

GENERAL FOOTBALL RULES

1.1 ACCEPTANCE:

All bets are placed in accordance with our betting rules and terms and conditions

1. All odds are subject to fluctuation and are based on the result at 'full-time' (the terms 'full-time', '90 minutes play' and 'normal time' are all used to denote the period of play which includes injury time but not scheduled extra time, penalty shoot-outs etc.). When betting in-play is available there is generally a delay in satellite transmission. Therefore we reserve the right to settle any bet placed within the five second period after a goal has been scored or a penalty awarded at revised odds that reflect the state of play when the bet was struck or void the bet if the market has already been determined. All bets placed will be settled at the price at the time the bet was confirmed.
 - 1.1.1 In matches where penalty shoot outs or extra time are due to take place, all bets are settled on 90 minutes unless an Outright price is specifically requested and confirmed at the time the bet is placed.
 - 1.1.2 Where Silversports Ltd have not quoted prices on a match, any single bet on that match will be void. If void matches reduce an accumulator, the bet will be settled on the remaining selections.
 - 1.1.3 For matches played at neutral venues, the team listed on the left is still classed as the 'home' team for settlement purposes.
 - 1.1.4 A club team playing a European competition is classed as playing at home if the fixture is moved from the team's usual ground to another ground within their national boundaries, e.g. when Liverpool played their Champions League home ties at Wembley.
 - 1.1.5 If your team is no longer playing at the venue advertised, your bet will still stand. This applies as long as the venue has not been changed to the opponent's ground (or in the case of international matches, as long as the venue remains in the same country).
 - 1.1.6 For football matches where the Mauritius national team is playing an international competition bets will be made available for the said competition under the Silversports Ltd rules and regulations.

1.2 TIME OF ACCEPTANCE

Bets will be accepted up to the scheduled kick-off time. If a match is played before the scheduled kick-off time, all bets will be void and refunded. However all bets placed before kick-off time will stand good. If void matches reduce an accumulator, the bet will be settled on the remaining selections.

1.3 MATCH BETTING

Predict the result of the match at the end of normal time. Unless otherwise stated on our coupons, on our text screens or on our website, singles and upwards are accepted on all matches. There is no maximum limit to the number of 'home', 'draw' or 'away' selections allowed.

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1.4 RE-SCHEDULED MATCHES:

- 1.4.1 A re-scheduled match is one where the venue or opponents are different to those known to us when our coupon is produced. In the event of a change of venue not being published or made known to us at the time coupons are produced, bets will stand provided the venue is not switched to the opponent's ground, in which case selections for that match will be made void.
- 1.4.2 If a team plays a different team to the one shown on our fixtures, that selection will be void and the bet settled on the remaining selections.

1.5 POSTPONED OR ABANDONED MATCHES

- 1.5.1 A match shall be considered as void for settling purposes if it is:
- (a) called off;
 - (b) abandoned;
 - (c) postponed;
 - (d) cancelled; or
 - (e) suspended and does not resume within 3 hours.
- 1.5.2 Where void matches reduce an accumulator, a bet shall be settled on the remaining selections. Under no circumstances shall the judgement of any 'Pools Panel' be accepted as a result.
- 1.5.3 Where a match is abandoned prior to the completion of normal time or full time play, all bets shall be void, unless a winning bet has already been established prior to abandonment (for example, first goal scorer, time of first goal or half time result). For a walkover game, where a winner is declared, all bets shall be void. Where void matches reduce an accumulator, the bet shall be settled on the remaining selections.

1.6 OUTRIGHT BETTING:

Where odds for OUTRIGHT win as well as full time are offered in cup finals, etc. unless 'to win outright' or 'to lift the trophy' is indicated, or a qualifying price has been laid, all bets nominating a team to win will be settled on the result at full time.

1.7 DEALINGS

- 1.7.1 All bets shall be accepted on a cash basis only.
- 1.7.2 All payouts for Rs. 100,000 (One Hundred Thousand Rupees) or above shall be made by cheque drawn on the name of the bearer of a valid winning ticket.

1.8 MAXIMUM PAYOUT

The maximum payout for any types of bet is Rs. **2,000,000.00** (Two Million Rupees).

1.9 MINIMUM STAKE

The minimum stake will be Rs.**20** (Twenty Rupees).

1.10 MAXIMUM STAKE

The maximum stake limit for any types of bet is Rs. **10,000** (Ten Thousand Rupees). However, Silversports Ltd reserves the right to accept a bet above Rs. 10,000 (Ten Thousand Rupees) at its discretion. Silversports Ltd shall not be compelled to give reasons for refusing a bet above the set amount of Rs. 10,000 (Ten Thousand Rupees).

1.11 FRAUD

Silversports Ltd will seek Police sanctions against any customer involved in fraud, dishonesty or criminal acts. Silversports Ltd will withhold payment to any customer where any of these are suspected and a case will be referred to the Police.

The customer shall indemnify and shall be liable to pay to Silversports Ltd, on demand, all costs, charges or losses sustained or incurred by Silversports Ltd (including any direct, indirect or consequential losses, loss of profit and loss of reputation) arising directly or indirectly from the customer's fraud, dishonesty or criminal act.

1.12 COMPLAINTS AND QUERIES

If you wish to make a query or complaint, as a first step you should as soon as reasonably practicable contact the FCRO of the outlet if it is regarding a betting shop, or one of our Regional Heads (RH) across the island. If you are unable to resolve your query satisfactorily with our FCRO you should then contact our RH. If your request is still unsettled you can contact our call center for assistance. You will be given the name and status of the person to whom your query/complaint has been referred.

1.13 LOST OR MUTILATED TICKETS

No claim shall be entertained in respect of a lost or mutilated ticket.

1.14 PRESCRIPTION

No claim for payment or refund shall be admitted unless made within the period prescribed (in the relevant legislation). Validity of a winning ticket will be 30 days starting from the date of the official result of the match. Funds unclaimed after the prescribed period shall be forfeited and paid into the National Solidarity Fund.

1.15 PROHIBITION OF STAFF BETTING

No employee, whether permanent or temporary, of Silversports Ltd is entitled to participate in betting while on duty.

1.16 CONFIDENTIALITY

Information and details obtained with regard to any type of betting transaction are strictly confidential and no employee of Silversports Ltd may divulge any such information to any third party unless requested by a Court of Law or by the Police for the purposes of an inquiry.

1.17 ONUS AND WAIVER OF CLAIM

The onus is on the customer to ensure that a betting ticket is correctly completed and that the betting ticket issued corresponds with the selections requested on that betting ticket or in the case of a call bet that such betting ticket issued corresponds to the bet called by the said customer before leaving the counter.

The customer shall not have any claim arising out of any error for which the teller and/or Silversports Ltd is not responsible. No cancellation will be entertained after leaving the counter.

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1.18 RESULTS

In the case of football and other sports, bets are settled on the official result published and/or released by INTERNATIONAL SERVICE PROVIDER, immediately after the match/event is finished. In the unlikely event, and for reasons beyond the control of Silverpsports ltd, official results are not published by International Service provider, the result declared by the official governing body shall be used by Silverpsports ltd for settling purposes.

1.19 FIXTURES

All Fixtures displayed by Silverpsports ltd shall be published.

1.20 RESPONSIBILITY FOR BETTING TICKET

- 1.20.1 It shall be the sole responsibility of the Customer to ensure that at the time of placing a bet, a valid betting ticket is issued to him. Silverpsports ltd will not be responsible for any loss of whatever nature suffered or incurred by any person as a result of the information appearing on the aforesaid betting ticket being incorrect or as a result of a legible Ticket Number and or bar code not appearing on the betting ticket.
- 1.20.2 The Customer shall be responsible for the safe custody of any betting ticket. Failure to produce a valid betting ticket on claiming winnings will result in refusal to pay the winnings.
- 1.20.3 Silverpsports ltd will not be responsible for loss, theft, mutilation or destruction of any betting ticket or for any errors or omissions in respect of any data recorded on any betting ticket or for any loss of whatever nature suffered or incurred by any person as a result of any such event or condition affecting a betting ticket.
- 1.20.4 The Customer is responsible for claiming the full winnings to which he is entitled.

1.21 WORKING HOURS

The official working hours of the company, for all the 7 days a week, are:

- a. During week days – From 1000 to 2000, with all outlets closed in between from 1400 to 1600.
- b. During weekends & public holidays – From 1000 to 2000, with no break in between.

1.22 MINORS

- 1.22.1 No bet may be made by or on behalf of a minor and no winning ticket shall be paid to a minor or to anyone on behalf of a minor.
- 1.22.2 Minors will be prohibited on all premises of the Outlet.

SILVERSPORTS TYPE OF BETS

Find enclosed all our bets type .

2. POPULAR MARKETS

2.1. Handicap (Asian Handicap)

Home/Away	Handicap	
(H)	0.5/1	0.97
Manchester City		0.98

General Rules

1. Predict who will win the match / half / period with the indicated handicap applied.
2. A "Handicap" means that a team receives a virtual head start, effectively leading the match by differing goals before it actually begins.
3. All bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.
4. The favourite team, giving the handicap start, will be allocated the minus handicap and will be highlighted.
5. A handicap can be a full goal start (e.g. -1, -2, -3, etc.), a half goal start (e.g. -0.5, -1.5, -2.5, etc.) or a split goal start (e.g. -0/0.5, -0.5/1, -1/1.5, etc.).

Half Time Handicaps (Asian Handicap)

6. All 1st half bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes" including any injury time.
7. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 1st Half, all the first half bets will be considered void.
8. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 2nd Half or additional periods, all the first half bets will be considered valid.

Over / Under Goals

General Rules

9. Predict whether the total number of goals will be over or under the indicated goal line.
10. If the total number of goals scored is more than the indicated line, the market is settled as 'Over'. If the total number of goals scored is less than the indicated line, the market is settled as 'Under'.
11. All Over / Under bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.
12. An Over / Under market line can be a full goal (e.g. 2, 3, 4, etc.), a half goal (e.g. 1.5, 2.5, 3.5, etc.) or a split goal line (e.g. 1.5/2, 2.5/3, 3.5/4, etc.).

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13. If a match is abandoned, Over / Under bets will only be settled when the market has been unconditionally determined and any further goals have no affect on the market result. In all other scenarios, bets will be considered void. Please see the examples below:
- a. Example 1: Member bets Over 2.5 Goals:
 - i. The match is abandoned when the score is 2 - 1
 - ii. The member wins as, even though the match is abandoned, this market has been unconditionally determined and any other potential goals have no affect on the market result.
 - b. Example 2: Member bets Under 2.5 Goals:
 - i. The match is abandoned when the score is 2 - 1
 - ii. The member's bet is a losing bet as, even though the match is abandoned, this market has been unconditionally determined and any other potential goals have no affect on the market result.
 - c. Example 3: Member bets Over 3.5 Goals:
 - i. The match is abandoned when the score is 2 - 1
 - ii. The member's bet is considered void as the match was abandoned before the result of the market is unconditionally determined.

