.
153.	<p>RWWA offers win-doubles and place-doubles on selected Feature Races ("Feature Doubles"). In relation to place Feature Doubles, all references to the words "win" and "winner" include being placed 2nd and 3rd and all references in relation to "dead-heats" include being placed 3rd. The following conditions apply to all Feature Doubles events—</p> <ol style="list-style-type: none"> (a) bets are determined when the first leg is lost; (b) if one leg of the double wins outright and the other leg dead-heats for first, the Client will be paid one-half of the face value of the ticket; (c) if both legs of a double dead-heat for 1st, the Client will be paid one-quarter of the face value of the ticket; and (d) if one leg of the double wins outright, and the other leg is part of a triple dead-heat, the Client will be paid one-third of the face value of the ticket.
154.	<p>For all fixed price Feature Doubles wagers, if the time of striking the wager—</p> <ol style="list-style-type: none"> (a) is before final declarations have been declared for one or both races— <ol style="list-style-type: none"> (i) all bets shall be regarded as All-In; (b) is after final acceptance for both races have been declared— <ol style="list-style-type: none"> (i) the withdrawal of a selected horse from one such event shall result in the stake being invested on the selected horse in the alternate leg at the agreed fixed price odds for such horse; (ii) the withdrawal of the selections from both races shall result in the stake being refunded; (iii) the withdrawal of any horse from a leg of the double shall result in winning bets being subject to deductions in accordance with the scale outlined by the Darwin Turf Club; and (iv) the winning payment shall be the multiple of the stake and the product of the cumulative prices of the winning horses, subject to any deduction given in accordance with Part (iii) of this Rule.
155.	<p>PlaceCard Betting Rules</p> <p>Four Leg PlaceCard</p> <p>For a Four Leg PlaceCard to be successful, the Client must correctly select horses that place in four RWWA nominated races and will be given the odds stated at the time of placing the wager.</p> <ol style="list-style-type: none"> (a) In fields of 8 or more runners, horses that run 1st, 2nd or 3rd are deemed to be eligible for a winning PlaceCard. (b) In fields of 5, 6 or 7 runners, only horses that run 1st and 2nd are deemed to be eligible for a winning PlaceCard.

	<p>(c) In fields of less than 5 runners, only the horse that runs 1st is deemed to be eligible for a winning PlaceCard.</p> <p>(d) Where there is a late scratching and the field is reduced to 7 runners or less, the above Rules will apply for all wagers taken after the official late scratching time. For wagers placed on fields of 8 or more prior to the official late scratching time, 1st, 2nd and 3rd placings will count towards the PlaceCard.</p> <p>(e) If the Client's selection in 1 leg is scratched, it becomes a 3-race PlaceCard and the dividend is calculated by adding the odds of the remaining 3 legs.</p> <p>(f) If 2 or more of the Client's selections are scratched, the PlaceCard is cancelled and the wager is credited back to the Client's Account.</p> <p>(g) If 1 leg is abandoned or declared a no-race, it becomes a 3-race PlaceCard and the dividend is calculated by adding the odds of the remaining 3 legs.</p> <p>(h) If 2 or more legs are abandoned or declared no-races, then all PlaceCards are cancelled and the wager is credited back to the Client's Account.</p> <p>(i) In fields of 8 or more runners, if there is a dead-heat for 3rd place in any of the 4 designated races, the odds are halved for each horse that has dead-heated in that leg and added to the other 3 legs. In the case of triple dead- heats, one-third of the odds will be added to the other 3 legs.</p> <p>(j) Not Adopted</p>
156.	<p>“Place 6”: Six Leg PlaceCard</p> <p>For a “Place 6” to be successful, the Client must correctly select horses that place in six RWWA-nominated races and will be given the odds stated at the time of placing the wager.</p> <p>(a) In fields of 8 or more runners, horses that run 1st, 2nd or 3rd are deemed to be eligible for a winning PlaceCard</p> <p>(b) In fields of 5, 6 or 7 runners, only horses that run 1st and 2nd are deemed to be eligible for a winning PlaceCard.</p> <p>(c) In fields of less than 5 runners, only the horse that runs 1st is deemed to be eligible for a winning PlaceCard.</p> <p>(d) Where there is a late scratching and the field is reduced to 7 runners or less, the above rules will apply for all wagers taken after the official late scratching time. For wagers placed on fields of 8 or more prior to the official late scratching time, 1st, 2nd and 3rd placings will count towards the PlaceCard.</p> <p>(e) If the Client's selection in 1 leg is scratched, it becomes a 5-race PlaceCard and the dividend is calculated by adding the odds of the remaining 3 legs.</p> <p>(f) If 2 or more of the Client's selections are scratched, the PlaceCard is cancelled and the wager is credited back to the Client's Account.</p> <p>(g) If 1 leg is abandoned or declared a no-race, it becomes a 5-race PlaceCard and the dividend is calculated by adding the odds of the remaining 5 legs.</p> <p>(h) If 2 or more legs are abandoned or declared no-races, then all PlaceCards are cancelled and the wager is credited back to that Client's Account.</p> <p>(i) In fields of 8 or more runners, if there is a Dead-Heat for 3rd place in any of the 6 designated races, the odds are halved for each horse that has dead-heated in that leg and added to the other 5 legs. In the case of triple Dead-Heats, one-third of the odds will be added to the other 3 legs.</p> <p>(j) Not Adopted</p>
157.	Not Adopted
158.	<p>JOCKEY CHALLENGE</p> <p>Betting on the Jockey Challenge is Win Only. In the case of 2 or more jockeys finishing the day on the same amount of points, the Dead-Heat Rule applies. This is regardless of the amount of outright winners ridden by either of these jockeys.</p>
159.	If any individual jockey in the market does not complete at least one ride for the meeting, all wagers on the Jockey Challenge for that meeting will be cancelled and monies refunded. The option “any other individual jockey” covers any jockey whose odds are not listed in the market.
160.	For wagers on any Jockey Challenge to stand, all races scheduled for the race meeting must be run and correct weight declared. If the meeting is postponed, abandoned, or any race is declared a “no-race” by the Stewards, all wagers on the Jockey Challenge for that meeting will be cancelled and the monies refunded regardless of standings at the time.
161.	<p>DRIVER CHALLENGE</p> <p>For each Harness meeting where the Driver Challenge is offered, wagers can be made on which driver number will score the most points for winners and place-getters for that meeting. The following Rules apply to the Driver Challenge—</p> <p>(a) Points are awarded to drivers on a 3-2-1 points basis for the placing of 1st, 2nd and 3rd respectively;</p> <p>(b) In the case of a Dead-Heat in any race, the drivers involved will be awarded an equal share of any points won;</p> <p>(c) In the case of two or more drivers finishing the meeting on the same number of points, the Dead-Heat Rule applies, regardless of the number of outright winners driven by any of the reignsmen;</p>

	<p>(d) Betting is Win Only;</p> <p>(e) If any individual driver in the market does not complete at least one engagement for the meeting, all wagers on the Driver Challenge for that meeting will be cancelled and monies refunded.</p> <p>(f) The option “any other individual driver” covers any driver whose odds are not listed in the market.</p> <p>(g) For wagers on any Driver Challenge to stand, all races scheduled for the race meeting must be run and correct weight declared. If the meeting is postponed, abandoned, or any race is declared a “no-race” by the stewards, all wagers on the Driver Challenge for that meeting will be cancelled and the monies refunded regardless of standings at the time.</p>
162.	<p>LEADING TRAINER</p> <p>For series of races where the Leading Trainer is offered, wagers can be made on which trainer will score the most points for winners and place-getters for that series of races. The series of races (i.e. Inter Dominion) will be outlined in each market. The following Rules apply to the Leading Trainer—</p> <p>(a) Points are awarded to trainers on a 3-2-1 points basis for the placing of 1st, 2nd and 3rd respectively in the determined series of races;</p> <p>(b) In the case of a Dead-Heat in any race, the trainers involved will be awarded an equal share of any points won;</p> <p>(c) In the case of two or more trainers finishing the series of races on the same number of points, the Dead-Heat Rule applies, regardless of the number of outright winners trained by any of the parties;</p> <p>(d) Betting is Win Only;</p> <p>(e) Betting is subject to All In rules;</p> <p>(f) The option “any other individual trainer” covers any trainer whose odds are not listed in the market.</p> <p>(g) In the case a horse is transferred to another trainer during the series of races, any points earned will be retained by the previous trainer and not be carried over to the new trainer.</p> <p>(h) Should any race included in the series of races be postponed, abandoned or be declared a “no-race” by the stewards, bets shall stand and be resulted against the series outcome.</p>
163.	<p>FAVOURITES CHALLENGE</p> <p>Wagers will be offered on how many races at a particular race meeting will be won by the Favourite.</p>
164.	The Favourite in each race is determined by the official SP Favourite on track (lowest official Starting Price).
165.	If there are equal SP Favourites on track, the runner with the shortest Home Tote Dividend shall be deemed the Favourite.
166.	If both equal Favourites also have equal Home Tote Dividends, then both runners will be deemed the Favourite.
167.	If a Favourite Dead-Heats for a win, it will count as a winner (one win per race).
168.	If a race meeting is postponed or abandoned, all wagers on the Favourites Challenge relating to the postponed or abandoned meeting will be void.
169.	All-In Betting applies.
170.	<p>RACING SPECIALS</p> <p>(a) Margin betting is available on selected Group races and is paid on the official margin between the 1st and 2nd horses as declared by the stewards.</p> <p>(b)</p> <p>(i) Total margin betting is available for selected meetings which is paid on the collective official margins between the 1st and 2nd horses as declared by the stewards.</p> <p>(ii) Official margins are added together in decimals using the following conversions—</p> <p style="padding-left: 40px;">Dead-Heat—0.0 Length</p> <p style="padding-left: 40px;">Short Head / Nose—0.1 Length</p> <p style="padding-left: 40px;">Head—0.2 Length</p> <p style="padding-left: 40px;">Long Head / ½ Neck—0.25 Length</p> <p style="padding-left: 40px;">Neck—0.3 Length</p> <p style="padding-left: 40px;">Long Neck—0.4 Length</p> <p style="padding-left: 40px;">½ Length—0.5 Length</p> <p style="padding-left: 40px;">¾ Length—0.75 Length</p> <p style="padding-left: 40px;">1 Length—1 Length</p> <p>(iii) For total margin betting for the meeting, all races must be run. If the meeting is abandoned or postponed at any point, then all bets will be void and refunded.</p>

171.	<p>RACING EXTRAS</p> <p>A RWWA Racing Extra is any of the following—</p> <ul style="list-style-type: none"> (a) a Head to Head; (b) a Betting Without; (c) an Insurance (3 placings) (d) a Runner vs the Field; and (e) a Top Half v Bottom Half.
172.	Not Adopted
173.	<p>Head to Head Betting Rules</p> <ul style="list-style-type: none"> (a) RWWA will offer Head to Head markets on selected Horse Racing, Greyhounds and Harness events. One (1) runner within the Head to Head market must finish in first four (4) placegetters as declared by stewards for Head to Head to be finalised. (b) Wagers are settled on the highest finishing position of the runners within the market as declared by officiating stewards at the meeting. (c) In the event of a protest, wagers will be paid out on the official race day placings. (d) In the event of a dead heat, the Dead -Heat Rule applies. In the event of both runners failing to complete the course, wagers will be void and all monies refunded. (e) Wagers will be void and all monies refunded if both of the selected runners fail to finish in the first four placegetters. (f) In the event that any runner is scratched all wagers will be void. (g) Head to Head wagers are available for Win Only wagers placed at Fixed Odds. (h) Multis allowed.
174.	<p>Betting Without Rules</p> <ul style="list-style-type: none"> (a) RWWA will offer Betting Without markets on selected Horse Racing, Greyhounds and Harness events. Prices are offered on an event 'without' a nominated selection. In the event of the 'without' selection being scratched, the 'Betting Without' market will be closed. (b) All existing wagers on this market will stand and deductions will apply as set out in Appendix A if any other selection is scratched. (c) A "Without" runner is defined as the runner with the shortest price when fixed prices are first offered, this does not change even if the defined "Without" runner is misplaced as the runner with the shortest price throughout betting. (d) RWWA will clearly show which runner is "Without". (e) In the event of a dead heat, the Dead-Heat Rule applies. (f) Betting Without wagers are available for Win Only wagers placed at Fixed Odds. (g) Multis allowed
175.	<p>Insurance (3 placings) Rules</p> <ul style="list-style-type: none"> (a) RWWA will offer Insurance (3 placings) markets on selected Horse Racing, Greyhounds and Harness events. If your selection runs second or third as declared by officiating stewards all fixed wagers will be refunded on this market. (b) RWWA may choose to not offer this bet type when a runner is into odds on (i.e. less than \$2.00) or if a field has less than 8 runners. (c) If a field goes from more than 8 runners to less than 8 runners (in the event of late scratchings) all wagers will stand but betting will be closed. (d) Deductions apply as set out in Appendix A. The Dead-Heat Rule applies. (e) Insurance (3 placings) wagers are available for Win Only wagers placed at Fixed Odds. (f) Multis allowed.
176.	<p>Runner Vs The Field Rules</p> <ul style="list-style-type: none"> (a) RWWA will offer Runner v The Field markets on selected Horse Racing, Greyhounds and Harness events. (b) Runner v The Field markets allow you to select whether the field will beat a "nominated runner". (c) The nominated runner will be clearly defined, it will be the runner with shortest price when fixed odds markets go up and this does not change even if "nominated" runner is misplaced as the runner with the shortest price throughout betting. (d) If the "nominated runner" is scratched then all bets are void and will be refunded. (e) "The Field" comprises all other runners apart from the "nominated runner". If there is a scratching from "The Field", All-In Betting rules apply; no deductions will apply. (f) In the event of a dead heat, the Dead-Heat Rule applies. (g) Runner vs the Field wagers are available for Win Only wagers placed at Fixed Odds. (h) Multis allowed.
177.	<p>Top Half v Bottom Half</p> <ul style="list-style-type: none"> (a) RWWA will offer Top Half v Bottom Half markets on selected Gallops and Harness events.

	<p>(b) Top Half v Bottom Half allows you to wager “head to head” between runners from the top half of the field v the bottom half of the field based on their official number in a particular race.</p> <p>(c) All-In Betting rules apply; if a runner is scratched the prices change, no deductions will apply.</p> <p>(d) If Top Half or Bottom Half can't be equally split into two teams then the “Top Half” will receive the extra runner; i.e. Field of 13 (Top Half = Numbers 1-7, Bottom Half = Numbers 8-13).</p> <p>(e) If a runner is at any stage odds on RWWA will not offer this market.</p> <p>(f) In the event of a dead heat, the Dead-Heat Rule applies.</p> <p>(g) Top Half v Bottom Half wagers are available for Win Only wagers placed at Fixed Odds.</p> <p>(h) Multis allowed.</p>
178.	<p>PICK YOUR OWN FIELD Pick Your Own Field allows you to create a ‘customised field’ of runners within an existing race. From the selected ‘customised field’, you can bet on which runner you think will win within that ‘customised field’. Note: a ‘customised field’ is defined as a selected field of runners from an existing race.</p>
179.	<p>Pick Your Own Field Pricing The dividend at the time of bet placement is fixed and does not change no matter how the market fluctuates. All Pick Your Own Field ‘customised fields’ are deemed final and will be subject to deductions for any withdrawal/scratching within a ‘customised field’. See Pick Your Own Field Deductions Scale (Rule 181).</p>
180.	<p>Determination of Pick Your Own Field Result</p> <p>(a) Win: A Pick Your Own Field bet will be deemed a winner if the selected runner to win in the ‘customised field’ finishes ahead of all other selections in the ‘customised field’ and also within the top 4 official placing getters of the official published final field. Dead-Heat Rules apply.</p> <p>(b) Loss: A Pick Your Own Field bet will be deemed a losing bet if the selected runner to win in the ‘customised field’ fails to finish in front of all other runners in the ‘customised field’ and one of the other runners within the ‘customised field’ finishes in the top 4 official place getters of the official published final field.</p> <p>(c) Refunded: A Pick Your Own Field bet will be deemed void and all monies will be refunded if there isn't at least one runner from the ‘customised field’ that finishes within the top 4 official place getters of the official published final field.</p> <p>(d) Dead-Heat for 4th: For the purpose of determining the Pick Your Own Field Result, a runner finishing in a dead-heat for 4th place is deemed to have finished in the top 4 official placegetters.</p>
181.	<p>Pick Your Own Field Deductions Scale</p> <p>(a) A percentage reduction of the dividend will apply if a horse is scratched from a ‘customised field’, as either a ‘Late’ or ‘Early’ scratching. All Pick Your Own Field bets preceding the scratching are subject to deduction in accordance with the Pick Your Own Field Deductions Scale.</p> <p>(i) Note: This includes any selection/s within the ‘customised field’ that are deemed official emergencies or reserves.</p> <p>(b) The deduction is based on the price of the scratched runner in the Pick Your Own Field ‘customised field’ and the market percentage of the ‘customised field’ at the time of bet placement.</p> <p>Refer to Appendix B attached:</p>
182.	<p>Pick Your Own Field Minimum Price If there is a large disparity between prices of runners within the selected ‘customised field’, then the Pick Your Own Field price for one runner may fall under the Pick Your Own Field Minimum Price that RWWA has set for that market. If this occurs then the selected ‘customised field’ will not be available for a Pick Your Own Field bet and a message will be returned to advise this.</p>
183.	<p>Pick Your Own Field Minimum and Maximum Field Size RWWA reserves the right to set a Pick Your Own Field Minimum and Maximum Field Size for each market. In general the Pick Your Own Field Minimum Field Size will be set to 2. The Pick Your Own Field Maximum Field Size may be set up to one less than the actual field size.</p>
184.	Not Adopted.
185.	<p>Pick Your Own Field Multi Bets Limits</p> <p>(a) Horse Racing—</p> <ul style="list-style-type: none"> • Maximum of 4 legs; <p>(b) Greyhound and Harness Racing—</p> <ul style="list-style-type: none"> • Maximum of 2 legs;
186.	Not Adopted

