

APPROVED

By the Ministry of Taxes and Duties
of the Republic of Belarus

on 23 February 2024

APPROVED

by the Director of LLC AlMah

on 05 February 2024

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**RULES
for the Organization and/or Conduct
of online betting games
at the online gambling establishment of LLC AlMah
Winline**

Dear Bettors!

**Before placing bets at the LLC AlMah online gambling establishment
Winline, please read the Rules of Organization and/or Conduct (“Rules”)
of Online Betting Games carefully.**

**If a Bettor disagrees with these Rules or does not understand them, they
should refrain from placing bets and wagers.**

**All bets placed by Bettors serve as confirmation they are aware of and
understand these Rules and that they fully agree with them.**

**These Rules were developed in accordance with laws currently in force in
the Republic of Belarus that define the gambling business, and specifically:**

**The Regulation on Carrying Out Activities in the Gambling Business,
approved by Decree No. 9 of the President of the Republic of Belarus on
10.01.2005**

**The Regulation on the Procedure for Carrying Out Activities in the
Gambling Business Through an Online Gambling Establishment, approved
by Resolution No. 139 of the Council of Ministers of the Republic of
Belarus on 01.03.2019**

**The Guidelines for Creating Rules of Organization and/or Conduct of
Gambling, approved by Resolution No. 9 of the Ministry of Taxes and
Duties of the Republic of Belarus on 31.01.2019**

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These Rules for the Organization and Conduct of an Online Betting Game by LLC AlMah (hereinafter the Betting Provider or Provider) define the procedure for accepting bets (wagers), the procedure for payment/transfer of winnings (refunded bets), the specifics of placing certain types of bet and betting on certain sports, and the resolution of disputes on the Internet at the website of LLC AlMah, winline.by (the online gambling establishment Winline)

1. GENERAL PROVISIONS

The Betting Provider takes bets on the results of sports and other Events that take place in the Republic of Belarus and other countries, with the exclusion of events for which it is prohibited to place bets on by the laws of the Republic of Belarus (bets on the results of elections, referendums, etc.). All bets based on the list of markets of the online gambling establishment Winline (hereinafter the Winline List of Markets or List of Markets) are made in accordance with these Rules.

The Rules approved by the director of LLC AlMah come into effect on the 5th (fifth) business day after they are approved by the Ministry of Taxes and Duties of the Republic of Belarus (hereinafter the MTD).

Bettors can find the current version of these Rules on the official website winline.by (hereafter the website).

The Provider is entitled to unilaterally make amendments and/or add to these Rules at its own discretion, such as setting restrictions (limits) on the minimum and/or maximum Stake and maximum Winnings at any time.

Any changes to the Rules (in new version of the Rules) are subject to approval by the Ministry of Taxes and Duties. In case of changes to the Rules, previously placed bets remain unchanged, and bets accepted from the date of entry into force of the amended version of the Rules must comply with the requirements of the new, amended version of the Rules.

Any changes made to these Rules (in the form of a new version of the Rules) must be approved by the MTD. The Provider notifies Bettors of any such changes by posting announcements on its official website winline.by. The terms of any bets placed before changes came into effect will remain unchanged, whereas bets

placed after this date (i.e., when changes came into effect) must comply with the updated Rules.

Bets are to be placed only by individuals who are at least twenty-one years of age and are not included in the Register of individuals who are restricted from visiting Gambling establishments, online Gambling establishments and participating in Gambling (hereinafter the Register), and who have read and fully agree with these Rules.

Online betting is conducted based on special authorization (license) permitting gambling business operations at the Provider's online gambling establishment.

The online betting game is carried out on the basis of a license, that gives permission to carry out activities in the field of gambling in the virtual gambling establishment of the Organizer.

The place for gambling of LLC Almah is online gambling establishment Winline at winline.by.

The aim of online betting is for a bettor's prediction to partially or fully correspond to the facts as they have occurred and been verified by documentary evidence, and if this is the case the bettor receives winnings. Moreover, neither the Provider nor the bettor has information about the result of the event at the moment the bet is placed, in other words the bet is not placed on an outcome that is already known.

1.1. Key terms and definitions

Gambling refers to a risk-based agreement on Winnings made between Bettor(s) and the Betting Provider.

Bettor Authentication refers to the confirmation of the accuracy of the information about the Bettor obtained during the identification process.

Point refers to the standard unit used to give bettors bonuses. Points may be represented on the website of the Online Gambling Establishment Winline in any form (sports balls, etc.).

Bonus refers to monetary funds (e-money) offered by the Provider to the Bettor that is/are credited to the Bettor's Bonus Account in the form of bonus rubles if

the Bettor complies with the conditions provided for by these Rules. Bonuses offer bettors an opportunity to place free bets.

Bonus system – an additional win system connected to the platform of a virtual gambling establishment.

Online Betting refers to Gambling via an Online Gambling Establishment in which Bettors place a bet on the Outcome of an Event (make a Wager with the Betting Provider) using the internet. Such Events may include those taking place online. The size of the Winnings is determined before the start of the game and depends on whether the Bettors correctly predicted (partially or fully) the actual Outcome of the Event, as confirmed by official documents.

Online Gambling Establishment refers to an information system comprising the website that enables parties to organize and conduct Gambling activities and take part in Gambling activities with the use of the internet; and/or comprising software and hardware that facilitate the collection, processing, storage, transmission and protection of information, audiovisual images and other results, and that facilitate calculations related to the organization and/or conduct of Gambling activities using the internet.

Bet refund refers to a bet that is settled at odds of 1.00.

Winnings refers to cash, electronic money which shall be paid (transferred, credited) to the Bettor in the event that the Outcome they have bet on occurs, in accordance with these Rules.

Cashout refers to the possibility of getting a cashout amount on a bet offered to the Bettor by the Betting Provider at any time before the Outcome is determined (the occurrence of one event for "express" or "system" bets). This option is available for bets placed before the start of the Event and during it. Cashout is available for single, multiple and system bets. The Betting Provider is entitled but not obliged to provide the cashout option. The Betting Provider may accept or refuse a Bettor's cashout request without explanation.

Gambling Session refers to a visit to the Online Gambling Establishment during which actions are performed by a Bettor for a period of time starting from the moment the Bettor logs in to the Online Gambling Establishment website using their username and password and ending at the moment that they exit from the website of the Online Gambling Establishment for whatever reason.

Betting Account refers to an account registered by an Online Gambling Establishment Visitor in the Online Gambling Establishment for the purpose of betting. The Account enables this Bettor to use the money (e-money) previously transferred (credited) to the Betting Provider.

Bettor Identification refers to a set of measures to establish details about the Bettor and confirm the authenticity of these details.

Outcome refers to the result of an Event which the Betting Provider offers bets on.

Winning Odds, Odds refers to the number by which a Bettor's Stake is multiplied in the event their bet wins to determine the amount of Winnings to be paid (transferred). The Odds are set by the Betting Provider for the possible Outcomes (results) of the forthcoming Event (or Events) and are given in the List of Markets.

Electronic Copy of Proof of Identity refers to a digital version or image of the Proof of Identity created by scanning, photographing or otherwise copying the document, allowing the information and data from this document to be fully reproduced in electronic digital form.

List of Markets (Sportsbook) refers to the list of Events that the Betting Provider offers bets on, which includes the date and time of these events, and the possible Outcomes and corresponding Odds.

Bettor's Personal Account refers to an account in the form of a separate section of the Online Gambling Establishment accessible to an individual once they have registered as a Bettor in the Online Gambling Establishment.

Login - the phone number of the mobile communications operator of the Republic of Belarus, indicated by the participant of gambling.

Betting Provider, Provider refers to LLC AlMah, which organizes and conducts gambling in accordance with the requirements of the Republic of Belarus and provides bets to Bettors.

Wager (bet) refers to a game of risk where the result depends on an Event for which the Outcome is unknown.

Handicap (Total) Purchase refers to the addition of one point for the Event participant (team) with a corresponding reduction in the value of the Odds offered on this participant.

Online Gambling Establishment Visitors, Bettors refer to individuals who have provided the Betting Provider with data required for registration, including personal data and Electronic Copies of Proof of Identity which allow them to be identified, and who are permitted by the Betting Provider to enter into a risk-based agreement on Winnings.

A promo code is a set of symbols provided to a gambling participant to receive bonuses in accordance with the terms of their provision defined by these Rules. According to the decision of the Organizer, the promo code can be one-time (used once) or reusable (used repeatedly in a certain period of time), offered to receive any of the existing types of bonuses. The promo code can be provided in any way, including by sending SMS messages, notifications in your personal account, etc. The introduction of a promo code gives the right to add bonuses to the bonus account of a gambling participant in the manner prescribed by these Rules.

Event refers to any public competition (sports match, etc.) or another occurrence, for which the Outcome is not predetermined, with the exception of Events for which the bets cannot be accepted in accordance with current legislation of the Republic of Belarus.

Special Point-of-Sale System (“SKKS”) refers to a hardware and software package that contains programs designed to ensure oversight of the Betting Games Organization and Conduct by means of the automated transfer, acceptance, registration, processing, recording, accumulating, and retaining of data on transactions and payouts (transfers) of cash to individuals.

Stake refers to monetary funds (e-money) paid (handed over, transferred) by a Bettor to the Betting Provider or another Bettor as a precondition for Betting in accordance with the Rules established by the Betting Provider.