Half Time Over / Under Goals

14. All 1st half bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes" including any injury time.
15. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 1st Half, all the first half bets will be considered void, unless the market has been unconditionally determined.
16. If the match is abandoned, suspended, cancelled or aborted for whatsoever reason during the 2nd Half or additional periods, all the first half bets will be considered valid.

In-Play Over / Under Goals

17. Settlement is based on the final score and the goal line at time of bet placement is applied to a 0-0 score line, not the current score line. The current score, at the time of bet placement, is not factored into the bet.

Single Team Over / Under Goals

18. Predict whether the total number of goals, scored by the named team, will be over or under the indicated goal line.
19. If the total number of goals scored is more than the indicated line, the market is settled as 'Over'. If the total number of goals scored is less than the indicated line, the market is settled as 'Under'.
20. If a match is abandoned, Single Team Over / Under bets will only be settled when the

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market has been unconditionally determined and any further goals have no effect on the market result. In all other scenarios, bets will be considered void.

1 X 2 (Match Betting)

General Rules

21. Predict who will win the match. This market will contain the two teams and the draw as betting selections.
22. For bets to be valid, the match must start with a 0 - 0 score line.

Half Time 1 X 2

23. All 1st half bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes" including any injury time.

In-Play 1 X 2

24. Predict who will win the match while it is in-play.
25. Settlement is based on the winning selection at the end of the scheduled "90 minutes" play / period.
26. Here is an example of In-Play 1 X 2.

	Current Score	1x2 In-Play Price
(H)	1	1.61
Manchester City	0	6.0
Draw		3.8

- a. Example 1: Member bets Liverpool when the score is Liverpool 1 - 0 Manchester City:
 - i. The final score is Liverpool 2 - 1 Manchester City.
 - ii. The member wins as they bet Liverpool to win. All bets placed on Liverpool are winning bets.
 - iii. All bets placed on Manchester City or the Draw when the score was 1 - 0 lose.
 - b. Example 2: Member bets Manchester City when the score is Liverpool 1 - 0 Manchester City:
 - i. The final score is Liverpool 1 - 1 Manchester City
 - ii. The member loses as they bet Manchester City to win and the result was a draw. All bets placed on Liverpool and Manchester City are considered losing bets.
 - iii. All bets placed on the Draw win.
27. In the event of extra time, a new market will be opened.

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Odd / Even

2. Predict whether the total number of goals scored will be odd or even for the relevant period in the specific match.

Half Time / Full Time

3. Predict the Half Time and Full Time result in the specific match.

Double Chance

4. Bet on 2 of the 3 possible outcomes; home win and draw (1 & X), away win and draw (X & 2) or home win and away win (1 & 2).
5. The three options available are: 1 X, X 2, 1 2:
 - a. "1" indicates: Home win.
 - b. "X" indicates: Draw.
 - c. "2" indicates: Away win.
6. If a match venue is played at neutral ground, the team listed first is deemed the "Home Team" for betting purposes.

Draw No Bet

7. Predict the team to win the match and if the final result after the full 90 minutes of play is a draw, all bets will be refunded.

GOALS MARKETS

Total Goals

8. Predict the total number of goals scored between the two teams for the relevant period in the specific match.

Total Goals – Full Time

0. Predict the full time total number of goals scored between the two teams.
1. Full time Total Goals' bets are settled according to the score after the full "90 minutes" is played, excluding extra time or penalty shoot-outs.
2. If a match is abandoned, Total Goals bets will only be settled when 7 goals or more have been scored. This is due to the market being unconditionally determined as any further goals have no affect on the market result. In all other scenarios, bets will be considered void.

Total Goals – Half Time

3. Predict the half time total number of goals scored between the two teams.
4. Half time Total Goals' bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes" including any injury time.
5. If a match is abandoned, Total Goals bets will only be settled when 4 goals or more have been scored. This is due to the market being unconditionally determined as any further goals have no affect on the market result. In all other scenarios, bets will be considered void.

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Single Team Total Goals

9. Predict the full time total number of goals scored by the named team.
10. If a match is abandoned, Single Team Total Goals bets will only be settled when 7 goals or more have been scored by the named team. This is due to the market being unconditionally determined as any further goals have no affect on the market result. In all other scenarios, bets will be considered void.

Correct Score

11. Predict the correct score for the relevant period in the specific match.
12. "Any Other Score" refers to any score line not listed as a selection in the market.

Correct Score - Full Time

6. Predict the full time correct score for the specific match.
7. Full time Correct Score bets are settled according to the score after the full "90 minutes" is played, excluding extra time or penalty shoot-outs.
8. If a match is abandoned, full time Correct Score bets will only be settled when 'Any Other Score' is the only possible winning selection. This is due to the market being unconditionally determined as any further goals have no affect on the market result. In all other scenarios, bets will be considered void.

Correct Score - Half Time

4. Predict the half time correct score for the specific match.
5. Half time Correct Score bets apply to the first half of play only. Bets are settled on the score at the end of the scheduled "45 minutes" including any injury time.
6. If a match is abandoned during the 1st half, all the half time Correct Score bets will only be settled when 'Any Other Score' is the only possible winning selection. This is due to the market being unconditionally determined as any further goals have no affect on the market result. In all other scenarios, bets will be considered void.
7. If the match is abandoned during the 2nd Half or additional periods, all the half time Correct Score bets will be considered valid.

Winning Margin

13. Bets are settled according to the score difference after the full "90 minutes" is played, excluding extra time or penalty shoot-outs.
14. If the match is abandoned at anytime within the official "90 minutes" of play, all bets on Winning Margin will be considered void.

First Team / Last Team to Score

15. Predict the team to score the First / Last goal in a designated match within the official "90 minutes" play.
16. Please note that own goals are counted in favor of the team accredited with the score for the settlement of bets. For example Team A vs. Team B, Team B scores an own goal to make the score 1-0, the first team to score is Team A.
17. If a match is abandoned after the first goal is scored, all bets on First Team to Score will be considered valid.
18. If a match is abandoned, all bets on Last Team to Score will be considered void.

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Both / One / No Team to Score

19. Predict if either both, one or no team will score in the match after the full "90 minutes" play, excluding extra time or penalty shoot-outs.
20. If a match is abandoned after both teams have scored, all bets will be considered valid.
21. Otherwise, if the match is postponed or abandoned without both teams scoring, all bets will be considered void.
22. Only own goals for the beneficiary team are counted for betting purposes.

To Score in Both Halves

23. Predict if the home / away team will score at least one goal in each half of the match after the full "90 minutes" play, excluding extra time or penalty shoot-outs
24. If goals are only scored in either one half or no goal is scored by the team at all, bets placed on that team will be settled as a losing selection.
25. In the event of a match being abandoned after the named team has scored in both halves, all bets on that team will be settled as a winning selection.
26. In the event of a match being abandoned in the 2nd half, after the named team failed to score in the 1st half, all bets on that team will be settled as a losing selection.

To Win to Nil / Clean Sheet

27. Predict whether your selection can win the match without conceding a goal after the full 90 minutes of play, excluding extra time or penalty shoot-outs.
28. The term 'Clean Sheet' refers to a match in which the team referred to has not conceded any goals

Next Team to Score (In-Play)

29. Predict which team will score the next goal in the match.
30. Bets apply to "90 Minutes" of play. Extra time and Penalty Shootouts are not included for settlement purposes.
31. If the company decides to offer the market for extra time, a new market will be opened.
32. If no goal is scored after the bet is placed, the stake will be refunded.
33. Only own goals for the beneficiary team are counted for betting purposes.

Half with Most Goals

34. Predict which half will have the most goals after the full 90 minutes of play, excluding extra time or penalty shoot-outs.
35. A breakdown of the selections are:
 - . 1st Half
 - a. 2nd Half
 - b. Tie

Race to 2 Goals / 3 Goals

36. Predict the first team in the match to score two goals / three goals within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
37. If the match is abandoned after a team has scored 2 goals / 3 goals, then all bets for the market will be considered valid.

First Goal Method

38. Predict what the method of the first goal will be.
39. If a match is abandoned after the first goal is scored, all bets will be considered valid.
40. A breakdown of the selections are:
 - . Free Kick: The goal must be scored directly from the free kick. Deflected shots count provided the free-kick taker is awarded the goal.
 - a. Penalty: The goal must be scored directly from the penalty, with the penalty taker as the named goal scorer. A goal as a result of rebound does not count, even if scored by the original penalty taker.
 - b. Own Goal: The goal must be awarded as an own goal.
 - c. Header: The goal scorer must clearly use their head to score the goal.
 - d. Shot: All other methods of goal. All other goal types which are not included in the above methods are included here.
 - e. No Goal: No goal is scored.

Time of First Goal

41. Predict the time in which the first goal will be scored in the specific match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
42. An example of the selections are:
 - . Up to and including the 34th Minute
 - a. 35th th minute onwards
 - b. No Goal
43. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
44. For example, if a bet is placed on the time of the first goal being between the 1st and the 34th minute and the first goal is scored at 34 minutes 49 seconds, the bet is a losing bet as this falls within the "35th minute onwards" selection.
45. If the match is abandoned after the first goal is scored, all bets on "Time of the First Goal" will be valid.
46. If the match is abandoned before the first goal is scored, all bets on "Time of the First Goal" will be considered void.
47. The first goal has to stand to be valid. This includes own goals. Goals that are disallowed by the referee(s) will not be considered.

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First / Last Goal Scorer

48. From the list of players offered, nominate the player to score the first or last goal of the match within the official "90 minutes" play.
49. Own goals do not count for "First or Last Goal Scorer" purposes and will be ignored. In the event of an own goal, the next or previous goal will be taken into consideration.
50. If an own goal is the only goal scored, "Others" will be settled as the winning goal scorer selection.
51. For "First Goal Scorer", bets on players not taking part in the match and players coming on after the first goal is scored will be void.
52. If the player you have bet on to be the first goal scorer is sent off or substituted by another player before the "First Goal Scorer" is decided, the bet will be rendered as a losing bet.
53. For "Last Goal Scorer", all players taking part in a match will be considered valid.
54. If the match is abandoned after the first goal is scored, then all bets for "First Goal Scorer" will be considered valid. However, "Last Goal Scorer" will be considered void.
55. If the match is abandoned before the first goal is scored, all bets on "First Goal Scorer" will be considered void.

Anytime Goal Scorer

56. From the list of players offered, nominate the player to score at anytime in the specific match within the official "90 minutes" play.
57. Bets will be void if the selected player does not play in the match.
58. Bets stand if the selected player is fielded at any time during the regular time of play.
59. If the match is abandoned after a player has scored, then all bets for that player within the "Anytime Goal Scorer" market will be considered valid.
60. Own goal and goals scored during extra time or penalty shootouts do not count.

Goal Scorer Head to Head

61. Predict which participant will score the most goals after the full "90 minutes" of play, excluding extra time or penalty shoot-outs.
62. Both participants must be in the starting 11 of the match for bets to stand.
63. The markets only apply to the match the participants are competing in, on the indicated date.
64. Own goals do not count for 'Goal Scorer Head to Head' purposes and will be ignored.
65. Individual Bet Type Rules:
 - . 1 X 2: Predict which participant will score the most goals. If both participants score the same, the draw will be the winning selection. This includes if neither participant scores in the match.
 - a. Handicap: Predict which participant will score the most goals with the indicated handicap applied.
 - b. Over / Under: Predict whether the total number of goals scored by both participants
66. Predict which team will start the match by kicking off.
67. If the match is abandoned after kick off, all bets for "Which Team to Kick Off" will be considered valid.