187.	<p>ODDS V EVENS</p> <p>Odds v Evens allows you to bet head to head between the odd numbered runners versus the even numbered runners in a particular race. Whether a runner is designated “odd” or “even” is based on the saddlecloth/rug number of the runner not the box/barrier of the runner. For example, if a greyhound wears rug number 10 and jumps from box 3, then the greyhound will be considered an “even” runner.</p> <p>Odds v Evens is available on selected thoroughbred, harness and greyhound meetings. The Dead-Heat Rule and All-In Betting applies.</p>
188.	<p>INSIDE V OUTSIDE</p> <p>Available on selected greyhound meetings, Inside v Outside allows you to bet head to head between runners who jump from “Inside” boxes (1,2,3 or 4) versus runners who jump from “Outside” boxes (5,6,7 or 8) in a particular race. Inside v Outside bets are based on the box number of a runner and not the rug number. For example, if a greyhound wears rug number 8 and jumps from box 3, then the greyhound will be considered an “Inside” runner.</p> <p>The Dead-Heat Rule and All-In Betting applies.</p>
189.	<p>GREYHOUND BOX NUMBER CHALLENGE</p> <p>For each Greyhound meeting where the Box Number Challenge is offered, wagers can be made on which box number will score the most points for winners and place-getters for that meeting. The following Rules apply to the Greyhound Box Number Challenge—</p> <ul style="list-style-type: none"> (a) points are awarded to the appropriate box number on a 3-2-1 points basis for the placing of 1st, 2nd and 3rd respectively; (b) in the case of a Dead-Heat in any race, the box numbers involved will be awarded an equal share of any points won; (c) in the case of two or more box numbers finishing the meeting on the same number of points, the Dead-Heat Rule applies, regardless of the number of outright winners from any particular box; (d) betting is Win Only; (e) All-In Betting applies. Therefore, if a box is left vacant, it will record zero points; (f) where a reserve dog (i.e. #9 and #10) gains a start and is placed 1st, 2nd or 3rd, the points will be awarded to the box number it jumps from; (g) if a meeting is postponed or abandoned at any stage, all wagers for that meeting will be cancelled and monies refunded, regardless of standings at the time; and (h) if a race is declared a no-race, no points will be awarded for that race and wagers will stand.
190.	<p>UNITED KINGDOM GREYHOUND Racing</p> <p>For greyhound races in the United Kingdom—</p> <ul style="list-style-type: none"> (a) greyhound names, where shown, are for information purposes only, with all wagers being settled on the trap number. (b) if a greyhound is withdrawn from a race and replaced by a reserve, wagers placed on that trap number will stand and are transferred to the reserve runner. However if a pre-post price is taken and that selection subsequently becomes a non-runner then all wagers on that selection at that pre-post price will be void. (c) in the event of a non-runner in a race with pre-post prices, all wagers placed on the race before the withdrawal will be settled at SP. (d) where a no-race is declared and is subsequently re-run, wagers are settled on the re-run. (e) If no official SP or industry SP is returned, all greyhound wagers will be void.
191.	<p>AMERICAN FOOTBALL</p> <p>Payouts will be based on the official final score, including any overtime (an extension of normal time played to determine a winner after a drawn match at the conclusion of normal time). Games are considered official for betting purposes after 55 minutes of play.</p>
192.	<p>In Handicap and Totals betting where the line or total is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.</p>
193.	<p>For 3 Unanswered Score markets, Touchdown Conversions (1 or 2 points) do not count for betting purposes.</p>
194.	<p>HT/NT Double Betting (Half Time/Normal Time) excludes overtime.</p>
195.	<p>For First Half wagers, the first half must be completed for bets to stand.</p>
196.	<p>Second Half wagers relate solely to the score in the second half and include any overtime played (Scores start from 0-0 at half time). The second half must have five minutes or less remaining in the second half at the conclusion of the match for bets to stand.</p>
197.	<p>If a game is postponed and rescheduled to occur within 48 hours of the original start time, all wagers stand. Beyond 48 hours the market will be void.</p>
198.	<p>For player match ups of any kind, both players must take the field for bets to stand.</p>
199.	<p>All American Football rules apply to NCAA, CFL and NFL.</p>

200.	ATHLETICS Betting on the winner of an event is offered on an All-In basis. No refunds will be given for non-starters or for competitors who retire or are disqualified mid-meet.
201.	Payouts will be based on podium placing. RWWA does not recognize overturned decisions for betting purposes.
202.	For head-to-head match-ups, both competitors must start the event.
203.	AUSTRALIAN RULES FOOTBALL Payouts are based on the official declared result. Any extra time played is included for betting purposes. For matches without extra time, a draw is always included for margin betting and any bets placed on either team by a margin will be considered losing bets in the case of a draw.
204.	Where an Australian Football League match is abandoned or postponed and played within 7 days of the original scheduled date, all wagers stand. Once the 7 days have passed, all single wagers are void and stakes refunded. Affected multiple wagers are recalculated excluding that leg. The exception will be bets that have already been decided, which will be settled (e.g. a match abandoned during the second quarter will have all bets already decided settled). For all other Australian Rules matches (E.g. state leagues, international rules and representative games) this time limit will be 48 hours after the scheduled start time.
205.	All bets stand, regardless of change of venue. For player-based group betting, options such as most disposals, most goals and first goal kicker, payouts will be based on statistics used by the AFL website www.afl.com.au . For groups of 7 players or less (including player head-to-heads), all competitors must be in the playing 22 for bets to stand. If any player is not in either team's playing 22, single wagers will be void and stakes refunded, whilst affected multiples will be recalculated excluding that leg. For groups of 8 players or more, all bets stand regardless of any non starters and for any non starters, the stakes will be refunded for single bets, whilst multiples will be recalculated excluding that leg.
206.	"Wire-to-Wire" betting refers to a team leading the match at the end of each quarter. In Australian Rules football, these bets include any extra time played.
207.	The market "First Goal Kicker and Margin Double" will be settled as Any Other Result in the case of a drawn match or an unlisted player kicking the first goal.
208.	Premiership markets will include any replays required. A premiership market will not be available once the 2 grand finalists are known. From this point on, only match betting on the Grand Final will be available.
209.	For match betting on a Grand Final, the betting is specific to the next match played; or the current match, in the case of live [in running] betting. In the case of a draw, bets on the match winner will be paid out at half face value and all other match-specific bets will be settled. Bets will not carry over to any replay and a new market will be framed for any subsequent matches
210.	More Goals or More Behinds markets will be refunded if the applicable player does not score any points. For any other Dead-Heats (e.g. 3 goals, 3 behinds) the Dead-Heat Rule applies.
211.	Second Half wagers relate solely to the score in the second half and include any extra time played (scores start from 0-0 at half time).
212.	Final Quarter wagers relate solely to the score in the fourth quarter and include any extra time played (scores start from 0-0 at three-quarter time).
213.	For leading Victorian or Interstate team finals are not included. Wagers will be settled at the completion of the Home and Away Season only. Should two or more teams be on equal points at the completion of the Home and Away Season, team percentage as shown on the AFL Ladder will decide the winner.
214.	HT / FT is paid on the match result at half and at the completion of the match, Any other result relates to scores being level at either half time or full time.
215.	Quarter by quarter is paid on the exact match result on the completion of all 4 quarters. Should scores be level at the completion of any quarter, Any Other Result is paid out.
216.	Line and Total Double is paid on the correct handicap (plus or minus) and the total match score at the completion of the match. Match Winner and Total Double is paid in the same manner. Individual Quarter Line and Total Doubles are resulted according to the match score and total for the nominated quarter, First Half Line and Total Double are resulted for the nominated half. These will include overtime if required.
217.	Margin betting relates to the winning margin at the completion of the match, completion of nominated Quarter or completion of nominated half. These will include overtime for the match, second half and fourth quarter.
218.	First Quarter wagers relate solely to the score, margin, handicap and total in the First Quarter, Scoring starts from 0-0.
219.	Second Quarter wagers relate solely to the score, margin, handicap and total in the Second Quarter, Scoring starts from 0-0.
220.	Third Quarter wagers relate solely to the score, margin, handicap and total in the Third Quarter, Scoring starts from 0-0.

221.	Fourth Quarter wagers relate solely to the score, margin, handicap and total in the Fourth Quarter, Scoring starts from 0-0.
222.	First Half wagers relate solely to the score, margin, handicap and total in the First Half, Scoring starts from 0-0.
223.	Second Half wagers relate solely to the score, margin, handicap and total in the Second Half, Scoring starts from 0-0.
224.	Both Teams To Score 40, 60, 80 and 100 Points will include overtime if required.
225.	First Team to Score 10, 15, 20, 25, 30 and 40 Points, First Team to Kick 3, 4, 5 and Goals and First Team to Score 3, 4, 5 and 6 Behinds are all resulted according to www.afl.com.au . These will include overtime where applicable and if required.
226.	First Goal Scorer markets are paid according to the first goal scorer of the match, quarter or half. Should no goals be scored, all bets will be refunded. Bets will be refunded should nominated player start as substitute in the match. Anytime Goal Scorer is paid according to which player scores a goal for the match, quarter or half. All bets will be refunded should no goals be scored, these markets include overtime if required. Last Goal Scorer markets are on an All In basis, refunds will not apply should selected players be injured during the course of the match. Includes overtime if required.
227.	Total Score Bands relate to varying markets which are paid according to nominated quarter, half or match result. Total Match Score Bands for the match include overtime as does the Second Half and Fourth Quarter. These will include individual and combined team totals for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.
228.	Total Goal Bands relate to varying markets which are paid according to nominated quarter, half and match result. Total Goals Scored Bands for the match include overtime as does the Second Half and Fourth Quarter if required. These will include individual and combined team goals for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.
229.	Total Behind Bands relate to varying markets which are paid according to nominated quarter, half or match result. Total Behinds Scored Bands for the match include overtime as does the Second Half and Fourth Quarter. These will include individual team and combined team behinds for the 1st quarter, 2nd Quarter, 3rd Quarter, 4th Quarter, 1st Half, 2nd Half and the match.
230.	Individual Player Total Disposals includes extra time if required. Nominated player must enter field for bets to stand, should selected player start as substitute, bet will be refunded. Should nominated player being injured and subbed off the field during the course of the match, no refunds will apply.
231.	Players to have 30 Disposals or More, To Score 2 or More Goals, To Score 3 or More Goals, Player Goal Scoring Head To Heads and Player Disposals Head to Heads all in includes extra time if required. All Bets are void should a player start as substitute for the following markets: To Have 30 Or More Disposals, Goals Scoring Head To Heads and Most Disposals Head to Head. The Dead -Heat Rule will apply to Goal Scoring Head To Heads and Most Disposals Head to Head unless a tie is offered.
232.	All Total Score based product will include extra time if required for Individual Team Totals, Exact Team Total, Total Match Score and Second Halves. The Dead-Heat Rule will apply to all Total Score markets offered for individual quarters and halves. Odd and Even Total Match Points include extra time if required.
233.	All Total Match Goals Over / Under and Total Match Behinds Over / Under markets will include extra time if required. Total Match Goals Over / Under and Total Match Behinds Over / Under for varying quarters and halves are resulted according www.afl.com.au .
234.	All Time Of First Goal payouts are based on the official AFL clock.
235.	For First and Last Scoring Plays, First and Last Points markets and First Goal of Match, if the match remains scoreless, then single wagers will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg.
236.	Highest Scoring Half payouts are based on the official scores from www.afl.com.au .
237.	Should Scores be level at the end of any quarter in the Lead And Lose at $\frac{1}{4}$, $\frac{1}{2}$ or $\frac{3}{4}$ time markets, Pay Out will be on Any Other Result.
238.	Both teams +39.5 Handicap markets are resulted according to www.afl.com.au , either team can get beaten by up to 39 points for this market to payout.
239.	Team Goal Scoring accuracy is based on an individual teams Total Goals and Behinds for Match percentage. i.e. 8 goals and 10 behinds are scored, the percentage is 80%. Should the same amount of goals and behinds be scored, all bets are refunded.
240.	AFL Futures Premiership Winner, Minor Premiership, To Make The Grand Final and Grand Final Quinella markets are offered on an All In basis. Any team which has points deducted due to breaches of the rules or regulations will be deemed as a starter for betting purposes, no refunds will be given. Any loss of premierships after the completion of the Grand Final will be deemed null and void for betting purposes and all bets will stand regardless.

241.	To Make the Top Eight and To Make the Top Four markets are offered on an All In basis. Any team which has points deducted due to a breach of rules or regulations will be deemed a starter for betting purposes. Any decision by the AFL regarding penalties is final.
242.	To Miss the Top Eight and To Miss the Top Four markets are offered on an All In basis. Pay on ladder position at the completion of the Home and Away Season. Should retrospective announcement be made after the season has been completed in regard to loss of Premiership points due to breaches of rules or regulations, these decisions will be deemed null and void for betting purposes and all bets will stand regardless.
243.	Total Season Wins—Under / Over are Home and Away Season matches only. Finals wins do not count towards to final tally. Drawn matches will be counted as a loss.
244.	Most Season Wins—Group Betting are Home and Away Season matches only. Finals matches do not count towards the season tally, drawn matches will be counted as a loss.
245.	Season Team Specials are all Home and Away season matches only. These betting options include Total Season drawn matches, Any team to score 200+ points, Best Offence (Team to score the most goals and behinds in the regular season) and Best Defence (Team that concedes the least amount of goals and behinds in the regular season).
246.	Season Player Specials are all Home and Away season matches only. These betting options include Most Disposals, Most Marks, Most Tackles, Most Hit Outs, Any player to score 10 goals in a match and Any player to have 50 disposals or more in a single match. The Dead-Heat Rule will apply to Most Disposals, Most Marks, Most Goals, Most Tackles and Most Hit Outs. All statistical markets are paid out according to www.afl.com.au .
247.	All Australian Selection—Pay on players nominated for All Australian as per www.afl.com.au . Markets are offered as All In, Quote Other.
248.	AFL Rising Star markets are offered as All In, Quote Others markets. The Dead-Heat Rule applies and payout is as per www.afl.com.au .
249.	The Coleman Medal is awarded to a player who kicks the most goals in the home and away season. Finals matches will not count. The Dead-Heat rule will apply should more than one player score the most goals for the season. The Dead-Heat Rule shall also apply for home and away season head to heads and group betting.
250.	Premiership and Brownlow Medal Double—Betting is offered on an All In basis. The Dead-Heat Rule will apply should the Brownlow Medal be tied. Any loss of Premierships or Brownlow Medals after the completion of the Grand Final or announcement of the Brownlow Medal winner will be deemed null and void for betting purposes and all bets will stand regardless.
251.	Brownlow Medal (a) In the case of more than one winner of the Brownlow Medal, the Dead-Heat Rule will apply. The same applies for Each Way Bets with multiple place getters. The place portion will be paid on 1st, 2nd and 3rd. Should three players tie for 1st, they will be deemed to have filled the first three placings. (b) Season head to heads and group betting, the Dead-Heat Rule will apply should two or more players tie. Players that have been suspended are ineligible. (c) Suspended players are eligible for both Total Individual Player Votes Markets and for the player leading at the conclusion of the Round 10 votes. The Dead-Heat Rule will also apply should 2 or more players be on equal points.
252.	AFL Each Way First Goal Scorer (a) The place part of each way bets will be settled at one quarter of the win odds on the first, second and third goals. Players who do not score until after three goals have been scored will be treated as losing selections. (b) Where a player scores the first goal, both the win and place part of the bet are successful and will be settled at the appropriate win and place odds. If the same player scores the second or third goal no additional winnings will be paid. (c) Where a player scores the second or third goal, the place part of the bet is successful. If the same player scores the second and third goals, no additional winnings will be paid for the third goal. (d) All bets stand irrespective of whether a player leaves the field before the first goal is scored or does not take the field until after the third goal is scored.
253.	BADMINTON Outright Betting is offered as All In, Quote Others. Refunds shall not apply should competitors withdraw from any event. For betting purposes, markets are settled upon podium presentations; overturned decisions will not be recognized.
254.	For Head to Head Betting, both competitors must take court for bets to stand.
255.	Should any match be postponed to another day, all bets are void.
256.	BASEBALL Games are official after 5 innings of play. If the home team is leading, the game is official after 4.5 innings of play. If a game goes past 5 innings (including any extra innings) and is subsequently called off, suspended for the day or postponed, the winner is determined by the score after the last full innings of play (except in the case where the home team score to tie, or take the lead in the bottom half of the innings in which the game is called off—the runs do count).

257.	For Run Line betting, the game is official after 9 innings if the visiting team is winning, and after 8.5 innings if the home team is winning.
258.	For Run Totals betting, the game is official after 9 innings if the visiting team is winning, and after 8.5 innings if the home team is winning, with the exception being that at any time the run total is exceeded, the wager is official.
259.	For Run Line and Run Total betting, where the number is a flat (whole) number, if the result lands on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
260.	Should either of the nominated pitchers withdraw before throwing a pitch all single wagers are void and refunded whilst affected multiple wagers will be recalculated excluding that leg.
261.	If a game is abandoned or postponed to another date, single wagers are void and refunded, whilst affected multiple wagers will be recalculated excluding that leg.
262.	First Half wagers are based on the first 5 innings, and the full 5 innings must be played. The Dead-Heat Rule applies.
263.	For First Innings wagers, both teams must complete their first innings for bets to stand.
264.	For First 3 Innings wagers, both teams must complete their first 3 innings for bets to stand. The Dead-Heat Rule applies.
265.	For First 5 Innings/ FT Result the match must go 8.5 innings or more for bets to stand, bets void should match not reach over 8.5 innings. Includes extra innings if required.
266.	First Team to Score and Individual Team Totals includes extra innings if required.
267.	Highest Scoring Innings includes extra innings, if required; match must go over the 8.5 innings for bets to stand.
268.	For Asian Baseball, the Dead-Heat Rule applies if the match is still tied after 12 innings. Further, for Asian Baseball, Matches are official after 5 innings. If the home team is leading, the game is official after 4.5 innings of play. Dead-Heat Rule applies to drawn matches once 5 complete innings are played. For run line and run total betting, match must run to at least the end of the 9th inning for bets to stand if the visiting team is winning and 8.5 innings if the home team is winning. All run line and total wagers stand regardless if match is stopped after 9 innings due to weather or time restrictions.
269.	BASKETBALL Payouts are based on the official final score. Over-time (which is played when scores are level at the end of normal time and each subsequent overtime period) is included, unless otherwise specified.
270.	NBA Games are official after 43 minutes of play and College (NCAA) Games are official after 35 minutes of play. All non-NBA and non-NCAA matches are official at the end of normal time and any required over-time.
271.	Totals betting will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match reaches the minimum time allowed for betting purposes. Overtime is included should it be required.
272.	Wire-to-Wire betting refers to a team leading the match at the end of each quarter. Wire-to-Wire betting excludes overtime.
273.	In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
274.	For First Half and First Quarter betting, the nominated period of play must be completed for bets to stand.
275.	For Player vs Player Points Scoring Match Ups, Most Points and Assists Match Ups and Most Points and Rebounds Match Ups all players must take the court for bets to stand. The Dead-Heat Rule applies and overtime is included should it be required. Individual Player performance (selected player total points, rebounds, assists or a combination of any / all three) includes overtime and player must take court for bets to stand.
276.	If a game is abandoned, postponed to another date, or fails to meet the above criteria, single bets are void and wagers will be refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
277.	Second Half wagers relate solely to the score in the second half and include any over-time played (Scores start from 0-0 at half time). For US Basketball, the second half must have five minutes or less remaining in the second half at the conclusion of the match for bets to stand. All other matches must run to full completion.
278.	Halftime / Fulltime (HT/FT) includes overtime if required.
279.	Match Winner and Total Double, Line and Total Double and Super Line and Total Double all include overtime if required.
280.	Triple Margin I, Triple Margin II, Winning Margin and Exact Winning Margin includes overtime if required.
281.	First to 10, 20 and 30 Points are paid out as per official website of ruling body.
282.	Highest Scoring Quarter is paid as a normal time result only, excludes overtime.

