

Live Betting Terms & Conditions

- **Scoreboard Disclaimer:** Live scoreboards displayed on this platform are for informational purposes only and may be subject to errors or delays. We accept no liability or responsibility for any inaccuracies. All settlements are based strictly on official game statistics.
- **Score Corrections & Official Data Feed**
- All live bets are graded using official scoring data provided
- Retroactive statistical adjustments made by official scorers during live play (e.g., point adjustments following official reviews) will be reflected in live market settlements.
- **Accuracy of Live Information:** While every effort is made to ensure that live scores, match stats, elapsed time displayed on the site are accurate and up to date, this information should be used as a guide only. The company assumes no liability for any inaccurate or delayed information.
- **Line and Odds Errors:** The company reserves the right, at its sole discretion, to void or cancel any bet placed on a market affected by an obvious error. Such errors include, but are not limited to:
 - Odds or handicap/line values that differ significantly from those generally available in the market when the bet was placed.
 - Bets accepted with an incorrect score or elapsed time, or after the outcome of the event had already been determined.
 - Technical errors, data-feed delays, or system glitches that result in incorrect odds being displayed.
- **Resettlement & Voiding:** If a bet is accepted in error under any of the circumstances mentioned above, the bet will be deemed void, and the original stake will be refunded to the account. If a bet was already settled based on an error, the company reserves the right to recalculate or reverse the settlement.

Football Live Betting Rules (Regulation Time Only – 2-Way Markets)

1. General Scope

- **Exclusion of Overtime:** All wagers offered under "Regulation Time Only" (or "60 Minutes Only") apply strictly to the official 60 minutes of regulation play. **Overtime (OT) statistics and scores DO NOT count** toward the settlement of these markets.

2. Market Settlement (2-Way Lines)

- **2-Way Moneyline (Regulation Only):**
 - Wagers are graded based on the score at the end of the 4th Quarter (60:00).
 - If the game ends in a **tie** at the end of regulation, all 2-Way Moneyline bets will be declared **Void / No Action**, and original stakes will be refunded.
- **Point Spread (Handicap) Regulation Only:**
 - Graded based on the final regulation score plus/minus the designated spread at the end of the 4th Quarter.
 - If the score after applying the point spread results in a tie (e.g., Team A -3 wins 24–21), the wager is graded as a **Push / Void**, and stakes are refunded.
- **Total Points (Over / Under):**
 - Graded on the combined total points scored by both teams during regulation time only (00:00 to 60:00).
 - Points scored in Overtime are excluded. If the combined regulation total equals the exact line offered, the wager is graded as a **Push / Void**.

3. Game Completion & Official Time Requirements

- **Minimum Play Duration:** A minimum of **55 minutes** of official game play must be completed for regulation-time wagers to stand.
- **Unconditional Settlement (Totals/Spreads):** If a Total Points line has already been exceeded prior to a game being interrupted or suspended (e.g., Live Over set at 42.5 and score reaches 24–21 before 55 minutes), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.
- **Interrupted / Abandoned Games:** If a game is postponed or rescheduled, wagers will stand provided the game is played within **48 hours** of the original start date at the original venue (or neutral site, if officially designated). If postponed beyond this window, open wagers will be voided.

Football Live Betting Rules: Full Game Markets (Overtime Included)

1. General Scope

- **Inclusion of Overtime:** All wagers placed on full-game markets (**2-Way Moneyline, Point Spread, and Total Points**) include any scores or statistical outcomes accumulated during both regulation time (1st–4th Quarters) and any **Overtime (OT) periods** played.

- **Live In-Play Settlement:** All markets are graded on the final official result of the entire game upon completion, regardless of the score or time remaining when the live bet was placed.

2. Market Settlement Rules

A. 2-Way Moneyline (Winner)

- **Selection Win:** The wager wins if the selected team wins the game outright (either in regulation or after Overtime).
- **Official Tie After OT:** In the event that an NFL game ends in an official **Tie** after full Overtime is played, all 2-Way Moneyline wagers will be declared **Push / Void**, and original stakes will be refunded in full.

B. Point Spread (Handicap)

- **Grading:** Graded on the final combined score (including Overtime) plus or minus the designated point handicap assigned to the selected team.
- **Exact Spread Match (Push):** If the score after applying the designated handicap results in an exact tie (e.g., Team A -3.0 wins 24–21 after OT), the bet is graded as a **Push / Void**, and stakes are refunded.

C. Total Points (Over / Under)

- **Grading:** Graded on the total combined points scored by both teams at the end of the game (including Overtime).
 - **Over:** Wins if total combined points exceed the designated line.
 - **Under:** Wins if total combined points fall below the designated line.
- **Exact Total Match (Push):** If the total combined points scored equal the exact total line offered (e.g., Total is set at 45.0 and the final score is 24–21), the bet is graded as a **Push / Void**, and stakes are refunded.

3. Game Completion & Official Time Requirements

- **Minimum Play Duration:** A minimum of **55 minutes** of official game play must be completed (or full official end of game) for full-game wagers to stand.
- **Unconditional Settlement (Totals/Spreads):** If a Total Points line has already been exceeded prior to a game being interrupted or suspended (e.g., Live Over set at 42.5 and score reaches 24–21 before 55 minutes), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.

- **Interrupted / Abandoned Games:** If a game is postponed or rescheduled, wagers will stand provided the game is played within **48 hours** of the original start date at the original venue (or neutral site, if officially designated). If postponed beyond this window, open wagers will be voided.

Football Live Betting Rules: Team Total Points (Over / Under)

1. Market Overview

- **Definition:** A wager on whether the total points scored by a specific team will be **Over** or **Under** the designated line offered during live play.
- **Scope:** Wagers apply strictly to the specified team's individual score, regardless of the opponent's score or the final match outcome.

2. Market Variants & Settlement Rules

Option A: Team Total – Regulation Time Only (60 Minutes Only)

- **Exclusion of Overtime:** Graded strictly based on the points scored by the specified team during official regulation play (1st through 4th Quarters / 00:00 to 60:00).
- **OT Points Excluded:** Any points scored by the designated team during Overtime (OT) **DO NOT count** toward market settlement.
- **Settlement:**
 - **Over:** Wins if the team's regulation score exceeds the specified total.
 - **Under:** Wins if the team's regulation score falls below the specified total.
 - **Exact Match (Push):** If the team's total points scored in regulation equal the exact designated line, the bet is graded as **Push / Void**, and original stakes are refunded.

Option B: Team Total – Full Game (Overtime Included)

- **Inclusion of Overtime:** Graded based on the cumulative points scored by the specified team at official game completion, **including any points scored during Overtime (OT) periods.**
- **Settlement:**

- **Over:** Wins if the team's total score (Regulation + OT) exceeds the specified line.
- **Under:** Wins if the team's total score (Regulation + OT) falls below the specified line.
- **Exact Match (Push):** If the team's final total score (including OT) equals the exact designated line, the bet is graded as **Push / Void**, and original stakes are refunded.