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Winning Method

68. Bets are settled according to the final result with the winner being determined at the end of the match, be it after the full 90 minutes played, extra time or penalty shoot-outs.
69. This market is available for tournament matches only.

Qualifying Method

70. Bets are settled according to the aggregate score from both legs of the match. This includes the away goal rule.
71. Extra- time and / or penalty shoot-outs are included.
72. This market is available for two legged home and away matches only.

To Win Both Halves

73. Predict whether your selection can score more goals than their opponent in each half, within the full 90 minutes of play.
74. If a match is abandoned, all bets will be considered void.
75. If the result is a draw or no goal is scored in either one or both halves, all bets will be settled as losing selections.

To Win Either Half

76. Predict whether your selection can score more goals than their opponent in one of the two halves, within the full 90 minutes of play.
77. If a match is abandoned in the 2nd half, bets will be considered valid if one team wins the 1st half. If both teams draw in the 1st half, bets will be considered void.
78. If the result is a draw or no goal is scored in both halves, all bets will be settled as losing selections. However if both teams each win a half, then bets on both teams will be settled as winning selections.

Total Shots on Target

79. Predict the total number of shots on target by both teams within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
80. All bets are settled based on the official results made available from the Football authority responsible for organising the match.

Injury Time Awarded at the End of the Half

81. Predict how much injury / stoppage time will be added to the end of the specific half.
82. All bets are settled based on the injury time indicated by the match 4th Official at the end of the specific half.
83. Injury / stoppage time added to the end of each half in Extra Time does not count. This applies to the end of each half within the normal 90 minutes of play.

Injury Time Awarded at the End of the 1st Half – Over / Under

0. Predict how much injury / stoppage time will be added to the end of the 1st half after the full official 45 minutes of play.
1. If the total is more than the Over / Under line then the winning result is 'Over'. If the total is less than the Over / Under line then the winning result is 'Under'.
2. Bets are settled on the injury time awarded by the match fourth official after the full official 45 minutes of play.
3. If a match is abandoned anytime within the official 45 minutes of play, all bets on "Injury Time Awarded at the End of the 1st Half" will be considered void.
4. If a match is abandoned after the 1st Half has been completed, all bets on "Injury Time Awarded at the End of the 1st Half" will be considered valid.

Injury Time Awarded at the End of the 2nd Half – Over / Under

5. Predict how much injury / stoppage time will be added to the end of the 2nd half after the full official 90 minutes of play.
6. If the total is more than the Over / Under line then the winning result is 'Over'. If the total is less than the Over / Under line then the winning result is 'Under'.
7. Bets are settled on the injury time awarded by the match fourth official after the full official 90 minutes of play.
8. If a match is abandoned anytime within the official 90 minutes of play, all bets on "Injury Time Awarded at the End of the 2nd Half" will be considered void.

Total Injury Time Awarded for Both Halves – Over / Under

9. Predict how much injury / stoppage time will be added to the end of the 1st and 2nd halves.
10. The total injury time awarded will be the combined injury time awarded at the end of the first and second halves by the match 4th official, once the full official 90 minutes of play has been completed.
11. If the total is more than the Over / Under line then the winning result is 'Over'. If the total is less than the Over / Under line then the winning result is 'Under'.
12. If a match is abandoned anytime within the official 90 minutes of play, all bets on "Total Injury Time Awarded for Both Halves" will be considered void.

15 Minute Over / Under Goals

84. Predict if the total number of goals will be over or under the indicated goal line for the specific 15 minute period.
85. If the total number of goals scored is more than the indicated line, the market is settled as 'Over'. If the total number of goals scored is less than the indicated line, the market is settled as 'Under'.
86. The specific 15 Minute Over / Under betting is determined by the total number of goals at the end of every 15th minute period within the match, excluding the 45th minute (or Half-time) and 90th minute.
87. The time that a goal is scored will be determined by the exact time it crosses the line. Bets will be settled based on this.
88. If a match is suspended or abandoned, then bets placed on unfinished specific 15 Minute Over / Under markets will be considered void, unless the market has been unconditionally determined.
89. All Over / Under bets will be settled by factoring in the indicated goal line applied at the end of the bet type period.
90. An Over / Under market line can be a full goal (e.g. 1, 2, 3, 4, etc.), a half goal (e.g. 1.5, 2.5, 3.5, etc.) or a split goal line (e.g. 1.5/2, 2.5/3, 3.5/4, etc.).
91. For settlement purposes, the period is between the 1st second of the first minute to the 59th second of the last minute. For example:
 - Betting from the start of the match to the 15th minute
 - Start - Kick-off
 - End - 14 minutes and 59 seconds
 - Betting from the 15th minute to the 30th minute
 - Start - 15 minutes and 01 seconds
 - End - 29 minutes and 59 seconds

10 Minute Over / Under Goals

- 92. Predict if the total number of goals will be over or under the indicated goal line for the specific 10 minute period.
- 93. If the total number of goals scored is more than the indicated line, the market is settled as 'Over'. If the total number of goals scored is less than the indicated line, the market is settled as 'Under'.
- 94. The specific 10 Minute Over / Under betting is determined by the total number of goals at the end of every 10th minute period within the match.
- 95. The time that a goal is scored will be determined by the exact time it crosses the line. Bets will be settled based on this.
- 96. If a match is suspended or abandoned, then bets placed on unfinished specific 10 Minute Over / Under markets will be considered void, unless the market has been unconditionally determined.
- 97. All Over / Under bets will be settled by factoring in the indicated goal line applied at the end of the bet type period.
- 98. An Over / Under market line can be a full goal (e.g. 1, 2, 3, 4, etc.), a half goal (e.g. 1.5, 2.5, 3.5, etc.) or a split goal line (e.g. 1.5/2, 2.5/3, 3.5/4, etc.).
- 99. For settlement purposes, the period is between the 1st second of the first minute to the 59th second of the last minute. For example:
 - Betting from the start of the match to the 10th minute
 - Start - Kick-off
 - End - 9 minutes and 59 seconds
 - Betting from the 10th minute to the 20th minute
 - Start - 10 minutes and 01 seconds
 - End - 19 minutes and 59 seconds

Corners

RULES FOR THE INDIVIDUAL CORNER BET TYPES WE OFFER

Corners: General Rules

- 9. For settlement purposes, corners awarded but not taken will not count.
- 10. All bets are settled based on the official results made available from the Football authority responsible for organising the match.
- 11. Retaken corners will only count once.

Corners: Handicap (Asian Handicap)

- 4. Predict which team will have taken the most corners with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot- outs.
- 5. Corners Handicap is similar to Match Handicap - all bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

Corners: Over / Under (Totals)

- 6. Predict whether the total number of corners taken will be over or under the indicated corner line.
- 7. Corners Over / Under is similar to Match Over / Under - if the total number of corners taken is more than the indicated line, the market is settled as 'Over'. If the total number of corners taken is less than the indicated line, the market is settled as 'Under'.

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8. If a match is abandoned, Corners Over / Under bets will only be settled when the market has been unconditionally determined and any further Corners have no affect on the market result. In all other scenarios, bets will be considered void.

First Corner / Last Corner

9. Predict the team to take the First or Last corner in a designated match within the official "90 minutes" play.
10. If a match is abandoned after the "First Corner" is taken, all bets on "First Corner" will be considered valid.
11. If a match is abandoned, all bets on "Last Corner" will be considered void.
12. If no corner is taken by either team within the bet type period, all bets on "First Corner / Last Corner" will be considered void.

Half with Most Corners

13. Predict which half will have the most corners taken after the full 90 minutes have been played, excluding extra time or penalty shoot-outs.
14. If a match is abandoned, any Half with Most Corners bets will only be settled when the result is unconditionally determined and any further corners have no affect on the market result. In all other scenarios, bets will be considered void.

Time of the First Corner

15. Predict the time in which the first corner will be taken in the specific match.
16. An example of the selections are:
 - . Up to and including the 8th Minute
 - a. 9th minute onwards
17. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
18. For example, if a bet is placed on the time of the first corner being between the 1st and the 8th minute and the first corner is taken (as opposed to awarded) at 8 minutes 49 seconds, the bet is a losing bet as this falls within the "9th minute onwards" selection.
19. If the match is abandoned after the first corner is taken, all bets on "Time of the First Corner" will be valid.
20. If the match is abandoned before the first corner is taken, all bets on "Time of the First Corner" will be considered void.
21. If no corner is taken in the full "90 minutes" of play, all bets will be considered void.
22. In the event that the 1st corner kick has to be retaken, the time that the corner is retaken at shall be deemed as the time of the first corner.

BOOKINGS / CARDS RULES BET TYPE

Bookings: General Rules

23. For settlement purposes, cards issued to non-players (e.g. managers or substitutes who play no subsequent part in the match) do not count.
24. A yellow card constitutes 1 point and a red card constitutes 2 points. If a player is issued with 2 yellow cards, the total bookings points received by the same player will be counted as 1 point for the yellow card and 2 points for the red card - giving a total of 3 points (a maximum of 3 points can be accumulated by an individual player per match).
25. All bets are settled based on the official results made available from the Football authority responsible for organising the match.

Bookings: Handicap (Asian Handicap)

26. Predict which team will receive the most bookings with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot-outs.
27. Bookings Handicap is similar to Match Handicap - all bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

Bookings: Over / Under (Total)

28. Predict whether the total number of bookings will be over or under the indicated line.
29. Bookings Over / Under is similar to Match Over / Under - if the total number of bookings is more than the indicated line, the market is settled as 'Over'. If the total number of bookings is less than the indicated line, the market is settled as 'Under'.
30. If a match is abandoned, Bookings Over / Under bets will only be settled when the market has been unconditionally determined and any further Bookings have no affect on the market result. In all other scenarios, bets will be considered void.

First Booking / Last Booking

31. Predict whether the Home or Away team will have a player to be the first / last to receive any card (yellow or red) in a designated match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
32. In the event of two or more players receiving a booking for the same incident, then the player who is shown the first yellow / red card by the referee will be deemed the "winner" for settlement purposes.
33. Any cards issued to non-players (e.g. managers, coaches or substitutes) do not count.
34. If a match is abandoned after the first booking is issued, all bets on the "First Booking" will stand.
35. If a match is abandoned after the first booking is issued, all bets on the "Last Booking" will be considered void.
36. If a match is abandoned before the first booking is issued, all bets on the "First Booking" and "Last Booking" will be considered void.
37. If there is no card received by either team within the official 90 minutes of play, all bets placed on the "First / Last Booking" markets will be considered void.

