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RACING AND WAGERING WESTERN AUSTRALIA ACT 2003

**RACING AND WAGERING
WESTERN AUSTRALIA
(FOB RULES) NOTICE
(No. 4) 2018**

RACING AND WAGERING WESTERN AUSTRALIA ACT 2003**RACING AND WAGERING WESTERN AUSTRALIA
(FOB RULES) NOTICE (NO. 4) 2018**

Made by Racing and Wagering Western Australia under section 61 of the Act.

1. Citation

This notice is the *Racing and Wagering Western Australia (FOB Rules) Notice (No. 4) 2018*.

2. Commencement

These rules came into operation on 12 June 2012.

3. Interpretation

In this notice—

“**the Act**” means the *Racing and Wagering Western Australia Act 2003*;

“**the Rules**” means the rules described in clause 4, adopted by Racing and Wagering Western Australia.

4. Rules adopted under section 61 of the Act

(1) In a meeting held on 31 May 2012, Racing and Wagering Western Australia resolved—

(a) to adopt and operate under rules relating to a jointly operated fixed odds wagering system in accordance with section 61(2) and (4) of the Act.

(2) A copy of the rules adopted was published for public information in the Special Gazette of 12 June 2012 at pp. 2413-2441.

(3) Further amendments to the Rules were adopted by resolution of the Board dated 11 October 2012, 25 March 2013, 30 August 2013, 31 October 2013, 20 December 2013, 1 May 2014, 3 September 2014, 28 November 2014, 21 September 2015, 23 November 2015, 21 January 2016, 29 February 2016, 4 April 2016, 27 June 2016, 25 July 2016, 29 August 2016, 3 October 2016, 31 October 2016, 27 February 2017, 28 November 2016, 1 May 2017, 29 May 2017, 26 June 2017, 28 August 2017, 2 October 2017, 26 February 2018, 26 March 2018 and 25 June 2018 and published for public information in the Gazettes of 23 October 2012 at pp. 5058-5060, 5 April 2013 at pp. 1490-1491, 17 September 2013 at pp. 4337-4346, 15 November 2013 at pp. 5262-5265, 10 January 2014 at pp. 24-25, 13 May 2014 at pp. 1455-1465, 12 September 2014 at pp. 3290-3291, 5 December 2014 at pp. 4523-4525, 25 September 2015 at pp. 3881-3883, 27 November at pp. 4756-4758, 29 January 2016 at pp. 276-277, 4 March 2016 at pp. 627-628, 8 April 2016 at pp. 1101-1103, 1 July 2016 at pp. 2748-2749, 29 July 2016 at pp. 3215-3217, 2 September at pp. 3713-3714, 7 October 2016 at pp. 4379-4387, 4 November 2016 at pp. 5010-5011, 3 March 2017 at pp. 1482-1484, 28 March 2017 at pp. 1935-1936, 5 May 2017 at pp. 2370-2371, 2 June 2017 at pp. 2754-2755, 30 June 2017 at pp. 3594-3602, 1 September 2017 at pp. 4661-4664, 6 October 2017 at pp. 5182-5184, 2 March 2018 at pp. 673-675, 6 April 2018 at pp. 1215-1216 and 29 June 2018 at pp. 2441-2442.

5. Changes to Rules published for public information section 61(6)(c) of the Act

(1) Further amendments to the Rules were adopted by resolution of the Board dated 1 October 2018.

(2) Those further amendments to the Rules are published in the Schedule to this notice for public information, as required by section 61(6)(c) of the Act.

Schedule 1—Amendments to Adopted Rules

The following Rules are deleted—

187–193, 196–197, 199–247, 252–264, 266–287, 289–345, 347–348, 362, 366–373, 375–377, 379–390, 393–407, 409–420, 422–470, 472–495, 501–515, 517–520, 522–523, 525–542, 544–557, 569–583.

And the following rules are inserted in their place—

PART A—GENERAL RULES

187.	<p>AMERICAN FOOTBALL</p> <p>Acceptance of Bets & Settlement</p> <p>All bets on NFL/American Football matches will be settled on the Official Result, including overtime, as declared by the National Football League or NCAA or CFL governing body. NFL proposition bets will be settled using the results listed at www.NFL.com or such other site as the NFL should deem to be official.</p>
188.	<p>If a match is abandoned before the end of a game (including during overtime played) all outright bets will be void, save where a game has been traded in play and a market has reached an unconditional conclusion (for example first touchdown scorer bets will stand if a touchdown has been scored).</p>

189.	If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand.
190.	Overtime Overtime counts for all markets except for bets specifically on the results at the end of the second quarter and at the end of the fourth quarter.
191.	First Touchdown Scorer Bets are accepted on an 'all in, play or not' basis, the exception to this being that any bets placed on "inactive/not active" players will be deemed void. A player is considered "inactive/not active" if he is listed as such on the official match game book. Bets on players who appear under the heading 'did not play' will be considered losing bets. All players are available to be quoted for if not listed on site.
192.	Betting Markets Head2Head wagers that end in a tie after overtime are void and refunded.
193.	Quarter & Half markets require the entire quarter or half to be played in full for bets to stand, Second Half markets include Overtime.
194.	Fourth Quarter markets do not include overtime.
195.	Total Points and team total points markets include overtime if required however overtime is not included for quarter and half specific totals. The entire period must however be completed for quarter and half totals.
196.	Player prop markets must have all listed competitors start the game, or bets will be considered void.
197.	If there is a false start penalty on the first offensive play, that play will be ignored for the purposes of the First Offensive Play market.
198.	The First Penalty market is resulted on the first penalty called in the match, whether the team accepts or declines it has no bearing on the result.
199.	Outright Markets Outright markets include the playoffs unless otherwise specified.
200.	NFL Fantasy 1. Scores from Official NFL website. (NFL.com) 2. Overtime counts for all markets 3. Players must play at least one snap for bets to stand.
201.	Offense— <ul style="list-style-type: none"> • Passing Yards: 1 point per 25 yards • Passing Touchdowns: 4 points • Interceptions Thrown:—2 points • Rushing Yards: 1 point per 10 yards • Rushing Touchdowns: 6 points • Receiving Yards: 1 point per 10 yards • Receiving Touchdowns: 6 points • Fumble Recovered for TD: 6 points • Fumbles Lost: -2 points • 2-Point Conversion: 2 points
202.	Defense / Special Teams— <ul style="list-style-type: none"> • Sacks: 1 point • Interceptions: 2 points • Fumbles Recovered: 2 points • Safeties: 2 points • Touchdowns: 6 points • Kickoff and Punt Return Touchdowns: 6 points
203.	All American Football rules apply to NCAA, CFL and NFL.
204.	ATHLETICS The official result for an athletic event is settled according to the result declared by the governing body for that event (e.g. IOC and IAAF).
205.	All wagers on non-starters will be refunded.
206.	In the event of a disqualification or retrospective protests, podium presentation will determine the final result for the event. If no podium presentation occurs, all wagers will be paid on a 1st past the post basis (the selection finishes the race in front).
207.	If an event is postponed or re-scheduled, the event must take place within 24 hours of the original scheduled time. Otherwise, all wagers will be refunded and Multi-Bets recalculated excluding for that leg.