3. General Terms & Game Completion Requirements

- **Minimum Play Duration:** A minimum of **55 minutes** of official game play must be completed (or full official end of game) for Team Total wagers to stand.
- **Unconditional Settlement:** If a Team Total "Over" line has already been reached prior to a game being interrupted or suspended (e.g., Team Live Total set at 20.5 and the team reaches 21 points before 55 minutes), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.
- **Interrupted / Abandoned Games:** If a game is postponed or rescheduled, wagers will stand provided the game is played within **48 hours** of the original start date at the original venue (or neutral site, if officially designated). If postponed beyond this window, open wagers will be voided.

Football Live Betting Rules: 1st Half Markets (Handicap, Total, Moneyline)

1. General Scope

- **Period Covered:** All wagers placed on 1st Half markets apply strictly to the score accumulated during the **1st and 2nd Quarters** (from 00:00 of the 1st Quarter until the official end of the 2nd Quarter).

2. Market Settlement Rules

A. 1st Half Moneyline (2-Way)

- **Team A Win:** Wager wins if Team A is leading at Halftime.
- **Team B Win:** Wager wins if Team B is leading at Halftime.
- **Halftime Tie:** If the score is tied at Halftime (e.g., 14–14), all 2-Way 1st Half Moneyline wagers are graded as **Push / Void**, and original stakes are refunded.

B. 1st Half Point Spread (Handicap)

- **Grading:** Graded on the official Halftime score plus or minus the designated 1st Half handicap assigned to the selected team.
- **Exact Spread Match (Push):** If the score at Halftime after applying the handicap results in an exact tie (e.g., Team A -3.0 leads 10–7 at Halftime), the wager is graded as a **Push / Void**, and stakes are refunded.

C. 1st Half Total Points (Over / Under)

- **Grading:** Graded on the combined total points scored by both teams in the 1st and 2nd Quarters only.
 - **Over:** Wins if the total combined halftime points exceed the designated line.
 - **Under:** Wins if the total combined halftime points fall below the designated line.
- **Exact Total Match (Push):** If the combined score at Halftime equals the exact total line offered (e.g., 1st Half Total is 24.0 and the score at Halftime is 14–10), the wager is graded as a **Push / Void**, and stakes are refunded.

3. Completion Requirements & Suspended Games

- **Completion of Period:** The 1st Half (both 1st and 2nd Quarters) must be played to full official completion for 1st Half wagers to stand.
- **Unconditional Settlement (Totals):** If a 1st Half Total Points line has already been exceeded prior to an interruption (e.g., 1st Half Over set at 21.5 and score reaches 14–10 in the 2nd Quarter), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.

Football Live Betting Rules: 1st Half Team Total Points (Over / Under)

1. Market Overview

- **Definition:** A live in-play wager on whether the total points scored by a specific team during the **1st Half only** (1st and 2nd Quarters) will be **Over** or **Under** the designated line offered.
- **Scope:** Wagers apply strictly to the designated team's individual scoring output from 00:00 of the 1st Quarter until the official completion of the 2nd Quarter (Halftime).

2. Market Settlement Rules

- **Over:** The wager wins if the selected team scores more points during the 1st Half than the designated total line.

- **Under:** The wager wins if the selected team scores fewer points during the 1st Half than the designated total line.
- **Exact Match (Push / Void):** If the selected team's 1st Half score equals the exact total line offered (e.g., Team Live 1st Half Total set at 10.0 and the team has exactly 10 points at Halftime), the bet is graded as a **Push / Void**, and original stakes are refunded.

3. Completion Requirements & Suspended Games

- **Full Period Completion:** The 1st Half (both 1st and 2nd Quarters) must be completed in full for 1st Half Team Total wagers to stand.
- **Unconditional Settlement:** If a 1st Half Team Total "Over" line has already been reached prior to a game interruption or delay (e.g., Team 1st Half Line is set at 13.5 and the team scores 14 points in the 2nd Quarter before play is stopped), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.
- **Interrupted / Abandoned Games:** If a game is postponed or rescheduled, wagers will stand provided the game is played within **48 hours** of the original start date at the original venue (or neutral site, if officially designated). If postponed beyond this window, open wagers will be voided.

Football Live Betting Rules: 2nd Half Markets (Handicap, Total, Moneyline – OT Included)

1. General Scope

- **Period Covered:** All wagers placed on 2nd Half markets apply strictly to points scored from the start of the **3rd Quarter (3rd & 4th Quarters combined)** through the end of the game, **INCLUDING any Overtime (OT) periods played**.
- **Fresh Start:** Live 2nd Half markets act as a "new game" starting at 0–0 at the beginning of the 3rd Quarter, unless specifically stated otherwise on the betting slip.

2. Market Settlement Rules

A. 2nd Half Moneyline (2-Way)

- **Team A Win:** Wager wins if Team A scores more points than Team B during the 2nd Half + Overtime combined.
- **Team B Win:** Wager wins if Team B scores more points than Team A during the 2nd Half + Overtime combined.

- **2nd Half Tie (After OT):** If the total points scored by both teams *during the 2nd Half + Overtime* are equal, the market is graded as a **Push / Void**, and original stakes will be refunded.

B. 2nd Half Point Spread (Handicap)

- **Grading:** Graded on the points scored exclusively in the 2nd Half + Overtime, plus or minus the designated 2nd Half handicap line assigned to the selected team.
- **Exact Spread Match (Push):** If the 2nd Half + OT score after applying the handicap results in an exact tie, the wager is graded as a **Push / Void**, and stakes are refunded.

C. 2nd Half Total Points (Over / Under)

- **Grading:** Graded on the combined total points scored by both teams during the 3rd Quarter, 4th Quarter, and Overtime.
 - **Over:** Wins if the combined points scored in the 2nd Half + OT exceed the designated line.
 - **Under:** Wins if the combined points scored in the 2nd Half + OT fall below the designated line.
- **Exact Total Match (Push):** If the combined 2nd Half + OT points equal the exact total line offered, the wager is graded as a **Push / Void**, and stakes are refunded.

3. Completion Requirements & Suspended Games

- **Full Game Completion:** The entire game (including Overtime if played) must be officially completed for 2nd Half wagers to stand, with a minimum of **55 minutes** total game time elapsed.
- **Unconditional Settlement (Totals):** If a 2nd Half Total Points line has already been exceeded prior to a game interruption (e.g., Live 2nd Half Over set at 20.5 and the combined score in Q3 + Q4 reaches 21 before suspension), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.
- **Interrupted / Abandoned Games:** If a game is suspended or abandoned during the 2nd Half and not completed within the house-specified window, all undecided 2nd Half bets will be declared **Void / No Action**.

Football Live Betting Rules: 2nd Half Team Total Points (Over / Under – Regulation Only)

1. Market Overview

- **Definition:** A live in-play wager on whether the total points scored by a specific team strictly during the **2nd Half (3rd and 4th Quarters)** will be **Over** or **Under** the designated line offered.
- **Scope:** Wagers apply strictly to the designated team's individual scoring output accumulated from the start of the 3rd Quarter (00:00 of Q3) until the official end of the 4th Quarter (60:00).
- **Exclusion of Overtime (OT):** Any points scored by the designated team during Overtime **DO NOT count** toward the settlement of this market.