Team to Receive Most Bookings

38. Predict which team will accumulate the most points, based on the number of cards issued to each team.
39. Bets are settled on the team which receives the highest cumulative number of yellow and red cards in the full 90 minutes of play, excluding extra time or penalty shoot-outs.
40. An example of the selections are:
 - . Team A
 - a. Team B
 - b. Tie

Time of the First Booking

41. Predict the time in which the first booking will be issued in the specific match.
42. An example of the selections are:
 - . Up to and including the 14th Minute
 - a. 15th minute onwards
43. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
44. For example, if a bet is placed on the time of the first booking being between the 1st and the 14th minute and the first booking is issued at 14 minutes 35 seconds, the bet is a losing bet as this falls within the "15th minute onwards" selection.
45. Any cards issued to non-players (e.g. managers, coaches or substitutes) do not count.
46. If the match is abandoned after the first booking is issued, all bets on "Time of the First Booking" will be valid.
47. If the match is abandoned before the first booking is issued, all bets on "Time of the First Booking" will be considered void.
48. If no booking is issued in the full "90 minutes" of play, all bets will be considered void.

Red Card in the Match

49. Predict whether a red card will be issued in the match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
50. Any cards issued to non-players (e.g. managers, coaches or substitutes) do not count.
51. If a match is abandoned after a red card is issued, all bets on the "Red Card in the Match" will stand.
52. If a match is abandoned before a red card is issued, all bets on the "Red Card in the Match" will be considered void.

Free Kicks bet types and rules

Free Kicks: General Rules

53. For settlement purposes, a Free Kick does not count until it has been actually taken (as opposed to when it is awarded).
54. A free kick refers to direct free kicks and indirect free kicks. This excludes penalty kicks, goal kicks or drop balls that may be awarded.
55. In the event that a free kick has to be retaken, it shall be counted as 1 free kick and not 2 free kicks.
56. All bets are settled based on the official results made available from the Football authority responsible for organising the match.

Free Kicks: Handicap (Asian Handicap)

57. Predict which team will take the most free kicks with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot-outs.
58. Free Kicks Handicap is similar to Match Handicap - all bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

Free Kicks: Over / Under (Total)

59. Predict whether the total number of free kicks taken will be over or under the indicated line.
60. Free Kicks Over / Under is similar to Match Over / Under - if the total number of free kicks taken is more than the indicated line, the market is settled as 'Over'. If the total number of free kicks taken is less than the indicated line, the market is settled as 'Under'.
61. If a match is abandoned, Free Kick Over / Under bets will only be settled when the market has been unconditionally determined and any further Free Kicks have no affect on the market result. In all other scenarios, bets will be considered void.

First Free Kick / Last Free Kick

62. Predict whether the Home or Away team will take the first / last free kick in a designated match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
63. If a match is abandoned after the first free kick is taken, all bets on the "First Free Kick" will stand.
64. If a match is abandoned after the first free kick is taken, all bets on the "Last Free Kick" will be considered void.
65. If a match is abandoned before the first free kick is taken, all bets on the "First Free Kick" and "Last Free Kick" will be considered void.
66. If there is no free kick taken by either team within the official 90 minutes of play, all bets placed on the "First / Last Free Kick" markets will be considered void.

Team to Receive Most Free Kicks

67. Predict which team will take the most free kicks in the match.
68. Bets are settled on the team which takes the most free kicks in the full 90 minutes of play, excluding extra time or penalty shoot-outs.
69. An example of the selections are:
 - . Team A
 - a. Team B
 - b. Tie

Time of the First Free Kick

70. Predict the time in which the first free kick will be taken in the specific match.
71. An example of the selections are:
 - . Up to and including the 8th Minute
 - a. 9th minute onwards
72. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
73. For example, if a bet is placed on the time of the first free kick being between the 1st and the 8th minute and the first free kick is taken at 8 minutes 49 seconds, the bet is a losing bet as this falls within the "9th minute onwards" selection.
74. If the match is abandoned after the first free kick is taken, all bets on "Time of the First Free Kick" will be valid.
75. If the match is abandoned before the first free kick is taken, all bets on "Time of the First Free Kick" will be considered void.
76. If no free kick is taken in the full "90 minutes" of play, all bets will be considered void.

Goal Kicks General Rules

Goal Kicks:

77. For settlement purposes, a goal kick does not count until it has been actually taken (as opposed to when it is awarded).
78. A goal kick is awarded to the defending team if the ball completely crosses the end line, as a result of contact with an opposing player. A kick by a goalkeeper after making a save does not count.
79. Example: Team A's player shoots at Team B's goal. However, the shot misses and crosses Team B's end line without any player from Team B coming into contact with the ball immediately after the shot was taken and before the ball crosses the end line. In this case, a goal kick would be awarded to Team B.
80. In the event that a goal kick has to be retaken, it shall be counted as 1 goal kick and not 2 goal kicks.
81. All bets are settled based on the official results made available from the Football authority responsible for organising the match.

Goal Kicks: Handicap (Asian Handicap)

82. Predict which team will take the most goal kicks with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot-outs.
83. Goal Kicks Handicap is similar to Match Handicap - all bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

Goal Kicks: Over / Under (Total)

84. Predict whether the total number of goal kicks taken will be over or under the indicated line.
85. Goal Kicks Over / Under is similar to Match Over / Under - if the total number of goal kicks taken is more than the indicated line, the market is settled as 'Over'. If the total number of goal kicks taken is less than the indicated line, the market is settled as 'Under'.
86. If a match is abandoned, Goal Kick Over / Under bets will only be settled when the market has been unconditionally determined and any further Goal Kicks have no affect on the market result. In all other scenarios, bets will be considered void.

First Goal Kick / Last Goal Kick

87. Predict whether the Home or Away team will take the first / last goal kick in a designated match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
88. If a match is abandoned after the first goal kick is taken, all bets on the "First Goal Kick" will stand.
89. If a match is abandoned after the first goal kick is taken, all bets on the "Last Goal Kick" will be considered void.
90. If a match is abandoned before the first goal kick is taken, all bets on the "First Goal Kick" and "Last Goal Kick" will be considered void.
91. If there is no goal kick taken by either team within the official 90 minutes of play, all bets placed on the "First / Last Goal Kick" markets will be considered void.

Team to Receive Most Goal Kicks

92. Predict which team will take the most goal kicks in the match.
93. Bets are settled on the team which takes the most goal kicks in the full 90 minutes of play, excluding extra time or penalty shoot-outs.
94. An example of the selections are:
 - . Team A
 - a. Team B
 - b. Tie

Time of the First Goal Kick

95. Predict the time in which the first goal kick will be taken in the specific match.
96. An example of the selections are:
 - . Up to and including the 8th Minute
 - a. 9th minute onwards
97. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
98. For example, if a bet is placed on the time of the first goal kick being between the 1st and the 8th minute and the first goal kick is taken at 8 minutes 49 seconds, the bet is a losing bet as this falls within the "9th minute onwards" selection.
99. If the match is abandoned after the first goal kick is taken, all bets on "Time of the First Goal Kick" will be valid.
100. If the match is abandoned before the first goal kick is taken, all bets on "Time of the First Goal Kick" will be considered void.
101. If no goal kick is taken in the full "90 minutes" of play, all bets will be considered void.

Throw-Ins Rules

2.1.2. Throw-Ins: General Rules

102. For settlement purposes, a throw-in does not count until it has been actually taken (as opposed to when it is awarded).
103. A throw-in is awarded to a team if the ball completely crosses the side touch line, as a result of contact with an opposing player.
104. In the event that a throw-in has to be retaken, it shall be counted as 1 throw-in and not 2 throw-ins.
105. All bets are settled based on the official results made available from the Football authority responsible for organising the match.

Throw-ins: Handicap (Asian Handicap)

106. Predict which team will take the most throw-ins with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot-outs.
107. Throw-ins Handicap is similar to Match Handicap - all bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

Throw-ins: Over / Under (Total)

108. Predict whether the total number of throw-ins taken will be over or under the indicated line.
109. Throw-ins Over / Under is similar to Match Over / Under - if the total number of throw-ins taken is more than the indicated line, the market is settled as 'Over'. If the total number of throw-ins taken is less than the indicated line, the market is settled as 'Under'.
110. If a match is abandoned, Throw In Over / Under bets will only be settled when the market has been unconditionally determined and any further Throw Ins have no effect on the market result. In all other scenarios, bets will be considered void.

First Throw-in / Last Throw-in

111. Predict whether the Home or Away team will take the first / last throw-in in a designated match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
112. If a match is abandoned after the first throw-in is taken, all bets on the "First Throw-in" will stand.
113. If a match is abandoned after the first throw-in is taken, all bets on the "Last Throw-in" will be considered void.
114. If a match is abandoned before the first throw-in is taken, all bets on the "First Throw-in" and "Last Throw-in" will be considered void.
115. If there is no throw-in taken by either team within the official 90 minutes of play, all bets placed on the "First / Last Throw-in" markets will be considered void.

Team to Receive Most Throw-ins

116. Predict which team will take the most throw-ins in the match.
117. Bets are settled on the team which takes the most throw-ins in the full 90 minutes of play, excluding extra time or penalty shoot-outs.
118. An example of the selections are:
 - . Team A
 - a. Team B
 - b. Tie

Time of the First Throw-in

119. Predict the time in which the first throw-in will be taken in the specific match.
120. An example of the selections are:
 - . Up to and including the 8th Minute
 - a. 9th minute onwards
121. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
122. For example, if a bet is placed on the time of the first throw-in being between the 1st and the 8th minute and the first throw-in is taken at 8 minutes 49 seconds, the bet is a losing bet as this falls within the "9th minute onwards" selection.
123. If the match is abandoned after the first throw-in is taken, all bets on "Time of the First Throw-in" will be valid.
124. If the match is abandoned before the first throw-in is taken, all bets on "Time of the First Throw-in" will be considered void.
125. If no throw-in is taken in the full "90 minutes" of play, all bets will be considered void.

Substitutions Rules

Substitutions: General Rules

126. A substitution involves changing one player for another player during the match.
127. All bets are settled based on the official results made available from the Football authority responsible for organising the match.

Substitutions: Handicap (Asian Handicap)

128. Predict which team will make the most substitutions with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot-outs.
129. Substitutions Handicap is similar to Match Handicap - all bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

Substitutions: Over / Under (Total)

130. Predict whether the total number of substitutions made by both teams will be over or under the indicated line.
131. Substitutions Over / Under is similar to Match Over / Under - if the total number of substitutions made is more than the indicated line, the market is settled as 'Over'. If the total number of substitutions made is less than the indicated line, the market is settled as 'Under'.
132. If a match is abandoned, Substitution Over / Under bets will only be settled when the market has been unconditionally determined and any further Substitutions have no effect on the market result. In all other scenarios, bets will be considered void.

First Substitution / Last Substitution

133. Predict whether the Home or Away team will make the first / last substitution in a designated match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
134. In the event of more than two players being substituted at the same time, the player number that is shown first by the 4th official will be deemed the winning selection for settlement purposes.
135. If a match is abandoned after the first substitution is made, all bets on the "First Substitution" will stand.
136. If a match is abandoned, all bets on the "Last Substitution" will be considered void unless the result is unconditionally determined and any further substitutions have no affect on the market result. This can only happen when both teams have used their total allocated amount of substitutions for the match. In all other scenarios, bets will be considered void.
137. If a match is abandoned before the first substitution is made, all bets on the "First Substitution" and "Last Substitution" will be considered void.
138. If there is no substitution taken by either team within the official 90 minutes of play, all bets placed on the "First / Last Substitution" markets will be considered void.