Technical error refers to an error that arises as a result of a software failure when accepting a bet or the actions of an employee of the Betting Provider that leads to one or several things happening:

- accidental omission of a decimal point which converts Odds, Handicaps or Totals into two- or three-digit numbers;

- disruption of mathematical equilibrium between the Event outcomes which leads to the sum total of all odds not being equal to 100%;
- the presence of Outcomes that have already occurred on the List of Markets (for example “Winner of the second set” even though the second set has already finished and the third set is underway);
- odds that are over 10 (ten) percent higher or lower than the average market value of Odds for the given Outcome (market value means Odds offered by other Bookmakers that are licensed to conduct gambling business in the Republic of Belarus);
- the Betting Provider receives incorrect information from the supplier of the List of Markets about the results of Events in the List of Markets (including the value of the coefficient, which differs by 10% or more from the Asian and European lines, current score, the overall event, a change to a referee’s ruling that leads to a goal, points, etc. being disallowed), which substantially affects the correctness of the Odds used to settle bets;
- false handicap value (a positive value instead of what should clearly be a negative one, and vice versa);
- software failure or a failure in the electronic or mechanical equipment as a result of the actions or inaction by third parties on the condition that such events were not the fault of the Betting Provider.

Total refers to the total number of points (goals, games, rounds) accumulated (won, played) by participants in the Event.

Bet Acceptance Terms refer to the combination of Odds, handicaps, minimum and maximum Stake limits, and the circumstances in which a bet is settled, all of which are determined by the Betting Provider.

Favorite refers to one of the more likely winners of the Event.

Handicap refers to an artificial advantage given to one participant in an Event with a positive or negative value.

Electronic Log of Bettor’s Actions refers to information recorded about the actions performed by each Bettor registered in the Online Gambling Establishment during their Gambling Sessions and displayed in the Bettor’s

Personal Account in accordance with these Rules, as well as information about the IP addresses of the devices used by the Bettor for Betting.

Live Bet refers to a Bet made by the Bettor after the start of and during an Event.

1.2. Restrictions on Bettors

1.2.1. The Betting Provider will not accept bets from Online Gambling Establishment Visitors who:

- are under the age of 21;
- fail to produce an electronic copy of Proof of Identity;
- are included in the Register

1.2.2. The Betting Provider reserves the right to refuse participation in betting if the Online Gambling Establishment Visitor:

- took part in an online Betting game and influenced the Outcome of this game (influenced the chance result of the game), and this fact has been documented and confirmed;
- used software and/or hardware when Gambling that influences the chance outcome of the game or allows it to be foreseen, and this fact has been documented and confirmed;
- used software or other means to obtain unauthorized access to the information of the Organizer, including information contained in the personal account of another participant in the gambling game, in order to destroy it, block it, modify it, copy it, as well as commit other illegal actions with respect to this information, and this fact has been documented and validated;
- used software or other means to obtain unauthorized access to Provider information in order to destroy, block, modify, or copy it, or perform other unlawful actions in relation to this information, and this fact has been documented and confirmed; or
provided cash (e-money) to another Online Gambling Establishment Visitor or another Bettor for Gambling, and this fact has been documented and confirmed.

1.3. Online betting procedure

1.3.1. Lists of Markets (Sportsbook)

The Betting Provider accepts bets based on the Lists of Markets offered on sports and other Events, which indicate: Event no. (number), Event date, Event time, participants, Event Outcomes, and Odds. The following may be amended in the List of Markets: Odds, total and handicap values, minimum and maximum stake, etc. The List of Markets is for informational purposes only. The date and time of the start of a match indicated in the List of Markets (Sportsbook) is the Betting deadline, not the actual start time of the match, and they are determined by the Betting Provider for each specific Event.

1.3.2. Bet confirmation

A bet is deemed to have been accepted once it has been confirmed by the Betting Provider. In some cases, delays in the bet acceptance process may occur. In the event of a dispute as to when exactly a bet was placed, the time at which the bet was accepted by the Betting Provider will take precedence.

1.3.3. Accepted bets

Bets which are placed and accepted cannot be changed or cancelled. Therefore, the Bettor bears sole responsibility for ensuring that the information displayed in their bets is correct.

1.3.4. Valid bets and bets to be refunded

A bet is deemed to be valid if it is placed before the actual start of an Event, unless it is a Live bet.

The actual start time of an Event and the results of Events on the List of Markets are determined using the information provided by the supplier of the List of Markets and available on www.betradar.com. In the absence of this information, the Provider's own data or alternative sources chosen at the Provider's discretion are used.

If a bet is placed (accepted) after the start of an Event for any reason (unless it is a Live Bet), it will be refunded at Odds of 1.00.

If for any reason Live Bets are placed by the Bettor after the results of the corresponding Event become known, they will be settled at Odds of 1.00.

If for any reason the Provider cannot establish the result of an Event on which Live Bets have been placed, Live Bets on this Event will be settled at Odds of 1.00.

If bets are refunded (e.g., due to the cancellation of the Event or competition which they were placed on), they will be settled at Odds of 1.00. For single bets, this means that Bettors will receive a refund equal to their initial Stake. For multiple bets, the total Winnings will be adjusted and such bets can win if all the other selections included win.

Any interruptions to the session (“freezing”, deactivation of display monitors) are not deemed to be grounds to refund any bets which have been accepted by the Provider, including Live bets, regardless of whether they are placed before, during and/or after the occurrence of a technical error (failure).

1.3.5. Early information about the Outcome of an Event

If any information which allows the Outcome of a bet to be determined becomes known while bets are being accepted, the Provider will either move the deadline for placing bets or bets will be settled at Odds of 1.00.

1.3.6. Betting deadline

The deadline for placing bets is determined by the Betting Provider individually for each Event taking into account the provisions of subclause 1.3.4 of clause 1.3 of these Rules.

1.4. Betting account registration procedure for visitors to the online gambling establishment

The Betting Provider accepts bets via the internet on the Provider’s official website: winline.by. To place bets, visitors to the online gambling establishment must register a betting account on the Provider’s website.

To register a betting account, visitors to the online gambling establishment must provide the mobile phone number, email address, an identity document that meets the requirements of the Regulations on Identity Documents established by the Decree of the President of the Republic of Belarus No. 294 of 03.06.2008, as well as other data and information at the Provider’s request. The documents submitted

for registering a betting account must not contain tears, holes, abrasions, dirt, corrections and other defects that affect the readability of the information.

When registering, the visitor of the Online Gambling Establishment is assigned a unique gaming account number.

A Bettor may have only one Betting Account. An indication of having Multiple Betting Accounts is the use of the same bank card for deposit (withdrawal) of funds from 2 (two) or more Betting Accounts, multiple use of the phone number and (or) e-mail, etc. Multiple Betting Accounts identified by the Provider will be blocked with prior notification given to the Bettor who registered them. The Bettor will be notified by means of an email sent to the address provided during registration with the online gambling establishment, or by means of a text message sent to the phone number provided during registration with the online gambling establishment, or by means of a notification in the personal account of the Bettor.

The Bettor chooses the username and password used to access their Betting Account with the online gambling establishment independently.

Bettors are prohibited from transmitting (disclosing) their usernames and passwords to other Visitors and Bettors. The Bettor ensures and is responsible for the safety of the login, password, Betting Account number and PIN code. If the Bettor suspects that their password has become known to third parties, they are obliged to change it themselves. The Bettor guarantees that all information and documents submitted to the Provider are true, accurate, up-to-date and belong to him personally, and is liable for the accuracy of this information pursuant to these Rules.

1.5. Identification procedure for visitors to the online gambling establishment

1.5.1. To complete the identification procedure, the Visitor of the online gambling establishment must provide the Provider with:

- an Electronic Copy of Proof of Identity;
- an email address that a Visitor use;
- a mobile phone number that a Visitor use; and

- a photo (selfie) of the Visitor of the online gambling establishment holding their Proof of Identity located in the end of the document and the quality of which is sufficient to identify the Visitor of the online gambling establishment;
- other data and information.

The Betting Provider verifies the identity of the Visitor to the online gambling establishment to prevent individuals specified in cl. 1.2.1. of these Rules from having access to the online gambling establishment.

1.5.2. Once a Betting Account is registered, the Provider creates a Personal Account for the Bettor and provides access to it. The Betting Provider is entitled to conduct repeated identification procedures if a Bettor is suspected of having violated these Rules. The method of further identification procedures is determined by the Provider itself.

1.5.3. If the Bettor changes any of their personal details, they are obliged to provide their new personal details. If the Provider itself becomes aware that a Bettor has changed their personal details without notifying the Provider, the Provider is entitled to conduct another identification procedure. The period for checking and updating (actualization) information about the Bettor is 20 (twenty) business days.

1.5.4. During the identification procedure (re-identification), the Bettor cannot place bets and administer funds on the Betting Account.

1.6. Authentication procedure for bettors at the online gambling establishment

Authentication of Bettors is carried out when bets are placed, when deposits are made to the Betting Account, when funds are withdrawn (transferred) from the Betting Account, and when there are doubts as to whether the Bettor who has registered with the online gambling establishment Winline and the Bettor placing bets are the same individual, and in other cases by the decision of the Provider. During the authentication procedure, the Bettor cannot place bets and administer funds on their Betting Account.

Any actions that are confirmed by a Bettor entering a username and password are considered to be valid, made by the Bettor in question, and have legal force. It is forbidden to log in to the online gambling establishment Winline using the login and password of third parties, use one device to log in to two or more personal accounts. The organizer is not responsible for losses incurred by a gambling participant in connection with the failure to ensure the secrecy of their login, password and other data.