208.	The final medals table at the completion of a meeting/tournament/event will be used to settle bets on how many medals a country may win. Any subsequent changes to medals won will be ignored for resulting purposes.
209.	Group and head to head betting will be settled on the finishing order as declared by the governing body as at the Podium Presentation.
210.	AUSTRALIAN RULES FOOTBALL Payouts for Australian Rules Football (AFL) are based on the Official Result. All matches are settled at Normal Time unless extra time is played. All extra time will be considered as a continuation of the fourth quarter and second half for resulting purposes. In the event of a draw in a market where no draw option is offered, we will apply the Dead Heat rule and all wagers will be settled at half face value of the ticket. In the event of a draw where extra time is played all markets are settled at the conclusion of Extra time with the exception being Halftime / Fulltime Double, Quarter by Quarter Result and Wire to Wire (in Quarter by Quarter betting the draw option will only be paid once regardless of the number of quarters ending in a draw). Should Golden Point be required, all extra time rules are applicable. All player and Fantasy markets are included in Extra Time and Golden Point.
211.	Postponed/re-arranged matches If an AFL match is Abandoned or Postponed and not played within 24hrs of the scheduled start time, all wagers will be voided and multi bets will be recalculated excluding the odds from the affected match.
212.	Not Adopted.
213.	For any player Group markets (i.e. Most Disposals (Group) / Most Super Coach (or Dream Team) Points (Group) / Most Goals / etc.) bets are refunded if the player is not in the starting 22. (<i>The starting 22 are the players that start on the ground or on the bench</i>)
214.	For any player Head2Head markets (i.e. Most Disposals / Most Super Coach (or Dream Team) Points / etc.) bets are refunded if either or both players are not in the starting 22.
215.	For any Player Under-Over markets (<i>A market which has two options with an under value and an over value, EG IF the Under-Over is set at 25.5 possessions and the player has 26 possessions the Over is the winning option</i>), all bets are refunded if player is not in the starting 22.
216.	For 1st Goal Scorer markets (Game or 1st Quarter only) if the selected player starts as the substitute or is not named in the starting line-up, all wagers on him will be refunded. Multi-Bets will be recalculated without that leg. All wagers for 1st Goal Scorer in any other quarter will stand, regardless of the player being selected as the Substitute. All bets will be refunded if there are no Goals scored within the relevant quarter. For bets on the 1st Goal Scorer in the match, the goal does not need to be scored in the first quarter.
217.	Not Adopted.
218.	Futures Premiership / Minor Premiership / Make Grand Final markets are All In Betting (<i>No refunds are given for scratchings or withdrawals regardless of whether or not a particular participant starts or completes the event on which the bet is placed. This means that all bets stand, no refunds are payable, and no deduction applies to winning bets</i>). All Teams are deemed to be participating for the purposes of the All In Betting regardless of any point deductions due to breaches of rules or regulations. Any decision made by the AFL regarding any loss of a Premiership after the Grand Final has been played will be deemed null and void, and all bets will still stand.
219.	Top 4 and Top 8 markets are All In Betting. Any Team that has points deducted due to breaches of the AFL rules or regulations will be deemed to be a Starter. Any decision made by the AFL regarding the loss of premiership points is final.
220.	The Wooden Spoon pays on the team that records the least wins for the season including draws that are considered as half a win. If more than one team has the same number of wins, the Wooden Spoon will be decided by whoever has the lowest percentage. Premiership points deducted because of breaches of a governing body's rules or regulations are ignored for resulting purposes.
221.	Miss the 4 / Miss the 8. Any Team that has points deducted due to breaches of rules and regulations will be deemed to be a Starter. However if any team has points deducted which will result in only the one outcome, (<i>i.e. a team WILL Miss the 8</i>); then all bets on that team are void and refunded. All penalty decisions made by the AFL are final.

222.	Time of First Goal pays on the time the first goal is kicked on the running clock as per AFL official website, 'time on' is included.
223.	Premier State market pays on the home state for a team that wins a Premiership.
224.	Statistical Data We will derive all match statistical data from the official AFL website (http://www.afl.com.au).
225.	Super Coach (supercoach.heraldsun.com.au) and Dream Team (fantasyafl.sportal.com.au) markets are determined as per the official competition websites.
226.	Medal Markets & Club Awards Brownlow Medal Place betting pays on 1st, 2nd & 3rd. In the event of a tie between 2 or more players in the Brownlow voting for Win or Place, the Dead Heat Rules will apply to all affected runners.
227.	Not Adopted.
228.	The Coleman Medal is paid on the player who kicks the most goals in the AFL Home & Away season. In the event of a tie between 2 or more players the Dead Heat Rules will apply to all affected runners.
229.	Club Best & Fairest markets are paid out on the relevant clubs official Best & Fairest voting. Betting will close at the end of round 14.
233.	BASEBALL Bets Settlement & Abandoned Games Bets will be settled according to the official result as declared by the governing body for a baseball event. Any subsequent amendments to the official result will be ignored for settlement purposes.
234.	If a baseball game is abandoned or postponed before its due start time and is not played on the scheduled date, then all bets made on that game will be void.
235.	Whichever team bats last will be considered to be the home team, regardless of venue.
236.	If a match is abandoned after it has already started, one of the following will apply in relation to bets placed on that match— <ol style="list-style-type: none"> a. If the match is abandoned before four innings have been played, all bets will be void. b. If the match is abandoned after four innings have been completed but before five innings have been completed, all bets on the winner market are settled if the home team is winning. Otherwise, all bets will be void. Total runs and Handicap markets will be void. c. If the match is abandoned after five innings have been completed but before eight innings have been completed, all bets on the winner market are settled as determined by the score at the end of the last completed innings. Total runs and Handicap markets will be void.
237.	Unless RWWA states otherwise, all match bets will include extra innings if played.
238.	Total, Handicap and Innings Betting When betting on total runs (over/under) or run-lines, the game must go to nine innings (eight if the home team is ahead) to stand unless the Over total has already been met. If the Over Total has been met, bets will stand.
239.	Totals and Odd-Even betting includes any overtime played.
240.	Totals, Handicap and Odd-Even betting apply to the sum total of both teams' scores. 0 is counted as an even number.
241.	Innings Total Runs applies to the sum total of runs scored by both teams in the relevant innings.
242.	First Half Betting All bets on baseball first halves (five innings) will be decided on the basis of the score at the end of five full innings.
243.	If a game does not play for five full innings, all first half wagers (five innings) will be voided.
244.	Once five full innings have been completed, all wagers on the first half (five innings) will stand.
245.	All first half bets require the listed pitchers to play. If either listed pitcher does not start, all wagers on the first half are void.

246.	Player Betting Anytime Home Runs will stand once the selected player has been at-bat at least once. If the game is shortened for any reason but the player has been at-bat already, all bets will stand.
247.	Futures & Outright Betting All Future/Outright markets include playoffs unless otherwise stated.
248.	Regular Season Win/Totals/etc. betting requires the selected team to play at least 160 games for wagers to stand. If they play less than 160 games, all bets are void.
249.	Exhibition or Pre-Season matches Matches are official after 5 innings, or, if the home team leads, after 4.5 innings.
250.	If a game is shortened for any reason, the winner is deemed to be whichever team led after the last full innings played, unless the home team score to tie or the home team takes the lead in the bottom half of the inning, in which case the winner is determined via the score at the time of suspension.
251.	If the home team tie the match and the match is subsequently suspended, wagers will be refunded.
252.	All live bets on pre-season matches are void if the match ends in a tie.
253.	Other National Leagues including NCAA College Series In Australian, Japanese, South Korean and NCAA competitions, listed pitchers & venues have no bearing on the wager. All bets stand regardless of whether any listed pitchers play or not, or if the event is held at a venue other than that displayed on site or scheduled.
254.	The team listed second on the site may not necessarily be the home team, the home team will be deemed to be the team that bats last.
255.	All other baseball-betting rules apply.
256.	Live Betting All above rules apply to live wagers, all live wagers include extra innings if played.
257.	While all care is taken when displaying scores live on the RWWA Website, no liability is accepted for incorrect information being listed.
258.	All games must reach 9 innings, or 8.5 if the home team is in front, to stand.
259.	If a match is shortened for any reason, all bets are void except for those that have already been determined. Any official result subsequently made by the MLB or other governing body is ignored for resulting purposes.
260.	MLB Series Betting In order for bets to stand, the first two games of the series must be played on the scheduled date. If either are Postponed, Suspended or no winner is determined the wager is void (regardless of third game). If a team wins the first two games of the series but the third isn't played, the winner of the first two games will be declared the winner. Dead Heat Rules apply.
261.	BASKETBALL Bets Settlement & Abandoned Games Bets on basketball matches will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.
262.	If the game is abandoned for any reason before the scheduled period of play is complete, all bets will be void except for those markets where an unconditional conclusion has been reached.
263.	If a match is postponed before being played, all bets are void unless it is replayed within 24 hours of the official, original tip off time. (Official time as opposed to the time listed on our site)
264.	For all resulting purposes the second team listed on site is considered to be the home team, regardless of the venue for US Basketball.
265.	Match Betting, Handicap Betting and Points Betting All bets are settled on the outright result (including overtime if required). RWWA may also offer betting on the result at half time. If a match is tied at the end of the second quarter (i.e. at half-time) then all bets will be paid at half face value of the ticket.

266.	Where a bet results in a tie and no price has been quoted for the tie, then all bets will be paid at half the face value of the ticket. Where a price has been quoted for the tie, then bets on both teams or Selections will be losing bets, while bets on the tie will be settled as winners.
267.	Play-off Matches & Final Placings In the event of a play-off game being suspended for any reason and resumed within 24 hours of the original tip off then bets will stand and shall be settled on the Official Governing Body result. Should the game not be resumed within 24 hours then bets shall be void.
268.	Conference Winner and Tournament Winner bets will be settled at the end of the play-offs. Conference rankings at the end of the regular season do not count.
269.	All Outright markets include Playoffs and any official tiebreak matches as required.
270.	Bet types Quarter market bet types do not include overtime. The entire quarter must be played for bets to stand.
271.	First-Half markets require the entire relevant half to be played in full, and does not include overtime.
272.	Second-Half market bet types are resulted on the score from the second half of the match including overtime.
273.	Margin and Halftime-Fulltime double markets include overtime.
274.	Match Winner & Total Points Double is a normal time only market. The market will be settled at the conclusion of regular time irrespective if over time is played or not.
275.	Highest scoring Quarter/Half wagers include overtime for the second half.
276.	Tri-bets include overtime.
277.	Regardless of whether it is played or not, for 'Will there be Overtime Played?' wagers, if at the end of regular time the match is a draw, the winning result will be 'Yes'.
278.	Markets based on 'Normal Time' do not include overtime.
279.	Regular season wins require the selected team to play to completion at least 75 games for wagers to stand.
280.	In the event of a tie in a Team Head2Head market, i.e. Most Wins, To Advance Further, etc., wagers will be subject to the push rule.
281.	Player Markets All player performance markets stand once the selected player has taken to the court, game time played has no bearing.
282.	Final player performance statistics include overtime.
283.	If a player takes no part in the match, all bets are void.
284.	BOWLS Bets Settlement & Abandoned Games Bets on bowls will be settled according to the official result as declared by the relevant governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.
285.	If an event or meet is abandoned or postponed then all bets shall be void and multi bets will be recalculated without the affected legs except for markets that have already reached an unconditional conclusion.
286.	All wagers stand regardless of change of venue.
287.	BOXING Bets Settlement & Abandoned/Amended Contests The official start of a fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the event's governing body immediately after the end of the fight. Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.
288.	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.
289.	If one of the contestants is replaced by a substitute, bets on the original bout will be void.