283.	Individual Team Totals include overtime if required.
284.	Total Match Points Odd or Even include overtime if required.
285.	Last team to score includes overtime if required.
286.	First Quarter Line and Total Double and First Half Line and Total Double are both resulted at the completion of the respective quarters.
287.	Quarter by Quarter Leaders exclude Overtime.
288.	Selected NBA Daily specials will be offered—Groupings on Total Points by player and Highest Winning Margin for the day. Highest Point Scorer for the day includes overtime if required. All named players must take court for bets to stand and the Dead-Heat Rule shall apply should two or more players score the same amount of points. Highest Winning Margin includes overtime if required and dead heat rule shall apply. All scheduled / nominated games must run to full completion for bets to stand.
289.	NBA Team Regular Season Wins will exclude play offs, nominated team must play at least 82 Regular season matches for bets to stand. NBA Division Winners are paid at the completion of the regular season. NBA Conference Winners paid at the completion of the Eastern and Western Conference Finals.
290.	The below listed following NBA Season Specials are All In. No refunds will be given and other players are available by request. All as paid as declared by www.nba.com— (a) Regular Season Most Valuable Player (MVP), Rookie of The Year; (b) Highest Season Average Point Scorer per Game (minimum 70 games must be played by the winner); (c) Highest Average Assists per Game (minimum 70 games must be played by the winner); (d) Highest Average Rebounds per Game (minimum 70 games must be played by the winner).
291.	NBA Championship is decided after the best of 7 games.
292.	BOXING AND MARTIAL ARTS Where a match is abandoned or postponed, but fought within 14 days of the original scheduled date, all wagers stand. Once the 14 days have expired, all single wagers are void and refunded. Affected multiple wagers will be recalculated excluding that leg.
293.	All wagers on either fighter to win will be decided by the judges' decision, which includes points, technical knockout (TKO), knock out (KO) or disqualification.
294.	If a price is offered for the draw, in the event of a draw all wagers on either boxer to win will all be losing bets and the draw will be the winning option. If there is a "technical draw" determined by the referee due to an accidental cut or similar, then the bout is deemed a no contest and all wagers will be refunded.
295.	In Pick the Round betting, if a boxer fails to answer the bell, the fight will be deemed to have ended in the previous round.
296.	In Pick the Round betting, if the scheduled number of rounds is changed, then all wagers are void and refunded.
297.	For all wagers on a boxer to win by Points Decision, the full scheduled number of rounds must take place for the wagers to be deemed winners.
298.	The official stopping of a round before the sounding of the bell does not constitute a full round. A full round is only considered for wagering purposes to have been completed when the bell sounds signifying the end of the round.
299.	CRICKET—PREMATCH General Match Betting (a) (i) Outright betting—if a match is shortened, bets will be governed by the official competition rules. Where no official result is declared, bets will be made void. (ii) Subject to section 299(a)(i), when no price is offered for the tie and the official result is a tie any means introduced by the official governing body to determine a winner will count i.e. 'bowl off', 'super over' etc. Super overs and bowl offs will not count for the settlement of any other market. If after this the result is still a tie and no other means are introduced by the official governing body to determine a winner, the Dead-Heat Rule applies. (b) Tied Test Match: In the event of a tied test match (i.e. where all innings have been completed and both teams have the same score) the Dead-Heat Rule applies and stakes on the draw will be lost. (c) If a match is abandoned due to outside interference, and no official result is declared, bets will be made void. (d) For bets on totals in a match e.g. sixes, boundaries, runs etc. to stand in a First-Class match at least one ball must be bowled. (e) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck, all open bets on totals in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.

	<p>(f) The number of wides is determined by the total number of wides recorded in the extras column of the scorecard.</p> <p>(g) Penalty runs added to the team total because of a slow over rate by the bowling team will count for total team runs but will not count for bets involving an individual over or specified number of overs (e.g.5, 10 etc.).</p>
300.	<p>First-Class Match Betting</p> <p>When no price is offered for the draw, in the event of a draw all bets on the match result will be made void. In the event of a tie the Dead-Heat Rule applies. Abandoned or postponed matches are void.</p>
301.	<p>Top Batsman</p> <p>(a) Predict the top batsman in the team. Betting is available on the first innings only, unless otherwise stated. Bets on First-Class matches stand regardless of the number of overs bowled. For bets to stand on One Day matches a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches a minimum of 10 overs must be bowled. Dead heat rules apply. Retired/hurt players will be classed as runners for Top Bat.</p> <p>(b) Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be deemed to have scored zero runs.</p>
302.	<p>Top Wicket Taker/Top Bowler</p> <p>(a) Predict the top wicket taker/bowler in the team. Betting is available on the first innings only, unless otherwise stated. Bets on First-Class matches stand regardless of the number of overs bowled. For bets to stand on One Day matches a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches a minimum of 10 overs must be bowled. If two or more players take the same number of wickets the Dead-Heat Rule applies.</p> <p>(b) Bets placed on any player not in the starting 11 are void and those who do not bowl are deemed to have taken zero wickets.</p>
303.	<p>Man of the Match</p> <p>(a) Predict who will be presented with the Man of the Match award upon match competition. This will be resulted from the host broadcaster's after match presentation.</p> <p>(b) Bets will be settled on the officially declared man of the match. The Dead-Heat Rule applies.</p>
304.	<p>Highest 1st X Overs Total</p> <p>(a) Predict which team will have the highest amount of runs in the specified period of overs.</p> <p>(b) Market will be settled provided both teams have batted prescribed overs or when play could not affect the result.</p>
305.	<p>Next Man Out</p> <p>Predict the next man out. Both players must be at the crease at the same time for bets to stand. In the event of neither player being dismissed or one of the players retiring hurt before a wicket has fallen bets will be void.</p>
306.	<p>Most Boundaries/Fours/Sixes hit in the Match</p> <p>(a) Predict the team that will score the most boundaries, fours or sixes in a match. Only those scored off the bat will count.</p> <p>(b) Boundaries include fours and sixes.</p> <p>(c) For bets on totals in a match e.g. boundaries, fours, sixes, runs etc. to stand in a First-Class match at least one ball must be bowled.</p> <p>(d) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck all open bets on boundaries, fours and sixes in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.</p>
307.	<p>Highest Opening Partnership</p> <p>(a) Predict which team will have the highest opening partnership. Bets stand provided the first ball has been bowled in each team's first innings.</p> <p>(b) In a test match, unless stated otherwise, only the first innings counts.</p>
308.	<p>Batsman Match Bets</p> <p>(a) Predict the batsman who will score more runs than his opponent. For bets to stand both batsmen must face at least one ball. In the event of a tie bets will be void unless betting is available for the tie.</p> <p>(b) Unless specified otherwise batsman match bets will be based on the first innings.</p>
309.	<p>Bowler Match Bets</p> <p>(a) Predict the player who will take more wickets than his opponent. For bets to stand both bowlers must bowl at least one ball. In the event of a tie bets will be void unless betting is available for the tie.</p> <p>(b) Unless specified otherwise bowler bets will be based on the first innings.</p>

310.	<p>Fall of Next Wicket</p> <p>(a) Runs Market—</p> <p>(i) Predict whether the next wicket will fall before or after a specified number of runs have been scored.</p> <p>(ii) Bets are void if the wicket stated does not fall unless a winning market has already been established. If a player retires hurt all bets struck on that wicket are carried over onto the next partnership until a wicket falls.</p>
311.	<p>Total Match Run Outs</p> <p>(a) Predict whether the total number of run-outs in the match will be over or under a specified figure.</p> <p>(b) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(c) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck all open bets on total match run -outs in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.</p>
312.	<p>Win The Toss</p> <p>Predict the team that wins the toss.</p>
313.	<p>Number of Runs scored in a specified Over</p> <p>(a) Predict whether the number of runs scored in the over is higher or lower than the specific figure.</p> <p>(b) If all 6 balls are not bowled due to the team being bowled out or reaching their target bets will stand provided one ball is bowled. However, if the over is not completed due to adverse weather conditions or the team declaring then bets will be void unless a winning market has already been established.</p> <p>(c) Any extras scored count towards the total.</p> <p>(d) For matches played in Australia, bets will be void if no runs are scored in the over.</p>
314.	<p>Next Over Runs Odd/Even</p> <p>(a) Predict whether the amount of runs scored in the over are odd or even.</p> <p>(b) Even is classed as 0, 2, 4, 6 and multiples of 2 thereof. Odd is classed as 1, 3, 5, 7 and every alternate number continuously.</p> <p>(c) The specified over must be completed for bets to stand unless a match result has already been determined. If an innings ends during an over then that over will be deemed to be complete unless the innings is ended due to external factors, including bad weather, in which case all bets will be void, unless a match result has already been determined.</p> <p>(d) If the over does not commence for any reason, all bets will be void.</p> <p>(e) Extras and penalty runs in the particular over count towards settlement.</p>
315.	<p>Team's First Over</p> <p>(a) Predict the total amount of runs scored by a team in the specified over.</p> <p>(b) Score market will be settled on the number of runs scored from the first over of the match. Zero will be settled as Even. In the event of an incomplete over, market will be made void.</p>
316.	<p>Team of Top Batsman</p> <p>(a) Predict the team that contains the top batsman.</p> <p>(b) Unless otherwise stated, only the first innings counts.</p> <p>(c) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck all open bets on team of top batsman in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs unless a winning market has been established.</p> <p>(d) In the event of a tie bets will be void unless betting is available for the tie.</p>
317.	<p>Most Sixes</p> <p>(a) Predict the team that will score the most sixes.</p> <p>(b) Unless advertised otherwise, only the first innings counts.</p> <p>(c) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(d) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck all open bets on most sixes in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.</p>
318.	<p>Total Match Wides</p> <p>(a) Predict whether the total number of wides will be over or under a specified figure.</p> <p>(b) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(c) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled, when the bet was struck all open bets on total match wides in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.</p>

319.	<p>Total Match Boundaries</p> <p>(a) Predict whether the total number of boundaries will be over or under a specified figure.</p> <p>(b) Fours and sixes count.</p> <p>(c) Only runs scored off the bat count.</p> <p>(d) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(e) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck all open bets on total match boundaries in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.</p>
320.	<p>Total Match Sixes</p> <p>(a) Predict whether the total number of sixes in the match will be over or under a specified figure.</p> <p>(b) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(c) If the intervention of rain or any other delay results in the number of overs being reduced from that scheduled when the bet was struck open bets on total match sixes in a Twenty 20 match will be void if the reduction is by 3 or more overs and void in other limited overs matches if the reduction is by 5 or more overs.</p>
321.	<p>Total Team Runs/Team Innings Runs</p> <p>(a) Predict the amount of runs scored in a given innings. In the event of a match being abandoned BEFORE any potential result has been established, all bets will be made void. If an innings is completed, then bets on that exact market stand.</p> <p>(b) Market will be settled on the number of runs scored from the 1st Innings of the named team</p> <p>(c) All bets stand in Test matches and domestic 4 day matches, provided at least one ball is bowled</p> <p>(d) In limited overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay</p> <p>(e) Batsmen that retire hurt or do not bat due to injury are deemed to be out for the purposes of this market.</p> <p>(f) Duckworth-Lewis adjustments do not count for betting purposes.</p> <p>(g) Penalty runs added to the team total because of a slow over rate by the bowling team will count.</p>
322.	<p>Method of Dismissal</p> <p>(a) Predict how the next wicket will fall.</p> <p>(b) The options are:- caught or any other.</p> <p>(c) If no wicket falls bets are void.</p>
323.	<p>Next Wicket Method</p> <p>(a) Predict how the next wicket will fall.</p> <p>(b) The options are :- caught by any other outfielder, not caught, caught by keeper and caught and bowled.</p> <p>(c) If no wicket falls bets are void.</p>
324.	<p>Most Run Outs</p> <p>(a) Predict which team will have most Batsman run out.</p> <p>(b) Bets placed on this market are settled on the team having the most Batsman run out whilst batting.</p> <p>(c) If neither team has one of their Batsman run out, or if both teams have an equal number of batsman run out, the winning selection in this market will be draw.</p> <p>(d) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(e) If the number of overs are reduced, bets placed on this market will be void.</p>
325.	<p>First Ball to be A Dot?</p> <p>(a) Predict whether the first ball of the match will have any runs scored from it (selection is no), or whether the batsman scores runs or an 'extra' is given (selection is yes).</p> <p>(b) Market will be settled on whether runs are acquired from the first ball delivered of the match, including extras.</p>
326.	<p>Century to be Scored in the Match (Any Player in the Match to Reach a Specific Target)</p> <p>(a) Predict whether any individual player will score 100 runs or more in a given innings. Combined runs from the 1st and 2nd innings do not count.</p> <p>(b) In the event of reduced overs in either innings, the market will be made void provided a winning result has not been determined at the time of the reduction.</p>
327.	<p>CRICKET—IN-PLAY</p> <p>Match Betting Live</p> <p>(a) Outright betting: If a match is shortened bets will be governed by the official competition rules. Where no official result is declared, bets will be made void.</p>

	<p>(b) Subject to section Rule 327(a), when no price is offered for the tie and the official result is a tie any means introduced by the official governing body to determine a winner will count i.e. 'bowl off', 'super over' etc. Super overs and bowl offs will not count for the settlement of any other market. If, after this, the result is still a tie and no other means are introduced by the official governing body to determine a winner, the Dead-Heat Rule applies.</p> <p>(c) Tied Test Match: In the event of a tied test match (i.e. where all innings have been completed and both teams have the same score) the Dead-Heat Rule applies and stakes on the draw will be lost.</p> <p>(d) If a match is abandoned due to outside interference, and no official result is declared, bets will be made void.</p> <p>(e) For bets on totals in a match e.g. sixes, boundaries, runs etc. to stand in a First-Class match at least one ball must be bowled.</p>
328.	<p>Runs In Next Over Live</p> <p>(a) Predict whether the number of runs scored in the over is higher or lower than a specific figure.</p> <p>(b) If all 6 balls are not bowled due to the team being bowled out or reaching their target bets will stand provided one ball is bowled. However, if the over is not completed due to adverse weather conditions or the team declaring, then bets will be void unless a winning market has already been established.</p> <p>(c) Any extras scored count towards the total.</p> <p>(d) For matches played in Australia, bets will be void if no runs are scored in the over.</p>
329.	<p>Team Total Runs Live</p> <p>(a) All bets stand in Test matches and domestic 4 day matches, provided at least one ball is bowled.</p> <p>(b) In limited overs matches, open bets are void if the scheduled numbers of overs are reduced due to weather or for any other delay.</p> <p>(c) Batsmen that retire hurt or do not bat due to injury are deemed to be out for the purposes of this market.</p> <p>(d) Duckworth-Lewis adjustments do not count for betting purposes.</p> <p>(e) Penalty runs added to the team total because of a slow over rate by the bowling team will count.</p>
330.	<p>1st 6/10/15 Overs Runs Live</p> <p>(a) Predict whether the number of runs scored in the stated amount of overs is higher or lower than a specific figure.</p> <p>(b) Unless a winning market has been established bets will be void if the stated overs aren't completed.</p>
331.	<p>Runs At Fall Of Wicket Live</p> <p>(a) Predict whether the next wicket will fall before or after a specified number of runs have been scored.</p> <p>(b) Bets are void if the wicket stated does not fall unless a winning market has already been established. If a player retires hurt all bets struck on that wicket are carried over onto the next partnership until a wicket falls.</p>
332.	<p>Player Runs Live</p> <p>(a) Predict whether a named batsman will score higher or lower than a specific total e.g. 30.5 runs.</p> <p>(b) In limited overs matches, if the innings is reduced due to adverse weather conditions, or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.</p>
333.	<p>Top Batsman Live</p> <p>(a) Predict the top batsman in the team. Betting is available on the first innings only, unless otherwise stated. Bets on First-Class matches stand regardless of the number of overs bowled. For bets to stand on One Day matches a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches a minimum of 10 overs must be bowled. The Dead-Heat Rule applies. Retired/hurt players will be classed as runners for Top Batsman.</p> <p>(b) Bets placed on any player not in the starting 11 are void. Bets on players who are selected but do not bat will be deemed to have scored zero runs.</p>
334.	<p>Top Bowler Live</p> <p>(a) Predict the top wicket taker/bowler in the team. Betting is available on the first innings only, unless otherwise stated. Bets on First-Class matches stand regardless of the number of overs bowled. For bets to stand on One Day matches a minimum of 20 overs must be bowled. For bets to stand on Twenty20 matches a minimum of 10 overs must be bowled. If two or more players take the same number of wickets the Dead-Heat Rule applies.</p> <p>(b) Bets placed on any player not in the starting 11 are void and those who do not bowl are deemed to have taken zero wickets.</p>