Authentication may also be conducted by means of a web ID procedure (a form of remote identification procedure by means of video call via the Internet) or by another method determined by the Provider. During authentication procedure the Provider is entitled to request the Bettor to submit a proof of identity, other documents (driving license, a receipt for payment made for housing and communal services or for accommodation, etc.), perform other actions necessary for this procedure.

1.7. Conditions for accepting bets online

1.7.1. Once the identification and authentication procedures has been completed, the Betting Provider accepts bets from the Visitor of the online gambling establishment who has made a deposit to their Betting Account.

For the subsequent withdrawal of funds from the balance of the gaming account, the Bettor is obliged to place bets on the entire amount of replenishment of the account. If necessary, the Bettor could apply in writing to the Organizer for the withdrawal of funds.

The Bettor confirms that the bank card (bank account, electronic wallet) used to deposit and withdraw funds from the Betting Account balance belongs to him personally.

1.7.2. Cash (e-money) transferred (deposited) to the Betting Provider is shown in the Bettor's Betting Account as the Betting Account balance. When a Bettor places a bet, the balance of the Betting Account is reduced by the Stake amount. In case of a win (refunding of a void bet), the balance of the Betting Account increases by the sum of Winnings (refunded bets). A Bettor may place bets if their Betting Account balance is positive.

1.7.3. To place a bet, the Bettor has to select the Outcomes and add them to the Bet Slip. The Bettor must indicate the Wager (bet) amount, the type of Wager (bet) and confirm their decision to place a bet. A bet is deemed to have been accepted once the Stake amount has been deducted from the Bettor's Betting Account. It is not allowed to negotiate with other Bettors about cooperative and (or) coordinated actions to use a personal account and (or) make bets.

1.7.4. Once a bet has been accepted it can no longer be changed or canceled. Placing a bet is confirmation that the Bettor is agrees to these Rules and to all betting conditions, including the Stake amount and the date and time of its acceptance.

The Provider is not responsible for the actions of banks or any other payment service operators, including e-money service operators. The Provider is not responsible for any delay in payment or transfer that occurs at no fault of the Provider.

1.7.5. In case of incorrect settlement of the bet (amount of winning) due to an erroneously entered result (technical error), the Provider conducts resettlement. If the balance in the Bettor's Betting Account becomes negative due to bets being resettled, their account will be blocked until they make a deposit worth at least the negative value. The Betting Provider will stop accepting bets if the Betting Account balance is negative. **1.7.6.** Bets placed with Winnings credited to the Bettor as a result of a technical error are not considered to be accepted by the Provider, and the Betting Account balance will be returned to its initial size before such bets were placed (regardless of whether such bets won or lost).

1.7.7. When accepting bets, a Bet Slip is issued electronically.

1.7.8. Methods for depositing funds into the Betting Account by wire transfer or with electronic funds are described on the Betting Provider's official website: winline.by.

1.8. Settling bets. Results whereby Winnings are to be paid/transferred to Bettors

1.8.1. Calculation

All bets are settled according to official results, as indicated on www.betradar.com. If all the events indicated in the accepted bet are correctly predicted, then the bet is deemed to be won. The amount of Winnings is determined by multiplying the Stake by the Odds stated on the Bet Slip and/or stated in the Betting History section of the Bettor's Personal Account.

1.8.2. Bet Settlement Procedure. General provisions for settling Bets on all sports.

If bets are placed or Markets are compiled after a result becomes known, the Betting Provider refunds such bets at odds of 1.00.

If bets are accepted after the Events have already occurred, for example: a goal is scored, a red or yellow card is shown or a penalty is awarded, the Betting Provider settles bets on these Events at odds of 1.00.

If an incorrect score, odds or time is indicated during an Event (match) due to a typographical error, bets placed while the incorrect score/time is displayed are refunded.

If a team name or category is displayed incorrectly, the Provider refunds bets at odds of 1.00.

If any related Events are included in a multiple bet, such a bet will be refunded at odds of 1.00 (see cl. 1.8.9 for more detailed information).

If a match ends in a draw and such an Outcome was not offered for Betting, match winner (12 outcome) bets will be settled at odds on 1.00.

If the result of an Event cannot be officially confirmed, bets are settled based on the results recorded by the Provider itself immediately after the Event ends or based on information acquired from alternative sources at the Provider's discretion. If a dispute without precedent should arise, bets will be refunded at odds of 1.00.

If the Event stream is interrupted but the Event concludes successfully, bets placed on the Event will be settled in accordance with the final result of the Event.

If an Event does not comply with the rules or agreed format (for example, a non-standard length of a football half, non-compliant goal/point counting procedure or match format etc.), the Betting Provider will refund bets on said Event.

In case of a change of one of the competitors, the Organizer will calculate the bets on such an event with a coefficient of "1".

If a team puts up its reserve or youth team instead of the main one, the Organizer will refund all pre-match bets with a coefficient of "1".

If a technical error occurs during bet acceptance, the Provider is entitled to change the odds (handicap, total value) to the true odds or to settle the bet at odds of 1.00.

If a technical error occurs with respect to any outcome of an event, all bets accepted on this outcome will be refunded at odds of 1.00.

In case of cancellation or change of the results of the event, the Organizer will accept the results recorded by him for the calculation of bets.

If the game is stopped before the official end time, all bets placed on the Pre-Match line will be calculated with a coefficient of "1", except for the events marked with the "Live" icon and actually occurred, which are calculated in accordance with this paragraph of the Rules. Exception: for some sports (championships, matches), the calculation (both in "Live" and in Pre-Match bets) may be delayed. The delay time depends on receiving official information about the outcome of a particular match.

1.8.2.1. Football

- All bets (excluding bets on the first half, bets on extra time and penalty shoot-outs) are bets on regular match time unless specified otherwise.
- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event displayed on the Provider's website.
- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.

- Main time: Bets are accepted for the main time of the match (90 minutes + compensated match time), unless otherwise specified. An exception may be friendly matches and tournaments, the rules of which imply a match duration of 80, 70, 60 minutes, etc.
- More/Less for matches of one round: if one or more matches in the same championship/tournament were postponed or not completed on the specified day / round for which bets were made, then all bets are refundable.
- Total goals: the specified type of bet includes penalties and goals scored during the main time of the match (plus time compensated by the referee). Unless otherwise indicated, goals scored during extra time and after penalty kicks are not counted.
- Betting "1st half of the game" (1st half): all bets on the result of the first half are valid for the period of time between the start of the match and the end of the first half of the match.
- All bets on the result that will be received in the break between the halves refer to the time interval between the end of the 1st half and the start time of the 2nd half.
- All bets on the result of the 2nd half are valid for the period of time between the beginning of the 2nd half and the end of the 2nd half of the match.
- The beginning/end of the half is determined by the whistle of the referee, which begins/ends the corresponding half of the match.
- Decisions of the judge: All decisions made by the judge or the assistant judges must be executed so that they are considered when calculating the bet.
- Example 1: The judge changes his decision after consulting with one of the assistants. When calculating the bet, the decision that was actually executed is taken into account.
- Example 2: The ball is knocked out by a player over the goal line, and the referee ends the half / match before giving a corner kick. In this case, the specified angle is not taken into account when calculating the bet. This rule applies to all types of betting activities.
- Goals scored in a specific 15-minute extra time: Bets will be calculated according to the exact time when the goals will be scored.
- Betting on events in time intervals. Types of intervals:
 - 1 minute. Example: (1-2) – the interval from 01:00 to 1:59 of game time;
 - 5 minutes. Example: (6-10) – the interval from 05:00 to 9:59 of game time;

- 10 minutes. Example: (71-80) – the interval from 70:00 to 79:59 game time;
- 15 minutes. Example: (46-60) – the interval from 45:00 to 59:59 of game time.
- Betting on the statistics of a football match.
- The following events are taken into account for the calculation of the bet:
Corner kick. A corner kick is counted if a kick was made from the corner mark. The time of the corner kick is the moment when the kick is executed from the corner mark.
- All bets accepted during the resolution of controversial situations during the match, including using video replay (VAR) (example: incorrect score, incorrectly assigned card, corner, penalty), the Gambling Organizer returns with a coefficient of "1".
- Yellow and red cards: all cards shown after the referee's whistle at the end of the regular time of the game are not taken into account. All cards shown during the half-time interval of the match are counted for all types of results of the entire match, but are not counted for individual half-time results.
- To calculate the bet, the cards shown to the players on the field are taken into account. The cards shown to the reserve, replaced players, as well as coaches and staff are not taken into account.
- Yellow and red cards in extra time: Cards shown between the end of regular time and the start of extra time are not taken into account when determining the outcome.
- One yellow card is equal to one card. One red card is equal to two cards. If two yellow cards are assigned to one player, as a result, the red card is removed. The sum of the cards is equal to three cards.
- Out: An out is counted if the ball was thrown out of the out. The time of the out is considered the moment when the throw is made from the out.
- Offside: It is counted if a free kick was made after the offside was fixed. Offside time - the moment of making a free kick after fixing the offside is considered.
- Goal kick: Counts when you make a goal kick. The time of the kick from the gate is considered the moment of the kick from the gate.
- Foul: it is counted when the violation of the rules is actually recorded. The time of the foul is considered to be the moment when the violation of the rules is fixed (the referee's whistle).
- Bar or crossbar: it is counted if the ball remains in play after hitting the bar or crossbar (touched the player, the referee, another bar or crossbar) or went beyond

the sideline of the field. It is not counted if the game was stopped before the ball hit the post or crossbar, if the ball went over the goal line or ended up in the goal (goal).