290.	Regardless of any change in the contest type; e.g. bout is changed from title fight to non-title fight, all bets will still stand.
291.	All bets are void if a match is declared a 'No Contest, (to describe a fight that ends for reasons outside the fighters' hands, as stated above all bets will be settled according to the official result declared by the event's governing body) unless the result has already been determined.
292.	End of the Bout If a boxer fails to come out for the next round (walk out of their corner to start the round), bets will be settled on his opponent having won the bout in the previous round.
293.	If a fight is stopped before the scheduled number of rounds has been completed, or if a boxer is disqualified, bets will be settled on the round in which the fight was stopped. If a points decision is awarded before the scheduled number of rounds has been completed, bets will be settled on the round in which the fight was stopped. If a boxer withdraws or is disqualified between rounds or if a boxer fails to answer the bell for a round, then bets will be settled based on the previous round.
294.	Bets, which nominate 'to win on points', will be settled as winners only if the full scheduled number of rounds has been completed.
295.	Method of Victory This will be resulted as per the official ringside result (by the official Judges) excluding the result of a Technical Draw. If this is the result of an accidental injury within the first 4 rounds, all bets will be void.
296.	A Knockout or KO results if a boxer does not stand up after being counted to ten (as above the official ring side result by the judges). A Technical Knockout (TKO) results when a referee declares that a fighter cannot safely continue; or when a fighter has been knocked down three times (not including accidental slips) in the fight; or if a fighter fails to answer the bell to start the next round. The KO & TKO option also includes any disqualification or retirement.
297.	To Score a Knockdown A knockdown is considered to have occurred in the event that a fighter hits the ground with any part of their body other than their feet as a result of being struck by their opponent (Not including accidental slips).
298.	Total Rounds This market will be settled against the under/over handicap. Where a half round is stated (i.e. 8.5), 1 minute 30 seconds will define the 'half' of the respective round.
299.	CRICKET General Rule All cricket tournament and match markets will be settled on the official tournament results/match scorecards as provided by the ICC or other applicable officiating body. If no results are available, then the website http://www.cricinfo.com will be used for settlement purposes.
300.	External factors which result in no further play will be deemed a no result and all wagers voided except those which had been concluded/decided to that point of the match.
301.	Test/First-class Matches If for any reason a match is abandoned (including weather) and before a ball has been bowled, then all bets will be void. If a match ends in a tie, the draw would be deemed a loser and dead heat rules will apply to the other selections for the outright result. If no price is offered for a draw and the match ends in a draw, all wagers will be refunded.
302.	If a team forfeits in its first innings then all wagers on that match are voided.
303.	Sheffield Shield Matches In Shield matches where no draw price is offered, wagers will be settled on the team that earns the most points. If teams are equal on points the Dead Heat Rules applies.
304.	Limited Overs Matches Match bets will be settled according to the winner determined by official competition rules, including cases where matches are shortened due to adverse weather conditions or decided by a bowl-off. Any match determined by the toss of a coin will be ignored and wagers will be voided.
305.	If the match is tied and the official competition rules do not determine a winner, the Dead Heat Rules will apply to match bets unless the winner is determined by a bowl off or super over.

306.	If a match is cancelled before play commences and not re-scheduled within 24 hours, all bets are voided.
307.	Series Betting In series betting all scheduled matches must be official games regardless of a ball being bowled. If a series ends in a draw and no price was offered for a draw option or if the scheduled number of matches is changed all series betting is voided.
308.	Team Total Runs In matches where we offer Team Total Runs for both teams, all bets placed on Second Innings runs will stand regardless of the score made by the team batting first. In second innings totals if the team batting second does not face a ball all wagers on their second innings total will be voided.
309.	In the event of a reduction in overs, a new set of totals will be offered. If there is a further loss in overs these totals will be void.
310.	In limited overs matches, wagers placed on team total runs stand once the match is official and no more than 10% of the scheduled number of overs is lost. Super Overs do not count for team run totals.
311.	High Bat / Run Scorer (Series) All Top Run Scorer bets will be for the 1st Innings (being the 1st innings of each team, regardless of which team bats first), unless otherwise stated.
312.	Individual match wagers on players not in the starting 11 will be refunded, however series betting is 'all in' regardless of the number of matches played by a competitor. If equal on runs the Dead Heat Rules apply.
313.	All bets refunded if player not in starting 11 however all bets shall stand provided the amount of overs needed has been reached regardless whether your player bats or not.
314.	The following minimum number of overs must be bowled in the relevant innings or the innings completed (concluded) for bets to stand— Test Matches/Sheffield Shield/County—50 overs 50 over match—25 overs 40 over match—20 overs 20 over match—15 overs
315.	H2H or group betting markets will be settled on the number of runs scored in the first innings of a match only unless otherwise stated. All Players run Head to Heads / Trios in Test Cricket / First Class Cricket will stand providing all players are in the final 11 regardless of if they bat or not. 50 Over Cricket and 20/20 Cricket, all player run Head to Heads / Trios need all listed players to reach the crease for bets to stand.
316.	Most Wickets (including Series) Individual match wagers on players not in the starting 11 will be refunded, however series betting is 'all in' regardless of the number of matches played by a competitor. If equal on wickets, the Dead Heat Rules apply.
317.	The following minimum number of overs must be bowled in the relevant innings or the innings completed (concluded) for innings bets to stand— Test Matches/Sheffield Shield/County—50 overs 50 over match—25 overs 40 over match—20 overs 20 over match—15 overs
318.	H2H or group betting markets will be settled on the number of wickets taken in the first innings of a match only unless otherwise stated. Both players must be in starting 11 but do not have to bowl a ball for bets to stand. In the case of two or more competitors finishing with the same number of wickets, Dead Heat Rules will apply.
319.	Wickets taken during a super over do not count towards a player's final tally.
320.	Player Runs All player runs markets are for the current innings unless stated otherwise. Wagers on this market will stand providing the batsman reaches the crease. Should an innings be shortened due to bad weather or a declaration, or if the player retires hurt, or if the player remains not out, his score at the conclusion of the innings shall determine settlement of bets.
321.	Number of Runs per Session: Total runs scored in a session (including extras) regardless of which team(s) scores the runs. If less than 20 overs are bowled in a session all wagers will be voided unless otherwise stated.