2. Market Settlement Rules

- **Over:** The wager wins if the selected team scores more points during the 2nd Half (Q3 + Q4) than the designated line.
- **Under:** The wager wins if the selected team scores fewer points during the 2nd Half (Q3 + Q4) than the designated line.
- **Exact Match (Push / Void):** If the selected team's 2nd Half regulation score equals the exact total line offered (e.g., Team Live 2nd Half Total set at 10.0 and the team scores exactly 10 points in Q3 + Q4), the bet is graded as a **Push / Void**, and original stakes are refunded.

3. Completion Requirements & Suspended Games

- **Full Regulation Completion:** Regulation time (60:00) must reach official completion for 2nd Half Team Total (Regulation Only) wagers to stand, with a minimum of **55 minutes** total game time elapsed.
- **Unconditional Settlement:** If a 2nd Half Team Total "Over" line has already been reached prior to a game interruption (e.g., Team 2nd Half Line is set at 13.5 and the team scores 14 points in the 3rd/4th Quarters before play is stopped), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.
- **Interrupted / Abandoned Games:** If a game is suspended or abandoned during the 2nd Half prior to official completion and not resumed within the house-specified window, all undecided 2nd Half Team Total wagers will be declared **Void / No Action**.

MLB Live Betting Rules: Full Game Main Markets (Moneyline, Run Line, Total Runs) – OT Included

1. General Scope

- **Inclusion of Extra Innings:** All wagers placed on full-game MLB live markets (**Moneyline, Run Line, and Total Runs**) include scores accumulated during both regular play (9 Innings) and any **Extra Innings** required to determine an official winner.
- **Live In-Play Settlement:** All markets are graded on the final official score of the entire game upon completion, regardless of the score or inning remaining when the live bet was placed.

2. Market Settlement Rules

A. Moneyline (To Win)

- **Grading:** Wagers are settled based on the official winner of the match (including Extra Innings).
- **Official Match:** A game must be officially completed for Moneyline wagers to stand (see Official Game Requirements below).

B. Run Line (Point Spread / Handicap)

- **Grading:** Graded on the final score (including Extra Innings) plus or minus the designated handicap assigned to the selected team (e.g., Team A -1.5 / Team B +1.5).
- **Exact Spread Match (Push):** If an integer run line is offered (e.g., Team A -1.0 / Team B +1.0) and applying the handicap results in an exact tie, the wager is graded as a **Push / Void**, and stakes are refunded.

C. Total Runs (Over / Under)

- **Grading:** Graded on the combined total runs scored by both teams at the end of the game (including Extra Innings).
 - **Over:** Wins if total combined runs exceed the designated line.
 - **Under:** Wins if total combined runs fall below the designated line.
- **Exact Total Match (Push):** If the total combined runs equal the exact line offered (e.g., Total set at 8.0 and the final score is 5–3), the bet is graded as a **Push / Void**, and stakes are refunded.

3. Game Completion & Official Game Requirements

Moneyline Requirements

- **Official Game Minimum:** For Moneyline bets to stand, at least **5 full innings** must be played (or **4.5 innings** if the home team is leading).
- **Shortened / Called Games:** If a game is called or suspended after 5 innings (or 4.5 if the home team leads), the official winner is determined by the score at the end of the last fully completed inning (unless the home team scores to tie or take the lead in the bottom half of the inning, in which case the score at the time the game is stopped governs settlement).

Run Line & Total Runs Requirements

- **8.5 / 9 Innings Rule:** For **Run Line** and **Total Runs** wagers to stand, the game must go at least **9 full innings** (or **8.5 innings** if the home team is leading).
- **Unconditional Settlement (Totals):** If a Total Runs line has already been exceeded prior to a game being interrupted or called (e.g., Live Over set at 7.5 and total reaches 8 runs in the 6th inning), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.
- **Suspended / Postponed Games:** If a game is suspended or postponed before meeting the completion criteria, all undecided wagers will be declared **Void / No Action**, unless completed on the same calendar day (or per house policy timeframe).

MLB Live Betting Rules: Regulation Time (9 Innings) Main Markets

(Moneyline, Run Line, Total Runs) – Excludes Extra Innings

1. General Scope

- **Exclusion of Extra Innings:** All wagers placed on 9-Inning Regulation Time live markets (Moneyline, Run Line, and Total Runs) are settled based strictly on the official score at the completion of regulation play (**9 full innings**, or **8.5 innings** if the home team is leading). Any runs scored during Extra Innings do **not** count toward market settlement.
- **Live In-Play Settlement:** All markets are graded on the score at the end of regulation time (9 Innings), regardless of the score or inning remaining when the live bet was placed.

2. Market Settlement Rules

A. Moneyline (To Win - Regulation Only)

- **Grading:** Wagers are settled based on the team leading at the end of regulation play (9 Innings).
- **Tie Results:** If the score is tied at the end of regulation play (9 Innings), regulation moneyline wagers are graded as a **Push / Void** (unless a "Tie" or "3-Way" market selection was explicitly offered), and stakes will be refunded.
- **Official Match Requirement:** The game must complete 9 full innings (or 8.5 innings if the home team is leading) for Regulation Moneyline wagers to stand.

3. Run Line (Point Spread / Handicap - Regulation Only)

- **Grading:** Graded on the score at the end of regulation play (9 Innings) plus or minus the designated handicap assigned to the selected team (e.g., Team A -1.5 / Team B +1.5).
- **Exact Spread Match (Push):** If an integer run line is offered (e.g., Team A -1.0 / Team B +1.0) and applying the handicap to the regulation score results in an exact tie, the wager is graded as a **Push / Void**, and stakes are refunded.

4. Total Runs (Over / Under - Regulation Only)

- **Grading:** Graded on the combined total runs scored by both teams at the end of regulation play (9 Innings).
- **Over:** Wins if the combined total runs at the end of regulation exceed the designated line.
- **Under:** Wins if the combined total runs at the end of regulation fall below the designated line.
- **Exact Total Match (Push):** If total combined runs at the end of regulation equal the exact line offered (e.g., Total set at 8.0 and the score after 9 innings is 5–3), the bet is graded as a **Push / Void**, and stakes are refunded.

5. Game Completion & Official Game Requirements

Moneyline Requirements

- **Official Game Minimum:** For Moneyline bets to stand, at least **5 full innings** must be played (or **4.5 innings** if the home team is leading).
- **Shortened / Called Games:** If a game is called or suspended after 5 innings (or 4.5 if the home team leads), the official winner is determined by the score at the end of the last fully completed inning (unless the home team scores to tie or take the lead in the

bottom half of the inning, in which case the score at the time the game is stopped governs settlement).