Time of the First Substitution

139. Predict the time in which the first substitution will be made in the specific match.
140. An example of the selections are:
 - . Up to and including the 58th Minute
 - a. 59th minute onwards
141. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on.
142. For example, if a bet is placed on the time of the first substitution being between the 1st and the 58th minute and the first substitution is made at 58 minutes 49 seconds, the bet is a losing bet as this falls within the "59th minute onwards" selection.
143. If the match is abandoned after the first substitution is made, all bets on "Time of the First Substitution" will be valid.
144. If the match is abandoned before the first substitution is made, all bets on "Time of the First Substitution" will be considered void.
145. If no substitution is made in the full "90 minutes" of play, all bets will be considered void.

Offsides Rules

2.1.3. Offsides: Rules

146. All bets are settled based on the official results made available from the Football authority responsible for organising the match.

2.1.4. Offsides: Handicap (Asian Handicap)

147. Predict which team will have the most offsides with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot- outs
148. Offsides Handicap is similar to Match Handicap - all bets will be settled by factoring in the indicated handicap applied at the end of the bet type period.

2.1.5. Offsides: Over / Under (Total)

149. Predict whether the total number of offsides for both teams will be over or under the indicated line.
150. Offsides Over / Under is similar to Match Over / Under - if the total number of offsides made is more than the indicated line, the market is settled as 'Over'. If the total number of offsides is less than the indicated line, the market is settled as 'Under'.
151. If a match is abandoned, Offside Over / Under bets will only be settled when the market has been unconditionally determined and any further Offsides have no affect on the market result. In all other scenarios, bets will be considered void.

First Offside / Last Offside

152. Predict whether the Home or Away team will have the first / last offside in a designated match within the full 90 minutes of play, excluding extra time or penalty shoot-outs.
153. If a match is abandoned after the first offside, all bets on the "First Offside" will stand.
154. If a match is abandoned after the first offside, all bets on the "Last Offside" will be considered void.
155. If a match is abandoned before the first offside, all bets on the "First Offside" and "Last Offside" will be considered void.
156. If there are no offsides by either team within the official 90 minutes of play, all bets placed on the "First / Last Offside" markets will be considered void.

Time of the First Offside

157. Predict the time in which the first offside will occur in the specific match.
158. An example of the selections are:
 - . Up to and including the 8th Minute
 - a. 9th minute onwards
159. For settlement purposes, the 1st minute of the match is from 1 second to 59 seconds. The 2nd minute is from 1 minute to 1 minute 59 seconds and so on
160. For example, if a bet is placed on the time of the first offside being between the 1st and the 8th minute and the first offside is at 8 minutes 49 seconds, the bet is a losing bet as this falls within the "9th minute onwards" selection.
161. If the match is abandoned after the first offside, all bets on "Time of the First Offside" will be valid.
162. If the match is abandoned before the first offside, all bets on "Time of the First Offside" will be considered void.
163. If no offside in the full "90 minutes" of play, all bets will be considered void.

Penalty Bet Types

2.1.6. Penalty Awarded

164. Predict whether a penalty is awarded, irrelevant of the outcome, within the full 90 minutes of play, excluding extra time or penalty shoot-outs.

2.1.7. Penalty Shootout: Handicap (Asian Handicap)

165. Predict who will win the penalty shootout with the indicated handicap applied.
166. Sudden death is included for Handicap betting in a penalty shoot-out market.
167. If the match does not go to a shootout, all bets will be void.
168. Penalties scored throughout the "90 minutes" play and during extra time will not be included for settlement purposes.

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Penalty Shootout: Over / Under

169. Predict whether the total number of penalties scored in the shootout will be over or under the indicated goal line.
170. Over / Under betting for a penalty shootout only includes the standard 10 penalties in a shoot-out (5 for each team). Sudden death penalties are not included.
171. Here is an example:
 - . 4 - 1 Tottenham - the Over / Under line is settled at 5.
 - a. 6 - 5 Tottenham (Result after 5 penalties each: 4 - 4 Tottenham) - the Over / Under line is settled at 8 as this is the total number of penalties scored after each team took 5 penalty kicks.
172. If the match does not go to a shootout, all bets will be void.
173. Penalties scored throughout the "90 minutes" play and during extra time will not be included for settlement purposes.
174. If a match is abandoned during a penalty shootout, Over / Under bets will only be settled when the market has been unconditionally determined and any penalties scored have no affect on the market result. In all other scenarios, bets will be considered void.

League: General Rules

175. The market will be settled when the result is confirmed.
176. Markets will be settled based on the official result by the relevant governing body for the league.
177. Point's deductions will count for all league markets.
178. Outright Competition Rules apply.

League: Group Betting

179. Predict which team from those stated will finish in the highest league position over the course of the league season.

League: Top 4, 6, 10, etc. Finish

180. Predict which team will finish in the top 4, 6, 10 etc. positions over the course of the league season.

League: League Winner without Team X

181. Predict which team will finish top over the course of the league season after the stated Team or Teams have been removed from the league table.

League: Team to Finish Bottom

182. Predict which team will finish bottom of the specific league over the course of the league season.
183. This market is also known as 'Rock Bottom'.

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League: Team to be Relegated

184. Predict which team will be relegated from the competition.
185. All relegated teams will be settled as full winning selections, i.e. dead heat rules do not apply.
186. If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.

League: Team to Stay Up

187. Predict which team will not be relegated from the competition.
 188. All teams that are not relegated will be settled as full winning selections, i.e. dead heat rules do not apply.
 189. If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.
- League: Team to be Promoted**
190. Predict which team will be promoted from the competition.
 191. This market will include both automatic promotion positions as well as promotion via any play off structure used for the specified competition.
 192. All teams that are promoted will be settled as full winning selections, i.e. dead heat rules do not apply.
 193. If a team is removed from a league or liquidated, bets on that team will be void. If this happens before the start of the season the whole market will be void and a new market will be opened.

League: Top Newcomer

194. Predict which team, of the newly promoted teams, will finish the season with the highest league position.

Top Goal Scorer

100. Predict who will score the most goals in a specific competition.
101. In the event of more than one player being top scorer, dead heat rules apply.
102. Players who are listed to play for their teams are considered valid bets, regardless if they are injured, suspended or do not take part in the competition for whatever reason.
103. In the event that a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a player is transferred to a club in another league, goals scored prior to the transfer will not be brought over to their new league. All bets will stand in both of the above scenarios.
104. Own goals do not count.
105. For purely league competitions, only goals scored in the league determines the total number of goals scored by the player for that competition. Any goals scored in playoff matches do not count.

Top Team Goal Scorer

106. Predict which player will score the most goals for their stated team during the competition.
107. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
108. Goals scored in Penalty Shootouts are not included.
109. This market applies to all matches the team plays in the competition.
110. Dead heat rules apply. Any method used to determine a tied result, e.g. counting assists, will not be used for settlement purposes.

Top Goal Scorer / Competition Winner Double

111. Predict which player will score the most goals and which team will win the stated competition.
112. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
113. Goals scored in Penalty Shootouts are not included.
114. If more than one player is tied for Top Goal scorer, dead heat rules apply. Any method used to determine a tied result, e.g. counting assists, will not be used for settlement purposes.

Highest Scoring Group

115. Predict in which group will the most goals be scored during the competition.
116. Only goals scored in the Group Stages will count.
117. All bets apply to 90 minutes of play according to the match officials, plus any stoppage time.
118. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition - Highest Scoring Team

119. Predict which team will score the most goals during the competition.
120. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
121. Goals scored in Penalty Shootouts are not included.
122. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition - Team to Concede the Most Goals

123. Predict which team will concede the most goals during the competition.
124. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
125. Goals conceded in Penalty Shootouts are not included.
126. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition - Total Goals

127. Predict how many goals will be scored during the competition.

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128. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
129. Goals scored in Penalty Shootouts will not count for competition total goals.
130. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition - Will a Hat-trick be Scored?

131. Predict will any player score a Hat-trick during the competition.
132. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
133. Goals scored in Penalty Shootouts will not count towards a Hat-trick.
134. A Hat-trick will be achieved if a player scores 3 or more goals in a single match.
135. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line. If a hat-trick is scored before a match is abandoned and the match is restarted at 0-0 or a different score line is allocated by the governing body, the hat-trick will not count.

Competition - Total Hat-tricks

136. Predict how many Hat-tricks will be scored during the competition.
137. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
138. Goals scored in Penalty Shootouts will not count in the Hat-trick competition total.
139. A Hat-trick will be achieved if a player scores 3 or more goals in a single match.
140. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line. If a hat-trick is scored before a match is abandoned and the match is restarted at 0-0 or a different score line is allocated by the governing body, the hat-trick will not count.

Competition - Total Red Cards

141. Predict how many Red Cards will be issued during the competition.
142. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.
143. Any Red Card issued to non-players (e.g. managers, coaches or substitutes) do not count.
144. Red Cards issued during a Penalty Shootout do not count.
145. If a match is abandoned after a Red Card is issued, the Red Card will count in the 'Total Red Cards' competition total.

Competition – City with Most Goals

146. Predict which city will have the most goals during the competition.

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147. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.

148. Goals scored in Penalty Shootouts will not count towards the 'City with Most Goals' total.

149. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition – Straight Forecast Finishing Order

150. Predict which two selections will finish in 1st and 2nd, in the order named, for the stated competition.

151. All bets apply to 90 minutes of play and extra time according to the match officials, plus any stoppage time.

152. Goals scored in Penalty Shootouts will not count towards the 'City with Most Goals' total.

153. If a match is abandoned, we will count the goals scored based on the official result by the governing body. This can include a restart of the match or an allocated score line.

Competition – Winning Group

154. Predict which team group will feature the winning team of the competition.

155. Outright Competition Rules apply.

Competition - Team to Finish Bottom of Group

156. Predict which team will finish bottom of the Group.

157. Outright Competition Rules apply.

Competition – Origin of Winner

158. Predict the origin of the winning of the competition.

159. The origin could be the region, country or continent of the winning team.

160. Outright Competition Rules apply.

Competition – Stage of Elimination

161. Predict at which stage the stated team will be eliminated from the competition.

162. Outright Competition Rules apply.

Competition - Nominate the Finalists

163. Predict which teams will contest the final of the tournament.

164. Outright Competition Rules apply.

Competition - Final Referee

165. Predict who will be the referee for the final of the competition.

166. The market will be settled after the start of the final, on the referee who starts the final, regardless of any previous announcements.

167. Outright Competition Rules apply.

Total Home and Away Team in a Particular League

In certain leagues, the company will offer the member the opportunity to bet across events to

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determine the outcome of the events combined. This market combines all the home team results against all the away team results. For neutral matches, Team 1 will be considered the 'Home Team' for this market. Below is a breakdown of the rules for the individual bet types we offer.