322.	Runs per specified overs: The number of specified overs must be completed for bets to stand unless the innings has reached its natural conclusion or the result cannot change. Changes to fielding restrictions etc. do not affect the result.
323.	Highest Score First 1st 5/10/15 Overs: If either team's innings is shortened due to external factors all wagers on this market are void unless the result had been determined prior to the announcement. In the event of a tie the Dead Heat Rules will apply.
324.	Highest Opening Partnership: If either team's innings is shortened subsequent to the commencement of play then all bets on this market will be void. In the event of a tie and no tie option being offered, Dead Heat Rules will apply. If a tie is offered then wagers on all other options will be settled as losers. If a batsman retires hurt the partnership will be deemed to be the number of runs scored up to the fall of the first wicket.
325.	Team to Hit Most Sixes: If a limited overs match is reduced by more than 20% of the allotted overs all bets will be voided unless a winner has been decided prior to the reduction. Super Overs do not count in determining the number of sixes hit.
326.	U/O 6s or 4s: If a limited overs match is reduced by more than 20% of the allotted overs all bets will be voided unless a winner has been decided prior to the reduction.
327.	First Over Runs U/O: Total number of runs in the first over of a test or limited overs match includes all extras. For all matches played in Australia in event of the number of runs scored being zero all bets will be void. If either team's innings get shortened prior to the commencement of their innings, all bets on this market shall be void.
328.	Next Over Runs U/O: Total number of runs in a nominated over includes extras. All bets will stand if the match reaches its natural conclusion in that over or if a declaration is made.
329.	First Ball of Match: Bets will be paid on the outcome of the first delivery of a match excluding deliveries declared a 'dead ball'.
330.	Team of Top Match Run Scorer: Pays on the team of which the leading 1st Innings run scorer plays. Over restrictions as per rule Hi Bat/Run Scorer apply. Any reduction in limited overs matches for one side all bets will be voided.
331.	Team Leading after First Innings: For the team batting second other than reaching a natural conclusion, a minimum of 20 overs must be played for bets to stand. Dead Heat Rules applies.
332.	Max Runs / Over: Pays on the most runs scored during any one over of a nominated innings or limited overs game including extras. All bets are void if there is a reduction in overs prior to the commencement of play.
333.	To Score 50/100 in a Match: All wagers are voided if due to external factors there had been a reduction in the nominated overs unless a result had already been reached.
334.	To Score 50/100 First Innings: This market shall be settled as Yes should any one player score a 50/100 in the course of the first innings. Should the innings be shortened due to external factors then the market shall be void.
335.	Highest Single Innings Score of Series: Pays on the team which scores the highest single innings score of a nominated series. Bets will stand if the number of scheduled matches is reduced.
336.	1st Man Out: The nominated openers must take to the crease for bets to stand. If there is no wicket taken in the nominated innings all wagers are voided. Should either batsman retire hurt before a wicket falls, all bet shall be void.
337.	Player Wickets Wickets Per Session: Bets are settled on the number of wickets lost in a nominated session regardless of which team loses them. A minimum of 20 overs must be bowled in a session for bets to stand. Players who retire hurt or declare do not count as wickets.
338.	Next Man Out: If no further wickets are taken or a player retires hurt all bets will be voided.
339.	First Method of Dismissal: If no further wickets are taken or a player retires hurt all bets will be voided.
340.	Fall of 1st Wicket: Should no wickets be taken bets will be settled on the score at the conclusion of the innings. For matches being played in Australia, should the first wicket fall on Zero, all bets shall be void.

341.	Fall of 1st wicket U/O: If a team's innings gets shortened prior to the commencement of their innings, all bets on this market shall be void. Fall of Next Team Wicket: Should no further wickets be taken bets will be settled on the score at the conclusion of the innings. If the innings is shortened due to external factors all wagers are void unless an unconditional conclusion has been reached.
342.	Total Match/Most Run Outs: If either team's innings in a limited overs match is reduced by more than 20% of the original allocation of overs then all bets on this market shall be void.
343.	Match Runouts O/U: Limited Overs—In the event that any overs are lost due to external factors then all bets shall be void unless unequivocally resulted prior to the loss of overs.
344.	Bowler Match Wickets: The nominated bowler must be in the starting 11 and overs of the batting side not to be reduced by more than 20% of the scheduled number of overs.
345.	Player Performance Markets Points will be awarded to the player in the following manner— 1 point per run scored with the bat 10 points per catch taken in the field 20 points per wicket taken with the ball 25 points per stumping carried out by the wicket keeper
346.	Player performance bets will be void (unless an unconditional conclusion has been reached) if the following does not occur— Test matches: A ball must be bowled in the third innings of the match for bet to stand; Limited overs: There must be no reduction in overs for bets to stand unless conclusion unequivocally reached prior to the loss of overs. Any points scored in a Super over will not count towards the players final total.
347.	Substitutes For betting purposes, should a substitute come into a game, they will not be recognised for betting settlement. Should a substitute win a market (eg. High Bat / Most Wickets) this market will be deemed void and all bets refunded as they were not in the starting 11.
348.	CYCLING Bets Settlement & Abandoned Events 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.
349.	All wagers stand regardless of any late or 'in the run' changes to the course or length of course due to adverse weather.
350.	Wagers on riders who withdraw before an event or stage starts will be void.
351.	If there is no podium presentation, results will be determined by the official governing body's result.
352.	Head2Head Betting The cyclist that receives the highest place in the event or stage will be declared the winner.
353.	If either one or both riders fail to start the specified event or stage all bets are void.
354.	If only one rider finishes the specified stage or event all bets stand and that rider will be declared the winner.
362.	ELECTIONS For Election betting— (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.

	<p>(h) All federal or state/territory election exotics are for lower house unless explicitly stated otherwise.</p> <p>(i) No multi bets will be accepted that include 2 or more legs from a single Election. If one is accepted in error, the stake will be split equally into single bets on each leg.</p> <p>(j) A single Election market may be included in a Multi-Bet with other non-Election markets.</p>
371.	<p>GOLF Bets Settlement, Abandoned Tournaments and Player Withdrawals All bets will be settled on the official result notwithstanding any reduction in the number of rounds played (for example if there are fewer rounds due to bad weather). Handicap bets will be void if there is a reduction in the number of holes played.</p>
372.	If a tournament is abandoned, any bets placed after the last completed round will be void.
373.	If a tournament is shortened for any reason but at least 36 holes have been played; the official trophy settlement will be used to result all wagers. If 36 holes are not played, all wagers are void except for those that have already reached an unconditional conclusion.
374.	If a tournament is postponed, all bets stand provided the tournament commences within 48hrs of the scheduled date and time.
375.	If a price on a match being tied was not offered and the match ends in a tie, Dead Heat Rules apply.
376.	If a player withdraws before they have teed off in a tournament, then bets on the player will be void. If a player withdraws after they have teed off in a tournament then bets on that player will stand.
377.	Tournament, match and group betting will be settled on the player achieving the highest placing at the end of the tournament including any play-off holes played. This will apply, even if both (or all) players 'miss the cut'. The Dead Heat Rules apply to any official tied results where a playoff is not played.
378.	For Player to lead at the End of Any Round betting, if a player tees off in round 1 all bets will stand. Players do not have to complete all four rounds for bets to stand and the dead-heat rule is not applicable.
379.	<p>Tournament Group Betting If one of the players in a group does not tee off in the tournament, then any group bets placed on that specific player will be void.</p>
380.	The Dead Heat Rules apply in the case of a tie.
381.	<p>Tournament Match Betting The player with the best finishing position in relation to that of his opponent in a tournament match bet shall be deemed the winner. If players involved have an identical finishing position at the end of the tournament the result will be a tie. If no tie price has been offered, then Dead Heat Rule will apply.</p>
382.	If both Player A and Player B withdraw or are disqualified prior to the official cut then the market shall be void.
383.	If Player A withdraws or is disqualified after teeing off and prior to the official cut then Player B shall be deemed the winner.
384.	If both Player A and Player B withdraw or are disqualified after the official cut then the market shall be void.
385.	If Player A withdraws or is disqualified after making the official cut and Player B made the cut then Player B shall be deemed the winner.
386.	If Player A withdraws or is disqualified after making the official cut and Player B missed the cut Player A shall be deemed the winner.
387.	<p>Player Handicap Betting If a player tees off and then misses the cut, is disqualified, or withdraws, bets on that player will be settled as losers. Only the scheduled 72 holes count; play-off holes are ignored. If the tournament is reduced to fewer than 72 holes then all bets on the handicap betting market are void. Only the players listed on the handicap list count for betting purposes. In the event of a tie (once the score has been adjusted for the handicap) then the Dead Heat Rules apply.</p>
388.	<p>2, 3 & 4 Ball Betting For 2 ball betting, a price will be offered for a tie. For 3 & 4 ball betting, if the players involved have an identical score at the end of the round, the result will be a tie and the Dead Heat Rules will apply.</p>

389.	Bets stand once the players have teed off on their first hole. If a player does not tee off then bets on the 2, 3 or 4 ball they were due to take part in are void. If a round is abandoned, bets on that round are void.
390.	If the actual player matchups are changed in the tournament for any reason after the market has been posted on site, bets still stand with the original players displayed.
391.	Standout Player vs The Field If any Standout Player is a non-runner for any reason, all bets are void.
392.	To make/miss the cut Bets on players to make/miss the cut will be settled on the official result posted on the tour sites.
393.	Players who are disqualified or withdraw before they complete 36 holes are deemed to have missed the cut.
394.	PGA Tour: any player who makes the cut or the modified cut (MDF) will be settled as having made the cut (as according to the pgatour.com leader board).
395.	In the event that 36 holes are not completed then all bets on this market will be void.
396.	Players who are disqualified or withdraw subsequent to posting a score equal to or better than the official cut mark (after they have completed 36 holes) will be deemed to have made the cut.
397.	Mythical 2-balls, 4-balls, 6-balls In 'mythical 2/4/6 ball' betting the player/group with the lowest score over 18 holes is the winner.
398.	Should a player in the 2/4/6 ball not tee-off all bets in that 2/4/6 ball are void. However, if a player starts his round but withdraws or is disqualified during any part of the round he (or his group in the case of 4 balls and 6 balls) is deemed to be a loser.
399.	If a player posts a score but is later disqualified, all bets will be settled on the score that the player initially posts for that round.
400.	Odds for a tie are offered in mythical 2/4/6 ball betting; therefore, in the event of a tie bets on both players/groups are losers and bets on the tie are winners.
401.	HANDBALL Bets Settlement & Abandoned Games Bets on handball will be settled according to the official result as declared by the relevant governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.
402.	If an event or meet is abandoned or postponed then all bets shall be void and multi bets will be recalculated without the affected legs except for markets that have already reached an unconditional conclusion.
403.	All wagers stand regardless of change of venue.
404.	Any Overtime played will not count for resulting purposes unless specifically stated.
405.	ICE HOCKEY (NHL) Bets Settlement All bets on ice hockey matches will be settled on the official results and statistics provided by the relevant league's governing body.
406.	In the NHL, the winner of the Eastern or Western Conference is the team that represents that conference in the Stanley Cup, not the team that has the best regular season record.
407.	If a match is abandoned, all bets are void except for those that have already reached an unconditional conclusion.
408.	All outright markets include playoffs unless stated otherwise.
409.	Pre match markets Overtime (including any subsequent shoot-out) counts for all markets unless stated otherwise. In the event of a shoot-out, the winning team is credited with one goal and this counts for all markets where applicable.
410.	Specific Markets Money Line: At least 15 minutes of official time must elapse in the 3rd period for bets to stand.
411.	60-minute markets are settled on 60 minutes of play. Overtime and shoot-out goals are not included.