Run Line & Total Runs Requirements

- **8.5 / 9 Innings Rule:** For **Run Line** and **Total Runs** wagers to stand, the game must go at least **9 full innings** (or **8.5 innings** if the home team is leading).
- **Unconditional Settlement (Totals):** If a Total Runs line has already been exceeded prior to a game being interrupted or called (e.g., Live Over set at 7.5 and total reaches 8 runs in the 6th inning), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.
- **Suspended / Postponed Games:** If a game is suspended or postponed before meeting the completion criteria, all undecided wagers will be declared **Void / No Action**, unless completed on the same calendar day (or per house policy timeframe).

Baseball Team Total Runs (Full Game - Over/Under) OT Included

Market Definition & Settlement

- **Description:** Predict whether the total number of runs scored by a **specific team** (Home or Away) during the full game will be Over or Under the designated line.
- **Extra Innings:** All runs scored by the specified team during extra innings count toward final market settlement.
- **Opponent Runs:** Runs scored by the opposing team have no effect on this market.

Minimum Duration Rule (8.5 / 9 Innings Rule)

- **Official Game Requirement:** For Team Total wagers to stand, the game must go at least **9 full innings** (or **8.5 innings** if the home team is leading), with the following operational nuances:
 - **Home Team Total:** Settled if the home team has completed at least 8 full offensive innings (i.e., bottom of the 8th completed or standard 8.5/9 innings).
 - **Away Team Total:** Settled only if the away team completes all 9 of its offensive innings (top of the 9th completed or full 9 innings).

Early Settlement & Unconditionally Determined Outcomes

If a game is called, suspended, or abandoned prior to reaching the official minimum duration:

If a Total Runs line has already been exceeded prior to a game being interrupted or called (e.g., Live Over set at 7.5 and total reaches 8 runs in the 6th inning), "Over" bets will be settled as **Winners** and "Under" bets as **Losers**.

Baseball Team Total Runs (Full Game - Over/Under) – Regulation Time Only

(Excludes Extra Innings)

Market Definition & Settlement

- **Description:** Predict whether the total number of runs scored by a specific team (Home or Away) during regulation time (9 Innings) will be Over or Under the designated line.
- **Exclusion of Extra Innings:** Only runs scored by the specified team during regulation play (**9 Innings**) count toward market settlement. Any runs scored during Extra Innings do **not** apply to this market.
- **Opponent Runs:** Runs scored by the opposing team have no effect on this market.

Minimum Duration Rule (8.5 / 9 Innings Rule)

- **Official Game Requirement:** For Team Total wagers to stand, the game must complete at least 9 full innings (or 8.5 innings if the home team is leading at the end of regulation), with the following operational nuances:
 - **Home Team Total:** Settled if the home team completes its 9th inning or does not need to bat in the bottom of the 9th because they are already leading.
 - **Away Team Total:** Settled only if the away team completes all 9 of its offensive halves (top of the 9th completed or full 9 innings).

Early Settlement & Unconditionally Determined Outcomes (Team Total Runs)

If a game is postponed, suspended, or abandoned prior to reaching the official minimum duration (8.5 / 9 Innings rule):

- **Unconditionally Determined Outcomes:** Wagers will stand if the outcome of the market has already been unconditionally determined prior to the game being interrupted or called.
 - **Over Wagers:** If a specified team's total runs have already exceeded the designated line before the game is stopped (e.g., Team Over line set at 3.5 and the team scores its 4th run in the 5th inning), "**Over**" wagers will be settled as **Winners** and "**Under**" wagers as **Losers**.

- **Undetermined Outcomes:** If the game is stopped before reaching official duration and the team total run line has **not** been exceeded, all open wagers on that market will be graded as **Void / Cancelled**, and stakes will be refunded.

MLB First 5 Innings Live Betting Rules

Full Game Segment – Main Markets (Moneyline, Run Line, Total Runs)

1. General Scope

- **Scope of Wagers:** All wagers placed on First 5 Innings markets are determined strictly by the official score at the completion of the 5th inning (or 4.5 innings if the home team is leading after the top of the 5th). Any events occurring in the 6th inning or beyond have no bearing on market settlement.
- **Minimum Duration Rule (4.5 / 5 Innings Rule):** For all First 5 Innings wagers to have action, a minimum of 5 full innings must be completed, unless the home team is leading after the top of the 5th inning (4.5 innings). If a game is postponed, called, or suspended prior to reaching 4.5/5 full innings, all First 5 Innings open wagers will be graded as **Void / Cancelled**, except for unconditionally determined outcomes (e.g., an Over market total that has already been exceeded).

2. Market Settlement Rules

A. First 5 Innings Moneyline (To Win)

- **Grading:** Wagers are settled based on the team leading at the completion of 5 full innings (or 4.5 innings if the home team is leading).
- **Tie Results (Push):** If the score is tied at the completion of 5 full innings, 2-Way Moneyline wagers are graded as a **Push / Void**, and stakes are refunded (unless a "Tie / 3-Way" selection was explicitly offered).

B. First 5 Innings Run Line (Handicap / Spread)

- **Grading:** Graded on the score at the end of the 5th inning (or 4.5 innings if the home team is leading) plus or minus the designated handicap assigned to the selected team (e.g., Team A -0.5 / Team B +0.5).
- **Exact Spread Match (Push):** If an integer run line is offered (e.g., Team A -1.0 / Team B +1.0) and applying the handicap results in an exact tie score after 5 innings, the wager is graded as a **Push / Void**, and stakes are refunded.

C. First 5 Innings Total Runs (Over / Under)

- **Grading:** Graded on the combined total runs scored by both teams at the completion of 5 full innings (or 4.5 innings if the home team is leading).
- **Over:** Wins if the combined score after 5 innings exceeds the designated total line.
- **Under:** Wins if the combined score after 5 innings falls below the designated total line.
- **Exact Total Match (Push):** If total combined runs at the end of 5 full innings equal the exact line offered (e.g., Total set at 4.0 and the score after 5 innings is 2–2), the bet is graded as a **Push / Void**, and stakes are refunded.

3. Early Settlement & Unconditionally Determined Outcomes

If a game is postponed, called, or suspended prior to reaching the official minimum duration for the 5th inning (4.5 / 5 Innings):

- **Unconditionally Determined Outcomes:** Wagers will stand if the outcome of the market has already been unconditionally determined prior to the game being interrupted.
 - **Over Wagers:** If the specified team's total runs have already exceeded the designated First 5 Innings line before the game is stopped (e.g., First Five Innings Team Over set at 2.5 and the team scores its 3rd run in the 3rd inning), "**Over**" wagers will be settled as **Winners** and "**Under**" wagers as **Losers**.
- **Undetermined Outcomes:** If the game is stopped before reaching 4.5/5 full innings and the specified team total run line has **not** been exceeded, all open wagers on that market will be graded as **Void / Cancelled**, and stakes will be refunded.