Total Home and Away in a Particular League: General Rules

0. If one match in the particular league is abandoned or cancelled, all bets on Total Home and Away team in a Particular League will be void.
1. The day that the matches take place and the number of matches will be clearly listed in the selection name, for example:
 - . Home Team - Friday - 3 Games
 - a. Away Team - Friday - 3 Games

Total Home and Away in a Particular League: Handicap (Asian Handicap)

2. Predict the result of all the home teams against all the away teams with the indicated handicap applied through the full "90 minutes" of play, excluding extra time or penalty shoot-outs.

Total Home and Away in a Particular League: Over / Under (Total)

3. Predict whether the total number of goals for both selections will be over or under the indicated line.

OTHER MARKETS

A. GOALS HANDICAP:

Predict the result 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.

B. SECOND HALF HANDICAP:

- a. 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.
- b. Any goals scored in the first half will not count.
- c. Injury time counts.

C. FIRST GOALSCORER COUPLED:

- a. Predict the pair of players that will contain the first goalscorer.
- b. If one player comes on after the first goal has been scored or does not play the stake will be invested on the other player at the individual first goalscorer odds.
- c. If both players do not play or come on after the first goal has been scored the bet will be void.
- d. Extra time does not count.

D. SCORECAST:

- a. Predict the first goalscorer and the correct score. Bets will be settled at the combined odds advertised or displayed.
- b.
 - i. In a Scorecast if a player comes on after a goal has been scored or does not take part in the game, Scorecasts involving that player will be settled as a single on the selected correct score at the appropriate odds. For first goalscorer purposes, own goals do not count. If the only goals in the match are own goals, Scorecasts will be settled as singles on the selected correct score at the appropriate odds. If the match is abandoned after a goal has been scored Scorecasts will be settled as singles on the selected first goalscorer at the appropriate odds.
 - ii. Last goalscorer - Scorecasts are also accepted.

E. NEXT GOALSCORER:

- a. This bet is available in-play and requires you to select the player who will score the next goal in the match.
- b. Unless otherwise stated extra time does not count.
- c. If odds are quoted for an own goal and the next goal is an own goal bets on named players to score the next goal will be deemed to be losing selections.
- d. If odds are not quoted for no next goalscorer then bets will be void if no goal is scored.

F. WINCAST:

- a. A Wincast requires you to select a first goalscorer and their 'team to win' in a double. Bets will be settled at the combined odds advertised or displayed. Unless otherwise stated extra time does not count.
- b. In a Wincast if a player comes on after a goal is scored or does not take part in the game the Wincast is void. If the only goals in the match are own goals, Wincasts will be settled on the team to win at the appropriate odds. If the match is abandoned after a goal is scored, Wincasts will be settled as singles on the selected first goalscorer at the appropriate odds.

G. ANYTIME WINCAST:

- a. An Anytime Wincast requires you to select a player to score anytime and their team to win in a double. Bets will be settled at the combined odds advertised or displayed. Unless otherwise stated extra time does not count.
- b. If a player does not start a match Anytime Wincasts bets are void. Anytime Wincasts will be void if a match is abandoned. If the only goals in the match are own goals, an Anytime Wincast will be settled on the team to win at the appropriate odds.

H. PLAYER Vs PLAYER MATCH BETS:

- a. This bet requires you to select a player to score more goals than his opponent. Extra time does not count.
- b. Both players must start the match for bets to stand.
- c. Unless odds are quoted for a tie, in the event of a tie bets will be void.

I. SCORER OF TWO OR MORE:

- a. Select a player to score two or more goals in the match. Extra time does not count.
- b. Players must start the match for the bet to be valid. Stakes will be refunded on players who do not start, whether or not they come on later and score two or more goals.
- c. In the event of non-participants, singles will be void and accumulative bets will be settled on the remaining selections.
- d. Any selection taken from a match that is not completed will be treated as a non-participant.
- e. Own goals do not count.

J. HAT-TRICK SCORER:

- a. Select a player to score three or more goals in a match. Extra time does not count.
- b. Players must start the match for bets to be valid. Stakes will be refunded on players who do not start, whether or not they come on later and score three or more goals.
- c. In the event of non-participants, singles will be void and accumulative bets will be settled on the remaining selections.
- d. Any selection taken from a match that is not completed will be treated as a non-participant.
- e. Own goals do not count.

K. GOALSCORERS SHIRT NUMBERS:

- a. Predict the aggregate of the shirt numbers of the goalscorers.
- b. Own goals count and the shirt number of the scorer of the own goal will be credited to the team that is awarded the goal.
- c. Extra time does not count.
- d. Any player not allocated a squad number or whose shirt bears no number when he joins the field of play will be allocated number 12. Where a player changes into a different shirt only the number on his original shirt will count. Any squad/shirt number over 99 will be counted as number 99.

L. ANYTIME OWN GOAL:

- a. Predict an own goal to be scored in normal time, including injury time.
- b. In the event of a dispute over a goalscorer, settlement will be based on the player listed by International Service Provider immediately the match is over. Any subsequent amendments to International Service Provider records will not count.

M. FIRST GOAL TO BE AN OWN GOAL:

- a. Predict whether the first goal in the match will be an own goal.
- b. In the event of a dispute over a goalscorer, settlement will be based on the player listed by International Service Provider immediately the match is over. Any subsequent amendments to International Service Provider records will not count.

N. ANYTIME GOALSCORER DOUBLED:

- a. Predict a pair of players who will each score a goal at any time in the match.
- b. If either or both players do not start the match the bet is void.
- c. Extra time does not count.

O. SOCCERSTATS – GENERAL RULES

- a. Soccerstats include goals, corners and bookings etc. Extra time does not count. Settlement will be based on the soccerstats listed by International Service Provider. However, where there is a dispute over a goalscorer, subject to section j, settlement will be based on the goal scorer listed by the Intl Provider immediately after the match is finished.
- b. Singles and upwards are accepted on selections taken from our range of soccerstats bets. For example, a win treble on the number of goals in the match, number of corners in the match and number of bookings in the match, can be accepted.
- c. Unless special combined odds are available, selections taken from any section involving goals e.g. the 'number of goals in the match' may not be combined in accumulative bets with selections taken from our range of other bets that are offered on the same match ie. match result, first goalscorer etc.
- d. In the event of a match not being completed (90 minutes play) all bets will be void, unless a winning market has already been established.
- e. Own goals count.
- f. Corners awarded but not taken will not count for settling purposes even though they may be listed by International Service Provider. Re-taken corners will only count once.
- g. Bookings points are 10 for a yellow card and 25 for a red card. The maximum points per player per match is 35 (25+10). In all cards/bookings markets the maximum cards per player per match is two regardless of whether a player is shown two yellow cards and then a red card.
- h. A red or yellow card issued to a player after he has been substituted, or issued to a substitute 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. First/last/next card issued: Where more than one player is issued with a card following the same incident, the player/team who is first shown a card by the referee will be deemed the winner.
- j. Unless otherwise advertised, tournament stats markets e.g. total tournament corners/red cards etc. are based on normal time but total tournament goals and any other markets involving goals/goalscorers will include extra time. Where available, settlement will be based on the official records of the tournament governing body.
- k. Where a market is available for a goal to be scored from outside or inside the box, any part of the player or ball touching the penalty area lines will be treated as "inside" for betting purposes.

P. TEAM PERFORMANCE:

- a. Predict how your selected team will perform in the match.
- b. Team performance comprises of points awarded to the nominated team for goals scored, corners taken and for keeping a clean sheet. Points are deducted for each red card the team receives (subject to section 1 h)). Extra time does not count.
- c. The team performance of two opposing sides may not be combined in a double or any other accumulative bet involving the same match.
- d. Team performance may not be combined in accumulative bets with selections taken from our range of other bets that are offered on the same match i.e. soccerstats, match result, first goalscorer etc.
- e. In the event of a match not being completed team performance bets will be void, unless a winning market has already been established, in which case bets will stand.
- f. Team performance points are calculated as follows: each goal scored plus 10pts: clean sheet plus 5pts: each corner taken plus 3pts: each red card minus 10pts.

Q. MATCH ACTION:

- a. Predict how both teams will perform in the match.
- b. Match Action comprises of the total points awarded in a match (both teams' points combined) for goals, corners, penalties and bookings.
- c. Singles and upwards are accepted.
- d. Match Action selections may not be combined in accumulative bets with selections taken from our range of other bets available on the same match.
- e. In the event of a match not being completed all bets will be void unless a winning market has already been established, in which case bets will stand.
- f. Match Action points are calculated as follows: each goal scored 10 pts, each corner taken 3 pts, each penalty 10 pts, each yellow card 3pts, each red card 10pts. The maximum points for a player who is booked is 13 (10+3). There are no minus points.
- g. Extra time does not count.

R. GOALS X CARDS:

- a. Predict both the range containing the number of goals scored and the range containing the number of cards issued.
- b. If either selection is unsuccessful the bet is a loser.
- c. If two yellows result in a red card being issued, it will only count as two cards.
- d. Extra time does not count.

S. CORNERS X CARDS:

- a. Predict both the range containing the total number of corners taken and the range containing the total number of cards.
- b. If either selection is unsuccessful the bet is a loser.

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- c. If two yellows result in a red card being issued, it will only count as two cards.
- d. Extra time does not count.

T. MATCH TREBLES:

- a. Predict the team to win the match, the correct range of corners taken and the correct range of cards issued.
- b. If two yellows result in a red card being issued, it will only count as two cards.
- c. Corners awarded but not taken will not count.
- d. Extra time does not count.

U. STATS TREBLES:

- a. Predict the correct range of total goals scored, total corners taken and total cards issued.
- b. Extra time does not count.

V. MATCH X GOALS:

- c. Predict the team to win the match and the range containing the total number of match goals scored.
- d. Extra time does not count.

W. SECOND HALF CORRECT SCORE:

- a. Predict the correct score in the second half.
- b. Any goals scored in the first half will not count.
- c. Extra time does not count.
- d. Injury time counts.

X. HOME TEAM TO SCORE IN BOTH HALVES:

- a. Predict that the home team will score at least one goal in each half of the match.
- b. Extra time does not count.
- c. Injury time counts.

Y. AWAY TEAM TO SCORE IN BOTH HALVES:

- a. Predict that the away team will score at least one goal in each half of the match.
- b. Extra time does not count.
- c. Injury time counts.

Z. WILL BOTH TEAMS SCORE:

- a. Predict whether or not both teams will score in the match. The bet has two options YES or NO. YES: both teams will score. NO: only one team scores or neither team scores. If a match is abandoned bets are void unless a winning market has already been established.
- b. Extra time does not count.

AA. TOTAL GOALS ODD/EVEN:

- a. Predict whether the total goals in the match will be an odd or even number.
- b. Extra time does not count.
- c. Any match resulting in 0 - 0 will be settled as an even number of goals.
- d. Own goals count.

BB. TOTAL GOALS UNDER/OVER:

- a. Predict whether there will be more or less goals scored in the match.
- b. Extra time does not count.
- c. Own goals count.

CC. FIRST HALF TOTAL GOALS UNDER/OVER:

- a. Predict whether there will be more or less goals in the first half.
- b. The first half must be completed for bets to stand.
- c. Own goals count.
- d. Injury time counts.