412.	65-minute markets are inclusive of all overtime and shoot-out goals where applicable, and the one goal rule applies to these markets.
413.	Game Totals/Period Totals/Team Totals: The game total result is the combined goals for both teams inclusive of overtime and 'shoot outs'. At least 15 minutes of official time must elapse in the 3rd period for bets to stand, unless the total is already over. In the event of the total goal(s) being the exact amount where no exact price is offered, all stakes are refunded. Period Goals only apply to that specific period and the entire period must be played. For 3rd period lines, overtime does not count.
414.	Proposition ('prop') markets: Overtime counts for all proposition markets, except for those that are based on specific periods of play. At least 15 minutes of official time must elapse in the 3rd period for bets to stand.
415.	A puck line is a bet where a handicap is given to a Selection. The result used for settling is the match result adjusted for the handicap line available at the time the bet is struck. For example, Tampa Bay +1.5 v Calgary -1.5, result: Tampa Bay 2-3 Calgary. Tampa Bay wins on the handicap. Overtime counts for all puck lines.
416.	If the line or total is a flat number, (e.g. 5, as opposed to 5.5) and the total or handicap ends up on that number, all wagers are void and refunded; all multi bets are recalculated without that leg.
417.	Player(s) prop markets: The respective player(s) must start for bets to stand. Overtime counts for all proposition markets, except for those that are based on specific periods of play.
418.	ICE HOCKEY (NON-NHL) Bets Settlement All non-NHL ice hockey bets will be settled on 60 minutes play unless specifically stated otherwise; overtime is not included.
419.	Should a match be abandoned, all bets will be void except for those markets where an unconditional conclusion has been reached. If an official result is declared, then all bets stand.
420.	If a match is not played on the scheduled date all bets will be void.
421.	Period Betting—20 mins only Each 20-minute period is treated as a separate 'mini-match' and therefore Your Selection must score more goals than the other team within the chosen period to win. Any existing score in the match is not carried forward, and so for the purposes of period betting, every period is considered as starting 0-0, as no goals have yet been scored in the period. For example, if Your selected team wins a match 2-0, scoring in the 2nd and 3rd periods, the period scores would be 0-0, 1-0 and 1-0. If you had bet on the team to win "1st Period Betting—20 mins only", although Your team won the match, the winning Selection for Period 1 would actually be "Draw".
422.	Medal Markets 'Medal Markets' includes the Summer and Winter Games, Commonwealth Championships and similar tournaments.
423.	All Medal market results are determined by podium position. Any subsequent change in standings has no bearing on the result.
424.	MOTOR RACING Participation, abandonments and end of season settlement A race is considered to have started on the signal to start the warm-up lap for a motor race. Wagers on drivers not on the grid for the warm-up lap or ready to start from the pit lane will be voided.
425.	If a race is abandoned and the relevant governing body for a motor race declares no official result, all bets on that race will be voided unless the wager had reached an unconditional conclusion (e.g. a driver spins out in first lap and his opponent completes more laps).
426.	Wagers are paid on podium presentation and are final. No subsequent penalties, disqualifications or point deductions will be taken into account.
427.	Outright Betting Outright Drivers' and Constructors' championship betting will be settled based on the points tally immediately after the podium presentation of the final Grand Prix of the season. Retrospective protests and enquiries will not affect the declaration and payout of outright markets.
428.	In case of a dead heat in Outright betting, the official Governing Body declaration will determine the result. This includes count backs and most wins.

429.	Match and Group Betting All wagers stand once a driver participates in qualifying, however winning wagers are paid once one or more drivers complete the race. The official FIA result will be that at the time of Podium Presentation.
430.	'First Driver to Retire' wagers are live once the signal to start the warm-up lap is shown. If more than one car retires on the same lap, the Dead Heat Rule applies.
431.	'Leader After One Lap' wagers are determined by the first driver to cross the start/finish line after one classified race lap. The warm up lap does not count. If the race begins under the safety car or one lap is not completed all wagers are voided.
432.	The 'Will There Be A Safety Car?' market will be determined as 'Yes' if at any time a safety car is required on the track during the official race proper. If the race starts under a safety car, the market will be determined as 'Yes'. Should the race finish under the safety car but the winner crosses the line before the safety car is required, the market will still be determined as 'Yes'.
433.	Qualifying Markets Wagers on qualifying will be paid on positions that are determined by the qualifying times in the relevant qualifying sessions. If either driver fails to be declared as a starter for the first period of qualifying then bets shall be void.
434.	Qualifying wagers will be settled as the fastest lap time recorded in the 3rd and final qualifying period unless specifically stipulated.
435.	All Qualifying markets are settled on the official times recorded by the FIA. Penalties and disqualifications are not taken into account.
436.	Nascar, Indy Car, Cart Racing, V8 SuperCars, WRC, Moto GP, SBK Any driver who fails to qualify for the race will not be considered a runner and bets will be void.
437.	Any driver not listed in the field on site is still available to have odds quoted for by Us. Bets will stand if a race is won by a non-listed driver.
438.	If a race is postponed and not rescheduled within 24 hours of the original advertised time then all wagers will be voided.
439.	Wagers are paid on podium presentation and are final. No subsequent penalties, disqualifications or point deductions will be taken into account.
440.	Match and Group betting is determined as per the official race result at Podium Presentation. If a driver fails to complete the race the other driver will be declared the winner. If both drivers fail to complete the race, the driver who completes the most classified laps will be declared the winner. If both drivers fail on the same lap the result will be determined by the relevant governing body's official result. Both drivers must start the race for bets to stand.
441.	NETBALL Bets Settlement & Abandoned Games Wagers on netball events are settled according to the official result as declared by the governing body of that event. Any subsequent amendments to the official result will be ignored for settlement purposes.
442.	If an event is abandoned or postponed and not played within 24 hours of the scheduled start time, all bets shall be void and Multi-Bets will be recalculated excluding that leg except for markets that have already reached an unconditional conclusion.
443.	In the event that a match starts but is not completed, all bets will be voided unless the wager has reached an unconditional conclusion.
444.	Overtime Overtime counts for the following markets unless otherwise stated: Head2Head, Line (Handicap), Total Goals, Home Team Total Goals & Away Team Total Goals.
445.	All other markets will be resulted as per scores at the end of regular time.
446.	OLYMPICS For the Olympic Games, payouts will be based on podium placing. RWWA does not recognize overturned decisions for betting purposes.
462.	Not Adopted.