MLB First 5 Innings Team Total Runs (Over/Under)

1. Market Definition & Settlement

- **Description:** Predict whether the total number of runs scored by a specific team (Home or Away) during the first 5 innings of the game will be Over or Under the designated line.
- **Scope of Wagers:** Only runs scored by the specified team during the first 5 innings (up to the completion of the bottom of the 5th inning) count toward market settlement. Any runs scored in the 6th inning or beyond (or during Extra Innings) have no bearing on this market.
- **Opponent Runs:** Runs scored by the opposing team have no effect on this market.

2. Minimum Duration Rules (4.5 / 5 Innings Rule)

For First 5 Innings Team Total wagers to stand, the segment must reach official completion based on the following rules:

- **Home Team Total:** Settled if the home team has completed at least 4.5 innings of play (i.e., top of the 5th inning completed or the home team is leading/batting in the bottom of the 5th). If the home team does not need to finish its half of the 5th inning because they are already ahead or the result is determined, the score at that time will stand.
- **Away Team Total:** Settled only if the away team completes all 5 of its offensive half-innings (i.e., top of the 5th inning fully completed).

3. Early Settlement & Unconditionally Determined Outcomes

If a game is postponed, called, or suspended prior to reaching the official minimum duration for the 5th inning (4.5 / 5 Innings):

- **Unconditionally Determined Outcomes:** Wagers will stand if the outcome of the market has already been unconditionally determined prior to the game being interrupted.
 - **Over Wagers:** If the specified team's total runs have already exceeded the designated First 5 Innings line before the game is stopped (e.g., First Five Innings Team Over set at 2.5 and the team scores its 3rd run in the 3rd inning), "**Over**" wagers will be settled as **Winners** and "**Under**" wagers as **Losers**.
- **Undetermined Outcomes:** If the game is stopped before reaching 4.5/5 full innings and the specified team total run line has **not** been exceeded, all open wagers on that market will be graded as **Void / Cancelled**, and stakes will be refunded.

Mercy Rule & Pitcher Changes

- **Mercy Rule:** If a mercy rule is officially invoked (e.g., World Baseball Classic or international rules), all live markets will be settled based on the score at the time of the mercy rule declaration.
- **Action Bets (Pitchers):** All MLB live in-play wagers are considered **Action** (valid regardless of pitcher changes during the game).

NCAA Basketball: Full Game Main Markets (Regulation Time Only / No OT)

1. General Rules & Exclusion of Overtime

- **Scope:** Wagers placed on **Regulation Time Only (2-Way)** markets apply strictly to the **40 minutes of official regulation play** (two 20-minute halves).

- **Overtime Exclusion:** Points scored during any Overtime (OT) periods **DO NOT COUNT** towards the settlement of these specific markets.

2. Market Settlement Rules

A. Point Spread (Handicap — Regulation Time Only)

- Settled based on the point differential at the exact end of regulation play (**40:00 on the game clock**).
- Any points scored in Overtime are completely disregarded for settlement purposes.
- **Push / Void:** If the regulation score plus the spread results in a tie (e.g., line is **-3.0** and the team wins by exactly 3 points at 40:00), the bet is declared a **Push / Void** and refunded.

B. Total Points (Over/Under — Regulation Time Only)

- Settled based on the combined points scored by both teams **during the 40 minutes of regulation play only**.
- **Over / Under:** Evaluated strictly at the end of the 2nd half (40:00). Points scored in OT do not apply.
- **Push / Void:** If the regulation total score equals the line (e.g., line is **140.0** and the combined regulation score is 140), the bet is declared a **Push / Void** and refunded.

C. 2-Way Moneyline (Regulation Time Only)

- Settled on which team is leading at the end of official regulation play (**40:00 on the game clock**).
- **Tie at Regulation (End of 4th Quarter / 2nd Half at 40:00):** If the score is tied at the end of the 40 minutes of regulation time, all 2-Way Regulation Moneyline wagers will be declared a **Push / Void**, and all original stakes will be refunded (regardless of which team goes on to win the game in Overtime).

3. Minimum Play Time & Interrupted Games

- **Completion Requirement:** Games must play a minimum of **35 minutes** for Full Game Regulation wagers to have action, unless a market outcome has already been unconditionally determined.
- **Unconditional Settlement:** If a Regulation Total Points "Over" line has already been reached prior to a game interruption, "Over" wagers will be settled as **Winners** and "Under" wagers as **Losers**.

- **48-Hour Reschedule Window:** If a game is postponed, abandoned, or suspended before reaching the 35-minute mark, all open wagers will **stand** if the game is resumed within **48 hours** of the original start date at the same venue. Otherwise, uncompleted wagers will be declared **Void / No Action**.

NCAA Basketball: Full Game Main Markets (OT Included)

1. General Rules & Scope

- **In-Play & Pre-Match Coverage:** Full Game markets cover all scoring occurring from the opening tip-off through the official conclusion of the game.
- **Overtime Included:** All Full Game wagers for **Point Spread, Total Points (Over/Under)**, and **Moneyline INCLUDE any Overtime (OT) periods** played, unless explicitly specified otherwise on the bet slip.

2. Market Settlement Rules

A. Point Spread (Handicap — OT Included)

- Settled based on the final score of the game, **including all Overtime periods**.
- The handicap line (e.g., -3.5 or +3.5) is added to or subtracted from the designated team's total points scored (Regulation + OT).
- **Push / Void:** If the final score (including OT) plus the spread results in a tie (e.g., line is -4.0 and the favorite wins by exactly 4 points in OT), the wager is declared a **Push / Void** and the stake is refunded.

B. Total Points (Over/Under — OT Included)

- Settled based on the combined final score of **both teams, including all Overtime periods**.
- **Over:** Wins if the combined total points scored (Regulation + OT) exceed the line.
- **Under:** Wins if the combined total points scored (Regulation + OT) remain below the line.
- **Push / Void:** If the total score (including OT) equals the posted whole number line (e.g., line is **142.0** and the final combined score is 142), the bet is declared a **Push / Void** and refunded.

C. Moneyline (2-Way — OT Included)

- Settled on which team wins the game outright upon official completion, **including any Overtime periods played**.
- Because Overtime is played to break ties in NCAA Basketball, 2-Way Moneyline bets will be decided by the final game result.

3. Minimum Play Time & Interrupted Games

- **Completion Requirement:** Games must play a minimum of **35 minutes** (for standard 40-minute regulation games) for Full Game wagers to have action, unless a market outcome has already been unconditionally determined.
- **Unconditional Settlement:** If a Total Points "Over" line has already been reached prior to a game interruption, "Over" wagers will be settled as **Winners** and "Under" wagers as **Losers**.
- **48-Hour Reschedule Window:** If a game is postponed, abandoned, or suspended before reaching the 35-minute mark, all open wagers will **stand** if the game is resumed within **48 hours** of the original start date at the same venue. Otherwise, uncompleted wagers will be declared **Void / No Action**.

NCAA Basketball: 1st Half Main Markets (Point Spread, Total & Moneyline)

1. Market Scope & Coverage

- **First Half Duration:** 1st Half markets apply strictly to all scoring occurring from the opening tip-off through the official conclusion of the **1st Half (the first 20 minutes of official regulation play)**.
- Points scored during the 2nd Half or any Overtime (OT) periods have no bearing on the settlement of these markets.