335.	<p>Player Boundary 4's Live</p> <p>(a) Predict whether the total number of boundary 4's will be over or under a specified figure.</p> <p>(b) Only Fours count.</p> <p>(c) Only runs scored off the bat count.</p> <p>(d) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(e) In limited overs matches, if the innings is reduced due to adverse weather conditions, or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.</p>
336.	<p>Player Boundary 6's Live</p> <p>(a) Predict whether the total number of boundary 6's will be over or under a specified figure.</p> <p>(b) Only Sixes count Live.</p> <p>(c) Only runs scored off the bat count.</p> <p>(d) At least one ball must be bowled in a First-Class match for bets to stand.</p> <p>(e) In limited overs matches, if the innings is reduced due to adverse weather conditions, or if a player retires hurt, then bets will be void unless the player is subsequently out or his final score is greater than the quote at the time of bet placement.</p>
337.	<p>Team Highest Total Runs in a Single Over Live</p> <p>(a) Predict whether a team will score higher or lower than a specific total e.g. 16.5 runs.</p> <p>(b) All open bets are void if there is a reduction in overs of any kind.</p>
338.	<p>Batsman Match Bets Live</p> <p>(a) Predict the batsman who will score more runs than his opponent. For bets to stand both batsmen must face at least one ball. In the event of a tie bets will be void unless betting is available for the tie.</p> <p>(b) Unless specified otherwise batsman match bets will be based on the first innings.</p>
339.	<p>Bowler Match Bets Live</p> <p>(a) Predict the player who will take more wickets than his opponent. For bets to stand both bowlers must bowl at least one ball. In the event of a tie bets will be void unless betting is available for the tie.</p> <p>(b) Unless specified otherwise bowler bets will be based on the first innings.</p>
340.	<p>Completed Match Live</p> <p>(a) Predict whether there will be a result declared in the match or whether it will be abandoned.</p> <p>(b) Any official result will mean the market will be settled as 'Yes'.</p> <p>(c) Any 'no result' or abandonment will mean the market will be settled as 'No'.</p> <p>(d) Any reserve days for a match will mean that all bets will carry over and will be settled on the official result of the match.</p>
341.	<p>Test Match Session Runs</p> <p>(a) Predict whether the number of runs scored in the session is higher or lower than a specific figure.</p> <p>(b) A minimum of 20 overs must be bowled in the session for bets to stand, and all bets stand if a session is extended.</p>
342.	<p>CYCLING</p> <p>Cycling bets are settled as per the official classification listing at the time of the podium presentation. Post-podium, RWWA does not recognise overturned decisions for betting purposes.</p>
343.	<p>Outright markets are conducted on an All-In basis. No refunds will be given for non-starters. This will include any group betting where the number of competitors is 9 or more.</p>
344.	<p>For competitor head-to-heads (2 cyclists) and group betting involving 3—8 competitors, all competitors must cross the official starting line for wagers to stand. Should any competitor not cross the official starting line, single bets will be void and stakes refunded, whilst multiple bets will be recalculated excluding that leg. Should only one cyclist complete the applicable stage or race, they will be deemed the winner. Should no cyclist in the head-to-head or group complete the applicable stage or race, then bets will be deemed void.</p>
345.	<p>DARTS</p> <p>For all match related markets, for bets to stand both players must start the match and the match must reach full completion.</p>
346.	<p>The Dead-Heat Rule applies to Highest Checkout markets.</p>
347.	<p>Outright markets are conducted on an All-In basis. No refunds will be given for non-starters.</p>
348.	<p>If a tournament is abandoned or its location is altered, all wagers will be void.</p>
349.	<p>In matches where a price for a draw is offered, bets on either player to win will be losing bets should the match be drawn.</p>

350.	Should the full number of sets not be played in a correct score markets, all bets will be void.
351.	Markets are settled upon podium presentation. Post Podium, overturned decisions are not recognized.
352.	<p>ELECTIONS</p> <p>For Election betting—</p> <ul style="list-style-type: none"> (a) All-In betting applies; (b) “Coalition” refers to the Liberal Party and National Party; (c) RWWA pays on the party that is sworn in; and (d) Wagers are settled at the time of swearing in. (e) ‘Winning Party’ for federal state/territory or international elections are settled according to the party of the sworn in new/re-elected Prime Minister/Premier, unless otherwise stated e.g. ‘most seats’. (f) Individual federal or state/territory seats are settled according to the winning party, rather than named candidate, except when there is a named ‘Independent’ candidate. (g) Hung Parliament refers to no party or formal coalition receiving an outright majority of seats. (h) All federal or state/territory election exotics are for lower house unless explicitly stated otherwise.
353.	<p>FIELD HOCKEY</p> <p>All wagers on individual matches are based on the result at the end of scheduled normal time. This includes any injury or stoppage time added, but excludes extra time and a penalty stroke shootout.</p>
354.	The match must run to the completion of normal time for bets to stand. The exception will be Totals betting, which will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match is suspended prematurely.
355.	On markets labelled to win the tournament or to qualify for the next round of a competition, extra time and penalty stroke shoot out will count for betting purposes.
356.	If a match is suspended or postponed then bets remain valid, providing the event is played within 48 hours at the same venue.
357.	Where the venue of any match is changed, all single bets will be void and stakes refunded. Affected multiple bets (parlays) will be recalculated excluding that leg.
358.	<p>FINANCIALS</p> <ul style="list-style-type: none"> (a) All-in betting applies. (b) All interest rate markets are settled according to the Reserve Bank of Australia’s Cash Rate Target. (c) ‘Next RBA Cash Rate Announcement’ is paid on cash rate target after the next official meeting or any unscheduled meeting which sees a change to the current rate. (d) Exchange rate markets are settled according to official spot rate. (e) ‘End of Year’ markets are for calendar year and settled according to Australian Central Standard Time.
359.	<p>GAA SPORTS</p> <p>Hurling</p> <ul style="list-style-type: none"> (a) Unless otherwise quoted, injury time counts but extra time does not count. (b) Match Betting, Handicap Betting and Total Goal markets are resulted at the end of normal time. Extra time is not included. (c) Should matches be postponed, bets will be refunded if match has not started within 24 hours of original start time.
360.	<p>Gaelic Football</p> <ul style="list-style-type: none"> (a) Should matches be postponed, bets will be refunded if match has not started within 24 hours of original start time. (b) Match Betting, Handicap Betting and Total Goal markets are resulted at the end of normal time. Extra time is not included. (c) First Goal scorer bets are void if the selected player has not taken the field before the first goal is scored. Own goals do not count. <p>Last Goal scorer bets will stand should the selected player have taken part in the match. Own goals do not count.</p>
361.	<p>GOLF</p> <p>Six Pack Betting is over 18 Holes paying on the lowest score for the nominated round, all players in the group must tee off for bets to stand. All bets will be refunded should one or more players not tee off, the Dead-Heat Rule will apply.</p>
362.	First Round Leader and Lowest Score for the Round is All In. Refunds will not apply should selected player not tee off and the Dead-Heat Rule applies should one or more player tie.

363.	Top 6, Top 10 and Top 25 are All In markets, refunds will not apply should selected player not tee off, the Dead-Heat Rule will apply i.e. should two players tie for 6th place, ticket face value is paid at 50% of total stake and winnings. Should three players tie for 6th place, ticket face value is paid at 33.34% of total stake and winnings and so on.
364.	Top Country bets are All In, should a named player not tee off. The Dead-Heat Rule will apply if two or more players have the same total at the end of the tournament. These will include Top Australian, Top American and Top Scandinavian etc.
365.	<p>Tournament Betting and Tournament Groups of 9 or more players</p> <p>(a) Bets are placed on an All-In basis. No refunds will be given for non-starters. Playoffs are included in determining the winner and any player beaten in a playoff is deemed to have tied for second.</p> <p>(b) For the place portion of Each-Way bets and other placings bets (e.g. top 10, top 25) the Dead-Heat Rule will apply for players tied for the bottom position.</p> <p>(c) Where a tournament is shortened (due to adverse weather conditions or otherwise), wagers will be settled on the official result regardless of the number of rounds played. Wagers accepted after the conclusion of a day's play in a tournament where there is no further play which counts towards the result of a tournament, will be void and refunded whilst affected multiples will be recalculated excluding that leg.</p> <p>(d) If a tournament is either officially abandoned or not completed within 14 days of commencement, all wagers are void, with the exception of options that have already been decided.</p>
366.	<p>Tournament Head to Heads (2 players) and Groups of between 3 and 8 players</p> <p>(a) All players in the market must tee off for bets to stand. Playoffs are excluded for betting purposes.</p> <p>(b) The winner is the player who plays the most holes (excluding playoffs). If players have played an equal number of holes, then payouts are based on the best score. Holes played in a round that is subsequently abandoned, or for any reason does not count towards the result of a tournament, do not count. The Dead-Heat Rule applies unless a tie price has been offered.</p>
367.	<p>Single Round Betting including 2 and 3 balls and groups</p> <p>(a) All players must tee off for wagers to stand.</p> <p>(b) The Dead-Heat Rule applies unless a tie or draw option has been offered in the market. Playoffs are excluded unless otherwise stated.</p> <p>(c) The winner is the player who plays the most holes (excluding playoffs). If both players play the same number of holes, the winner will be the player who shoots the best score for the round. Where a round is shortened (due to adverse weather conditions or otherwise), single bets will be void and stakes refunded. Affected multiples will be recalculated excluding that leg.</p> <p>(d) For betting on the leader after a specified number of holes, that specified number of holes must be completed by all players for bets to stand.</p> <p>(e) For 9 Hole/18 Hole Doubles, all players must complete the round for bets to stand.</p>
368.	<p>Make or Miss the Cut Betting</p> <p>(a) For wagers to stand, the named player must play every hole up until the cut is made.</p> <p>(b) A player will be deemed to have made the cut, if the player is eligible to play in the round after the cut is made, even if the player chooses not to play on. If a player is not eligible to play on after the cut has been made (regardless of whether the rules have been altered during the tournament) then that player will be deemed to have missed the cut.</p>
369.	<p>HANDBALL</p> <p>All wagers on individual matches are based on the result at the end of scheduled normal time. This excludes extra time and any shootout.</p>
370.	The match must run to the completion of normal time for bets to stand. The exception will be Totals betting, which will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match is suspended prematurely.
371.	On markets labelled to win the tournament or to qualify for the next round of a competition, extra time and any shootout will count for betting purposes.
372.	If a game is postponed and rescheduled to occur again within 48 hours of the original start time, all wagers stand. If the rescheduled time is more than 48 hours after the original start time, all single wagers are void and wagers refunded, while affected multiples are recalculated excluding that leg.
373.	<p>ICE HOCKEY</p> <p>For US NHL and Canadian NHL matches, betting includes overtime and shootout unless otherwise stated in the Rules below.</p> <p>For European Ice Hockey matches and all other non-NHL matches, betting excludes overtime and shootout unless otherwise stated in the Rules below.</p>

374.	<p>Money Line</p> <p>(a) The terms money line, match result and match betting mean the outcome of the match, including overtime and shootouts, namely home win or away win.</p> <p>(b) When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.</p>
375.	<p>60 Minutes Betting</p> <p>(a) The term 60 minutes betting means the outcome of the match in normal time played, namely home win, draw or away win.</p> <p>(b) The terms normal time, full time, and 60 minutes play are all used to denote the period of play. Overtime and shootouts do not count unless otherwise stated.</p> <p>(c) When a match is played at a neutral venue, the team listed on the left will be classed as the home team for settlement purposes.</p>
376.	<p>Postponed Matches</p> <p>(a) In the instance of a postponed match, all bets placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so.</p> <p>(b) Where bets have been placed on a match that subsequently has its match day changed within the same round of fixtures owing to reasons such as TV coverage (though not exclusively), bets will stand as this change to the match date is not deemed a postponement.</p>
377.	<p>Abandoned Matches</p> <p>In the instance where a match is abandoned, the following principles will be applied in settling bets:—</p> <p>(a) If a winning selection in a specific market has been established before the abandonment of the match, bets will stand and settlement will occur as expected.</p> <p>(b) If a winning selection for a specific market has not been established at the time of abandonment all bets will be settled as void.</p> <p>(c) An abandonment is deemed to be where a match is halted before the completion of the allotted match time and not played out to conclusion on the same day.</p> <p>(d) If a match is abandoned after 55 minutes play and an official result is declared, bets placed on money line will stand.</p> <p>(e) A match that is interrupted (e.g., though not exclusively, deteriorating ice conditions, electrical failure etc.), but then plays to a conclusion on the same day will not count as an abandonment and bets will be settled on the outcome at the end of the match.</p>
378.	<p>Change of Venue</p> <p>If a venue is changed and is not published or known to us at the time the prices or pucklines are advertised, bets placed on that match will stand providing the match is not switched to the opponent's venue, in which case bets placed on that match will be made void.</p>
379.	<p>Anytime Goalscorer</p> <p>(a) Own goals do not count towards an anytime goalscorer. Shootouts do not count for NHL. Overtime and Shootouts do not count for European.</p> <p>(b) Wagers on players who do not take the ice will be void.</p>
380.	<p>First Goalscorer</p> <p>(a) Own goals do not count towards the first goalscorer. Shootouts do not count for NHL. Overtime and Shootouts do not count for European.</p> <p>(b) If the final score is 0-0 or in the event of only own goals and/or only goals scored by a goalkeeper in the match, bets placed on this market will be void.</p> <p>(c) Wagers on players not on the ice before the first goal is scored will be void.</p>
381.	<p>Double Chance, Draw No Bet, Teams to Score, Highest Scoring Period, Team Goal in Each Period, To Win All Periods, To Win or Draw All Periods, Easy as 1-2-3, 60 Minutes Correct Score, 60 Minutes Over/Under, Spread Betting</p> <p>Bets are settled on the events that occur in regulation time. Overtime and shootouts do not count.</p>
382.	<p>Highest Scoring Period</p> <p>If the same number of goals are scored in two or more periods the winning selection in this market will be a draw.</p>
383.	<p>Easy as 1-2-3</p> <p>Predict whether or not 1, 2 or 3 goals will be scored in each of the 3 regulation periods of play.</p>
384.	<p>Overtime Betting Live</p> <p>Bets are settled only on the events that occur in overtime. The events that occur in regulation time and shootouts do not count.</p>
385.	<p>Puck Line / Spread Betting</p> <p>Predict the result of a match after the handicap spread has been applied to the team.</p>

386.	MOTOR RACING All Motor sports bets are settled as per podium placing. Post-podium, RWWA does not recognise overturned decisions for betting purposes.
387.	Outright markets (including; but not limited to; Race Winner, Podium Finish, Top 6, Top 10, Points Finish, Fastest Lap, Practice, Pole Position, Winning Nationality, First Retirement) are conducted on an All-In basis. No refunds will be given for non-starters. This will include any group betting where the number of competitors is 9 or more.
388.	In the event of a driver switching race teams during race week, or a driver not originally listed entering the field, RWWA reserves the right to void all single wagers on that driver placed prior to the change and refund the stakes, whilst affected multiples will be recalculated excluding that leg.
389.	For Race competitor head-to-heads (2 competitors) and Race group betting involving 3 -8 competitors, all competitors must line up on the official starting grid for wagers to stand. The official starting grid is the grid after the warm up lap. Should any competitor start the race in a head-to-head or group of 3 -8 competitors from pit lane, the head to head or group will be void. Single bets will be refunded and multiple bets will be recalculated excluding that leg. Any both/all competitors retire the most completed laps wins. Retiring on the same lap will be deemed to have tied and the Dead-Heat Rule will apply.
390.	For Qualifying head-to-heads (2 competitors) and Qualifying group betting involving 3 -8 competitors, all competitors must start the first qualifying session for wagers to stand. Leaving the pits is deemed as starting qualifying. Should any competitor not take any part in qualifying, then qualifying head-to-heads or qualifying group betting of 3 -8 competitors, will be void. Single bets will be refunded and multiple bets will be recalculated excluding that leg.
391.	Classified Drivers, To be Classified/Not to be Classified betting is paid based on whether the competitor is officially classified by the ruling body for that race. Competitors must start warm up lap (or pit start) for bets to stand. Warm up lap retirees are included as 1st lap retirements.
392.	Cars Failing To Complete 1st Lap will be paid on official 1st lap Retirements. Warm up lap retirees are included as 1st lap retirements.
393.	First Retirement, where more than 1 competitor retires on the same lap number, the Dead-Heat Rule will apply.
394.	Leader at the End of Lap One markets will indicate the grid position next to the competitor. If any of these grid positions are different at the conclusion of the warm up lap, the market will be void. If the race starts under a Safety Car the market will be void. Single bets will be refunded and affected multiples will be recalculated excluding that leg.
395.	Pole Position will be paid on best Qualification time once deemed officially complete, not including any demotions.
396.	Winning Margin and Winning Time Thousandths will be paid on official result and do not include any demotions.
397.	Safety Car will be paid if there is an official safety car released during the race. If the Race starts under safety car the market will be void. Single bets will be refunded and affected multiples will be recalculated excluding that leg.
398.	Betting on Drivers, Riders and Constructors championships will be paid once the podium positions for the final listed championship event are known. Post-podium for the final race, RWWA does not recognise overturned decisions for betting purposes.
399.	For Season competitor head-to-heads (2 competitors) and Season group betting involving 3 -8 competitors, all competitors must start a race for bets to stand.
400.	For Season Wins/Points all competitors must start a race for bets to stand.
401.	PICK YOUR OWN LINE (a) Pick Your Own Line allows the Client to pick the line and price that suits their opinion on a game. (b) Under Pick Your Own Line, where the line is specified as a flat number all bets are declared void and refunded (a 'push') if the score lands on the line. (c) All multiple bets ('parlays') affected will be recalculated to exclude the 'push' leg. (d) First half lines and bets relate solely to the score in the first half. The first half must be completed for such bets to stand. Second half/half time lines and bets relate solely to the score in the second half (including any extra time ie. an extension of normal time).
402.	MY MATCH (a) My Match markets are markets given for one team to outscore another in any round of sport, or in the case of US Sports, to outscore another team on the given day. (b) All My Match markets include any extra time or over time played. (c) The Dead-Heat Rule will apply for any My Match market where the result is a tie. Half face value of the ticket will be paid. (d) My Match markets involving any match that does not run to full completion will be void for betting purposes. For baseball if the visiting team is leading after 8.5 innings the match will be deemed to be complete.

	<p>(e) For Golf My Match markets both players must tee off for bets to stand. The winner will be the player who plays the most holes (excluding playoffs). If players have played an equal number of holes then payouts are based on the best score. Holes played in a round that is subsequently abandoned or for any reason does not count towards the result of a tournament do not count. The Dead-Heat Rule will apply unless a tie price has been offered.</p> <p>(f) For cricket batting My Match markets, both batsmen must reach the crease for wagers to stand. The Dead- Heat Rule will apply for ties.</p> <p>(g) For cricket bowling My Match markets, both bowlers must deliver at least one ball for wagers to stand. For ties, the bets will be void and monies refunded.</p>
403.	<p>NETBALL Payouts for Match Winner, Line and Totals are based on the official final score. Extra time (which can be played when scores are level at the end of normal time and each subsequent extra time period) is included, unless otherwise specified.</p>
404.	Margin betting and Half Time/Normal Time (HT/NT) Doubles are resulted at the end of normal time. Extra time is not included.
405.	The match must run to the completion of normal time for bets to stand. The exception will be Totals betting which will be considered official for betting purposes, once the nominated total has been exceeded, regardless of whether a match is suspended prematurely.
406.	In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
407.	For First Half and First Quarter betting, the nominated period of play must be completed for bets to stand.
408.	Second Half wagers relate solely to the score in the second half and include any extra time played. (Scores start from 0-0 at half time). Matches must run to the completion of normal time for bets to stand.
409.	Individual Team Totals and Odd or Event Total Match Points include over time, if required.
410.	Player Match Ups include extra time if required, the Dead-Heat Rule will apply.
411.	Individual player total match points include extra time if required, named player must take court for bets to stand.
412.	Match Winner and Total Double and Super Line and Total Double both include extra time if required.
413.	<p>OLYMPICS For the Olympic Games, payouts will be based on podium placing. RWWA does not recognize overturned decisions for betting purposes.</p>
414.	<p>PREMIERSHIP DOUBLES and SPORTS DOUBLES Premiership Doubles are offered on an All In basis, refunds will not be given should a team lose Premierships after the event has been completed or loss of competition points throughout the year.</p>
415.	Premiership Doubles may include AFL, NRL, NBL, A League and Super Rugby. Sport Doubles will include the same teams but in varying Top 4 or Top 8 options. These doubles will pay on season end Premiers and the end of Home and Away Season for Top 8 / Top 4 bets.
416.	<p>RUGBY LEAGUE Payouts are based on the official declared result including the end of any additional extra time. But, conditions do apply to specific betting options. Specifically, Half Time/Normal Time (HT/NT) Doubles and any bet type that involves Margin Betting are resulted at the end of normal time, excluding any extra time played. A price for the draw will always be included in margin betting.</p>
417.	If the result of a match is a draw after extra time, the Dead-Heat Rule applies. The Dead-Heat Rule also applies if no extra time is applicable.
418.	In Handicap and Totals betting where the line or total is a flat (whole) number, if the result lands on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
419.	Where an NRL match is abandoned or postponed and played within 7 days of the original scheduled date, all wagers stand. Once the 7 days have passed, all single wagers are void and stakes refunded. Affected multiple wagers are recalculated excluding that leg. The exception will be bets that have already been decided which will be settled (e.g. a match abandoned during the second half will have all bets already decided settled). For all non-NRL rugby league matches, this time limit will be 48 hours after the scheduled start time.
420.	Totals betting will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match is completed.
421.	All bets stand, regardless of change of venue.