- Video review (accessing the VAR system): counts if:
 - the chief referee personally took advantage of the video review of the disputed game situation on the monitor of the VAR system;
 - the chief judge showed a video review gesture (marking a rectangle in the air).
- Scoring pass: The final pass of the ball (pass, kick, or any other touch of the ball) made by a player, which leads to the receiving player on the team scoring a goal. It is not counted if the attempt is interrupted by an opponent's player or the ball ricochets off him. They are not counted if: an autogall; a penalty; a goal scored from a corner kick or directly from a free kick.
- Pass: A pass attempt (successful or unsuccessful) with the explicit intention of one player to pass the ball to another player. A pass can be made with any part of the body, if allowed by the rules of the game. Goal kicks, free kicks or corners are counted, which are played as a pass attempt (played briefly). Outs and shots by the goalkeeper are not counted.
- Shot on target: a player's shot attempt that directly leads to a goal (has a clear intention to score a goal), in which the ball would have clearly hit the net if the last player had not neutralized the shot (deflected or caught) by the goalkeeper or stopped it (the goalkeeper could not save). A blow can be made with any part of the body, if allowed by the rules of the game. Do not count: shots to the post or crossbar, if the ball from them does not hit the goal net; when the ball is stopped by a player who is not the last in front of the goal; attempts from standard positions (corner kicks or free kicks) and other attempts that do not have an explicit intention to score a goal and do not directly lead to a goal.
- Shot: Any apparent attempt by a player to score a goal (on target, past the goal or blocked), including shots past the goal or deflected by the goalkeeper. Blocked shots from any players are taken into account. A blow can be made with any part of the body, if allowed by the rules of the game. Attempts from standard positions (corner kicks or free kicks) and other attempts that do not have an explicit intention to score a goal and do not directly lead to a goal are not counted.
- Ball selection: The player touches the ball during the game, successfully taking the ball away from the opponent in possession of the ball. The opponent must clearly have possession of the ball before making the selection. All results of

successful ball selection are counted. Unsuccessful attempts, fouls and interceptions of passes are not counted.

Exit of the medical team: the medical team is considered to have entered the field only with the permission of the referee and with the actual provision of assistance to the field player (bandaging, transporting the player, etc.). In the case of a simultaneous call by the chief referee of two medical teams to different teams, such exits are counted as one exit of the medical team.

1.8.2.2. Tennis

- If obligations are not met by any player or if any player retires or withdraws from the game, all unsettled bets will be refunded.
- If there is any delay (for example due to rain or insufficient light etc.), bets on this Event will be temporarily “frozen” and then unfrozen as soon as the tennis match is resumed.
- If the umpire makes a decision to award point penalties, all bets on the Event stand.
- If the match ends before the specific number of points (games) is reached, bets placed on these points (games) will be refunded.

Rules for settling bets

- If the score of a tennis match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Provider reserves the right to refund bets placed on said Event.
- If the players (teams) in a tennis match are displayed incorrectly, the Provider reserves the right to refund bets placed on this Event.
- If a player in a tennis match retires from the game, all unsettled bets will be refunded.
- If a tie break is played as a deciding set in the Bo3 (best of 3) format, it will be considered to be the third set.
- Each tie break or match tie break is counted as one game.
- Live bets are settled at the end of each period of a match (game, set, etc.). If a bet was placed on a specific game (set), and it has been played, this bet will be settled according to normal procedure, regardless of the outcome of the match (i.e., even if a player forfeits or is injured).

- If a tennis match is interrupted, not completed on the same day or postponed, bets stand until the end of the tournament in which this match was held. Totals for tennis matches are indicated in games, whereas handicaps may be stated in sets or games.
- For team competitions, if one or more players from any team are replaced for any reason, bets on the outcome of the entire match stand. For doubles matches, if the line-up is announced and at least one of the players is replaced, bets will be settled at odds of 1.00. If the line-up is not announced, bets stand.
- If a super tie-break is played in a match, it will be counted as the 3rd set and deemed as one point for total and handicap bets.
- If the match format (the number of sets) is changed, bets on all outcomes of this event will be settled at odds of 1.00.
- Any information on court surfaces is a guideline only. In the event of a change of surface, bets stand. Any complaints about incorrect information on court surfaces displayed in the Sportsbook will not be accepted.

1.8.2.3. Basketball

- Bets are not accepted on additional quarters (overtime) unless otherwise stated.

Rules for settling bets

- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event.
- If the Odds on an Event are offered and stand for bets with an incorrect game time (2 minutes difference or more), the Betting Provider refunds these bets.
- If the score of a basketball game is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.
- If a basketball game does not end in a draw but extra time (overtime) is played for qualification purposes, bets will be settled in accordance with the results at the end of regular time.

1.8.2.4. 3X3 basketball

- Bets are not accepted on additional quarters (overtime) unless otherwise stated.
- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event.
- If the Odds on an Event are offered and stand for bets with an incorrect game time, the Betting Provider refunds these bets.
- If the score of a basketball game is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.

1.8.2.5. American football

- If there is any delay (for example due to rain or insufficient light etc.), bets on this Event will be temporarily frozen and then unfrozen when the game is resumed.
- Bets are not accepted on additional quarters (overtime) unless otherwise stated.

Rules for settling bets

- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.
- If the Odds on an Event are offered and stand for bets with an incorrect game time (89 seconds difference or more), the Betting Provider refunds these bets.
- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.
- If a game is interrupted or postponed, the Betting Provider refunds bets placed on said Event excluding games that will be continued in the same NFL schedule week (from Thursday to Wednesday according to local stadium time).
- If a team name is displayed incorrectly, the Betting Provider refunds bets placed on this Event.

Quick bets

- New yards and wins received as a result of play penalties are not taken into account at bet settlement.

- If there are no plays, the Provider settles all bets for the next play or issues a refund if the drive ends before the corresponding play is achieved.
- If the drive ends before the relevant number of plays is achieved, all bets for the corresponding play will be refunded. This includes punts and field goals.
- The yardage of field goals is not taken into account when counting the total number of yards achieved in the play.
- A touchdown is counted as the first if it's counted for the attacking team.

Bets on players and touchdowns

- Players on the list for bets are considered potential running backs.
- If the necessary number of touchdowns is not achieved during game time, the Betting Provider refunds such bets.
- For settlement purposes, players not included on the list are referred to as follows: "Participant 1 other player" or "Participant 2 other player"
- This rule does not apply to players for whom Odds are not offered.
- For settlement purposes, players from the defending team or a Special team are referred to as follows: "Participant 1 other player" or "Participant 2 other player".
- Bets are settled on the basis of the televised fixtures (video replay) and data provided by the official associations if there is no clear evidence that the statistics provided are incorrect.

1.8.2.6. Ice hockey

- All bets apply to regular time (3 periods of 20 minutes each), unless otherwise stated (with the exception of bets on a specified period, overtime and post-match shootouts).
- If an Event (competition) is interrupted but continues within 48 hours of the planned Event time, bets placed on said Event will be settled in accordance with the final result of the Event. If the Event (competition) on which bets are placed resumes more than 48 hours after the starting date, the relevant bets will be refunded.
- If the game result is decided by a post-match shootout, one goal will be added to the winning team's total score and the total score of the game, thus determining the winner of the game. This rule applies to all types of bets including overtime and shootouts.

Rules for settling bets

- If bets can still be placed on an Event after the Event has occurred (for example goals scored, penalty shots etc.), the Provider refunds said bets.
- If the Odds on an Event are offered and stand for bets with an incorrect game time (2 minutes difference or more), the Provider refunds these bets.
- If an incorrect score is displayed for an Event, all bets placed on this Event will be “frozen” until the correct Event score is displayed on the website of the online gambling establishment Winline.
- If an Event (competition) is interrupted but continues within 48 hours of the planned Event time, bets placed on said Event will be settled in accordance with the final result of the Event displayed on the Provider’s website.

Scorer of the next goal. A player scoring X or more goals

- All players playing in a match from the beginning or from the last goal scored in said match have the potential to be the scorer of the next goal.
- If a player that is not on the list of bets on the scorer of the next goal scores a goal or receives a point, all bets placed on players that are on the list stand.
- For settlement of this type of bet, goals and points received in regular time count. If after regular time the Event’s score is 0-0, bets will lose.
- If a player included on the list of bets in this category withdraws from the game before it ends (for example due to injury or being sent off), bets placed on them will stand.
- Bets are settled on the basis of the televised fixtures (video replay) and data provided by the official associations if there is no clear evidence that the statistics provided are incorrect.

Different types of goal scoring

- Game at even strength: goals scored are considered to be even-strength if the teams have the same number of players on the ice.
- Power play: a goal is considered to have been scored on a power play if the goal is scored by a team with a numerical advantage.
- Short-handed: a goal is considered to have been scored short-handed if the goal is scored by a team that is outnumbered.

- Penalty shot: a penalty shot that was successfully carried out.
- Empty net goal: a goal that was scored in the net of a team who have taken off their goaltender and fielded an additional attacker.
- In games where there is a power play (or a team is short-handed) and there are empty net goals, a goal will always be considered an empty net goal when settling bets.
- No goal.