2. Settlement Rules by Market Type

A. 1st Half Point Spread (Handicap)

- Settled based on the point differential at the exact moment the 1st Half officially concludes (20:00 elapsed / 0:00 on the 1st Half clock).
- The handicap line (e.g., -2.5 or +2.5) is added to or subtracted from the designated team's 1st Half score only.

- **Push / Void:** If the score differential plus the spread results in a tie at halftime (e.g., line is **-3.0** and the team leads by exactly 3 points at the break), the wager is declared a **Push / Void** and the stake is refunded.

B. 1st Half Total Points (Over/Under)

- Settled based on the combined total points scored by **both teams** during the 1st Half (first 20 minutes).
- **Over:** Wins if the combined 1st Half points exceed the posted line.
- **Under:** Wins if the combined 1st Half points remain below the posted line.
- **Push / Void:** If the combined 1st Half score lands exactly on a whole number total line (e.g., line is **68.0** and the halftime score is 35–33), the wager is declared a **Push / Void** and refunded.

C. 1st Half Moneyline

- Settled on which team is leading at the official conclusion of the 1st Half.
- **Tie at Halftime:**
 - **2-Way Moneyline:** If the score is tied at halftime (e.g., 32–32) and no draw option was offered, all 2-Way 1st Half Moneyline wagers will be declared a **Push / Void** and refunded.
 - **3-Way Moneyline (includes "Tie/Draw"):** If explicitly offered with a "Tie/Draw" selection, the "Tie" option will be graded as the winning selection if the score is tied at the end of the 1st Half.

3. Completion Requirements & Interrupted Games

- **Full Period Completion:** The 1st Half (20 full minutes) must be completed for wagers to stand, unless the market outcome has already been unconditionally determined.
- **Unconditional Settlement:** If a 1st Half Total Points "Over" line has already been mathematically reached prior to a game interruption during the 1st Half, "Over" wagers will be settled as **Winners** and "Under" wagers as **Losers**.
- **Suspended / Rescheduled Games:** If a game is interrupted or postponed during the 1st Half and is not resumed within **48 hours** of the original scheduled start date at the same venue, all open 1st Half wagers will be declared **Void / No Action** (except those unconditionally determined).

NCAA Basketball: 1st Half Team Total (Over/Under)

1. Market Definition & Scope

- The **1st Half Team Total** market applies strictly to the cumulative points scored by the designated team during the **1st Half only** (the first 20 minutes of official regulation play).
- Points scored by the opposing team, as well as any points scored during the 2nd Half or Overtime (OT) periods, have no bearing on the settlement of this market.

2. Settlement & Line Rules

- **Settlement Timing:** All wagers are settled based on the official score recorded at the exact moment the 1st Half officially concludes (20:00 elapsed / 0:00 on the 1st Half clock).
- **Over / Under Lines:**
 - **Over:** Wins if the designated team scores **more** points than the posted total line at the end of the 1st Half.
 - **Under:** Wins if the designated team scores **fewer** points than the posted total line at the end of the 1st Half.
- **Push / Void (Whole Numbers):** If the line is a whole number (e.g., **32.0**) and the designated team scores exactly that number of points at halftime, the wager will be declared a **Push / Void**, and the original stake will be refunded.

3. Completion Requirements & Suspended Games

- **Full Period Completion:** The **1st Half (20 full minutes)** must be completed in full for 1st Half Team Total wagers to stand.
- **Unconditional Settlement:** If a 1st Half Team Total "**Over**" line has already been mathematically reached prior to any game interruption, delay, or abandonment during the 1st Half:
 - "**Over**" wagers will be settled as **Winners**.
 - "**Under**" wagers will be settled as **Losers**.
 - *Example: If a team's 1st Half Team Total line is set at 31.5 and the team scores 32 points before play is stopped in the 1st Half, "Over" bets win and "Under" bets lose, regardless of whether the half is resumed.*

- **Suspended / Rescheduled Games:**

- If a game is postponed or interrupted during the 1st Half, wagers will **stand** provided the game is resumed within **48 hours** of the original scheduled start date at the same venue.
- If the game is not completed within this **48-hour window**, all open 1st Half Team Total wagers will be declared **Void / No Action** (except those unconditionally determined).

NCAA Basketball: 2nd Half Main Markets (Regulation Time Only / No OT)

1. Market Scope & Exclusion of Overtime

- **In-Play Coverage:** 2nd Half Regulation markets apply strictly to points scored during the **2nd 20-minute half of regulation play** (the period between the second-half tip/possession and the 0:00 mark on the 2nd half game clock).
- **Overtime Exclusion:** Points scored during any Overtime (OT) periods **DO NOT COUNT** towards the settlement of 2nd Half Regulation markets.
- **Score Reset:** Settlement is based strictly on the score accumulated during the 2nd half regulation period. Points scored in the 1st Half are reset to 0–0.

2. Settlement Rules by Market Type

A. 2nd Half Point Spread (Handicap — Regulation Time Only)

- Settled based on the point differential generated **strictly within the 20 minutes of the 2nd half**.
- Points scored in Overtime are completely disregarded.
- **Push / Void:** If the 2nd half regulation point differential matches the handicap line exactly (e.g., line is **-2.0** and Team A outscores Team B by exactly 2 points in the 2nd half clock 20:00 to 0:00), the wager is declared a **Push / Void** and refunded.

B. 2nd Half Total Points (Over/Under — Regulation Time Only)

- Settled based on the combined total points scored by **both teams during the 2nd half regulation period only**.
- **Over:** Wins if the combined 2nd half regulation points exceed the posted line.
- **Under:** Wins if the combined 2nd half regulation points remain below the posted line.

- **Push / Void:** If the total 2nd half regulation score lands exactly on a whole number total line (e.g., line is **72.0** and combined Q2/H2 score is 72 at the 0:00 mark), the wager is declared a **Push / Void** and refunded.

C. 2nd Half Moneyline (2-Way — Regulation Time Only)

- Settled on which team scores the most points strictly within the **2nd half 20-minute regulation period**.
- **Tie at the End of 2nd Half Regulation:** If both teams score the exact same number of points during the 2nd half regulation clock (e.g., both teams score 35 points in H2, regardless of full-game score or subsequent Overtime), all 2-Way 2nd Half Moneyline wagers will be declared a **Push / Void** and all stakes refunded.

3. Completion Requirements & Interrupted Games

- **Full Period Completion:** The 2nd Half (20 full minutes of regulation) must be completed in full for wagers to stand, unless a market outcome has already been unconditionally determined.
- **Unconditional Settlement:** If a 2nd Half Total Points "Over" line has already been mathematically reached prior to a game stoppage in the 2nd half, "Over" wagers will be settled as **Winners** and "Under" wagers as **Losers**.
- **Suspended / Rescheduled Games:** If a game is interrupted or postponed during the 2nd half and is not completed within **48 hours** of the original start date at the same venue, all open 2nd Half wagers will be declared **Void / No Action** (except those unconditionally determined).