464.	<p>Statistical Data</p> <p>All match statistical data and SuperCoach points will come from the official Foxsports website (http://www.foxsports.com.au/nrl/match) except Possession and Completion rates which will be resulted from (http://matchcentre.nrl.com)</p>
466.	<p>RUGBY UNION</p> <p>Acceptance of Bets & Settlement</p> <p>All bets on rugby union matches are settled on 80 minutes of play unless otherwise specified. Any extra time does not affect the settlement of a bet, unless otherwise stipulated.</p>
467.	<p>If the game ends in a draw, Match Betting (H2H) markets will be settled as per the Dead Heat Rule except in a Match Betting market where the draw was quoted. In this case the draw is paid as the winner and all other options will be settled as losers.</p>
468.	<p>Handicap (line) betting will be settled on the official score +/- handicap. In handicap options where the handicap draw is quoted and the final result falls on the draw handicap, the draw handicap will be paid as the winner and other options will be settled as losers.</p>
469.	<p>If a match is abandoned either before it starts or before the end of the second half, then all bets will be void except for those where an unconditional conclusion has been reached (for example first try scorer where a try has been scored).</p>
470.	<p>First/last/anytime try scorer market bets will be void if the player is not in the starting 22.</p>
471.	<p>Time of first try markets will be settled against the time displayed on the official website of the governing body.</p>
472.	<p>If a match is postponed and rescheduled to take place within 24 hours of the original start time, all bets on that match shall stand. If a match is no longer to be played at the advertised venue, all bets on that match will stand provided that the venue has not been changed to the opponent's ground (or in the case of international matches, provided the venue remains in the same country).</p>
473.	<p>All Rugby 7's markets are resulted at the end of normal time, except for Head to Head and Line wagers which are resulted at the end of any extra time played.</p>
474.	<p>Extra Time Markets</p> <p>Extra time in relation to relevant rugby markets only is defined as any scheduled period of play between the end of the second half and the end of the match. Extra time does not include penalty shoot-outs. All extra time betting markets start from the beginning of extra time and ignore events in normal time. For example, if the game finishes 21-21 at the end of normal time, and there are 14 points scored in extra time, then the extra time total points market will be settled as 14.</p>
475.	<p>Futures</p> <p>Grand Final Winner /Regular Season Winner / Make The Grand Final markets are All In Betting. All Teams are considered to be starters regardless of any point deductions due to breaches of rules or regulations. Any decision made by the Governing Body regarding any loss of a Premiership after the Grand Final has been played, will be deemed null and void, all bets will still stand.</p>
476.	<p>Finish Last/Bottom is All In Betting, paid out on the team that has the least amount of wins in the home and away season. Any Team that has points deducted due to breaches of rules and regulations will be deemed to be a Starter. Any decision made by the Governing Body regarding the loss of premiership points is final.</p>
477.	<p>Any Outright market referring to 'Regular Season' applies to all matches played up to, but not including, the Final or Playoff series.</p>
478.	<p>Super Rugby Player Exotics</p> <p>All match statistical data will come from the SANZAR Rugby Website www.sanzarugby.com/superrugby.</p>
479.	<p>All statistical markets will be resulted as soon as possible but may take until Tuesday following the completion of the round.</p>
480.	<p>SNOOKER</p> <p>Bets Settlement & Abandoned Games</p> <p>If a match commences but is not completed, all wagers on the event are void except those where an unconditional conclusion has been reached.</p>

481.	Where revised match betting is offered (between sessions), 1 frame/set of the following session must be completed for bets to stand.
482.	For handicap betting, a handicap will only be given to one player/team, and the result determined + or- that handicap.
483.	For match betting both nominated players must compete for bets to stand.
484.	For Outright betting a player must commence the tournament for bets to stand.
485.	In-running markets In the 'To pot the first ball' market of a nominated frame, fouls do not count toward settlement.
486.	Re-racks will not count towards settlement unless a ball was not potted in the original frame.
487.	For total points in a nominated frame, in the event of a re-rack, only points scored in the completed frame will count.
488.	For tournament highest break, only one break per player will count towards the settlement (e.g. Player A scores 141 and 140 in the tournament only the 141 will count towards settlement).
489.	In the event of a player being awarded a frame due to the withdrawal of the opposing player, frame betting, to win 1st frame, to win a nominated frame and all other related markets will be settled as per regular settlement listed above.
490.	For Next Four frames outright and Correct Score, Next Session outright/correct score, if the market is not completed due to the match result having been determined before this point, then bets will be deemed void unless already determined as a losing bet. If all frames are not completed due to time constraints, bets will be settled when play resumes and settlement point is reached.
491.	SOCCER Acceptance of Bets & Settlement All soccer bets will be settled on the score at the final whistle at the end of full time. This denotes the period of play after 90 minutes plus any time added by the referee for injuries and other stoppages but does not include scheduled extra time, or penalty shoot-outs, if played. Extra time denotes the period of play which takes place after full time but which does not include any penalty shoot-outs. In matches where penalty shoot-outs or extra time are due to take place, all bets are settled on the full time score unless specifically stated otherwise.
492.	For matches played at neutral venues, the team listed on the left in the match fixture emanating from the relevant governing body of the football competition in question is classed as the 'home' team for settlement purposes.
493.	When a match is abandoned before the completion of play (90 mins including stoppage) the Head2Head result will be void unless the leagues governing body within 24 hours declare an official result. All other markets will be void and refunded, except those that have already reached an unconditional conclusion.
494.	Postponed/re-arranged matches If a match is postponed, and not re-scheduled to take place within 24hrs of the original scheduled time, all bets will be voided.
495.	If the venue of a match is different to what we have listed on site, all bets will still stand, except when the match has been switched to the opponent's home ground, in which case all bets will be voided.
496.	Correct Score Settlement of bets will be based on the final score of a particular match, or on a number of matches, at the end of the period of time in question, be it of 90 minutes duration (including stoppage time) or such time as otherwise specified under the terms of the bet.
497.	Halftime / Fulltime Double and Double Chance Halftime/Fulltime Double Chance bets are settled based on the result of the match at both half time and full time. Bets will be void if a match is abandoned prior to the completion of 90 minutes play.
498.	Double Chance bets are settled based on two possible outcomes at the end of 90 minutes play (including stoppage time).

499.	<p>Home/Away Team Bets</p> <p>The following applies to Home/Away Team Bets—</p> <p>Home team and Away team—bet wins if either team wins;</p> <p>Home team and draw—bet wins if Home team wins or the match is a draw;</p> <p>Away team and draw—bet wins if Away team wins or the match is a draw.</p>
500.	<p>To Win Both Halves</p> <p>For the purposes of ‘To Win Both Halves’ bets, a match is treated as two separate 45 minute ‘mini-games’ and the team selected must score more goals than the other team in each of the two halves. For example, if a 45-minute match finishes 1-0, one of the halves must have been 0-0 and one must have been 1-0. Therefore, as the winning team did not actually win both halves, bets on that team to win both halves would be settled as losers.</p>
501.	<p>Goalscorer Bets</p> <p>Own goals are ignored for the settlement of all goalscorer bets. Bets on a player who does not take to the pitch will be void.</p>
502.	<p>For first goalscorer bets, all bets on a player who takes no part in the match or who comes on as a substitute after the first goal has been scored will be void. If a match is abandoned before the first goal is scored, all bets are void. This includes any ‘no goalscorer’ bet. If the match is abandoned after the first goal is scored, all bets will stand. If the only goal scored before the end of full time is an own goal, then ‘no goalscorer’ will be deemed the outcome.</p>
503.	<p>For last goalscorer bets, all bets on a player stand as long as they take to the pitch, regardless of whether they were on the pitch when the last goal was scored. If the only goal scored within 90 minutes is an own goal, then ‘no goalscorer’ will be deemed to have been the outcome.</p>
504.	<p>For anytime, brace or hat-trick goalscorer bets, all bets on a player stand as long as they take to the pitch. Only goals scored during normal time plus stoppage count. Own goals do not count. In the event of an abandoned match all bets will be void, unless bets on a player to score a brace, hat-trick or at any time have already reached an unconditional conclusion.</p>
505.	<p>For last team to score, settlement is based upon the team scoring the last goal before the end of full time. Own goals DO count for this market. For example, if Chelsea are playing Tottenham and the last goal is an own goal by a Tottenham player, Chelsea would be the winner in the ‘last team to score’ market.</p>
506.	<p>Settlement for goalscorer markets will be derived from information supplied by the official governing body of the league in which the bet was struck.</p>
507.	<p>Every effort is made to quote odds for all players for each relevant player market. However if a player is left out, odds are available upon request and they will still count as the winner for that market even if not listed on the RWWA Website.</p>
508.	<p>Total Goals Odd or Even</p> <p>All bets will be settled on whether the total number of goals scored before the end of full time will be an odd or an even number. Zero goals will be considered to be ‘even’ for the purpose of this market.</p>
509.	<p>Goal Minute and Time Reliant Markets</p> <p>For settlement purposes, the first minute of a game will be from 1 second to 59 seconds, the 2nd minute from 1 minute to 1 minute 59 seconds and so on. For example, if a bet is placed on the first goal to be scored between 11 and 20 minutes and the first goal is scored at 20 minutes 03 seconds; the bet will be a loser as this falls within the 21 to 30 minutes category.</p>
510.	<p>All goals scored in stoppage time at the end of the first half will be resulted as being in the 45th minute; likewise all goals scored in stoppage time at the end of the second half will be resulted as being in the 90th minute.</p>
511.	<p>For all markets that rely on a specific Time to be settled, the official time shall come from information supplied by the official governing body of the league in which the bet was struck.</p>
512.	<p>Over/Under Goal Line</p> <p>Bets are settled on whether there will be more or less total goals scored before the end of full time than the handicap goal-line stated. If we are offering a “whole number” goal line and the total number of goals equals the goal-line, stakes will be refunded.</p>