1.8.2.7. Baseball

- Possible additional innings are not counted for bets unless otherwise stated.
- The bet category names for baseball do not reflect the terms actually used in baseball. The terms used in Baseball are shown in the table below:

Name of the bet	Term used in baseball
Period	Inning
Extra time (overtime)	Extra inning
Points	Runs
Break	Ninth inning, half

Rules for settling bets

- If the match was interrupted but continued within 48 hours after the scheduled time of the match, bets placed on this event will be calculated in accordance with the final result of the event, reflected on the Organizer's website. Otherwise, all outstanding bets will be refunded.
- All bets will be calculated according to the final result after the 9th inning (8.5 innings if the hosts are in the lead at that time).

- If the match score is displayed incorrectly and this affects the betting odds and bets on this event remain relevant, the Organizer will refund the bets placed on this event.
- If bets on baseball games are offered with the starting pitcher indicated, then both pitchers must start the game and throw at least one pitch in order for the bets to be valid. If any pitcher is unable to start the game for any reason, then all bets will be calculated with a coefficient of "1".

Quick bets

- If a hit and an error occur in the same game, when bets are settled the hit will be taken into account.
- If a player no longer appears on base but bets were placed on this Event, bets whose outcomes haven't been determined will be refunded.
- A foul ball will always be considered a strike at settlement.

1.8.2.8. Handball

- Bets on this sport only include regular time (without extra time, etc.), unless otherwise indicated.
- If one competitor withdraws, all unsettled bets will be settled at odds of 1.00.

1.8.2.9. Volleyball

- If a match is not completed, bets whose outcomes haven't been determined will be refunded.
- For bet settlement purposes, 'Golden Sets' do not count.

Rules for settling bets

- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Provider refunds bets placed on this Event.
- **Correct score bets.** The Bookmaker accepts bets on the correct score of a match in sets.
- **Set winner.** The Bookmaker accepts bets on the winner of a particular set. The relevant set must be completed in order for bets to stand.

- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider reserves the right to refund bets placed on said Event.
- Official point deductions will be taken into account for all unsettled bets. For settled bets, deductions will not be taken into account.

1.8.2.10. Beach volleyball

- If a match is not completed, bets whose outcomes haven't been determined will be refunded.
- For bet settlement purposes, 'Golden Sets' do not count.

Rules for settling bets

- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Provider refunds bets placed on this Event.
- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider will refund bets placed on said Event.
- If a team withdraws from the tournament, all bets whose outcomes haven't been determined will be refunded.
- Official point deductions will be taken into account for all unsettled bets. For settled bets, deductions will not be taken into account.

1.8.2.11. Motor sports and Formula 1

- The race Outcome and the winner are determined at the presentation unless stated otherwise in the Rules.
- If the length of the Events is reduced due to weather conditions or other circumstances but they are still deemed official according to the governing association, these Events will be settled in the appropriate way.
- If the race is rescheduled for another day (to be determined in the UTC time zone), bets on such an event are refundable.
- The draw rule applies if the number of winners is higher than the expected number of winning bet options, unless otherwise specified in the Rules.
- If one or more racers have to start the race from the pit lane, they will be placed at the back of the starting grid.

- If competitors (displayed as selected) retire on different laps, the number of laps they have completed is taken into account for bet settlement.

Bets on teams

- The winners (team), Top X (team) and Head2head (team) are regarded as the team whose car takes the leading place in the ranking in the race result.
- The team whose racing car retires first from the race is considered the first retiring team. Special rules for bets on retirements from a race are applied to this type of market.
- The team that makes the first pit stop is the team whose racing car is the first to enter the pit lane. Special rules for bets on pit stops are applied to this type of bet.
- A team's total overtakes are considered based on the cumulative number of overtakes made by said team's two cars. Special rules for bets on overtakes are applied to this type of bet.

Bets on the fastest lap

- The winner is the driver who achieves the fastest lap time for a given lap, group of laps or the race as a whole.
- For bet settlement, lap time is taken in milliseconds.

Bets on comparisons (Head2head) and the group winner

- If all competitors (that appear in the list for betting) withdraw on the same lap, the Betting Provider refunds all unsettled bets on this Event.
- Bets will be settled at odds of 1.00 if the drivers retire before or after the formation lap.

Bets on overtakes

- Overtakes must remain until the end of the lap in order to be counted at bet settlement.
- Overtakes occurring in the first laps are not considered at bet settlement.
- Overtakes completed by a specific racer on the same lap when entering or leaving a pit stop are not considered at bet settlement.
- Overtakes of retired racing cars are not considered at bet settlement.

- An overtake cannot be taken into consideration if the driver completing it overtakes a driver who is ahead or behind them by several laps.

Bets on retired cars

- A car is considered to be retired for bet settlement purposes if it does not cross the finishing line when the race is deemed to be complete and it has not been disqualified.
- The session for a specific driver is considered completed if the checkered flag is waved signifying the end of the race.
- If during the lap in which the first retirement occurs more than one race participant retires, the draw rule applies.
- If a car withdraws in the pits or pit lane, the last lap they started is taken into account for bet settlement.

Bets on pit stops

- The racing car that enters the pit lane first is considered the winner of this type of bet. If a racing car enters and exits the pit lane, this is considered a pit stop.

Rules for bets on finishers

- A driver is considered a finisher if they cross the finishing line when the session is considered to have been completed.
- The session for a specific driver is considered completed if the checkered flag is waved signifying the end of the race.

1.8.2.12. Futsal

- All bets (excluding bets on the first half, bets on extra time and penalty shoot-outs) are bets on regular match time unless specified otherwise.
- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event.

Rules for settling bets

- If bets can still be placed on an Event after the Event has occurred (for example scored goals, red and second yellow cards, or a penalty), the Betting Provider will refund said bets at Odds of 1.00.

- If bets can still be placed on an Event with a missed or incorrect red card, the Betting Provider will refund said bets.
- If the Odds on an Event are offered and stand for bets with an incorrect game time (2 minutes difference or more), the Betting provider will settle these bets at Odds of 1.00.
- If an incorrect score is displayed for an Event, all bets placed on this Event will be “frozen” until the correct Event score is displayed on the website of the online gambling establishment Winline.
- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider will refund bets placed on this Event.
- If a team name or category is displayed incorrectly, the Provider refunds bets placed on this Event.

1.8.2.13. Badminton

- If a match is not completed, all bets whose outcomes haven't been determined will be refunded.

Rules for settling bets

- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Provider refunds bets placed on this Event.
- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.
- If a team retires from the tournament, all unsettled bets will be refunded.
- If players' (or teams') names are displayed incorrectly, the Provider refunds bets placed on this Event.
- Official point deductions will be taken into account for all unsettled bets. For settled bets, deductions will not be taken into account.

1.8.2.14. Rugby

- All bets (excluding bets on the first half, bets on extra time and penalty shoot-outs) are bets on regular match time unless specified otherwise.
- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event displayed on the website of the online gambling establishment Winline.

- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.
- The main 80 minutes of a match: Bets are accepted on the basis of the result at the end of the planned 80 minutes of the match unless specified otherwise, including added time for example for injury or a stoppage for any reason, but not related to extra time or the time dedicated to a penalty shoot-out or the “sudden death” rule.

Rules for settling bets

- If bets can still be placed on an Event after the Event has occurred (for example the score is changed or red cards awarded), the Betting Provider refunds said bets.
- If bets can still be placed on an Event with a missed or incorrect red card, the Betting Provider refunds said bets.
- If the Odds on an Event are offered and stand for bets with an incorrect game time (2 minutes difference or more), the Betting Provider refunds these bets.
- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.
- If a team name or event category is displayed incorrectly, the Betting Provider refunds bets placed on this Event.

1.8.2.15. Rugby 7s

- All bets (excluding bets on the first half, bets on extra time and penalty shoot-outs) are bets on regular match time unless specified otherwise.
- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event.
- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.
- The main 14 (20) minutes of a match: Bets are accepted on the basis of the result obtained at the end of the planned 14 (20) minutes of the match unless specified otherwise, including added time for example for injury or a stoppage for any reason, but not related to extra time or the time dedicated to a penalty shoot-out or the “sudden death” rule.

Rules for settling bets

- If bets can still be placed on an Event after the Event has occurred, such as the score is changed or red cards are awarded, the Betting Provider refunds said bets.
- If bets can still be placed on an Event with a missed or incorrect red card, the Betting Provider refunds said bets.
- If the Odds on an Event are offered and stand for bets with an incorrect game time (2 minutes difference or more), the Betting Provider refunds these bets.
- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.
- If a team name or event category is displayed incorrectly, the Betting Provider refunds bets placed on this Event.

1.8.2.16. Darts

- If a match is not completed, all bets placed on this Event will be refunded.

Rules for settling bets

- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.
- If a match is not completed, all bets whose outcomes haven't been determined will be refunded.
- A bullseye is when the dart lands on the red area of the target.

1.8.2.17. Snooker

- If a player retires from a game or is disqualified, all unsettled bets on this Event will be refunded.
- If a re-rack takes place, bets are settled if the result was determined before the re-rack.
- Fouls and free balls are not taken into account when settling bets on potted balls.

Rules for settling bets

- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.

- If players' (or teams') names are displayed incorrectly, the Betting Provider refunds bets placed on this Event.
- If a match is not completed, all bets whose outcomes haven't been determined will be refunded.