422.	For First and Last Scoring Plays and First and Last Points markets, if the match remains scoreless, then single wagers will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg. The exception will be any market where no score is one of the betting options, where no score will be paid out as the winning option and all other options will be considered to be losing bets. These bets include any extra time.
423.	For Time of First Try betting, payouts are based on the official clock. Specifically the 8th minute ends at 08:00 (8 minutes and zero seconds) and the 9th minute begins at 08:01 (8 minutes and 1 second).
424.	For First to Score a Try involving between 2 and 5 players, all players must be in the starting 13 for bets to stand. If any listed player does not play or starts the match on the bench, all single wagers will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg. These bets include any extra time.
425.	For First Try Scorer, Last Try Scorer to score a try and First Team Try Scorer markets, all bets stand regardless of any non-starters and for any players not in the game day 17, the stakes will be refunded for single bets, whilst multiples will be recalculated excluding that leg. These bets include any extra time.
426.	The First Try Scorer and Margin Double market will be settled as Any Other Result in the case of a match that is a draw at the end of normal time or an unlisted player scoring the first try.
427.	Second Half wagers relate solely to the score in the second half and include any extra time played (Scores start from 0-0 at half time).
428.	Salami betting refers to the total number of points scored across all games set down for a day's or round's play. All games set down for the day's or round's play must run to full completion, or single wagers are void and stakes refunded. Multiple bets will be recalculated excluding that leg. The exception will be, that if the total points nominated for the day's or round's play are exceeded without all games being played to full completion, then all wagers will stand.
429.	<p>NRL Each Way First Try Scorer</p> <p>(a) The place part of each way bets will be settled at one quarter of the win odds on the first, second and third trys. Players who do not score until after three trys have been scored will be treated as losing selections</p> <p>(b) Where a player scores the first try, both the win and place part of the bet are successful and will be settled at the appropriate win and place odds. If the same player scores the second or third try no additional winnings will be paid.</p> <p>(c) Where a player scores the second or third try, the place part of the bet is successful. If the same player scores the second and third trys, no additional winnings will be paid for the third try.</p> <p>(d) All bets stand irrespective of whether a player leaves the field before the first try is scored or does not take the field until after the third try is scored.</p>
430.	First Team to 10, 20, 30 and 40 Points all include extra time if required.
431.	First Try Scorer and Match Winner includes extra time if required; the event will be settled as Any Other Result should the first try scorer be unlisted and/or if the match remains a draw after extra time.
432.	Six Point Splits excludes extra time.
433.	The Half Dozen excludes extra time; Under 6.5 Points scored includes a draw.
434.	Total Match Points Bands includes extra time if required.
435.	Total Match Tries Over / Under includes extra time if required.
436.	Individual Team Totals include extra time if required.
437.	Exact 80 Minute Margin excludes extra time.
438.	Exact Game Total Includes extra time if required.
439.	40/20 Kicked includes extra time if required.
440.	Jersey of First Try Scorer includes extra time if required.
441.	Man of Match for NRL Matches is awarded by TV station covering the Event. NRL matches are covered by both Channel Nine and Foxtel. Internationals and World Cup events are as awarded by the governing body.
442.	First Points and Win Match includes extra time if required.
443.	Individual Team Completion Rates include extra time and is expressed as a percentage, pays as per www.nrl.com.au .
444.	Most Tries match ups between 2 or more players include extra time if required, both players must take field for bets to stand.
445.	Individual Player Totals include extra time if required. Player must attempt at least one penalty or a conversion kick for bets to stand.
446.	Highest Scoring Half includes extra time if required.
447.	Team leading after the 20th minute pays on team leading at a commencement of 20th minute, bets void if scores are level.

448.	Team leading after the 60th minute pays on team leading at a commencement of 60th minute, bets void if scores are level.
449.	First Try Converted in First Half. Bets are void should a Try not be scored.
450.	First Try Converted in Second Half. Bets are void should a Try not be scored.
451.	Total Match Try Bands include extra time if required.
452.	Total Match Goals Bands include extra time if required. Field Goals do not count.
453.	Team Leading After Ten Minutes bets are void should scores be level.
454.	Individual Team Time in Possession markets include extra time, markets are expressed as a percentage and include extra time if required. Bets are paid as per www.nrl.com.au.
455.	Three Way Game Totals include extra time if required.
456.	Handicap With Tie markets in include extra time if required.
457.	Either Team Wins By Under 12.5 excludes extra time.
458.	Either Wins By Over 12.5 Points excludes extra time.
459.	Alternate Total Match Points Includes extra time if required.
460.	Individual Team Total Tries Over / Under markets include extra time if required.
461.	Individual Total Team Points Over / Under markets include extra time if required.
462.	Alternate Total Match Tries Over / Under markets include over time if required.
463.	Individual Total Team Points Over / Under markets include extra time if required.
464.	Alternate 2nd Half Tries markets include overtime if required.
465.	Individual Player Total Match Points Over/Under markets include extra time if required. Named player must attempt 1+ try conversion or penalty goal for bets to stand.
466.	RUGBY UNION Payouts are based on the official declared result including the end of any additional extra time. If the official result of a match is a draw at the end of normal time, the Dead-Heat Rule applies. But, conditions do apply to specific betting options. Specifically, Half Time/Normal Time (HT/NT) Doubles and any bet type that involves Margin betting are resulted at the end of normal time, excluding any extra time played. A price for the draw will always be included in Margin betting.
467.	If the result of a match is a draw after extra time, the Dead-Heat Rule applies.
468.	In handicap and totals betting where the line or total is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
469.	Where a Super 14 or International Test match is abandoned or postponed and played within 7 days of the original scheduled date, all wagers stand. Once the 7 days have passed, all single wagers are void and stakes refunded. Affected multiple wagers are recalculated excluding that leg. The exception will be bets that have already been decided, which will be settled (e.g. a match abandoned during the second half will have all bets already decided settled). For all other rugby union matches, this time limit will be 48 hours after the scheduled start time.
470.	Totals betting will be considered official for betting purposes, once the nominated total has been exceeded regardless of whether a match is completed.
471.	All bets stand regardless of change of venue.
472.	For First and Last Scoring Plays and First and Last Points markets, if the match remains scoreless then single wagers will be void and stakes refunded, whilst affected multiples will be recalculated excluding that leg. The exception will be any market where no score is one of the betting options; where no score will be paid out as the winning option and all other options will be considered to be losing bets. These bets include any extra time.
473.	For Time of First Try betting, payouts are based on the official clock. Specifically, the 15th minute ends at 15:00 (15 minutes and zero seconds) and the 16th minute begins at 15:01 (15 minutes and 1 second).
474.	For Player Try Scorer head-to-heads, both players must be in the starting 15. If neither player scores a try, single bets will be void and stakes refunded whilst affected multiples will be recalculated excluding that leg. All other ties will be paid at half face value (the "Dead-Heat Rule").
475.	For First Try Scorer, Last Try Scorer and First Team Try Scorer markets, all bets stand regardless of any non-starters and for any players not in the game day 22, the stakes will be refunded for single bets whilst multiples will be recalculated excluding that leg. These bets include any extra time.
476.	The First Try Scorer and Margin Double market will be settled as Any Other Result in the case of a match that is a draw at the end of normal time, or an unlisted player scoring the first try.
477.	Second Half wagers relate solely to the score in the second half and include any extra time played. (Scores start from 0-0 at half time).

478.	For Six Nations betting, the grand slam refers to a victory against all other teams in the competition. Triple Crown betting refers to one of England, Ireland, Scotland and Wales defeating the three other teams in the market. For both of these betting options the no grand slam or no triple crown shall be deemed the winner if no team defeats all others. Draws are not considered as victories or as half face value for the purpose of these markets.
479.	Premiership betting is All In. No refunds shall apply should a team lose premierships after the event has been completed or loss of competition points throughout the year.
480.	To Make The Final, To Make The Top 6, To Miss The Top 6 and Minor Premiership are all regular season markets, events are paid out according to subsequent ruling body of the tournament. No refunds shall apply should a team lose premierships or placings after the event has been completed or loss of competition points throughout the year.
481.	Conference Winners are regular season markets only, Finals do not count.
482.	Season Top Try Scorer is an All In market, refunds do not apply and only regular season matches apply.
483.	Halftime / Normal Time Double (HT/FT Double) does not include extra time.
484.	First Points and Win Match includes extra time if required.
485.	Jersey Number of First Try Scorer includes extra time if required.
486.	Individual Team Totals include extra time if required.
487.	Both Line and Total Double and Winner and Total Double include extra time if required
488.	Triple Margin, 5 Point Margin and Exact Winning Margin all exclude extra time.
489.	Total Match Points Bands Include extra time if required.
490.	Highest Scoring Half includes extra time if required.
491.	SNOOKER For bets to stand, both players must start a match and the match must reach full completion.
492.	Tournament outright betting is All In, Quote others, refunds will not apply should player withdraw from the tournament.
493.	If a match is postponed all bets will be void unless match commences within 24 hours of original schedule start time.
494.	Correct Score, Highest Break and Total Frames—Match must run to full completion for bets to stand.
495.	SOCCER Wagers are determined on the result at the end of normal time. Normal time includes any stoppage time added by the referee. Extra time and any penalty shootout will not count in determining the final result of any match where a draw price is quoted.
496.	In certain circumstances, RWWA may offer odds for a team to progress to the next round or to win a competition outright. In these instances no draw price will be quoted and replays, extra time and penalty shootout will count in determining settlement of the bet.
497.	Exotic Markets including, but not limited to, Correct Score, HT/FT Doubles (Half Time/Full Time), First Goalscorer and Teams to Score will all be resulted at the end of normal time.
498.	Unless otherwise stated in these Rules, for Total Goals and Total Corners betting, wagers will be resulted at the end of normal time, with the exception that at any time where the total has been exceeded the wager shall be considered complete. This includes matches that are abandoned prior to the end of normal time.
499.	For First Goalscorer markets, wagers on players not on field before the first goal is scored will be void. For Anytime Goalscorer and Will/Will Not Score markets, all wagers on players who do not start the match will be void. For Last Goalscorer, all wagers on players who do not take part in the match will be void.
500.	When betting on First Goalscorer, own goals (goals accidentally scored by the opposition for the other team) do not count unless otherwise specified. The wager will be determined on the first goal that is not an own goal.
501.	For the avoidance of doubt, where there are no Goals scored in a match, all wagers on First Goalscorer and Anytime Goalscorer markets (apart from No Goalscorer wagers on those markets) will be resulted as losing wagers.
502.	Draw No Bet markets are normal time bets. Single bets are refunded if the match is a draw at the end of normal time, whilst Multiple Bets are recalculated excluding that leg.
503.	Postponed Matches (a) In the instance of a postponed match, all wagers placed on that match will be void. A postponement is deemed to be where a match does not commence on the same day it is scheduled to do so. A postponed match can occur for a variety of reasons (though not exclusively); inclement weather and conditions, security/policing, power failures, crowd trouble. (b) As soon as RWWA becomes aware of a postponed fixture, wagers on that match will be made void.

	<p>(c) The only exception to these postponement rules are for matches played in the below competitions and tournaments where wagers will stand on the match if it is played within 2 calendar days of the scheduled fixture:—</p> <ul style="list-style-type: none"> (i) FIFA World Cup (Qualification and Finals) (ii) UEFA European Championships (Qualification and Finals) (iii) African Cup of Nations (Qualification and Finals) (iv) Confederations Cup (Qualification and Finals) (v) UEFA Europa League or Champions League matches (Qualification and Finals) (vi) Any UK domestic cup final/play-off match (vii) Spanish domestic matches <p>(d) Where wagers have been placed on a match that subsequently has its match day changed within the same round of fixtures owing to reasons such as TV coverage (though not exclusively), wagers will stand as this change to the match date is not deemed a postponement.</p>
504.	<p>Abandoned Matches</p> <p>In the instance where a match is abandoned, the following principles will be applied in settling wagers:—</p> <ul style="list-style-type: none"> (a) An abandonment is deemed to be where a match is halted before the completion of the allotted match time and not played out to conclusion on the same day. (b) A match that is interrupted (e.g. inclement weather), but then plays to a conclusion on the same day will not count as an abandonment and wagers will be settled on the outcome at the end of the match. (c) If a winning selection in a specific market has been established before the abandonment of the match, wagers will stand and settlement will occur as expected. (d) If a winning selection for a specific market has not been established at the time of abandonment all wagers will be settled as void. (e) If a match is abandoned after 80% of the match has been completed, and the relevant sports governing body declares the current score to be the official result, then all bets will stand. (f) In the case of an abandonment, any subsequent replays/completions will not count towards settlement and, except where rule 504(e) applies, any award of the match result by governing bodies or pools panel decisions will not count toward settlement. (g) The only exceptions to these abandonment rules are for matches played in the below competitions and tournaments where bets will stand on the match if it is completed within 2 calendar days of the abandonment— <ul style="list-style-type: none"> (i) FIFA World Cup (Qualification and Finals) (ii) UEFA European Championships (Qualification and Finals) (iii) African Cup of Nations (Qualification and Finals) (iv) Confederations Cup (Qualification and Finals) (v) UEFA Europa League or Champions League matches (Qualification and Finals) (vi) Any UK domestic cup final/play-off match (vii) Spanish domestic matches
505.	<p>Soccer Handicap Betting Rules</p> <p>(a) General</p> <ul style="list-style-type: none"> i. Predict the result when one of the competitors receives a ‘start’ and this is added to their final score. The ‘start’ is known as the ‘handicap spread’. ii. All handicap betting is based on the result at full time. Extra time does not count. Where there is any doubt as to whether ‘traditional’ handicap betting or ‘Asian’ handicap betting is intended, the bet will be settled as a traditional handicap bet. <p>(b) Goals Handicap</p> <p>Predict the results after the handicap spread has been applied. In order to determine the result one or more goals (or half goals) are added to the total goals scored by one of the teams. Where the final scores are equal after the handicap has been applied if no price is offered for the draw bets will be void.</p> <p>(c) Corners Handicap</p> <p>Predict the result after the handicap spread has been applied. A start of one or more corners (or half corners) is given to one of the teams. In order to determine the result the ‘corners start’ is added to the actual number of corners that the team has achieved.</p> <p>(d) First Half Handicap</p> <ul style="list-style-type: none"> i. Predict the first half result once the handicap spread has been applied to the goals scored by each team in the first half. ii. Injury time counts. <p>(e) Second Half Handicap</p> <ul style="list-style-type: none"> i. Predict the result of a 45 minutes ‘mini match’ once the handicap spread has been applied to the goals scored by each team in the second half.