NCAA Basketball: 2nd Half Main Markets (OT Included)

1. Market Scope & Overtime Inclusion

- **In-Play Coverage:** 2nd Half markets apply strictly to all scoring occurring from the start of the **2nd Half (2nd 20-minute period)** through the official conclusion of the game.
- **Overtime Included:** All 2nd Half wagers for **Point Spread, Total Points (Over/Under)**, and **Moneyline INCLUDE any Overtime (OT) periods** played.
- **Score Reset:** Settlement is based strictly on the points scored between the start of the 2nd half and the final game buzzer (including all OT periods). Points accumulated during the 1st Half are reset to 0–0 for these markets.

2. Settlement Rules by Market Type

A. 2nd Half Point Spread (Handicap — OT Included)

- Settled based on the point differential generated **during the 2nd Half and all Overtime periods combined**.
- The handicap line (e.g., -3.5 or +3.5) is added to or subtracted from the designated team's 2nd Half + OT score only.
- **Push / Void:** If the 2nd Half + OT point differential matches the spread line exactly (e.g., line is -3.0 and the favorite outscored the opponent by exactly 3 points across H2 and OT), the wager is declared a **Push / Void** and the stake is refunded.

B. 2nd Half Total Points (Over/Under — OT Included)

- Settled based on the cumulative points scored by **both teams during the 2nd Half and all Overtime periods combined**.
- **Over:** Wins if the combined 2nd Half + OT score exceeds the posted total line.
- **Under:** Wins if the combined 2nd Half + OT score remains below the posted total line.
- **Push / Void:** If the combined 2nd Half + OT score lands exactly on a whole number total line (e.g., line is 75.0 and the H2 + OT total score is 75), the bet is declared a **Push / Void** and refunded.

C. 2nd Half Moneyline (2-Way — OT Included)

- Settled on which team scores the most points during the **2nd Half and all Overtime periods combined**.
- Since Overtime is played to break full-game ties, the winner of the 2nd Half + OT period will be graded as the winner.
- **Push / Void:** If both teams score the exact same number of points in H2 + OT combined (e.g., tied in H2 and no OT played, or tied after H2 + OT), 2-Way 2nd Half Moneyline bets will be declared a **Push / Void** and refunded.

3. Completion Requirements & Interrupted Games

- **Full Period Completion:** The game must be completed in full (or reach official completion status per standard NCAA house rules) for 2nd Half wagers to stand.

- **Unconditional Settlement:** If a 2nd Half Total "Over" line has already been mathematically reached prior to a game interruption during the 2nd half, "Over" wagers will be settled as **Winners** and "Under" wagers as **Losers**.
- **Suspended / Rescheduled Games:** If a game is interrupted or postponed during the 2nd half and is not completed within **48 hours** of the original start date at the same venue, all open 2nd Half wagers will be declared **Void / No Action** (except those unconditionally determined).

NCAA Basketball: 2nd Half Team Total (Over/Under)

1. Market Definition & Scope

- The **2nd Half Team Total** market applies strictly to the cumulative points scored by the designated team from the start of the **2nd Half** until the conclusion of the game (or end of regulation, depending on market conditions specified below).
- Points scored by the opposing team and points accumulated during the 1st Half have no bearing on the settlement of this market (1st Half score is reset to 0–0).

2. Settlement Rules by Market Type

Option A: Regulation Time Only (No OT)

- **Scope:** Applies **strictly to the 20 minutes of the 2nd Half regulation clock** (from the start of the 2nd Half until 0:00 on the game clock).
- **Overtime Exclusion:** Points scored by the designated team during any Overtime (OT) periods **DO NOT COUNT** towards the settlement of this market.
- **Settlement:**
 - **Over:** Wins if the designated team scores **more** points than the line during 2nd Half regulation.
 - **Under:** Wins if the designated team scores **fewer** points than the line during 2nd Half regulation.
 - **Push / Void:** If the team's 2nd Half regulation score lands exactly on a whole number total line (e.g., line is **36.0** and the team scores 36 points in H2 regulation), the wager is declared a **Push / Void** and refunded.

Option B: Overtime Included (OT Included)

- **Scope:** Applies to all points scored by the designated team during the **2nd Half AND any Overtime (OT) periods combined**.

- **Overtime Inclusion:** Points scored in OT are added directly to the team's 2nd Half score for settlement purposes.
- **Settlement:**
 - **Over:** Wins if the designated team's combined 2nd Half + OT score exceeds the posted total line.
 - **Under:** Wins if the designated team's combined 2nd Half + OT score remains below the posted total line.
 - **Push / Void:** If the team's combined 2nd Half + OT score lands exactly on a whole number total line (e.g., line is **38.0** and the team scores 38 points across H2 + OT), the wager is declared a **Push / Void** and refunded.

3. Completion Requirements & Interrupted Games

- **Full Period Completion:** The 2nd Half must be played in full for 2nd Half Team Total wagers to stand, unless the market outcome has already been unconditionally determined.
- **Unconditional Settlement:** If a 2nd Half Team Total "**Over**" line has already been mathematically reached prior to any game interruption or delay during the 2nd Half:
 - "**Over**" wagers will be settled as **Winners**.
 - "**Under**" wagers will be settled as **Losers**.
 - *Example: If a team's 2nd Half Team Total line is set at 34.5 and the team scores 35 points in the 2nd Half before play is stopped, "Over" bets win and "Under" bets lose, regardless of whether play resumes.*
- **Suspended / Rescheduled Games:**
 - If a game is interrupted or postponed during the 2nd Half, wagers will **stand** provided the game is resumed within **48 hours** of the original scheduled start date at the same venue.
 - If the game is not completed within this **48-hour window**, all open 2nd Half Team Total wagers will be declared **Void / No Action** (except those unconditionally determined).

NHL: Full Game Main Markets (Regulation Time Only / 2-Way Line)

1. Scope & Exclusion of Overtime

- **60-Minute Rule:** Wagers placed on **Regulation Time Only (2-Way)** markets apply strictly to the **60 minutes of official regulation play** (three 20-minute periods).
- **Overtime & Shootout Exclusion:** Goals scored during Overtime (OT) or a Penalty Shootout **DO NOT COUNT** towards the settlement of these markets.
- **Official Status:** The score at the exact end of the 3rd period (60:00 on the game clock) will be used as the official final result for all market grading.

2. Market Settlement Rules (2-Way Lines)

A. 2-Way 60-Minute Goal Line (Puck Line / Handicap)

- Settled based on the score differential at the exact end of 60 minutes of regulation play.
- The spread line (e.g., -1.5 or +1.5) is added to or subtracted from the designated team's regulation score only.
- **Push / Void:** If the regulation score plus the handicap results in a tie (e.g., line is -1.0 and the favorite wins 3–2 at 60:00), the wager is declared a **Push / Void** and the stake is refunded.