Bets on games (frames) (Correct score)

- For such bets, Bettors need to predict the exact final score based on games (frames).

Game (frame) winner.

- For such bets, Bettors need to predict the winner of a certain game (frame). The corresponding frame must be completed in order for bets to be settled.
- If a re-rack takes place in one of the frames, the following rules apply:
- Frame winner: all bets stand and will be settled after the announcement of the official frame winner.
- Settled bets: all bets that have already been settled before the re-rack occurred stand. Any events that occur after the re-rack will have no bearing on the settlement of these bets.
- Unsettled bets: bets, which have not been settled before the re-rack occurs, will only be settled based on the events that occur after the re-rack. Any events that occur before the re-rack will have no bearing on the settlement of these bets.
- All bets on the final frame result (for example, totals and odd/even bets) will be settled after the official results of the frame are announced.

Frame (match) length

- Bets are settled based on the amount of time that has passed from the start to the end of a frame or a match, no matter if the frame (match) ends in the normal way or with one of the competitors conceding defeat.

1.8.2.18. Table tennis

- If a match is not completed, all bets whose outcomes haven't been determined will be refunded.

Rules for settling bets

- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Provider refunds bets placed on this Event.
- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Provider refunds bets placed on said Event.
- If players' (or teams') names are displayed incorrectly, the Betting Provider refunds bets placed on this Event.
- If a player retires from the game, all unsettled bets will be refunded.
- Official point deductions will be taken into account for all unsettled bets. For settled bets, deductions will not be taken into account.

1.8.2.19. Bowls

- If a player retires from the game, all unsettled bets will be refunded.
- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event displayed on the website of the online gambling establishment Winline.
- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.

Rules for settling bets

- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Provider refunds bets placed on said Event.
- If players' (or teams') names are displayed incorrectly, the Betting Provider refunds bets placed on this Event.
- If a player retires from the game, all unsettled bets will be refunded.

1.8.2.20. T20 + ODI (One Day International) cricket

- Bets cannot be placed on super overs unless specified otherwise.
- Five-run penalties are not taken into account in bets on overs or delivery (bets with multiple overs are not taken into account for this rule).

- T20, ODI: no less than 90% of all overs per innings must have been played when a bet is accepted for settlement purposes if the innings were not concluded in the normal way.

Rules for settling bets

- If a game is abandoned but continues within 48 hours of the planned game time, bets placed on said Event will be settled in accordance with the final result of the Event displayed on the website of the online gambling establishment Winline.
- If a match is postponed and does not continue within 48 hours of the planned game time, the Betting Provider refunds bets placed on this Event.
- The Betting Provider refunds bets placed on an Event if the Outcome of the match is a draw and the official rules do not allow a winner to be determined or, according to the rules, the winner is determined by a coin toss or drawing lots.
- If an over is not completed, all unsettled bets on said over will be settled at odds of 1.00 if the innings are not completed in the normal way.
- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.

1.8.2.21. Squash

- If a match is not completed, all bets whose outcomes haven't been determined will be refunded.

Rules for settling bets

- If a game is abandoned but continues within 48 hours of the planned game time, bets placed on said Event will be settled in accordance with the final result of the Event displayed on the website of the online gambling establishment Winline.
- If a match is postponed and does not continue within 48 hours of the planned game time, the Betting Provider refunds bets placed on this Event.
- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.
- If players' (or teams') names are displayed incorrectly, the Betting Provider refunds bets placed on this Event.

- If a player retires, loses the match or is disqualified, all unsettled bets will be refunded.
- Official point deductions will be taken into account for all unsettled bets. For settled bets, deductions will not be taken into account.
- If the referee awards point penalties, all bets placed on this Event stand.

1.8.2.22. Australian football

- All bets include overtime unless specified otherwise.
- If a match is interrupted but continues within 48 hours of the planned match time, bets placed on said Event will be settled in accordance with the final result of the Event displayed on the website of the online gambling establishment Winline.
- If a match is interrupted or postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.
- The main 80 minutes of a match: Bets are accepted on the basis of the result obtained at the end of the planned 80 minutes of the match unless specified otherwise, including added time for example for injury or a stoppage for any reason, but not related to extra time.

Rules for settling bets

- If the Odds on an Event are offered and stand for bets with an incorrect game time (2 minutes difference or more), the Betting Provider refunds these bets.
- If a match is postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.
- If players' (or teams') names are displayed incorrectly, the Betting Provider refunds bets placed on this Event.

1.8.2.23. Field hockey

- All bets on a match are taken into account for regular time, unless specified otherwise.

Rules for settling bets

- If a match is postponed and does not continue within 48 hours of the planned time, the Betting Provider refunds bets placed on this Event.

- If the score of a match is displayed incorrectly and this influences the betting Odds and bets on said Event continue to be offered, the Betting Provider refunds bets placed on said Event.

1.8.2.24. Esports:

Esports is a gaming competition using computer technology, where a computer simulates a virtual space inside which the competition takes place.

Esports includes the following types of games: Counter Strike 2, Dota 2, Overwatch, Rainbow 6, Starcraft: Brood War, Starcraft 2, Valorant, Warcraft 3, Fortnite, Hearthstone, League of Legends, Rocket League, Arena of Valor, King of Glory, Quake, Call of Duty, Heroes of the Storm, Mortal Combat, Smite, Age of Empires, Artifact, Brawl Stars, Crossfire, DCL The Game, Halo, Halo Infinite, KOFXV, PUBG, Soulcalibur VI, Street Fighter V, Tekken 7, Mobile Legends, Magic The Gathering, League of Legends Wild Rift.

Dota 2 (Dota 2)/League of Legends

- The player is invited to place bets on the kills of the main characters and cards, taking into account the total and handicap.

A) The “First Blood” bet (English - “first murder”).

It is suggested to guess the kill of the game hero (champion), the heroes (champions) of the opposing team. The first kill on the map by neutral units or creeps/minions of the opponent is not taken into account. The bet remains valid until the first hero is killed by the heroes of the opposing team.

- The bet “Will take first 10 kills on map” (English - will score the first 10 kills on the map). It is suggested to guess the team that will be the first to “score” 10 kills of the heroes (champions) of the opposing team on the map.

The final calculation is made according to the data recorded at the moment immediately after the destruction of the main building (Fortress/Nexus) of one of the opponents. If one of the teams surrenders in this case, the fortress /nexus is not destroyed by the direct impact of the enemy and victory is awarded to the opposing team of the surrendered.

- In case of a technical defeat in the round (on the map), or the entire match, the calculation of bets on the outcomes of the results, which are not

determined at the time of the announcement of a technical defeat, is carried out with a coefficient of "1".

- A technical defeat is understood as a ddos attack, the lateness of a team or participant, the replacement of a player during the match, according to the decision of the referees on a technical defeat, or the organizers. Calculation with a coefficient of "1" is possible only before the start of the game (creeps/ minions exit from the barracks on the line). Further bets in case of a technical defeat, or any unplanned situations (disconnect, exit (leave) of players from any of the teams, etc.) are calculated in accordance with the results.
- A technical defeat on the map is counted according to the bets "victory, handicap, total" for the entire match. The numbering of the cards in the line, in case of technical defeat, also takes into account the round (card) won by technical defeat.
- If one of the teams, before the start of the match, is awarded a victory in 1 card "in absentia" by the decision of the rules / judges in this case, when the outcome is for the total rounds (cards), or for a victory in a specific (in sequence) card, the "absentee" card is not taken into account. The first card in the Line is considered to be the first card actually played by the participants.
- When the Re-host recreates the "rollback" of the game situation until it is auto-saved at a certain point in time (in case of a server crash, network problems, DDOS attacks, etc. cases), bets with a coefficient of "1" are not calculated.
- If one or more players in the team are eliminated during the match, and the game continues, all bets remain in the game.

Counter Strike 2 (Counter Strike 2)

- Bets on handicaps and totals are offered, given both for rounds, cards and kills in a specific period of time.
- Bets are offered on both standard wins/draws and handicaps (kills, cards, rounds), as well as specific outcomes, for example, "The winner in the N round on the nth card", or "The winner of the Tournament", etc.
- The condition for determining the result: victory in the round is achieved by killing all opponents on the map, detonating / defusing a bomb, or ending the time on the timer of the round.
- The match is considered to have started after the first kill in the "pistol" round.

- Victory on the map is achieved by winning at least 13 rounds (or, according to the rules of the tournament). In a situation with a draw on the card (when the score for rounds is: 12-12), the organizers may assign 6 additional rounds, the so-called "overtime" (FROM). Victory in overtime is awarded to the team that achieves an advantage with a gap of 2 rounds, or if one of the teams cannot "catch up" with the opponent in the allotted number of rounds (for example: with a score of 16-12). In case of a repeat draw (15-15), 6 additional rounds are assigned.
- If the event starts with an advantage in the score of one of the teams, according to the rules or the decision of the judges, all bets are calculated with a coefficient of "1", except in cases when this information was indicated in the line.
- In case of a change in the format of the match (the number of cards, rounds or other regulated norms), the calculation is made with a coefficient of "1", with the exception of bets on outcomes, the results of which have already been determined.
- Payouts for all bets on outcomes, the results of which are determined by the time of interruption of the game /failure of the teams, or technical defeat are calculated based on these results, and bets on outcomes, the results of which are not determined, are calculated with a coefficient of "1".