513.	Scorecasts (first player to score and correct score) Winning bets will have successfully predicted both the player who will score the first goal in a selected match and also the correct score at the end of full time.
514.	In the event that your selected player takes part in the match after the first goal has been scored or does not take part in the game at all, a scorecast bet will revert to a single bet on the correct score at the price advertised for that single bet at the time the bet was placed.
515.	As own goals do not count for first goalscorer purposes, in the event that the first goal is an own goal the scorecast will be settled on the next goalscorer and correct score of the game. If the final score is 1-0 and the goal is an own goal, scorecast bets are settled as a correct score single as above.
516.	In the event that a match is abandoned prior to the completion of full time and a goal has been scored, scorecast bets will be settled as first goalscorer single bets. If no goal has been scored, all bets will be void.
517.	Bookings Markets Bookings markets are settled by reference to cards shown during the first or second half of the match including injury time but excluding extra time. Cards will only count which are shown to players after they take the pitch for the first time and before they leave the pitch for the final time. Cards shown to non-players (e.g. managers) do not count. Any card shown after the full time whistle has been blown shall be disregarded. If after the final whistle a card shown during a game is rescinded, or reduced to a yellow card from a red card, that will not affect the settlement of any markets involving bookings on the game in question.
518.	A player receiving a red card as a consequence of receiving a second yellow card will in all cases be deemed to have been shown one yellow card and one red card.
519.	For markets involving the time of yellow and red cards, these markets will be settled by reference to the time at which the relevant card is shown.
520.	For booking index bets a yellow card is 10 points and a red card is 25 points. Settlement is determined by adding the points per card issued before the end of full time. A maximum of 35 points can be awarded to any one player.
521.	Number of Corners The total number of corners taken before the end of full time is used for settlement of such bets. Corners awarded but not taken will not count.
522.	Half Time Betting All bets relating to just the first half are settled on the result of the match at half time. Half time denotes the period of play after 45 minutes plus any time added by the referee for injuries and other stoppages. In the event that the match is abandoned prior to half time, bets will be void. However, if the match is abandoned during the half-time interval or during the second half, all bets will stand.
523.	Handicap Betting Handicap bets are settled on the basis that one of the team is given half a goal or more head start. Bets are settled by adding (or subtracting) the goal handicap to the full time result.
524.	With Whole Ball Handicaps if the scores are level after the handicap has been applied it will result in a push that will have the stake returned. E.g.: Team X -2, Team Y +2 If Team X win 2-0, bets on both Teams X & Y will be a push and be returned. If Team X win 3-0, bets on Team X will be winners and Team Y will be losers. If Team X win 1-0, bets on Team X will be losers and Team Y will be winners.
525.	In the case of Half Ball Handicaps, there can be no push result. E.g.: Team X -1.5, Team Y +1.5 If Team X win 2-0, bets on Team X are winners and Team Y are losers. If Team X win 1-0, bets on Team X are losers and Team Y are winners.
526.	With all Handicap with Tie betting, markets are resulted at completion of normal time. If the result lands on the handicap then handicap draw is paid as the winner.

527.	<p>Penalty Shoot-outs</p> <p>All penalty shoot-out markets apply only to the result of a penalty shoot-out. Penalties scored before the completion of full time and/or extra time will not count for the purposes of this market. In the event that a match does not go to a penalty shoot-out, all bets on these markets will be void.</p>
528.	<p>Match Bets between Two Players</p> <p>For match bets between two players (e.g. which player will be booked first, or which player will score more goals) both players must take the field for bets to stand.</p>
529.	<p>Extra Time Betting</p> <p>Extra time betting will be based on the scheduled period of play during extra time.</p> <p>All extra time betting markets will start from the beginning of extra time and not include normal time (i.e. the time before the end of full time).</p>
530.	<p>Man of the Match</p> <p>When offered, these markets will be settled in accordance with the man of the match award presented by the host broadcaster who covers the match live.</p>
531.	<p>Divisional Betting</p> <p>All bets are settled on the final league placings, regardless of what happens in any divisional play-offs. Bets on 'who will win' a particular league will be settled on the team that lifts the trophy. In the event that a team does not complete all of its fixtures, bets will still stand.</p>
532.	<p>In season match bets (which of two teams will place highest in the league at the end of the season), if teams finish level on points then the tiebreaker used by the league in question (for example, goal difference or head-to-head records) will decide the winner.</p>
533.	<p>League Top Goal Scorer</p> <p>Bets placed on a player to be the top scorer in a given league are based on games played in the regular season only. Only goals scored in the denoted league shall count. Any goals scored in subsequent play-off games do not count for betting purposes. Should a player not participate in at least one match in the named league then bets on that player shall be void.</p>
534.	<p>SURFING</p> <p>Bets Settlement & Abandoned Games</p> <p>Bets will be settled according to the official result as declared by the governing body of the event. Any amendments to the official result will only be taken into account for resulting purposes, if the amendment is made within 24 hours of the event finishing.</p>
535.	<p>If an event or meet is abandoned then all bets shall be void and multi bets will be recalculated without the affected legs.</p>
536.	<p>All wagers stand regardless of change of venue or event postponement (24 hour rule does not apply to Surfing due to the nature of the sport).</p>
537.	<p>For Head to Head Betting or 2/3 Board Betting, all nominated surfers must compete for bets to stand.</p>
538.	<p>SWIMMING</p> <p>Bets Settlement & Abandoned Games</p> <p>Bets will be settled according to the official result as declared by the governing body at Podium Presentation. Any subsequent amendments to the official result will be ignored for settlement purposes.</p>
539.	<p>If an event or meet is abandoned then all bets shall be void and multi bets will be recalculated without the affected legs.</p>
540.	<p>All wagers stand regardless of change of venue however in the case of a postponement, the event must take place within 24hrs of the scheduled starting time for bets to stand.</p>
541.	<p>For Competitor Head to Heads and Group betting, all nominated swimmers must take to the water for bets to stand.</p>
542.	<p>TENNIS</p> <p>Futures/Outrights</p> <p>All Futures Markets are 'all in'. If a player does not start the tournament, wagers on that player will be settled as losers. Bets placed on a player after the official draw takes place will be refunded if that player subsequently withdraws from the tournament without playing a point.</p>

543.	Once a player's first match in a tournament has begun, outright tournament bets on that particular player will stand. If the player then withdraws for any reason, outright bets on the player will be settled as losers. Bets placed on any player after the draw takes place who subsequently withdraws from the tournament without playing a point will be voided and stakes refunded.
544.	For all tournament markets that are offered once the tournament draw has been announced, a player must play at least one point for bets to stand. This includes, but is not limited to; To Reach the Final, Quarter Winners, Name the Finalists, Stage of Elimination, Group Betting and Favourite vs. The Field.
545.	Tournament Head to Head markets—Named players must play at least one point for bets to stand. If both players are eliminated in the same round then dead heat rules apply unless a tie option is offered. If a player progresses via disqualification or a retirement, bets will stand.
546.	Match Betting The first serve of a tennis match is deemed to be when the match starts.
547.	In the event of a change to playing surface, venue or change from indoor court to outdoor and vice versa, all bets will stand.
548.	For match betting purposes, if a player withdraws or is disqualified before the start or before the completion of the match, then all head to head bets will be voided and stakes refunded.
549.	If there is a change in the number of sets to be played, Head to Head & First Set market wagers will stand, however all other bet will be voided and stakes refunded.
550.	If a match does not take place or a player proceeds due to a walkover, all bets will be voided and stakes refunded.
551.	If a match is suspended whilst in play then all bets stand until the match is completed unless the match is not completed within 72 hours of the time it is initially suspended, in which case all un-resulted bets will be voided and stakes refunded.
552.	Set Betting A match must reach its full completion for bets on this market to stand. When a super-tiebreak (or champion's tie-break) is played, as in ATP/WTA doubles, the super-tiebreak will be classified as a 'set' for the purpose of set betting markets.
553.	Handicap Betting For the purpose of games handicap markets, a tiebreak counts as one game.
554.	Match/Set Games Handicap betting—A match must reach its full completion for match games handicap bets to stand unless the match is at such a point that any natural conclusion to the match would unconditionally determine the result of that market.
555.	Example—A best of 3 set match is abandoned with the score at 7-6, 6-7, 5-5 in this situation handicap bets of +/- 2.5 Games or more will be result and settled as the greatest margin that could occur is a player winning by 2 games. Handicap bets of +/- 1.5 games or less will be voided and stakes refunded.
556.	Set Games Handicap and Set Handicap markets will be result and settled in the same way.
557.	Example A—a set is abandoned at 5-5, set games handicap bets of +/- 2.5 games or more will be result and settled as the greatest margin that could occur is 2 games. Bets of +/- 2 games or less will be voided and stakes refunded.
558.	Example B—a match is abandoned at 4-6, 6-4. Bets on +/- 1.5 sets will be result and settled as the most a player can win by is one set.
559.	When the handicap is a flat line (whole number) and result lands on that number, then all bets will be void and stakes refunded.
560.	Games Handicap betting on a nominated set will stand, regardless of a subsequent retirement, as long as the nominated set has been completed.
561.	Totals Betting For the purpose of total games markets, a tiebreak counts as one game.
562.	A match must reach its full completion for bets on Total Sets and/or Total Games to stand, unless the result has already been unconditionally determined or there is no way the set/and or match could be played to its natural conclusion without unconditionally determining the result of the market.