	<ul style="list-style-type: none"> ii. Any goals scored in the first half will not count. iii. Injury time counts.
506.	<p>Soccer Stats Betting Rules</p> <p>(a) Goals x Cards</p> <ul style="list-style-type: none"> i. Predict both the range containing the number of goals scored and the range containing the number of cards issued. ii. If either selection is unsuccessful the bet is a loser. iii. If two yellows result in a red card being issued, it will only count as two cards. iv. Extra time does not count. <p>(b) Corners x Cards</p> <ul style="list-style-type: none"> i. Predict both the range containing the total number of corners taken and the range containing the total number of cards. ii. If either selection is unsuccessful the bet is a loser. iii. If two yellows result in a red card being issued, it will only count as two cards. iv. Extra time does not count. <p>(c) Match Trebles</p> <ul style="list-style-type: none"> i. Predict the team to win the match, the correct range of corners taken and the correct range of cards issued. ii. If two yellows result in a red card being issued, it will only count as two cards. iii. Corners awarded but not taken will not count. iv. Extra time does not count. <p>(d) Stats Trebles</p> <ul style="list-style-type: none"> i. Predict the correct range of total goals scored, total corners taken and total cards issued. ii. Extra time does not count. <p>(e) Match x Goals</p> <ul style="list-style-type: none"> i. Predict the team to win the match and the range containing the total number of match goals scored. ii. Extra time does not count.
507.	<p>Soccer Goals Markets Betting Rules</p> <p>(a) Second Half Correct Score</p> <ul style="list-style-type: none"> i. Predict the score in the second half. ii. Any goals scored in the first half will not count. iii. Extra time does not count. iv. Injury time counts. <p>(b) Home Team Under/Over Goals</p> <ul style="list-style-type: none"> i. Predict whether the home team will score more or less goals. ii. Own goals scored by the home team do not count but own goals scored by the away team do count. iii. Extra time does not count. <p>(c) Away Team Under/Over Goals</p> <ul style="list-style-type: none"> i. Predict whether the away team will score more or less goals. ii. Own goals scored by the away team do not count but own goals scored by the home team do count. iii. Extra time does not count. <p>(d) Half of First Goal</p> <ul style="list-style-type: none"> i. Predict whether the first goal will be scored in the first or second half. ii. Own goals count. iii. Injury time counts. iv. Stakes are lost if no goals are scored. <p>(e) Second Half Total Goals Odd/Even</p> <ul style="list-style-type: none"> i. Predict whether the total goals in the second half will be an odd or even number. ii. The second half must be completed for bets to stand. iii. Own goals count. iv. Injury time counts. v. If no goals are scored in the second half bets will be settled on an even number of goals. <p>(f) Race to 2 Goals</p> <p>Predict the first team in the match to score two goals in normal time, including injury time.</p> <p>(g) Race to 3 Goals</p> <p>Predict the first team in the match to score three goals in normal time, including injury time.</p>

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- (h) Half of First Goal**
- i. Predict the half in which the first goal will be scored.
 - ii. Injury time counts.
- (i) Half of First Home Team Goal**
- i. Predict the half in which the home team scores their first goal.
 - ii. Injury time counts
- (j) Half of First Away Team Goal**
- i. Predict the half in which the away team scores their first goal.
 - ii. Injury time counts.
- (k) Timecast**
- i. Predict the team to score the first goal in the match within a specified time frame.
 - ii. If the match is abandoned after the specific time period has elapsed, bets stand.
 - iii. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by the Official Website.
- (l) Total Second Half Goals**
- i. Predict the total number of goals in the second half.
 - ii. Injury time counts.
 - iii. Own goals count.
- (m) Second Half First Goal**
- i. Predict the team that will score the first goal in the second half.
 - ii. Injury time counts.
- (n) Time of First Home Team Goal**
- i. Predict the time frame in which the home team will score their first goal.
 - ii. If a match is abandoned after the home team's first goal all bets stand.
 - iii. If a match is abandoned before the home team's first goal is scored, all bets placed on the goal being scored in the period of time up to but not including the time of abandonment are lost.
 - iv. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by the Official Website.
- (o) Time of First Away Team Goal**
- i. Predict the time frame in which the away team will score their first goal.
 - ii. If a match is abandoned after the away team's first goal all bets stand.
 - iii. If a match is abandoned before the away team's first goal is scored, all bets placed on the goal being scored in the period of time up to but not including the time of abandonment are lost.
 - iv. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by the Official Website.
- (p) Total Home Team Goals**
- i. Predict the total number of goals scored by the home team.
 - ii. Extra time does not count.
- (q) Total Away Team Goals**
- i. Predict the total number of goals scored by the away team.
 - ii. Extra time does not count.
- (r) First Half Home Team Total Goals**
- i. Predict the total number of goals scored by the home team in the first half.
 - ii. Injury time counts.
- (s) First Half Away Team Total Goals**
- i. Predict the total number of goals scored by the away team in the first half.
 - ii. Injury time counts.
- (t) Second Half Home Team Total Goals**
- i. Predict the total number of goals scored by the home team in the second half.
 - ii. Injury time counts.
- (u) Second Half Away Team Total Goals**
- i. Predict the total number of goals scored by the away team in the second half.
 - ii. Injury time counts.
- (v) Time of First Home Team Goal Over/Under**
- i. Predict the period of the match in which the home team will score their first goal.
 - ii. If a match is abandoned after the home team's first goal is scored, all bets stand.
 - iii. If a match is abandoned before the first goal scored by the home team, bets on time periods that have already finished will be treated as losing bets.
 - iv. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by the Official Website.
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	<p>(w) Time of First Away Team Goal Over/Under</p> <ol style="list-style-type: none"> i. Predict the period of the match in which the away team will score their first goal. ii. If a match is abandoned after the away team's first goal is scored, all bets stand. iii. If a match is abandoned before the first goal scored by the away team, bets on time periods that have already finished will be treated as losing bets. iv. In the event of a dispute over the time of the first goal, settlement will be based on the time listed by the Official Website. <p>(x) Match Goal in a Specified Time Period</p> <ol style="list-style-type: none"> i. Predict that a goal will be scored within a specified time period. ii. Own goals count. iii. If the match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no goal is scored in the specified time period. iv. In the event of a dispute over the time of a goal, settlement will be based on the time listed by the Official Website. v. Injury time counts. <p>(y) Home Team Goal in a Specified Time Period</p> <ol style="list-style-type: none"> i. Predict that a goal will be scored by the home team within a specified time period. ii. If the match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no goal is scored in the specified time period. iii. In the event of a dispute over the time of a goal, settlement will be based on the time listed by the Official Website. <p>(z) Away Team Goal in a Specified Time Period</p> <ol style="list-style-type: none"> i. Predict that a goal will be scored by the away team within a specified time period. ii. If the match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no goal is scored in the specific time frame. iii. In the event of a dispute over the time of a goal, settlement will be based on the time listed by the Official Website. iv. Injury time counts.
508.	<p>Soccer Corners Markets Betting Rules</p> <p>(a) Total Match Corners</p> <ol style="list-style-type: none"> i. Predict the range containing the total number of corners taken in the match. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Extra time does not count. <p>(b) Total Match Corners Odd/Even</p> <ol style="list-style-type: none"> i. Predict whether the total corners taken in the match will be an odd or even number. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Extra time does not count. <p>(c) Team with Most Corners</p> <ol style="list-style-type: none"> i. Predict the team that takes the most corners in the match. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Extra time does not count. <p>(d) Corners Handicap</p> <ol style="list-style-type: none"> i. Predict the team that achieves the most corners taken in the match once the handicap spread has been added to the actual number of corners taken by each team. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Extra time does not count. <p>(e) Corners Double Result</p> <ol style="list-style-type: none"> i. Bets predicting the corners double result must indicate the result at half time and full time. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. <p>(f) Team with Most First Half Corners</p> <ol style="list-style-type: none"> i. Predict the team that takes the most corners in the first half of the match.

- ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Injury time counts.
- (g) Team with Most Second Half Corners**
- i. Predict the team that takes the most corners in the second half of the match.
 - ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Injury time counts.
- (h) Half with Most Corners**
- i. Predict the half where most corners have been taken.
 - ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Injury time counts.
 - v. Both halves must be completed for bets to stand.
- (i) First Corner**
- i. Predict the team that takes the first corner in the match.
 - ii. Extra time does not count.
 - iii. Settlement will be based on the corners listed by the Official Website.
- (j) Last Corner**
- i. Predict the team that takes the last corner in the match.
 - ii. Extra time does not count.
 - iii. Settlement will be based on the corners listed by the Official Website.
- (k) First Half Corners**
- i. Predict the number of corners taken in the first half of the match.
 - ii. Extra time does not count.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Injury time counts.
- (l) Second Half Corners**
- i. Predict the number of corners taken in the second half of a match.
 - ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Injury time counts.
- (m) Match Corner in Specified Period**
- i. Predict whether there will be a corner in a specified time period.
 - ii. Corners awarded but not taken will not count for settling purposes.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. If a match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no corner is taken in a specified time period.
 - v. Injury time counts.
- (n) Total Home Team Corners**
- i. Predict the number of corners taken by the home team.
 - ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Extra time does not count.
- (o) Total Away Team Corners**
- i. Predict the number of corners taken by the away team.
 - ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Extra time does not count.
- (p) First Half Home Team Corners**
- i. Predict the number of corners taken by the home team in the first half.
 - ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
 - iii. Settlement will be based on the corners listed by the Official Website.
 - iv. Injury time counts.
- (q) First Half Away Team Corners**
- i. Predict the number of corners taken by the away team in the first half.
 - ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.

	<ul style="list-style-type: none"> iii. Settlement will be based on the corners listed by the Official Website. iv. Injury time counts. (r) Second Half Home Team Corners <ul style="list-style-type: none"> i. Predict the number of corners taken by the home team in the second half. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Injury time counts. (s) Second Half Away Team Corners <ul style="list-style-type: none"> i. Predict the number of corners taken by the away team in the second half. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Injury time counts. (t) Home Team Corners in a Specified Time Period <ul style="list-style-type: none"> i. Predict that a corner will be taken by the home team in a specified time period. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Injury time counts. v. If a match is abandoned after a specific time period has finished the bet will be treated as a losing bet if no corner is taken in the specified time period. (u) Away Team Corners in a Specified Time Period <ul style="list-style-type: none"> i. Predict that a corner will be taken by the away team in a specified time period. ii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iii. Settlement will be based on the corners listed by the Official Website. iv. Injury time counts. v. If a match is abandoned after a specific time period has finished the bet will be treated as a losing bet if no corner is taken in the specified time period. (v) Total Corners in Days Games <ul style="list-style-type: none"> i. Predict whether the aggregate number of corners taken in the listed games taking place on the day will be higher or lower than a specified number. ii. If one or two matches are postponed a default figure of 11 corners will be used for each void match. If three or more matches are postponed bets will be void unless a winning market has already been established. iii. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once. iv. Extra time does not count. v. Settlement will be based on the corners listed by the Official Website.
509.	<p>Soccer Bookings/Cards Markets Betting Rules</p> <ul style="list-style-type: none"> (a) Total Match Cards <ul style="list-style-type: none"> i. Predict the total number of cards issued in the match. ii. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards. iii. Extra time does not count. iv. A card issued to a player after he has been substituted or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes. (b) Total Bookings <ul style="list-style-type: none"> i. Predict the range that includes the correct number of bookings points. ii. Booking points are 10 for a yellow card and 25 for a red card. The maximum points per player is 35 (25+10) regardless of whether a player is shown two yellow cards then a red card. iii. Extra time does not count. iv. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued, after the referee has blown for full time, will not count for settling purposes. v. Injury time counts. (c) Time of First Card <ul style="list-style-type: none"> i. Predict the time period in which the first card is issued. ii. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

- iii. If a match is abandoned after the specified time period has finished the bet will be treated as a losing bet if no card is issued in the specified time period.
 - iv. In the event of a dispute over the time of the first card, settlement will be based on the time listed by the Official Website.
- (d) First Card**
- i. Predict the team that will receive the first card.
 - ii. Extra time does not count.
 - iii. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.
- (e) Last Card**
- i. Predict the team that will receive the last card.
 - ii. Extra time does not count.
 - iii. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.
- (f) First Half Cards**
- i. Predict the total numbers of cards issued in the first half.
 - ii. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
 - iii. Injury time counts.
 - iv. A red or yellow card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval will not count for settling purposes.
- (g) Second Half Cards**
- i. Predict the total numbers of cards issued in the second half.
 - ii. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
 - iii. Injury time counts.
 - iv. A red or yellow card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time will not count for settling purposes.
 - v. Extra time does not count.
- (h) Red Card in the Match**
- i. Predict whether or not a red card will be issued in the match.
 - ii. Extra time does not count.
 - iii. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.
- (i) Cards Shown in a Specified Time Period**
- i. Predict whether a card will be issued during a specified time period.
 - ii. If a match is abandoned after the specified time period the bet will be treated as a losing bet if no card was shown in the specified time period.
 - iii. In the event of a dispute over the time of a card being issued, settlement will be based on the time listed by the Official Website.
 - iv. Injury time counts.
- (j) Total Home Team Cards**
- i. Predict the number of cards issued to the home team.
 - ii. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
 - iii. Extra time does not count.
 - iv. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.
- (k) Total Away Team Cards**
- i. Predict the number of cards issued to the away team.
 - ii. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
 - iii. Extra time does not count.
 - iv. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes.

	<p>(l) Home Team Cards in a Specified Time Period</p> <ol style="list-style-type: none"> i. Predict whether a card will be issued to the home team during a specified time period. ii. If a match is abandoned after the specified time period the bet will be treated as a losing bet if no card is issued in the specified time period. iii. In the event of a dispute over the time of a card being issued, settlement will be based on the time listed by the Official Website. iv. Injury time counts. <p>(m) Away Team Cards in a Specified Time Period</p> <ol style="list-style-type: none"> i. Predict whether a card will be issued to the away team during a specified time period. ii. If a match is abandoned after the specified time period the bet will be treated as a losing bet if no card is issued in the specified time period. iii. In the event of a dispute over the time of a card being issued, settlement will be based on the time listed by the Official Website. iv. Injury time counts. <p>(n) Most Booking Points</p> <ol style="list-style-type: none"> i. Predict the team that will be issued with the most booking points. ii. Booking points are 10 for a yellow card and 25 for a red card. The maximum points per player is 35 (25+10) regardless of whether a player is shown two yellow cards then a red card. iii. Extra time does not count. iv. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval, or issued after the referee has blown for full time, will not count for settling purposes. v. Injury time counts. <p>(o) Total Match Cards Odds/Evens</p> <ol style="list-style-type: none"> i. Predict whether the total number of cards issued will be odd or even. ii. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards. iii. Extra time does not count. iv. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time, interval or issued after the referee has blown for full time, will not count for settling purposes. v. If no cards are issued bets will be settled on an even number of cards. <p>(p) Total Bookings in Days Games</p> <ol style="list-style-type: none"> i. Predict whether the aggregate number of bookings points in the listed games taking place on the day will be higher or lower than a specified number. ii. Injury time counts but extra time does not count. iii. A card issued to a player after he has been substituted, or who has not been used, or issued to coaching staff, or issued during the half time interval or issued after the referee has blown for full time, will not count for settling purposes. iv. Booking points are 10 for a yellow and 25 for a red card. The maximum points per player is 35 (25 + 10) regardless of whether a player is shown two yellow cards then a red card. v. If one or two matches are postponed a default figure of 40 points will be used for each postponed match. If three or more matches are postponed bets will be void unless a winning market has already been established.
510.	<p>Other Soccer Markets Betting Rules</p> <p>(a) 15 Minute Betting</p> <ol style="list-style-type: none"> i. Predict the result at the end of 15 minutes play. ii. If a match is abandoned after 15 minutes have elapsed bets stand. <p>(b) 30 Minute Betting</p> <ol style="list-style-type: none"> i. Predict the result at the end of 30 minutes play. ii. If a match is abandoned after 30 minutes have elapsed bets stand. <p>(c) 60 Minute Betting</p> <ol style="list-style-type: none"> i. Predict the result at the end of 60 minutes play. ii. If a match is abandoned after 60 minutes have elapsed bets stand. <p>(d) 75 Minute Betting</p> <ol style="list-style-type: none"> i. Predict the result at the end of 75 minutes play. ii. If a match is abandoned after 75 minutes have elapsed bets stand. <p>(e) First Half Result/Second Half Result</p> <ol style="list-style-type: none"> i. Predict the result of two separate 45 minute 'mini-matches'. ii. If a match is abandoned bets are void. iii. Injury time counts.

511.	SURFING For Outright betting and Group betting where there are more than 9 competitors, betting is offered on an All-In basis. No refunds will be given for non-starters, or for any competitors who retire or are disqualified mid-tournament. The Dead-Heat Rule will apply for group betting where competitors are knocked out at the same stage of the competition.
512.	For Group betting where there are 8 competitors or less, all competitors must commence the first heat that they are due to contest. If there are any non runners, single wagers will be void and bets refunded. Affected multiples will be recalculated excluding that leg. The Dead-Heat Rule will apply where competitors are knocked out at the same stage of the tournament.
513.	For 2- and 3-Board betting, all competitors must start the heat.
514.	Wagers are paid on podium placing. RWWA does not recognise overturned decisions for betting purposes.
515.	All wagers stand regardless of postponement or change of venue.
516.	SWIMMING Betting on the winner of an event is offered on an All-In basis. No refunds will be given for non starters or for competitors who retire or are disqualified mid-meet.
517.	Payouts will be based on podium placing. RWWA does not recognize overturned decisions for betting purposes.
518.	For head-to-head matchups, both competitors must start the event.
519.	TENNIS If a match is awarded to a player as a result of the disqualification or incapacity of an opponent, all single wagers placed on the Match Winner, Sets Betting, Correct Sets Order and Games Handicap are void. Affected multiples will be recalculated excluding that leg.
520.	For Total Games betting, the match must run to full completion (i.e. no retirement or disqualification), with the exception that at any time where the total has been exceeded the wager shall be considered complete.
521.	In Handicap and Totals betting where the handicap or total is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
522.	For Match Winner and Total Games Doubles, the match must run to full completion.
523.	For First Set Winner and Set Score Betting, the applicable set must be completed for bets to stand.
524.	For Sets Total betting, a ball must be served in the third set of a best of three sets match and in the fifth set of a best of five sets match for bets to stand.
525.	For Most Aces and Most Double Faults Betting, the match must run to full completion.
526.	For Doubles Tennis betting, all named players must play for bets to stand. Any player substitution will void the market.
527.	Tournament outright betting is offered on an All-In basis. No refunds will be given for non-starters, or for competitors who retire or are disqualified mid-tournament. This includes, but is not limited to, Tournament Winner, Reach the Final and Reach the Semi Finals betting.
528.	For Tournament Head to Heads, RWWA pays on the player who advances the furthest in the singles competition of the tournament. Both players must commence their first round match for bets to stand. If there is a draw option offered, this will be the winning option if both players are eliminated in the same round. If there is no draw option the Dead-Heat Rule applies.
529.	If a match is postponed, rescheduled and runs to full completion, all wagers stand.
530.	For Player Season Specials, the nominated player(s) must serve at least one ball in one tournament that is applicable to the market.
531.	Bets will stand regardless of any change in court surface or venue.
532.	Match must run to full completion for To Win a Set betting unless stated player has already won a completed set.
533.	The 1st set must run to full completion for First Set Total Games Betting, bets void should 1st set not be completed.
534.	Ties Breaks—Match must run to full completions for Tie Break in Match betting for bets to stand unless a tie break has already been played.
535.	Set Tie Break markets must run to full completion of the nominated set for bets to stand.
536.	Total Games Odd or Even—Match must run to full completions for bets to stand.
537.	Score after Six games—At Least 6 games must be played in the first set for bets to stand.
538.	VOLLEYBALL Matches must run to full completion for full match markets to stand. The exception will be if Total Points or Total Sets markets have already exceeded the nominated total.
539.	For First Set markets, the first set must be completed for bets to stand.