B. 2-Way 60-Minute Total Goals (Over / Under)

- Settled based on the combined total goals scored by **both teams during the 60 minutes of regulation play only**.
- **Over:** Wins if total regulation goals exceed the posted line.
- **Under:** Wins if total regulation goals remain below the posted line.
- **Push / Void:** If the combined regulation score equals a whole number total line (e.g., line is 6.0 and the score is 3–3 at 60:00), the wager is declared a **Push / Void** and refunded.

C. 2-Way 60-Minute Moneyline

- Settled on which team is leading at the exact end of regulation play (**60:00 on the game clock**).
- **Tie at 60:00 (End of Regulation):** If the score is tied at the end of 60 minutes (e.g., 2–2 or 3–3 at 60:00), all 2-Way 60-Minute Moneyline wagers will be declared a **Push / Void**, and all original stakes will be refunded (regardless of which team goes on to win the game in Overtime or Shootout).

- **3-Way 60-Minute Moneyline (If Offered):**
- If a 3-Way market offering **Home Win**, **Away Win**, and **Tie / Draw** is made available, wagers will be settled according to the 3-Way outcome at the end of regulation play (60:00).
- If the score is tied at 60:00, the "**Tie / Draw**" selection will be graded as the **Winner**, while bets on either team to win in regulation will be graded as **Losers**.
-

3. Minimum Play Time & Interrupted Games

- **Official Completion Requirement:** Games must play a minimum of **55 minutes** for Full Game Regulation wagers to have action, unless an official result has already been declared by the league or a market outcome has been unconditionally determined.
- **Unconditional Settlement:** If a 60-Minute Total Goals "**Over**" line has already been mathematically reached prior to a game stoppage, "Over" wagers will be settled as **Winners** and "Under" wagers as **Losers**.
- **Postponed / Suspended Games:** If a game is interrupted, suspended, or postponed before the 55-minute mark and is not resumed within **48 hours** of the original scheduled start date at the original venue, all uncompleted 60-minute wagers will be declared **Void / No Action** (except those unconditionally determined).

NHL: Full Game Main Markets (OT & Shootout Included)

1. Scope & Overtime Inclusion

- **Full Game Coverage:** Wagers placed on **OT Included** markets apply to all scoring occurring from the opening puck drop through the official completion of the game.
- **Overtime & Shootout Inclusion:** All wagers for **Goal Line (Puck Line)**, **Total Goals (Over/Under)**, and **Moneyline INCLUDE any Overtime (OT) periods and Penalty Shootouts** played.
- **Shootout Scoring Rule:** For settlement purposes in markets that include Overtime and Shootouts, if a game is decided by a Penalty Shootout, **exactly ONE (1) goal** will be added to the winning team's score and to the total match goals, regardless of how many individual shootout goals were scored.

2. Market Settlement Rules

A. Goal Line (Puck Line / Handicap — OT Included)

- Settled based on the final official score of the game, **including Overtime and Penalty Shootouts**.
- The spread line (e.g., -1.5 or +1.5) is added to or subtracted from the designated team's final official score.
- **Push / Void:** If applying the handicap line results in a tie (e.g., line is -1.0 and the favorite wins 3–2 after OT), the wager is declared a **Push / Void** and the stake is refunded.

B. Total Goals (Over / Under — OT Included)

- Settled based on the combined final official score of **both teams, including Overtime and Penalty Shootouts** (where a shootout adds 1 goal to the total).
- **Over:** Wins if total final goals exceed the posted line.
- **Under:** Wins if total final goals remain below the posted line.
- **Push / Void:** If the combined total final score equals a whole number total line (e.g., line is 6.0 and the final official score is 4–2), the wager is declared a **Push / Void** and refunded.

C. Moneyline (2-Way — OT Included)

- Settled on which team wins the game outright upon official completion, **including Overtime and Penalty Shootouts**.
- Because Overtime or Shootouts are played to determine an official winner in NHL regular season and postseason games, 2-Way Moneyline bets will always have a winning selection upon game completion.

3. Minimum Play Time & Interrupted Games

- **Official Completion Requirement:** Games must play a minimum of **55 minutes** for Full Game wagers to have action, unless an official result has already been declared by the league or a market outcome has been unconditionally determined.
- **Unconditional Settlement:** If a Total Goals "**Over**" line has already been mathematically reached prior to a game stoppage, "Over" wagers will be settled as **Winners** and "Under" wagers as **Losers**, regardless of whether the game is resumed.
- **Postponed / Suspended Games:** If a game is interrupted, suspended, or postponed before the 55-minute mark and is not resumed within **48 hours** of the original scheduled start date at the original venue, all uncompleted Full Game wagers will be declared **Void / No Action** (except those unconditionally determined).

NHL: Team Total (Over / Under — OT Included)

1. Market Definition & Scope

- The **Team Total** market applies strictly to the cumulative goals scored by the designated team during **Regulation Time and Overtime (OT)**.
- Goals scored by the opposing team have no bearing on the settlement of this market.

2. Penalty Shootout Rules (Applicable Standard)

Option A: OT Included + Shootout Included (Standard Industry Default)

- **Shootout Inclusion:** If the game remains tied at the end of Overtime and proceeds to a Penalty Shootout, **exactly ONE (1) goal** is awarded to the winning team's total score for settlement purposes, regardless of how many individual shootout goals were scored.
- **Settlement:**
 - **Over:** Wins if the designated team's final score (including OT and Shootout goal, if won) exceeds the posted line.
 - **Under:** Wins if the designated team's final score remains below the posted line.
 - **Push / Void:** If the team's final score equals a whole number line (e.g., line is **3.0** and the team scores 3 goals total), the wager is declared a **Push / Void** and refunded.

Option B: OT Included + Shootout Excluded (Regulation + OT Only)

- **Shootout Exclusion:** Goals scored during a Penalty Shootout (including the official 1-goal awarded to the shootout winner) **DO NOT COUNT** towards the designated team's total.
- **Settlement:** Graded strictly on goals scored by the designated team by the end of Overtime play.
 - **Push / Void:** If the team's score at the end of OT equals a whole number line, the bet is declared a **Push / Void** and refunded.

3. Minimum Play Time & Interrupted Games

- **Official Completion Requirement:** Games must play a minimum of **55 minutes** for Team Total wagers to stand, unless a market outcome has already been unconditionally determined.
- **Unconditional Settlement:** If a Team Total "**Over**" line has already been mathematically reached prior to a game stoppage in Regulation or OT:

- **"Over"** wagers will be settled as **Winners**.
 - **"Under"** wagers will be settled as **Losers**.
 - *Example: If a team's line is set at 2.5 and they score their 3rd goal during the 2nd period or OT, "Over" bets win and "Under" bets lose, regardless of whether the game is later abandoned.*
- **Postponed/Suspended Games:** If a game is postponed or suspended before the 55-minute mark and is not completed within **48 hours** of the original scheduled start time at the original venue, all unsettled Team Total wagers will be declared **Void/No Action** (except those unconditionally determined).