Starcraft 2 (Starcraft 2)

- In this game, you can bet on a clean victory for one of the participants.
- Various odds and totals values are offered.
- All bets are considered valid after the start of the game, and confirmation from the players and/or referees.
- In case of a technical defeat awarded before the start of the game, bets are calculated with a coefficient of "1". In the case of a technical defeat after the start of the game, all bets remain valid, provided that the outcome can be determined at the time of the interruption and the announcement of a technical defeat to one of the participants.

HearthStone (Hearthstone)

- In this game, you can bet on a clear victory for one of the participants.
- Various odds and totals values are offered.
- The start of the game is considered when both players have the first card out of the deck.

- In case of a complete stop/interruption of the game without the possibility of finishing/continuing, or a technical defeat, all bets on outcomes whose results are determined by the time of the interruption are calculated based on these results, and bets on outcomes whose results are not determined are calculated with a coefficient of "1", provided that the game will not continue according to these Rules.

- A participant who did not finish the match for any reason (DDOS attack, network connection interruption) is counted as a defeat in the current and subsequent games and all bets on the match are calculated based on the result.

Overwatch

- In this game, you can bet on a clean victory for one of the teams, or a draw, or with a handicap.

- Various odds and totals values are offered.

- In case of a complete stop/interruption of the game without the possibility of finishing/continuing, or a technical defeat, all bets on outcomes whose results are determined by the time of the interruption are calculated based on these results, and bets on outcomes whose results are not determined are calculated with a coefficient of "1", provided that the game will not continue.

World of Tanks

- In this game, you can bet on a clean victory for one of the teams, or a draw, or with a handicap.

- Various odds and totals values are offered.

- In case of a complete stop/interruption of the game without the possibility of finishing/continuing, or a technical defeat, all bets on outcomes whose results are determined by the time of the interruption are calculated based on these results, and bets on outcomes whose results are not determined are calculated with a coefficient of "1", provided that the game will not continue.

PUBG (Pubg)

- In this game, you can place bets on the total kill committed by a player or team, bets on getting into the top by a player or team that are represented in the line. TOP - the number of surviving players or teams on the map.

- If a player's game is interrupted due to his refusal, all bets on outcomes whose results are determined at the time of the interruption are calculated based on

these results, and bets on outcomes whose results are not determined are calculated with a coefficient of "1".

- If the game is interrupted due to technical reasons on the server or technical problems with the player, all bets on outcomes whose results are determined at the time of interruption are calculated based on these results, and bets on outcomes whose results are not determined are calculated with a coefficient of "1".

Dota 2. Auto chess

In this game, you can place bets on:

- a place in the Top position in the rating of the game, which is occupied by the streamer at the end of his game;
- the total number of rounds played by the streamer until the end of his game. If 30 rounds have passed, and the Player ends the game at 31, then the result of the total for the rounds is the number 31;
- Handicap is the difference between rounds won and lost.
- The game is considered to have taken place at the beginning of the 5th round. If the game did not take place (4 rounds were not played), bets are calculated with a coefficient of "1".
- Any technical failures (lack of Internet connection, technical problems on the provider's side, etc.) entail the calculation of bets with a coefficient of "1". The following cases are an exception:
 - 20 rounds were played, the bet was placed on the outcome of the total more than 15 and there was a technical failure. The total bet will be calculated;
 - 20 rounds were played, the bet was placed on the outcome of the handicap +2.5 and there was a technical glitch. The bet on the outcome of the handicap +2.5 will be calculated with a coefficient of "1";
 - a technical failure occurred when the Player reached the Top 3, while the bet was placed on the Player reaching the Top 5. In this case, the bet will be calculated if getting into the top 3 is guaranteed (i.e. getting out of the Top 5 is impossible due to the loss of the other participants).
- The official data source is a video recording or online broadcast of streaming and/or video services.

Cyber FIFA

- Bets are accepted on real players playing the FIFA computer game.
- In the event of a match being stopped for technical reasons (computer failure, disconnection, etc.) and the appointment of a replay, bets on the stopped game are calculated taking into account the norms of these Rules. Bets on the replay match are accepted as a new event. If the video broadcast of an event is interrupted for technical reasons (connection interruption, DDoS, etc.), then this is not a reason to cancel bets, except in situations where it is impossible to find out the final result of the match.

Cyber NHL

- Bets are accepted on real players playing the NHL computer game. In the event of a match being stopped for technical reasons (computer failure, disconnection, etc.) and the appointment of a replay, bets on the stopped game are calculated taking into account the norms of these Rules. Bets on the replay match are accepted as a new event. If the video broadcast of an event is interrupted for technical reasons (connection interruption, DDoS, etc.), then this is not a reason to cancel bets, except in situations where it is impossible to find out the final result of the match.

Cyber NBA

- Bets are accepted on real players playing computer NBA live.
- In the event of a match being stopped for technical reasons (computer failure, disconnection, etc.) and the appointment of a replay, bets on the stopped game are calculated taking into account the norms of these Rules. Bets on the replay match are accepted as a new event. If the video broadcast of an event is interrupted for technical reasons (connection interruption, DDoS, etc.), then this is not a reason to cancel bets, except in situations where it is impossible to find out the final result of the match.

Cybertennis

- Bets are accepted on real players playing the AO Tennis computer game. In the event of a match being stopped for technical reasons (computer failure, disconnection, etc.) and the appointment of a replay, bets on the stopped game are calculated taking into account the norms of these Rules. Bets on the replay match are accepted as a new event. If the video broadcast of an event is interrupted for technical reasons (connection interruption, DDoS, etc.), then this is not a reason to cancel bets, except in situations where it is impossible to find out the final result of the match.

Cyber Combat (Mortal Kombat)

- Bets are accepted on real players playing the Mortal Kombat computer game.
- In case of stopping the fight for technical reasons (computer failure, disconnection, etc.) and the appointment of a replay, bets on the stopped game are calculated taking into account the norms of these Rules. Bets on the replay battle are accepted as a new event. If the video broadcast of the fight is interrupted for technical reasons (disconnection, DDoS, etc.), then this is not a reason to cancel bets, except in situations where it is impossible to find out the final result of the fight.

Cyberformula 1

- Bets are accepted on real players playing the Formula 1 computer game.
- In case the event is stopped for technical reasons (computer failure, disconnection, etc.) and a replay is scheduled, bets on the stopped game are calculated taking into account the norms of these Rules. Bets on the replay event are accepted as a new event. If, for technical reasons, the video transmission of the event is interrupted (disconnection, DDoS, etc.), then this is not a reason for canceling bets, except in situations where it is impossible to find out the final result of the race.

Cyber Volleyball

- Bets are accepted on real players playing a computer game.
- In the event of a match being stopped for technical reasons (computer failure, disconnection, etc.) and the appointment of a replay, bets on the stopped game are calculated taking into account the norms of these Rules. Bets on the replay match are accepted as a new event. If the video broadcast of an event is interrupted for technical reasons (connection interruption, DDoS, etc.), then this is not a reason to cancel bets, except in situations where it is impossible to find out the final result of the match.

1.8.2.25. Bets on golf

Bets on the winner

- A competitor is not deemed to have taken part in a match unless they have teed off on the first hole. Bets on such competitors will be settled at Odds of 1.00. If a competitor tees off, but is unable to complete the course, they are deemed to

have lost. Also, the winner can be determined by the result of a playoff. If competitions are held in adverse weather conditions, bets are settled according to official results, regardless of the number of holes played. If a game is not resumed after bets have been placed, or if the further progress of a game has no bearing on official results, all bets will be settled at odds of 1.00. These rules apply to all golf bets.

Tournament winner bets ("Head-to-head" bet)

- Bets are placed on which competitor will finish higher according to official tournament results. Tournament winner bets also include odds on a draw. Also, the winner may be determined by the result of a playoff if one of the competitors wins the tournament. If a competitor does not make the cut (fails to progress to the final rounds), they are deemed to have lost. If both competitors fail to make the cut, the competitor with the lowest score is deemed to be the winner. If one competitor is disqualified either prior to the start of the tournament or after both competitors have progressed to the final rounds, the other competitor included in a bet is deemed to be the winner. If one competitor is disqualified after reaching the final rounds and the other failed to make the cut, the competitor who was disqualified will be deemed to be the winner.

Tournament results

- Bets are settled based on who takes first and second place in a group. Playoff rules also apply. If one of the competitors is eliminated before the start of a match, all bets related to this specific competitor are settled at odds of 1.00. If one of the competitors has teed off, but is unable to complete the course, all bets on them lose.

1.8.2.26. Bets on boxing and MMA

- Bets on the total rounds are calculated by time intervals.

Example: The total of 2.5 rounds will win more when the first half of round No. 3 ends (1 min 30 sec or 2 min 30 sec, depending on the rules of the tournament). If the round ends at exactly 1 min 30 sec or 2 min 30 sec, the bet of Total rounds 2.5 more wins.

1.8.3. Match postponement

PRE-MATCH Bets: If a match (contest, event) is delayed or postponed for any reason and the new date becomes known within 12 hours of the match being delayed, all bets will stand. In all other cases, bets will be refunded at odds of 1.00.

LIVE Bets: If a match is interrupted or delayed and not resumed within 48 hours of the scheduled time, bets will be settled at odds of 1.00 (except for bets on Outcomes which were clearly determined by the time play stopped) see cl. 1.8.6. Postponement – "48 hours" rule.