540.	WATER POLO All wagers on individual matches are based on the result at the end of scheduled normal time. This excludes extra time and any shootout.
541.	The match must run to the completion of normal time for bets to stand. The exception will be Totals betting which will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match is suspended prematurely.
542.	On markets labelled to win the tournament or to qualify for the next round of a competition, extra time and any shootout will count for betting purposes.
543.	WINTER SPORTS (a) Upon postponement of any event (e.g. due to bad weather) all bets stand until the event takes place. If the event is re-scheduled to another venue then all single bets are void and wagers refunded. Affected multiples will be recalculated excluding that leg. (b) Unless otherwise stated, betting is on an ' all-in ' basis. (No refunds for non-starters) (c) Payouts will be based on the podium positions (d) In the event of a tie, all bets to win will be paid as per the Dead-Heat Rule
544.	Head-to-Head and Group Betting (a) Downhill and Super G: All skiers must leave the start gate and at least one competitor must complete the event for bets to stand. If all skiers fail to finish, all bets will be void. (b) Slalom and Giant Slalom: All skiers must leave the start gate and at least one skier must complete both runs for bets to stand. (c) Nordic Combined: Both jumpers/skiers must start both the 1st and 2nd part of the event for Head to Head bets to stand. All jumpers/skiers must start the first part of the event (irrespective of whether this is Ski Jumping or Cross Country) for Group bets to stand. If no listed jumpers/skiers finish the 2nd part of event then all Head to Head and Group bets are void. (d) Ski Jumping: All jumpers must jump at least the first run for bets to stand. (e) All Other Winter Sports Head-to-Head Betting: All skiers, teams, jumpers must leave the start line and at least one competitor must finish for bets to stand.
545.	YACHTING and SAILING Outright markets (including Handicap betting) are conducted on an All-In basis. No refunds will be given for non-starters. This will include any Group betting where the number of competitors is 9 or more.
546.	Yachting and Sailing bets are settled as per podium placing. Post-podium, RWWA does not recognise overturned decisions for betting purposes.
547.	For Group betting and race matchups where there are between 2 and 8 competitors, all competitors must start for bets to stand. If there are any non-starters, all single bets will be void and stakes refunded, whilst affected multiples will be recalculated excluding that leg.
548.	E-SPORTS All Wagers played on Futures markets are all-in betting. Therefore wagers still stand if there is any disqualifications, retirement, eliminations etc.
549.	Dates and times of matches shown on our website are for guidance purposes only.
550.	If an accumulator or multiple bet is reduced by void selections the bet will stand. For example a 6-leg will be reduced to a 5-Leg and a 5-leg will be reduced to a 4-leg etc.
551.	Payouts are resulted in line with the official governing body of the event. Any amendments to results will not be made for any changes or adjudications made by the governing body after the event. Official governing bodies of particular games include, but are not limited to, na.lolesports.com, oce.lolesports.com, www.joindota.com, http://wcs.battle.net, and tournament organising bodies.
552.	For wagers on any League of Legends Oceanic tournament matches the payouts are resulted in line with their official governing body (oce.lolesports.com). Any amendments to results will not be made for any changes or adjudications made by the governing body after the event.
553.	If there is a change to the scheduled number of games or maps played in a series, wagers placed on this market will be voided. Wagers placed on the individual games will stand so long as they are played.
554.	All lines are related to the number of matches a team or player wins in a series. If, for any reason the number of games in a series is shortened all wagers are void. This does not apply in the case where the number of matches is shortened due to the series already being won. For example a 3 match series being won 2-0.
555.	If there is a change in venue for a match or series, wagers placed on these markets will stand.
556.	If there is a change in players, team members or player names in a match, series or outright, wagers placed on this market will stand.
557.	If the name of a player or team has been spelt incorrectly, wagers placed on this market will stand.

558.	If a match or series is postponed or re-scheduled, wagers placed on this market will stand provided the match or series is played within 48 hours of the official scheduled time.
559.	If a match or series is postponed or rescheduled and not played before 48 hours after the original scheduled time, wagers placed on this market will be void.
560.	If a match or series is suspended due to reasons including, but not limited to., equipment malfunction, loss of connection etc. wagers placed on this market will stand provided the match or series is played within 48 hours of the original scheduled time.
561.	If a player or team is given a walkover on at least one game or map of a series before the first match starts, wagers placed on this market will be void. If a match still plays, wagers for that individual match still stand, while wagers for the walkover match and series wagers are void.
562.	If a disqualification or retirement happens during champion selection all wagers are void. If a team or player is disqualified or retires during a match (after game play has commenced), wagers placed on this market will be settled on the player or team determined as the winner by the official rules of the respective governing body.
563.	As they apply to League of Legends and Dota 2, First Blood markets pay out on the team to be rewarded the bonus First Blood gold.

Appendix A

SCHEDULE OF DEDUCTIONS

DIVIDEND	IMPERIAL CONVERSION	WIN, DOUBLES DEDUCTION	3 PLACE @ 1/4	2 PLACE @ 1/3	QUINELLA	CONCESSION
1.05	1/20	0.80	0.33	0.44	A	0.70
1.06		0.80	0.33	0.44	L	0.70
1.07		0.80	0.33	0.44	L	0.70
1.08	1/12	0.80	0.33	0.44		0.70
1.09		0.80	0.33	0.44	B	0.70
1.10	1/10	0.80	0.33	0.44	E	0.70
1.12	1/8	0.80	0.33	0.44	T	0.70
1.14	1/7	0.80	0.33	0.44	S	0.70
1.16	1/6	0.80	0.33	0.44		0.70
1.18		0.79	0.33	0.44	V	0.70
1.20	1/5	0.78	0.33	0.44	O	0.70
1.22		0.77	0.33	0.44	I	0.70
1.24		0.75	0.29	0.43	D	0.68
1.26	1/4	0.74	0.29	0.43		0.66
1.28	2/7	0.73	0.29	0.43	A	0.66
1.30	1/3	0.72	0.29	0.42	N	0.64
1.35	4/11	0.69	0.29	0.42	D	0.62
1.40	2/5	0.67	0.28	0.41		0.61
1.45	4/9	0.64	0.28	0.41	R	0.59
1.50	1/2	0.62	0.28	0.40	E	0.56
1.55	8/15	0.60	0.27	0.39	F	0.55
1.60	4/7	0.58	0.27	0.39	U	0.53
1.65	4/6, 8/13	0.57	0.27	0.38	N	0.52
1.70		0.55	0.27	0.38	D	0.50
1.75	8/11	0.53	0.26	0.37	E	0.48
1.80	4/5	0.52	0.26	0.37	D	0.47
1.85		0.51	0.26	0.36		0.46
1.90	9/10	0.49	0.25	0.36		0.45
1.95		0.48	0.25	0.35		0.43
2.00	Evens	0.47	0.25	0.35	0.70	0.42
2.05		0.46	0.25	0.35	0.70	0.41
2.10		0.45	0.24	0.34	0.70	0.40
2.15	10/9	0.43	0.24	0.34	0.70	0.39
2.20		0.42	0.24	0.33	0.65	0.38
2.25	5/4	0.42	0.24	0.33	0.65	0.38
2.30		0.41	0.24	0.33	0.65	0.37
2.35		0.40	0.23	0.32	0.65	0.37
2.40	11/8	0.39	0.23	0.32	0.65	0.36
2.45		0.38	0.23	0.32	0.65	0.35
2.50	6/4	0.37	0.23	0.31	0.65	0.33
2.60		0.36	0.22	0.30	0.65	0.31
2.70	13/8	0.35	0.22	0.30	0.60	0.31
2.80	7/4	0.33	0.21	0.29	0.60	0.30

DIVIDEND	IMPERIAL CONVERSION	WIN, DOUBLES DEDUCTION	3 PLACE @ 1/4	2 PLACE @ 1/3	QUINELLA	CONCESSION
2.90	15/8	0.32	0.21	0.29	0.60	0.29
3.00	2/1	0.31	0.21	0.28	0.55	0.28
3.10		0.30	0.20	0.27	0.55	0.28
3.20		0.29	0.20	0.27	0.55	0.27
3.30	9/4	0.28	0.20	0.26	0.55	0.26
3.40		0.27	0.19	0.26	0.50	0.25
3.50	5/2	0.27	0.19	0.25	0.50	0.25
3.60		0.26	0.19	0.25	0.50	0.24
3.70		0.25	0.19	0.25	0.50	0.24
3.80	11/4	0.25	0.18	0.24	0.50	0.23
3.90		0.24	0.18	0.24	0.45	0.23
4.00	3/1	0.23	0.18	0.23	0.45	0.22
4.20	13/4	0.22	0.17	0.23	0.45	0.21
4.40		0.21	0.17	0.22	0.40	0.21
4.60	7/2	0.20	0.16	0.21	0.40	0.20
4.80	15/4	0.19	0.16	0.21	0.40	0.19
5.00	4/1	0.19	0.16	0.20	0.40	0.18
5.50	9/2	0.17	0.15	0.19	0.35	0.17
6.00	5/1	0.16	0.14	0.18	0.35	0.16
6.50	11/2	0.14	0.13	0.16	0.30	0.14
7.00	6/1	0.13	0.12	0.16	0.30	0.14
7.50	13/2	0.12	0.12	0.15	0.25	0.12
8.00	7/1	0.12	0.11	0.14	0.25	0.12
8.50	15/2	0.11	0.11	0.13	0.25	0.11
9.00	8/1	0.10	0.10	0.13	0.20	0.11
9.50		0.10	0.10	0.12	0.20	0.09
10.00	9/1	0.09	0.10	0.12	0.20	0.09
11.00	10/1	0.08	0.09	0.11	0.16	0.08
12.00	11/1	0.08	0.08	0.10	0.16	0.08
13.00	12/1	0.07	0.08	0.09	0.16	0.07
14.00		0.07	0.07	0.09	0.14	0.07
15.00	14/1	0.06	0.07	0.08	0.12	0.06
16.00		0.06	0.07	0.08	0.12	0.06
17.00	16/1	0.05	0.06	0.07	0.12	0.06
18.00		0.05	0.06	0.07	0.12	0.05
19.00		0.05	0.06	0.07	0.10	0.04
20.00		0.05	0.05	0.06	0.10	0.04
21.00	20/1	0.04	0.05	0.06	0.08	0.04
26.00	25/1	0.03	0.04	0.05	0.08	0.03
31.00	33/1	0.03	0.03	0.04	0.06	0.03
41.00	40/1	0.02	0.03	0.03	0.04	0.02
51.00	50/1	0.02	0.02	0.02	0.04	0.02

Appendix B

PICK YOUR OWN FIELD SCHEDULE OF DEDUCTIONS

	105.0%	107.5%	110.0%	115.0%	120.0%	125.0%	130.0%	135.0%	140.0%	145.0%	150.0%	155.0%	>155.0%
1.01	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.02	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.03	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.04	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.05	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.06	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.07	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.08	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.09	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.10	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.11	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80
1.12	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.79
1.13	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.79	0.78
1.14	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.79	0.79	0.77	0.76
1.15	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.79	0.79	0.78	0.76	0.75
1.16	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.79	0.78	0.77	0.75	0.74
1.17	0.80	0.80	0.80	0.80	0.80	0.80	0.80	0.79	0.78	0.77	0.76	0.74	0.73

	105.0%	107.5%	110.0%	115.0%	120.0%	125.0%	130.0%	135.0%	140.0%	145.0%	150.0%	155.0%	>155.0%
1.18	0.80	0.80	0.80	0.80	0.80	0.80	0.79	0.78	0.77	0.76	0.75	0.74	0.72
1.19	0.80	0.80	0.80	0.80	0.80	0.79	0.78	0.77	0.76	0.75	0.74	0.73	0.71
1.20	0.80	0.80	0.80	0.80	0.79	0.78	0.77	0.76	0.75	0.74	0.73	0.72	0.70
1.21	0.80	0.80	0.80	0.79	0.78	0.77	0.76	0.75	0.74	0.73	0.72	0.71	0.70
1.22	0.80	0.80	0.80	0.79	0.78	0.77	0.76	0.75	0.73	0.72	0.71	0.70	0.69
1.23	0.80	0.79	0.79	0.78	0.77	0.76	0.75	0.74	0.73	0.71	0.70	0.69	0.68
1.24	0.79	0.79	0.78	0.77	0.76	0.75	0.74	0.73	0.72	0.71	0.69	0.68	0.67
1.25	0.79	0.78	0.78	0.77	0.76	0.74	0.73	0.72	0.71	0.70	0.69	0.67	0.66
1.26	0.78	0.77	0.77	0.76	0.75	0.74	0.73	0.71	0.70	0.69	0.68	0.67	0.65
1.27	0.77	0.77	0.76	0.75	0.74	0.73	0.72	0.71	0.70	0.68	0.67	0.66	0.64
1.28	0.77	0.76	0.76	0.75	0.73	0.72	0.71	0.70	0.69	0.68	0.66	0.65	0.64
1.29	0.76	0.75	0.75	0.74	0.73	0.72	0.71	0.69	0.68	0.67	0.66	0.64	0.63
1.30	0.75	0.75	0.74	0.73	0.72	0.71	0.70	0.69	0.67	0.66	0.65	0.63	0.62
1.31	0.75	0.74	0.74	0.73	0.72	0.70	0.69	0.68	0.67	0.65	0.64	0.63	0.61
1.32	0.74	0.74	0.73	0.72	0.71	0.70	0.69	0.67	0.66	0.65	0.63	0.62	0.61
1.33	0.74	0.73	0.73	0.71	0.70	0.69	0.68	0.67	0.65	0.64	0.63	0.61	0.60
1.34	0.73	0.73	0.72	0.71	0.70	0.68	0.67	0.66	0.65	0.63	0.62	0.61	0.59
1.35	0.72	0.72	0.71	0.70	0.69	0.68	0.67	0.65	0.64	0.63	0.61	0.60	0.58
1.36	0.72	0.71	0.71	0.70	0.68	0.67	0.66	0.65	0.63	0.62	0.61	0.59	0.58
1.37	0.71	0.71	0.70	0.69	0.68	0.67	0.65	0.64	0.63	0.61	0.60	0.59	0.57
1.38	0.71	0.70	0.70	0.69	0.67	0.66	0.65	0.64	0.62	0.61	0.59	0.58	0.56
1.39	0.70	0.70	0.69	0.68	0.67	0.66	0.64	0.63	0.62	0.60	0.59	0.57	0.56
1.40	0.70	0.69	0.69	0.67	0.66	0.65	0.64	0.62	0.61	0.60	0.58	0.57	0.55
1.41	0.69	0.69	0.68	0.67	0.66	0.64	0.63	0.62	0.60	0.59	0.58	0.56	0.54
1.42	0.69	0.68	0.68	0.66	0.65	0.64	0.63	0.61	0.60	0.58	0.57	0.55	0.54
1.43	0.68	0.68	0.67	0.66	0.65	0.63	0.62	0.61	0.59	0.58	0.56	0.55	0.53
1.44	0.68	0.67	0.67	0.65	0.64	0.63	0.61	0.60	0.59	0.57	0.56	0.54	0.53
1.45	0.67	0.67	0.66	0.65	0.64	0.62	0.61	0.60	0.58	0.57	0.55	0.54	0.52
1.46	0.67	0.66	0.66	0.64	0.63	0.62	0.60	0.59	0.58	0.56	0.55	0.53	0.51
1.47	0.66	0.66	0.65	0.64	0.63	0.61	0.60	0.59	0.57	0.56	0.54	0.52	0.51
1.48	0.66	0.65	0.65	0.63	0.62	0.61	0.59	0.58	0.57	0.55	0.54	0.52	0.50
1.49	0.65	0.65	0.64	0.63	0.62	0.60	0.59	0.57	0.56	0.55	0.53	0.51	0.50
1.50	0.65	0.64	0.64	0.62	0.61	0.60	0.58	0.57	0.56	0.54	0.52	0.51	0.49
1.51	0.65	0.64	0.63	0.62	0.61	0.59	0.58	0.56	0.55	0.53	0.52	0.50	0.49
1.52	0.64	0.63	0.63	0.62	0.60	0.59	0.57	0.56	0.55	0.53	0.51	0.50	0.48
1.53	0.64	0.63	0.62	0.61	0.60	0.58	0.57	0.56	0.54	0.52	0.51	0.49	0.48
1.54	0.63	0.63	0.62	0.61	0.59	0.58	0.56	0.55	0.54	0.52	0.50	0.49	0.47
1.55	0.63	0.62	0.61	0.60	0.59	0.57	0.56	0.55	0.53	0.52	0.50	0.48	0.47
1.56	0.62	0.62	0.61	0.60	0.58	0.57	0.56	0.54	0.53	0.51	0.49	0.48	0.46
1.57	0.62	0.61	0.61	0.59	0.58	0.57	0.55	0.54	0.52	0.51	0.49	0.47	0.45
1.58	0.62	0.61	0.60	0.59	0.58	0.56	0.55	0.53	0.52	0.50	0.48	0.47	0.45
1.59	0.61	0.60	0.60	0.58	0.57	0.56	0.54	0.53	0.51	0.50	0.48	0.46	0.45
1.60	0.61	0.60	0.59	0.58	0.57	0.55	0.54	0.52	0.51	0.49	0.48	0.46	0.44
1.61	0.60	0.60	0.59	0.58	0.56	0.55	0.53	0.52	0.50	0.49	0.47	0.45	0.44
1.62	0.60	0.59	0.59	0.57	0.56	0.54	0.53	0.51	0.50	0.48	0.47	0.45	0.43
1.63	0.60	0.59	0.58	0.57	0.55	0.54	0.53	0.51	0.49	0.48	0.46	0.44	0.43
1.64	0.59	0.59	0.58	0.56	0.55	0.54	0.52	0.51	0.49	0.47	0.46	0.44	0.42
1.65	0.59	0.58	0.57	0.56	0.55	0.53	0.52	0.50	0.49	0.47	0.45	0.44	0.42
1.66	0.58	0.58	0.57	0.56	0.54	0.53	0.51	0.50	0.48	0.47	0.45	0.43	0.41
1.67	0.58	0.57	0.57	0.55	0.54	0.52	0.51	0.49	0.48	0.46	0.44	0.43	0.41
1.68	0.58	0.57	0.56	0.55	0.54	0.52	0.51	0.49	0.47	0.46	0.44	0.42	0.40
1.69	0.57	0.57	0.56	0.55	0.53	0.52	0.50	0.49	0.47	0.45	0.44	0.42	0.40
1.70	0.57	0.56	0.56	0.54	0.53	0.51	0.50	0.48	0.47	0.45	0.43	0.41	0.40
1.71	0.57	0.56	0.55	0.54	0.52	0.51	0.49	0.48	0.46	0.44	0.43	0.41	0.39
1.72	0.56	0.56	0.55	0.53	0.52	0.51	0.49	0.47	0.46	0.44	0.42	0.41	0.39
1.73	0.56	0.55	0.55	0.53	0.52	0.50	0.49	0.47	0.45	0.44	0.42	0.40	0.38
1.74	0.56	0.55	0.54	0.53	0.51	0.50	0.48	0.47	0.45	0.43	0.42	0.40	0.38
1.75	0.55	0.55	0.54	0.52	0.51	0.49	0.48	0.46	0.45	0.43	0.41	0.39	0.37
1.76	0.55	0.54	0.54	0.52	0.51	0.49	0.48	0.46	0.44	0.43	0.41	0.39	0.37
1.77	0.55	0.54	0.53	0.52	0.50	0.49	0.47	0.46	0.44	0.42	0.40	0.39	0.37
1.78	0.54	0.54	0.53	0.51	0.50	0.48	0.47	0.45	0.44	0.42	0.40	0.38	0.36
1.79	0.54	0.53	0.53	0.51	0.50	0.48	0.47	0.45	0.43	0.41	0.40	0.38	0.36
1.80	0.54	0.53	0.52	0.51	0.49	0.48	0.46	0.45	0.43	0.41	0.39	0.37	0.36
1.81	0.53	0.53	0.52	0.50	0.49	0.47	0.46	0.44	0.43	0.41	0.39	0.37	0.35
1.82	0.53	0.52	0.52	0.50	0.49	0.47	0.46	0.44	0.42	0.40	0.39	0.37	0.35
1.83	0.53	0.52	0.51	0.50	0.48	0.47	0.45	0.44	0.42	0.40	0.38	0.36	0.34
1.84	0.52	0.52	0.51	0.50	0.48	0.46	0.45	0.43	0.41	0.40	0.38	0.36	0.34