DD. HALF WITH MOST GOALS:

- a. Predict the half with the most goals.
- b. Own goals count.
- c. Injury time counts.
- d. Both halves must be completed for bets to stand.

EE. HOME TEAM UNDER/OVER GOALS:

- a. Predict whether the home team will score more or less goals.
- b. Own goals scored by the home team do not count but own goals scored by the away team do count.
- c. Extra time does not count.

FF. AWAY TEAM UNDER/OVER GOALS:

- a. Predict whether the away team will score more or less goals.

GG. Own goals scored by the away team do not count but own goals scored by the home team do count.

HH. Extra time does not count.

II. TEAMS TO SCORE:

- a. Predict whether a team will score in the match.
- b. Extra time does not count.

JJ. HALF OF FIRST GOAL:

- a. Predict whether the first goal will be scored in the first or second half.
- b. Own goals count.
- c. Injury time counts.
- d. Stakes are lost if no goals are scored.

KK. FIRST HALF TOTAL GOALS ODD/EVEN:

- a. Predict whether the total goals in the first half will be an odd or even number.
- b. The first half must be completed for bets to stand.
- c. Own goals count.
- d. Injury time counts.
- e. If the half time score is 0 - 0 bets will be settled on an even number of goals.

LL. SECOND HALF TOTAL GOALS ODD/EVEN:

- a. Predict whether the total goals in the second half will be an odd or even number.
- b. The second half must be completed for bets to stand.
- c. Own goals count.
- d. Injury time counts.
- e. If no goals are scored in the second half bets will be settled on an even number of goals.

MM. LAST GOAL:

Predict the team that will score the last goal in normal time, including injury time.

NN. HALF OF FIRST GOAL:

- a. Predict the half in which the first goal will be scored.
- b. Injury time counts.

OO. HALF OF FIRST HOME TEAM GOAL:

- a. Predict the half in which the home team scores their first goal.
- b. Injury time counts

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PP. HALF OF FIRST AWAY TEAM GOAL:

- a. Predict the half in which the away team scores their first goal.
- b. Injury time counts.

QQ. TOTAL FIRST HALF GOALS:

- a. Predict the total number of goals in the first half.
- b. Injury time counts.
- c. Own goals count.

RR. TOTAL SECOND HALF GOALS:

- a. Predict the total number of goals in the second half.
- b. Injury time counts.
- c. Own goals count.

SS. SECOND HALF FIRST GOAL:

- a. Predict the team that will score the first goal in the second half.
- b. Injury time counts.

TT. TOTAL HOME TEAM GOALS:

- a. Predict the total number of goals scored by the home team.
- b. Extra time does not count.

UU. TOTAL AWAY TEAM GOALS:

- a. Predict the total number of goals scored by the away team.
- b. Extra time does not count.

VV. FIRST HALF HOME TEAM TOTAL GOALS:

- a. Predict the total number of goals scored by the home team in the first half.
- b. Injury time counts.

WW. FIRST HALF AWAY TEAM GOALS:

- a. Predict the total number of goals scored by the away team in the first half.
- b. Injury time counts.

XX. SECOND HALF HOME TEAM TOTAL GOALS:

- a. Predict the total number of goals scored by the home team in the second half.
- b. Injury time counts.

YY. SECOND HALF AWAY TEAM TOTAL GOALS:

- a. Predict the total number of goals scored by the away team in the second half.
- b. Injury time counts.

ZZ. TOTAL MATCH CORNERS:

- c. Predict the range containing the total number of corners taken in the match.
- d. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- e. Settlement will be based on the corners listed by International Service Provider.
- f. Extra time does not count.

AAA. TOTAL MATCH CORNERS ODD/EVEN:

- a. Predict whether the total corners taken in the match will be an odd or even number.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Extra time does not count.

BBB. TEAM WITH MOST CORNERS:

- a. Predict the team that takes the most corners in the match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Extra time does not count.

CCC. CORNERS DOUBLE RESULT:

- a. Bets predicting the corners double result must indicate the result at half time and full time.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service provider.

DDD. TEAM WITH MOST FIRST HALF CORNERS:

- a. Predict the team that takes the most corners in the first half of the match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

EEE. TEAM WITH MOST SECOND HALF CORNERS:

- a. Predict the team that takes the most corners in the second half of the match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

FFF. FIRST HALF CORNERS:

- a. Predict the number of corners taken in the first half of the match.
- b. Extra time does not count.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

GGG. SECOND HALF CORNERS:

- a. Predict the number of corners taken in the second half of a match.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

HHH. TOTAL HOME TEAM CORNERS:

- a. Predict the number of corners taken by the home team.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Extra time does not count.

III. TOTAL AWAY TEAM CORNERS:

- a. Predict the number of corners taken by the away team.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Extra time does not count.

JJJ. FIRST HALF HOME TEAM CORNERS:

- a. Predict the number of corners taken by the home team in the first half.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

KKK. FIRST HALF AWAY TEAM CORNERS:

- a. Predict the number of corners taken by the away team in the first half.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

LLL. SECOND HALF HOME TEAM CORNERS:

- a. Predict the number of corners taken by the home team in the second half.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

MMM. SECOND HALF AWAY TEAM CORNERS:

- a. Predict the number of corners taken by the away team in the second half.
- b. Corners awarded but not taken will not count for settling purposes. Re-taken corners will only count once.
- c. Settlement will be based on the corners listed by International Service Provider.
- d. Injury time counts.

NNN. TOTAL MATCH CARDS:

- a. Predict the total number of cards issued in the match.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Extra time does not count.
- d. 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.

OOO. TOTAL BOOKINGS:

- a. Predict the range that includes the correct number of bookings points.
- b. 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.
- c. Extra time does not count.
- d. 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. Injury time counts.

PPP. FIRST HALF CARDS

- a. Predict the total numbers of cards issued in the first half.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Injury time counts.
- d. 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.

QQQ.SECOND HALF CARDS

- a. Predict the total numbers of cards issued in the second half.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Injury time counts.
- d. 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 settle purposes.
- e. Extra time does not count.

RRR.CARDS SHOWN IN A SPECIFIED TIME PERIOD

- a. Predict whether a card will be issued during a specified time period.
- b. 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.
- c. In the event of a dispute over the time of a card being issued, settlement will be based on the time listed International Service Provider.
- d. Injury time counts.

SSS. TOTAL HOME TEAM CARDS:

- a. Predict the number of cards issued to the home team.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Extra time does not count.
- d. 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.

TTT. TOTAL AWAY TEAM CARDS:

- a. Predict the number of cards issued to the away team.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Extra time does not count.
- d. 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.

UUU.TOTAL MATCH CARDS ODDS/EVEN:

- a. Predict whether the total number of cards issued will be odd or even.
- b. Two yellow cards resulting in a player receiving a red card will be counted as a total of two cards.
- c. Extra time does not count.
- d. 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. If no cards are issued bets will be settled on an even number of cards.

VVV. TOTAL BOOKINGS IN DAYS GAMES:

- a. 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.
- b. Injury time counts but extra time does not count.
- c. 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.
- d. 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.
- e. 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.

α. PENALTY AWARDED, SCORED OR MISSED:

Predict whether a penalty is awarded, scored or missed. Bets settled at normal time. Extra time and penalty shoot-outs will not count.

WWW. TO SCORE OR MISS IN A PENALTY SHOOT-OUT:

- a. Predict whether a player will score or miss in a penalty shoot-out.
- b. Only bets on players who take a penalty will be valid.
- c. Penalties scored in normal play will not count.

XXX. PENALTY SHOOT-OUT WINNER:

Predict the team that wins the penalty shoot-out.

YYY. OUTCOME OF NEXT PENALTY:

Predict whether the next penalty in a penalty shoot-out will be scored or missed.

ZZZ. SUDDEN DEATH IN A PENALTY SHOOT-OUT:

This bet requires you to predict that a penalty shoot-out will end in sudden death. This is when each side in a penalty shoot-out has taken 5 penalties and the scores remain level.

AAAA. TOTAL PENALTIES CONVERTED:

- a. This bet requires you to predict the total number of penalties converted.
- b. The bet is only available when there is a penalty shoot-out.

α. DIVISIONAL BETTING:

- a. Predict the league winner at the end of the season. League winners will be determined by the official rules of the respective league. Therefore a play-off or any other process which is used to determine the league winner will count.
- b. In divisional betting, with the exception of league winners involved in a play off, the finishing positions of teams at the end of the scheduled programme of matches will determine placings. No allowance will be made for relegation/promotion play-offs or subsequent enquiries by the respective leagues.
- c. Bets will stand on any team that does not complete all of its fixtures.

BBBB. DIVISIONAL HANDICAP BETTING:

- a. Predict the league winner once the handicap spread has been added to the actual points accumulated by each team at the end of the season.
- b. Dead heat rules apply to teams that are level on points. Goal average/difference does not count.

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CCCC. TOP GOALSCORER IN THE DIVISION:

- a. Predict the top goalscorer in the division.
- b. Only league games in the regular season count. Play-offs do not count.
- c. Goals scored in another division by players who move clubs will not count.
- d. Stakes will be lost on players who do not play any matches in the division.
- e. Dead heat rules apply.

DDDD. SEASON MATCH BETS:

- a. Predict which team will achieve the highest placing at the end of the season.
- b. If both teams are level on points at the end of the season then whatever means used by the official governing body to determine the highest placing will be used for settling purposes.

EEEE. MAN OF THE MATCH:

- a. Predict which player will be nominated as man of the match.
- b. Unless specified otherwise, bets will be settled on the man of the match or top player determined by the official governing body.

FFFF. NEXT INCIDENT:

- a. This bet requires you to predict the next offside, throw-in, goal kick etc.
- b. Extra time and penalties will count.

GGGG. TO WIN IN EXTRA TIME:

This bet is usually available after normal time has finished. You are required to select a team to win in extra time and a price will be offered for the draw. Stakes on teams to win in extra time will be lost if the match goes to a penalty shoot-out.

HHHH. SECOND HALF BETTING:

- a. Predict the result of a 45 minutes 'mini match' in the second half.
- b. Any goals scored in the first half will not count.
- c. Injury time counts.

IIII. COME FROM BEHIND AND DRAW:

- a. Predict whether your selection can be losing at any stage of the match but draw at the end of normal time.
- b. If a match is abandoned bets are void.

JJJJ. COME FROM BEHIND AND WIN OR DRAW:

- a. Predict whether your selection can be losing at any stage of the match and either win or draw at the end of normal time.
- b. If a match is abandoned bets are void.

KKKK. TO LEAD AT HALF TIME AND NOT WIN:

- a. Predict whether your selection can lead at half time but not win the match.
- b. If a match is abandoned bets are void.
- c. Injury time counts.
- d. Extra time does not count.

LLLL. COME FROM BEHIND AND WIN:

- a. Predict whether your selection can be losing at any stage of the match but still win at the end of normal time.
- b. If a match is abandoned bets are void.

MMMM. MARGIN OF VICTORY:

- a. Predict the margin of victory by a specified team
- b. Extra time does not count.