563.	Example A (Total Sets Markets)—If a player retires at the completion of the 2nd set or during the 3rd set then bets on over/under 2.5 sets will be settled as 'Over 2.5 Sets' winning as the match could not have reached a conclusion without a 3rd set being played (similarly if the match is best of 5 sets and a retirement takes place in the 4th or 5th set then 'over/under 3.5' sets will be settled with the 'Over 3.5 Sets' selection as the winner.
564.	Example B (Total Games Markets)—A best-of-3 sets match is abandoned at 6-3 4-6, bets on Over/Under 24.5 games or fewer in match will be settled as winners/losers respectively, since any natural conclusion to the match would have at least 25 games; bets on Over/Under 25.5 games or more are void.
565.	All in-play bets on totals markets will be voided and stakes refunded, regardless of what stage the match is at, unless the market has already reached an unconditional conclusion.
566.	Total Games—Odd/Even A match, or set, must be completed for bets on Match/Set Total Games—Odd/Even to stand.
567.	Next Game Score Tiebreaks do not count for this market; therefore if bets are taken on the outcome of the next game and the next game is a tiebreak, then bets will be voided and stakes refunded.
568.	If a game is interrupted but is completed on the day it began, then bets on the score of the game will stand.
569.	If a game is not completed for any reason, then bets on the score of the game will be void.
570.	If a game is completed by the awarding of a penalty point by the umpire, the game shall be deemed to be complete. However if a game is completed by the awarding of a penalty game by the umpire, the game shall be voided and all stakes refunded.
571.	Player Stats/Player Props markets All player stats/player props markets will be settled as per the official match statistics. For ATP matches—www.atpworldtour.com, for WTA matches—www.wtatennis.com, for Davis Cup matches—www.daviscup.com, for Federation Cup matches—www.fedcup.com and for Grand Slams the Official website of the relevant Grand Slam.
572.	For all markets in this category, if the match does not reach a natural conclusion, whatever the reason, all bets will be voided and stakes refunded unless the market has reached an unconditional conclusion.
573.	Example—Player A has served 8 Aces when the match is abandoned and the Player Total Aces market is over/under 7.5 Aces. As the total has already exceeded 7.5 Aces the over 7.5 Aces will be settled as a winner, under 7.5 Aces as a loser. This rule applies to all Set, Player and Match total player stats/player props markets.
574.	Any 'First' event to happen or 'first player to' markets including, but not limited to, First Hawkeye Challenge, First Ace, First Double Fault, First Service Break, First Break Point will be settled and bets will stand if the event has occurred regardless of any subsequent retirements. If the event does not occur (for example, there is no service break) all bets will be voided and stakes refunded.
575.	Tiebreak Betting Tiebreak in nominated set—If the nominated set is not completed, whatever the reason, then all bets will be voided and stakes refunded unless the set/match is abandoned with the game score at 6-6. In this case Tiebreak 'yes' will be settled as a winner.
576.	Tiebreak in Match—If a match is abandoned with the possibility of a tiebreak still being played then all bets will be voided and stakes returned unless a tiebreak has already occurred, in which case bets will stand and 'yes' option will be paid as a winner. If a match is abandoned in the final set of a match where no tiebreak is played (e.g. Davis Cup, French Open, Wimbledon and Australian Open) then the 'no' option will be settled as a winner.
577.	To win a Set Betting Bets on this market will be void and stakes refunded if the match is abandoned before the completion of the first set. If the match is abandoned after the completion of the 1st set but before the completion of the match (providing both players have not already won a set) 'To win a Set' bets on the player who has already won a set (or sets) will be resulted and settled as winners. Bets on the player who has not won a set will be void and stakes refunded.

578.	In-Play Betting If the nominated point, game or set is not completed then all bets will be voided and stakes returned. This rule applies to, but is not limited to, next game winner, next point winner, game correct score, game handicap, point handicap,
579.	'Race to' Markets—Bets are settled based on the first player to reach the nominated number of games in the relevant set. If neither player reaches the nominated number of games stated (due to abandonment) then all bets will be void and stakes refunded. Any forfeited points/games will count for settlement purposes.
580.	In-play point betting markets—Bets are settled on the nominated player winning a certain point within a game. If the nominated point is not played, regardless of the reason, all bets will be void and stakes refunded. If a point is forfeited then bets will stand. If a point is awarded as a penalty point then bets on that point will be void and stakes refunded.
581.	If in-play markets remain open with an incorrect score generating incorrect prices then we reserve the right to void any affected bets.
582.	Game and Set scores displayed during in-play markets may not be current and should not be used as a basis for placing wagers.
583.	UFC/MMA Bets Settlement & Abandoned/Amended Contests The official start of a fight is when the bell is sounded for the beginning of the first round. All bets will be settled according to the official result declared by the event's governing body immediately after the end of the fight. Any subsequent appeals or amendments to the result will not be taken into account for settlement purposes.
584.	Where a fight 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.
585.	Future fights where a market is posted before an official fight date has been announced by the official governing body, will be void and refunded when it becomes apparent that the fight will no longer go ahead. This will be determined at the trader's discretion.
586.	If one of the contestants is replaced by a substitute, bets on the original bout will be void.
587.	If there is a change to scheduled number of rounds, bets based on the number of rounds or referring to a specific round will be void but all other bets will stand.
588.	Regardless of any change in the contest type: e.g. bout is changed from title fight to non-title fight, all bets will still stand.
589.	All bets are void if a match is declared a 'No Contest, (<i>to describe a fight that ends for reasons outside the fighters' hands, as stated above all bets will be settled according to the official result declared by the event's governing body</i>) unless the result has already been determined.
590.	End of the Bout If a fighter fails to come out for the next round (<i>walk out of their corner to start the round</i>), bets will be settled on his opponent having won the bout in the previous round.
591.	If a fight is stopped before the scheduled number of rounds has been completed, or if a fighter is disqualified, bets will be settled on the round in which the fight was stopped. If a points decision is awarded before the scheduled number of rounds has been completed, bets will be settled on the round in which the fight was stopped. If a fighter withdraws or is disqualified between rounds or if a fighter fails to answer the bell for a round, then bets will be settled based on the previous round.
592.	Method of Victory For the purposes of this market a KO includes the following— (a) Referee stoppage while fighter is standing (b) Referee stoppage while fighter is on the canvas (c) Stoppage by doctor (d) Stoppage by corner (e) Fighter retires due to injury
593.	For the purposes of this market a submission includes the following— (a) Referee stoppage due to tap out (b) Referee stoppage due to technical submission (c) Fighter verbal submission (includes verbal submission due to strikes)

594.	In the event of a disqualification or no contest the market will be void.
595.	Total Rounds For the purposes of settlement where a half round is stated then 2 minutes 30 seconds of the respective round will define the 'half' to determine under or over.
596.	Fight of the night Dead heat rules apply if 2 or more fights are awarded "fight of the night".
597.	VOLLEYBALL/BEACH VOLLEYBALL Bets Settlement & Abandoned Games Bets will be settled according to the official result as declared by the governing body of the event. Any subsequent amendments to the official result will be ignored for settlement purposes.
598.	If an event or meet is abandoned or postponed and not played within 24 hours of the scheduled start time, all bets shall be void and multi bets will be recalculated without the affected legs.
599.	All wagers stand regardless of change of venue.
600.	For all Head to Head and Group Betting, all nominated players must compete in at least one match for bets to stand.
609.	E-SPORTS Bet Settlement and Abandonments Settlement will be based on the official result as declared by the relevant governing body of the specified competition. Official governing bodies of eSports events include, but are not limited to, na.lolesports.com, oce.lolesports.com, www.join dota.com, http://wcs.battle.net, and other Official tournament organising bodies.
610.	If a team/ player withdraws before the commencement of the match /tournament all bets on that player/team will be voided.
611.	An unplayed or postponed match will declared void for settlement purposes unless it is played within 48 hours of the originally scheduled start time.
612.	In the event of a fixture starting but not being completed, bets will be void unless the outcome is already determined.
613.	Bets will be void where it is obvious the fixture is listed incorrectly on our website/app (For example, an incorrect team or player name is listed)
614.	If a match is played before the scheduled start date/time, then all bets placed after the actual starting time will be void. All bets placed before the actual starting time will stand.
615.	If the name of a player/team is misspelled, all bets will stand where it reasonably practicable that the misspelled player/team name refers to the correct player/team.
616.	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.
617.	Not Adopted.
618.	Handicap Betting / Total Map Betting / Correct Score Betting Bets are void if the stated number of maps are changed, or they differ from those offered for betting purposes.