	105.0%	107.5%	110.0%	115.0%	120.0%	125.0%	130.0%	135.0%	140.0%	145.0%	150.0%	155.0%	>155.0%
1.86	0.52	0.51	0.50	0.49	0.47	0.46	0.44	0.43	0.41	0.39	0.37	0.35	0.33
1.87	0.52	0.51	0.50	0.49	0.47	0.46	0.44	0.42	0.41	0.39	0.37	0.35	0.33
1.88	0.51	0.51	0.50	0.48	0.47	0.45	0.44	0.42	0.40	0.38	0.37	0.35	0.33
1.89	0.51	0.50	0.50	0.48	0.46	0.45	0.43	0.42	0.40	0.38	0.36	0.34	0.32
1.90	0.51	0.50	0.49	0.48	0.46	0.45	0.43	0.41	0.40	0.38	0.36	0.34	0.32
1.91	0.50	0.50	0.49	0.47	0.46	0.44	0.43	0.41	0.39	0.37	0.36	0.34	0.32
1.92	0.50	0.49	0.49	0.47	0.46	0.44	0.42	0.41	0.39	0.37	0.35	0.33	0.31
1.93	0.50	0.49	0.48	0.47	0.45	0.44	0.42	0.40	0.39	0.37	0.35	0.33	0.31
1.94	0.50	0.49	0.48	0.47	0.45	0.43	0.42	0.40	0.38	0.37	0.35	0.33	0.31
1.95	0.49	0.49	0.48	0.46	0.45	0.43	0.41	0.40	0.38	0.36	0.34	0.32	0.30
1.96	0.49	0.48	0.48	0.46	0.44	0.43	0.41	0.40	0.38	0.36	0.34	0.32	0.30
1.97	0.49	0.48	0.47	0.46	0.44	0.43	0.41	0.39	0.37	0.36	0.34	0.32	0.30
1.98	0.49	0.48	0.47	0.46	0.44	0.42	0.41	0.39	0.37	0.35	0.33	0.31	0.29
1.99	0.48	0.48	0.47	0.45	0.44	0.42	0.40	0.39	0.37	0.35	0.33	0.31	0.29
2.00	0.48	0.47	0.47	0.45	0.43	0.42	0.40	0.38	0.37	0.35	0.33	0.31	0.29
2.01	0.48	0.47	0.46	0.45	0.43	0.42	0.40	0.38	0.36	0.34	0.33	0.31	0.28
2.02	0.48	0.47	0.46	0.44	0.43	0.41	0.40	0.38	0.36	0.34	0.32	0.30	0.28
2.03	0.47	0.47	0.46	0.44	0.43	0.41	0.39	0.38	0.36	0.34	0.32	0.30	0.28
2.04	0.47	0.46	0.46	0.44	0.42	0.41	0.39	0.37	0.35	0.34	0.32	0.30	0.28
2.05	0.47	0.46	0.45	0.44	0.42	0.40	0.39	0.37	0.35	0.33	0.31	0.29	0.27
2.06	0.47	0.46	0.45	0.43	0.42	0.40	0.39	0.37	0.35	0.33	0.31	0.29	0.27
2.07	0.46	0.46	0.45	0.43	0.42	0.40	0.38	0.36	0.35	0.33	0.31	0.29	0.27
2.08	0.46	0.45	0.45	0.43	0.41	0.40	0.38	0.36	0.34	0.33	0.31	0.29	0.26
2.09	0.46	0.45	0.44	0.43	0.41	0.39	0.38	0.36	0.34	0.32	0.30	0.28	0.26
2.10	0.46	0.45	0.44	0.43	0.41	0.39	0.38	0.36	0.34	0.32	0.30	0.28	0.26
2.11	0.45	0.45	0.44	0.42	0.41	0.39	0.37	0.35	0.34	0.32	0.30	0.28	0.26
2.12	0.45	0.44	0.44	0.42	0.40	0.39	0.37	0.35	0.33	0.32	0.30	0.27	0.25
2.13	0.45	0.44	0.43	0.42	0.40	0.38	0.37	0.35	0.33	0.31	0.29	0.27	0.25
2.14	0.45	0.44	0.43	0.42	0.40	0.38	0.37	0.35	0.33	0.31	0.29	0.27	0.25
2.15	0.44	0.44	0.43	0.41	0.40	0.38	0.36	0.35	0.33	0.31	0.29	0.27	0.25
2.16	0.44	0.44	0.43	0.41	0.39	0.38	0.36	0.34	0.32	0.31	0.29	0.26	0.24
2.17	0.44	0.43	0.43	0.41	0.39	0.38	0.36	0.34	0.32	0.30	0.28	0.26	0.24
2.18	0.44	0.43	0.42	0.41	0.39	0.37	0.36	0.34	0.32	0.30	0.28	0.26	0.24
2.19	0.44	0.43	0.42	0.40	0.39	0.37	0.35	0.34	0.32	0.30	0.28	0.26	0.24
2.20	0.43	0.43	0.42	0.40	0.39	0.37	0.35	0.33	0.31	0.30	0.28	0.25	0.23
2.21	0.43	0.42	0.42	0.40	0.38	0.37	0.35	0.33	0.31	0.29	0.27	0.25	0.23
2.22	0.43	0.42	0.41	0.40	0.38	0.36	0.35	0.33	0.31	0.29	0.27	0.25	0.23
2.23	0.43	0.42	0.41	0.40	0.38	0.36	0.34	0.33	0.31	0.29	0.27	0.25	0.23
2.24	0.43	0.42	0.41	0.39	0.38	0.36	0.34	0.32	0.31	0.29	0.27	0.24	0.22
2.25	0.42	0.42	0.41	0.39	0.38	0.36	0.34	0.32	0.30	0.28	0.26	0.24	0.22
2.26	0.42	0.41	0.41	0.39	0.37	0.36	0.34	0.32	0.30	0.28	0.26	0.24	0.22
2.27	0.42	0.41	0.40	0.39	0.37	0.35	0.34	0.32	0.30	0.28	0.26	0.24	0.22
2.28	0.42	0.41	0.40	0.39	0.37	0.35	0.33	0.32	0.30	0.28	0.26	0.24	0.21
2.29	0.42	0.41	0.40	0.38	0.37	0.35	0.33	0.31	0.29	0.27	0.25	0.23	0.21
2.31	0.41	0.40	0.40	0.38	0.36	0.35	0.33	0.31	0.29	0.27	0.25	0.23	0.21
2.32	0.41	0.40	0.39	0.38	0.36	0.34	0.33	0.31	0.29	0.27	0.25	0.23	0.20
2.33	0.41	0.40	0.39	0.38	0.36	0.34	0.32	0.31	0.29	0.27	0.25	0.22	0.20
2.34	0.41	0.40	0.39	0.37	0.36	0.34	0.32	0.30	0.28	0.26	0.24	0.22	0.20
2.35	0.40	0.40	0.39	0.37	0.36	0.34	0.32	0.30	0.28	0.26	0.24	0.22	0.20
2.36	0.40	0.40	0.39	0.37	0.35	0.34	0.32	0.30	0.28	0.26	0.24	0.22	0.20
2.37	0.40	0.39	0.39	0.37	0.35	0.33	0.32	0.30	0.28	0.26	0.24	0.22	0.19
2.38	0.40	0.39	0.38	0.37	0.35	0.33	0.31	0.30	0.28	0.26	0.24	0.21	0.19
2.39	0.40	0.39	0.38	0.36	0.35	0.33	0.31	0.29	0.27	0.25	0.23	0.21	0.19
2.40	0.40	0.39	0.38	0.36	0.35	0.33	0.31	0.29	0.27	0.25	0.23	0.21	0.19
2.41	0.39	0.39	0.38	0.36	0.34	0.33	0.31	0.29	0.27	0.25	0.23	0.21	0.19
2.42	0.39	0.38	0.38	0.36	0.34	0.32	0.31	0.29	0.27	0.25	0.23	0.21	0.18
2.43	0.39	0.38	0.37	0.36	0.34	0.32	0.30	0.29	0.27	0.25	0.23	0.20	0.18
2.44	0.39	0.38	0.37	0.36	0.34	0.32	0.30	0.28	0.26	0.24	0.22	0.20	0.18
2.45	0.39	0.38	0.37	0.35	0.34	0.32	0.30	0.28	0.26	0.24	0.22	0.20	0.18
2.46	0.39	0.38	0.37	0.35	0.34	0.32	0.30	0.28	0.26	0.24	0.22	0.20	0.17
2.47	0.38	0.38	0.37	0.35	0.33	0.32	0.30	0.28	0.26	0.24	0.22	0.20	0.17
2.48	0.38	0.37	0.37	0.35	0.33	0.31	0.30	0.28	0.26	0.24	0.22	0.19	0.17
2.49	0.38	0.37	0.36	0.35	0.33	0.31	0.29	0.27	0.26	0.23	0.21	0.19	0.17
2.50	0.38	0.37	0.36	0.35	0.33	0.31	0.29	0.27	0.25	0.23	0.21	0.19	0.17
2.55	0.37	0.36	0.35	0.34	0.32	0.30	0.28	0.26	0.24	0.22	0.20	0.18	0.16
2.60	0.36	0.36	0.35	0.33	0.31	0.29	0.28	0.26	0.24	0.22	0.19	0.17	0.15
2.65	0.36	0.35	0.34	0.32	0.30	0.29	0.27	0.25	0.23	0.21	0.19	0.16	0.14

	105.0%	107.5%	110.0%	115.0%	120.0%	125.0%	130.0%	135.0%	140.0%	145.0%	150.0%	155.0%	>155.0%
2.70	0.35	0.34	0.33	0.31	0.30	0.28	0.26	0.24	0.22	0.20	0.18	0.15	0.13
2.75	0.34	0.33	0.33	0.31	0.29	0.27	0.25	0.23	0.21	0.19	0.17	0.15	0.12
2.80	0.34	0.33	0.32	0.30	0.28	0.26	0.25	0.23	0.21	0.18	0.16	0.14	0.12
2.85	0.33	0.32	0.31	0.29	0.28	0.26	0.24	0.22	0.20	0.18	0.15	0.13	0.11
2.90	0.32	0.31	0.31	0.29	0.27	0.25	0.23	0.21	0.19	0.17	0.15	0.12	0.10
2.95	0.32	0.31	0.30	0.28	0.26	0.25	0.23	0.21	0.19	0.16	0.14	0.12	0.09
3.00	0.31	0.30	0.29	0.28	0.26	0.24	0.22	0.20	0.18	0.16	0.13	0.11	0.09
3.05	0.31	0.30	0.29	0.27	0.25	0.23	0.21	0.19	0.17	0.15	0.13	0.10	0.08
3.10	0.30	0.29	0.28	0.27	0.25	0.23	0.21	0.19	0.17	0.14	0.12	0.10	0.07
3.15	0.30	0.29	0.28	0.26	0.24	0.22	0.20	0.18	0.16	0.14	0.12	0.09	0.07
3.20	0.29	0.28	0.27	0.25	0.24	0.22	0.20	0.18	0.16	0.13	0.11	0.09	0.06
3.25	0.29	0.28	0.27	0.25	0.23	0.21	0.19	0.17	0.15	0.13	0.10	0.08	0.06
3.30	0.28	0.27	0.26	0.24	0.23	0.21	0.19	0.17	0.14	0.12	0.10	0.08	0.05
3.35	0.28	0.27	0.26	0.24	0.22	0.20	0.18	0.16	0.14	0.12	0.09	0.07	0.04
3.40	0.27	0.26	0.25	0.24	0.22	0.20	0.18	0.16	0.13	0.11	0.09	0.06	0.04
3.45	0.27	0.26	0.25	0.23	0.21	0.19	0.17	0.15	0.13	0.11	0.08	0.06	0.03
3.50	0.26	0.25	0.25	0.23	0.21	0.19	0.17	0.15	0.13	0.10	0.08	0.05	0.03
3.55	0.26	0.25	0.24	0.22	0.20	0.18	0.16	0.14	0.12	0.10	0.07	0.05	0.02
3.60	0.26	0.25	0.24	0.22	0.20	0.18	0.16	0.14	0.12	0.09	0.07	0.05	0.02
3.65	0.25	0.24	0.23	0.21	0.20	0.18	0.16	0.13	0.11	0.09	0.07	0.04	0.02
3.70	0.25	0.24	0.23	0.21	0.19	0.17	0.15	0.13	0.11	0.09	0.06	0.04	0.01
3.80	0.24	0.23	0.22	0.20	0.18	0.16	0.14	0.12	0.10	0.08	0.05	0.03	0.00
3.85	0.24	0.23	0.22	0.20	0.18	0.16	0.14	0.12	0.10	0.07	0.05	0.02	0.00
3.90	0.23	0.22	0.22	0.20	0.18	0.16	0.14	0.11	0.09	0.07	0.05	0.02	0.00
3.95	0.23	0.22	0.21	0.19	0.17	0.15	0.13	0.11	0.09	0.07	0.04	0.02	0.00
4.00	0.23	0.22	0.21	0.19	0.17	0.15	0.13	0.11	0.09	0.06	0.04	0.01	0.00
4.05	0.22	0.21	0.21	0.19	0.17	0.15	0.13	0.10	0.08	0.06	0.03	0.01	0.00
4.10	0.22	0.21	0.20	0.18	0.16	0.14	0.12	0.10	0.08	0.06	0.03	0.01	0.00
4.15	0.22	0.21	0.20	0.18	0.16	0.14	0.12	0.10	0.08	0.05	0.03	0.00	0.00
4.20	0.22	0.21	0.20	0.18	0.16	0.14	0.12	0.09	0.07	0.05	0.02	0.00	0.00
4.25	0.21	0.20	0.19	0.17	0.15	0.13	0.11	0.09	0.07	0.05	0.02	0.00	0.00
4.30	0.21	0.20	0.19	0.17	0.15	0.13	0.11	0.09	0.07	0.04	0.02	0.00	0.00
4.35	0.21	0.20	0.19	0.17	0.15	0.13	0.11	0.09	0.06	0.04	0.01	0.00	0.00
4.40	0.20	0.19	0.19	0.17	0.15	0.13	0.10	0.08	0.06	0.04	0.01	0.00	0.00
4.45	0.20	0.19	0.18	0.16	0.14	0.12	0.10	0.08	0.06	0.03	0.01	0.00	0.00
4.50	0.20	0.19	0.18	0.16	0.14	0.12	0.10	0.08	0.05	0.03	0.01	0.00	0.00
4.55	0.20	0.19	0.18	0.16	0.14	0.12	0.10	0.07	0.05	0.03	0.00	0.00	0.00
4.60	0.19	0.18	0.18	0.16	0.14	0.12	0.09	0.07	0.05	0.02	0.00	0.00	0.00
4.65	0.19	0.18	0.17	0.15	0.13	0.11	0.09	0.07	0.05	0.02	0.00	0.00	0.00
4.70	0.19	0.18	0.17	0.15	0.13	0.11	0.09	0.07	0.04	0.02	0.00	0.00	0.00
4.75	0.19	0.18	0.17	0.15	0.13	0.11	0.09	0.06	0.04	0.02	0.00	0.00	0.00
4.80	0.18	0.18	0.17	0.15	0.13	0.11	0.08	0.06	0.04	0.01	0.00	0.00	0.00
4.85	0.18	0.17	0.16	0.14	0.12	0.10	0.08	0.06	0.04	0.01	0.00	0.00	0.00
4.90	0.18	0.17	0.16	0.14	0.12	0.10	0.08	0.06	0.03	0.01	0.00	0.00	0.00
4.95	0.18	0.17	0.16	0.14	0.12	0.10	0.08	0.05	0.03	0.01	0.00	0.00	0.00
5.00	0.18	0.17	0.16	0.14	0.12	0.10	0.08	0.05	0.03	0.01	0.00	0.00	0.00
5.10	0.17	0.16	0.15	0.13	0.11	0.09	0.07	0.05	0.02	0.00	0.00	0.00	0.00
5.20	0.17	0.16	0.15	0.13	0.11	0.09	0.07	0.04	0.02	0.00	0.00	0.00	0.00
5.30	0.16	0.16	0.15	0.13	0.11	0.08	0.06	0.04	0.02	0.00	0.00	0.00	0.00
5.40	0.16	0.15	0.14	0.12	0.10	0.08	0.06	0.04	0.01	0.00	0.00	0.00	0.00
5.50	0.16	0.15	0.14	0.12	0.10	0.08	0.06	0.03	0.01	0.00	0.00	0.00	0.00
5.60	0.15	0.15	0.14	0.12	0.09	0.07	0.05	0.03	0.01	0.00	0.00	0.00	0.00
5.70	0.15	0.14	0.13	0.11	0.09	0.07	0.05	0.03	0.00	0.00	0.00	0.00	0.00
5.80	0.15	0.14	0.13	0.11	0.09	0.07	0.05	0.02	0.00	0.00	0.00	0.00	0.00
5.90	0.15	0.14	0.13	0.11	0.09	0.06	0.04	0.02	0.00	0.00	0.00	0.00	0.00
6.00	0.14	0.13	0.12	0.10	0.08	0.06	0.04	0.02	0.00	0.00	0.00	0.00	0.00
6.10	0.14	0.13	0.12	0.10	0.08	0.06	0.04	0.01	0.00	0.00	0.00	0.00	0.00
6.20	0.14	0.13	0.12	0.10	0.08	0.06	0.03	0.01	0.00	0.00	0.00	0.00	0.00
6.30	0.13	0.12	0.12	0.09	0.07	0.05	0.03	0.01	0.00	0.00	0.00	0.00	0.00
6.40	0.13	0.12	0.11	0.09	0.07	0.05	0.03	0.00	0.00	0.00	0.00	0.00	0.00
6.50	0.13	0.12	0.11	0.09	0.07	0.05	0.02	0.00	0.00	0.00	0.00	0.00	0.00
6.60	0.13	0.12	0.11	0.09	0.07	0.04	0.02	0.00	0.00	0.00	0.00	0.00	0.00
6.70	0.13	0.12	0.11	0.09	0.06	0.04	0.02	0.00	0.00	0.00	0.00	0.00	0.00
6.80	0.12	0.11	0.10	0.08	0.06	0.04	0.02	0.00	0.00	0.00	0.00	0.00	0.00
6.90	0.12	0.11	0.10	0.08	0.06	0.04	0.02	0.00	0.00	0.00	0.00	0.00	0.00
7.00	0.12	0.11	0.10	0.08	0.06	0.04	0.01	0.00	0.00	0.00	0.00	0.00	0.00
7.20	0.11	0.10	0.09	0.07	0.05	0.03	0.01	0.00	0.00	0.00	0.00	0.00	0.00