NNNN. NAMED PLAYER TO BE BOOKED:

- a. Predict whether a named player will be booked.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. A card issued to a named player, during the half time interval, after he has been substituted or after the referee has blown for full time will not count.

OOOO. NAMED PLAYER TO BE SENT OFF:

- a. Predict whether a named player will be sent off.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. A card issued to a named player, during the half time interval, after he has been substituted or after the referee has blown for full time will not count.

PPPP. NAMED PLAYER TO SCORE FROM OUTSIDE THE BOX:

- a. Predict whether a named player will score from outside the box.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Own goals do not count.
- e. Settlement will be based on information provided by International Service Provider.

QQQQ. NAMED PLAYER TO HIT THE WOODWORK:

- a. Predict whether a named player will hit the woodwork.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Only shots and headers aimed at the opponents goal count.
- e. Settlement will be based on information provided by International Service Provider.

RRRR. NAMED PLAYER TO BE SUBSTITUTED:

- a. Predict whether a named player will be substituted.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.

SSSS. NAMED PLAYER TO SCORE WITH A HEADER:

- a. Predict whether a named player will score with a header.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Own goals do not count.
- e. Settlement will be based on information provided by International Service Provider.

TTTT. NAMED PLAYER TO WIN A PENALTY:

- a. Predict whether a named player will win a penalty.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. In order to win a penalty the player will have to be fouled and settlement will be based on information provided by International Service Provider.

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UUUU. NAMED PLAYER TO SCORE IN BOTH HALVES:

- a. Predict whether a named player will score in both halves.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand.
- d. Own goals do not count.

VVVV. NAMED PLAYER TO SCORE ONLY IN FIRST HALF:

- a. Predict whether a named player will score only in the first half.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand
- d. Stakes are lost if the player does not score in the match or scores in the second half.

WWWW. NAMED PLAYER TO SCORE ONLY IN SECOND HALF:

- a. Predict whether a named player will score only in the second half.
- b. Injury time counts but extra time does not count.
- c. Named player must start the match for the bet to stand
- d. Stakes are lost if the player does not score in the match or scores in the first half.

XXXX. PLAYER SPECIALS:

- a. Named player must start the match for bets to stand.

YYYY. NEXT PERMANENT MANAGER OF A FOOTBALL CLUB:

- b. Unless stated otherwise, settlement will be based on an official statement from the club, or on the club website stating that an individual has been appointed as manager of the first team for a year or more, even if they subsequently leave the club within the year. If no official clarification is given an individual who is responsible for picking the first team for a period of one year will be deemed the permanent manager for betting purposes. Stakes on other selections will be lost.

ZZZZ. TOTAL NUMBER OF SUBSTITUTION

- a. Prediction of total number of substitution that will be made within the official 90-minute play.
- b. Bets will be settled according to official results made available from the football authority responsible for organizing the match.
- c. If a match is abandoned anytime within the official 90-minute play, all wagers on Total Number of substitution will be considered void.
- d. All bets placed are based on the full 90-minute play excluding extra time.

AAAAA. FIRST/LAST SUBSTITUTION

- a. Prediction of team that will make the first and last substitution within the official 90- minute play.
- b. Bets will be settled according to the official results made available from the football authority responsible for organizing the match.
- c. In the event of more than two players being substituted at the same time, the player number that is shown first by the 4th Official will be deemed the "winner" for settlement purposes.
- d. If a match is abandoned after the first substitution made, all wagers on first substitution will be considered valid.
- e. If a match is abandoned after the first substitution is made, all wagers placed on last substitution will be considered void.
- f. If a match is abandoned before any substitution is made, all wagers placed on first/last substitution will be refunded.
- g. If no substitution is made within the official 90-minute play, all wagers placed on first/last substitution will be refunded

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BBBBB. TOTAL OFFSIDE

- a. Prediction of total number of offside that will be made within the official 90-minute play.
- b. Bets will be settled according to the official results made available from the football authority responsible for organizing the match.
- c. If a match is abandoned anytime within the official 90-minute play, all wagers on Total offside will be considered void.
- d. All bets placed are based on the full 90-minute play excluding extra time.

CCCCC. FIRST/LAST OFFSIDE

- a. Prediction on team that makes the first and last offside within the official 90-minute play.
- b. Bets will be settled according to the official results made available from the football authority responsible for organizing the match.
- c. If a match is abandoned after the first offside is made, all wagers on first offside will be considered valid.
- d. If a match is abandoned after the first offside is made, all wagers on last offside will be voided.
- e. If a match is abandoned before offside is made, all wagers made on first and last offside will be refunded.
- f. All bets placed are based on the full 90-minute play excluding extra time.
- g. If no offside is made within the official 90-minute play, all wagers placed on first/last offside will be refunded.

DDDDD. SCORECASTS - FIRST PLAYER TO SCORE/CORRECT SCORE DOUBLES

- α. If a player takes the field after a goal has been scored or does not take part in the game then such bets will be settled as a single on the correct score market at the relevant odds quoted at match kick-off time. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the first goalscorer market at the relevant odds quoted at match kick-off time. Should the first goal of the match be an own goal then bets will be settled on the next goalscorer and the correct score markets. If the only goals in the match are own goals then all bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

EEEEE. SCORECASTS - LAST PLAYER TO SCORE/CORRECT SCORE DOUBLES

- α. If a player does not take part in the game then such bets will be settled as a single on the correct score market at the relevant odds quoted at match kick-off time. If a player takes the field when it is not possible that the correct score part of the bet can be achieved, then such bets will be settled as a single on the last goalscorer market at the relevant odds quoted at match kick-off time. If a match is abandoned after a goal has been scored then all bets will be settled as singles on the last goalscorer market at the relevant odds quoted at match kick-off time. Should the last goal of the match be an own goal then bets will be settled on the second to last goalscorer and the correct score market. If the only goals in the match are own goals then all bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

FFFFF. HALF TIME SCORECAST (HALF TIME CORRECT SCORE AND PLAYER TO SCORE FIRST)

- α. If a player enters the field after a goal has been scored; takes no part in the 1st half; or the only 1st half goals are own goals, then such bets will be settled as a single on the half time correct score market at the relevant odds quoted at match kick-off time.

GGGGG. ANYTIME SCORECAST (CORRECT SCORE AND PLAYER TO SCORE ANYTIME)

- α. If a player does not enter the field during 90 minutes or the only goals scored are own goals, then bets will be settled as singles on the correct score market at the relevant odds quoted at match kick-off time.

HHHHH. WINCAST (TEAM TO WIN AND PLAYER TO SCORE FIRST)

- α. If a player enters the field after a goal has been scored; takes no part in the game; or the only goals are own goals, then such bets will be settled as a single on the full time result market at the relevant odds quoted at match kick-off time.

IIIII. DOUBLE CHANCE 1ST HALF

- α. Bets settled on the first half result only.
- β. Bets will be void if the match is abandoned before half time.
- γ. If a match is abandoned during the second half then all first half bets are still valid.
- δ. The following options are available:
- ε. 1 or X - if the result is either a home or draw then bets on this option are winners. X or 2 - if the result is either a draw or away then bets on this option are winners. 1 or 2 - if the result is either a home or away then bets on this option are winners.

JJJJJ. SILVERSPORTS LTD SPECIAL

- α. It is a bet that Silversports Ltd offers at odds and conditions of its choosing. The special involves but not limited to a pre-defined selection with a fixed pre-defined odds. To be successful, each of the team in the pre-defined selection must have won or drawn as per the pre-defined bet offered. In the event any one of the team in the pre-defined selection does not play a match full time "90 minutes play" the bet will revert to the last available 90 minutes match odds.

KKKKK. GOALS GALORE

- α. Minimum selection is trebles.
- β. In the event that your selections contain a match that has been abandoned, your bet will be settled at the odds available for the number of valid selections that you have remaining.
- γ. Both teams must score for that selection to win.
- δ. All wagers are settled in 90 minutes play plus any injury time added by the match official.
- ε. Cannot be used in conjunction with any other offer.
- φ. Applies to single bets only.

LLLLL. Trixie

A Trixie consists of 4 bets involving 3 selections in different events. The bet includes:

- α. 3 double bets
- β. 1 treble bet

A minimum of 2 successful selections will guarantee a return.

MMMMM. Patent

A Patent consists of 7 bets involving 3 selections in different events. The bet includes:

- α. 3 single bets
- β. 3 double bets
- γ. 1 treble bet

Just one successful selection guarantees a return.

NNNNN. Yankee

A Yankee consists of 11 bets involving 4 selections in different events. The bet includes:

- α. 6 double bets
- β. 4 treble bets
- γ. 1 fourfold accumulator bet

A minimum of 2 successful selections will guarantee a return.

00000. Lucky 15

A Lucky 15 consists of 15 bets involving 4 selections in different events. The bet includes:

- α. 4 single bets
- β. 6 double bets
- γ. 4 treble bets
- δ. 1 fourfold accumulator bets

Just one successful selection guarantees a return.

PPPPP. Canadian

A Canadian (also known as a Super Yankee) consists of 26 bets involving 5 selections in different events.

The bet includes:

- α. 10 double bets
- β. 10 treble bets
- γ. 5 fourfold accumulator bets
- δ. 1 fivefold accumulator bet

A minimum of 2 successful selections will guarantee a return.

QQQQQ. Lucky 31

A Lucky 31 consists of 31 bets involving 5 selections in different events. The bet includes:

- α. 5 single bets
- β. 10 double bets
- γ. 10 treble bets
- δ. 5 fourfold accumulator bets
- ε. 1 fivefold accumulator bets

Just one successful selection guarantees a return.

RRRRR. Heinz

A Heinz consists of 57 bets involving 6 selections in different events. The bet includes:

- α. 15 double bets
- β. 20 treble bets
- γ. 15 fourfold accumulator bets
- δ. 6 fivefold accumulator bets
- ε. 1 sixfold accumulator bet

A minimum of 2 successful selections will guarantee a return.

SSSSS. Lucky 63

A Lucky 63 consists of 63 bets involving 6 selections in different events. The bet includes:

- α. 6 single bets
- β. 15 double bets
- γ. 20 treble bets
- δ. 15 fourfold accumulator bets
- ε. 6 fivefold accumulator bets
- φ. 1 sixfold accumulator bet

Just one successful selection guarantees a return.

TTTTT. Super Heinz

A Heinz consists of 120 bets involving 7 selections in different events. The bet includes:

- α. 21 double bets
- β. 35 treble bets
- γ. 35 fourfold accumulator bets
- δ. 21 fivefold accumulator bets
- ε. 7 sixfold accumulator bets
- φ. 1 sevenfold accumulator bet

A minimum of 2 successful selections will guarantee a return.

UUUUU. Goliath

A Goliath consists of 247 bets involving 8 selections in different events. The bet includes:

- α. 28 double bets
- β. 56 treble bets
- γ. 70 fourfold accumulator bets
- δ. 56 fivefold accumulator bets
- ε. 28 sixfold accumulator bets
- φ. 8 sevenfold accumulator bets
- γ. 1 eightfold accumulator bet

A minimum of 2 successful selections will guarantee a return.