1.8.4. Special bets

Which team will qualify for the next round: if a game for which bets are offered as part of a specific round is postponed, bets will stand.

League (division) champions: if the season is cut short for any reason, all bets will be settled based on which team is declared the league (division) winner by the relevant governing body.

Declared finalists: the players (teams) who compete in the final are deemed to be the finalists, irrespective of how they qualified for the finals. This includes situations where competitors qualify for a final due to the decision of the relevant governing body.

Tournament winner: if the team on which bets were placed either fails to progress from the qualifying stage, is eliminated from the tournament or is disqualified, all bets on them lose.

Correct score in a match: If a match ends in a score which was not offered for Betting, all bets on correct score lose.

1.8.5. All types of bets are deemed valid

Unless stated otherwise in the exceptions below, the Appendices on Bets or in these Rules, the principle of "all types of bets are deemed valid" applies to all bets. This means that if an athlete (team) on whom a bet was placed does not participate in an Event (competition) for any reason, bets on them are lost if this Event (competitions) takes place.

In exceptional cases bets will be settled at Odds of 1.00 if:

- An Event (competition) is cancelled.
- An Event (competition) is deemed invalid by its organizers.

- The Event (competition) venue is changed.
- Live bets: An Event (competition) is interrupted or postponed and not resumed within 48 hours of the initial planned start date.
- In other cases, as stipulated in these Rules.
- Live bets: All Live bets on athletes who do not participate in an Event will be settled at Odds of 1.00.
- Head-to-head bets: if one or more competitors (athletes) retire before the start of the Event (competition).
- In other cases, as stipulated in these Rules.

1.8.6. Postponement – the “48 hours” rule

Live bets: If an Event (competition) on which bets are placed is postponed or cancelled but is resumed within 48 hours of the initial starting time for this Event, bets will stand for the rearranged Event (competition).

If the Event (competition) on which bets are placed resumes after more than 48 hours, the relevant bets will be settled at odds of 1.00 (this does not apply to Tennis bets, see cl. 1.8.2.2 of the Rules).

1.8.7. Awarding places based on fairness criteria and a tie (a draw)

Places in the final standings are awarded according to fairness criteria in the event that more than one team/athlete finish level. If not stated otherwise and places in the final standing were awarded according to fairness criteria, the Event result is a tie (draw).

If a “draw” was not offered to Bettors as an option for Betting, Winnings will be paid out according to the following rules: the Odds of winning bets (calculated based on European decimal Odds) are divided by the number of winning bets and then multiplied by the initial Stake. Unless otherwise stated, this rule applies in all cases when two or more selections win. Example: a ski race ends in victory for two athletes:

A (Odds = 2.00) and B (Odds = 4.30). Bettors who have bet 500 BYN on athlete A win 250 BYN:

$((\text{Odds}-1.00) / (\text{number of winners}) 2 * \text{Stake} = (2.0-1) / 2 \times 500) = 250 \text{ BYN.}$

Bettors who have bet 500 BYN on athlete B win 825 BYN: $(4.3-1) / 2 \times 500 = 825 \text{ BYN.}$

1.8.8. Team competitions: home/away team

The terms “home” and “away” teams are used for team competitions, except for in the following cases:

- tournaments which are held in one city (one country for international competitions),
- the finals of cup competitions consisting of one match (leg), and
- Events which take place on neutral turf (this is designated as “NT” in the List of Markets).

The following symbols are used to designate competitors in the List of Markets: “1” is used for the home team and “2” is used for the away team. The home team is always displayed first and is followed by the away team. In other cases (tennis, table tennis, badminton, motorsport/motorcycling, boxing, chess competitions, etc.) the numbering of competitors in the List of Markets is arbitrary and any information on Event venues is for reference only.

If an Event is moved to neutral turf, bets stand. If a match is moved to the opposing (away) team’s stadium, bets will be refunded at odds of 1.00. If an international match is rearranged to take place in another country, bets on this Event, as well as any other related Events (e.g., qualification for the next round of a competition) will be refunded at odds of 1.00. If the terms “home” and “away” team are not applicable to an Event, bets will stand if there is a change of venue. If there is any change to the originally declared format of an Event/competition, bets will be settled at Odds of 1.00.

1.8.9. Related bets

Bettors cannot combine (using circumstances) related bets on the same Event(s). The term “related bets” refers to two or more different bets, in which unexpected circumstances became related.

Example:

Bet 1: “Match Total” includes the following Outcomes for Bettors to bet on: “Over” and “Under”.

Bet 2: “Total Corners” includes the following Outcomes for Bettors to bet on: “Over” and “Under”.

Related bets do not necessarily include the same result or refer to the same market. Given that it is not always as clear whether bets are related as in the

example above, the Betting Provider reserves the right to determine which bets are related. If a multiple bet which includes two or more related bets is erroneously accepted, the Provider refunds such a bet.

1.8.10. Playing time

In all sports where time is limited, the main regulation time of the game is decisive (including time added due to medical care or compensated time). Any additional time (overtime) and penalty shootouts, etc. are not taken into account when calculating bets, unless otherwise indicated on the Organizer's website or provided for in special rules for individual sports.

1.8.11 Grounds for bet resettlement

The Betting Provider is not responsible for misprints in typing, communication and/or incorrect bet settlement. More specifically, the Provider reserves the right to correct obvious typographical errors which occur when entering information on Odds, handicaps, totals, etc. and/or when calculating Winnings (e.g., typographical errors in Odds, incorrectly specified teams/Events) even after an Event has finished, or to refund the relevant bets. The Provider also bears no responsibility for the correctness, completeness or timeliness of information provided if, for example, the information about the results of Live bets is submitted via email or SMS. A Stake is always only the amount confirmed and registered by the Betting Provider. If markets (bets) containing any typographical errors are cancelled, they will be paid out at Odds of 1.00. The Betting Provider is not responsible for the accuracy of the translation of names of competitors, teams and cities hosting Event(s), the Outcome of which bets have been placed on. The results displayed in the Live bets and Live results sections are a guideline only and their complete accuracy cannot be guaranteed. If a bet wins due to a technical failure, the Betting Provider will subsequently settle such bets. In the event of any of the above, the Betting Provider will settle bets at Odds of 1.00. If bets have been settled incorrectly (i.e., due to technical failures, Event results/Odds being entered incorrectly, etc.), such bets must be resettled.

1.8.12 Cashout

“Cashout” is an individual offer which the Betting Provider makes to a Bettor in order to change one or more key terms of a bet (Odds, bet settlement time, etc.),

secure a new result and settle this bet at the current moment in time (hereinafter the “Cashout”). The Bettor can either accept or reject this offer. By choosing the Cashout option, the Bettor confirms that they have accepted the new material bet terms. Cashout options can be offered for both Pre-match and Live bets. The Provider reserves the right to change the terms of a Cashout offer over time or not make a Cashout offer without providing an explanation.

The term “Cashout” and its derivatives are the name given to the procedure described above for changing the material terms of a bet with a Bettor’s consent, in the course of which no bets are placed (accepted) and no wagers are made.

1.9. Winnings (refunded bets) payout/transfer procedure

The transfer of winnings is carried out only within the maximum allowable limits of winnings.

1.9.1. Payment of Winnings (refunded bets) by wire transfer

The transfer of winnings (return of non-played bets) in a non-cash manner is carried out to the bank account from which the participant of the game transferred funds to participate in the bet, no later than the next banking day.

In circumstances beyond the control of the Provider and/or the Bettor (liquidation of the bank, expiry of the bank card, etc.), Winnings (refunded bets) may be paid in a different manner by decision of the Provider (in agreement with the Bettor), with the reason for such decision indicated.

If it is impossible to pay out Winnings (refunded bets) to the bank account from which the Bettor transferred funds to their Betting Account, the Provider will inform the Bettor by any available means of communication.

If the funds cannot be paid into the bank account from which funds were transferred by the Bettor, Winnings (refunded bets) are paid (transferred) no later than the banking day following the day when the Bettor made the corresponding written application, which can be sent in writing or electronic form (by attachment in your personal account):

- to a bank account belonging to the Bettor (indicated in the application); or
- to the Bettor’s electronic wallet (according to cl. 1.9.2).

Winnings will be transferred (refunded bets) to the Bettor by wire transfer no later than the banking day after the Bettor's written application to the Betting Provider for the transfer of Winnings (refunded bets), except in cases where the transfer of Winnings (refunded bets) is suspended, held or blocked.

The Bettor's application for the payout of funds to another bank account should include:

- the name of the Betting Provider;
- the last name, first name, patronymic (if any) of the Bettor;
- information from the Bettor's Proof of Identity (name of the document, series, number, date of issuance, name of the issuing authority (if the document was issued by a state body of the Republic of Belarus), identification number (if any);
- the Betting Account number
- the sum of Winnings (refunded bets);
- bank account number (if necessary);
- the application date;
- other required information.

The Bettor must attach a copy of Proof of Identity to the application. The Provider is entitled to conduct an identification procedure for the Bettor when considering the application and to request any other documents required for the consideration of the application.

If the application does not comply with the requirements listed, the Provider is entitled to refuse to consider it and will inform the Bettor of this in any of the available communication methods.

1.9.2. Digital cash transfer of Winnings (refunded bets)

Winnings will be transferred (refunded bets) in e-money to the e-wallet from which the Bettor transferred funds for Betting (if this payment method is available on the Bookmaker's website), except in cases where, due to circumstances outside of the Provider's and/or Bettor's control (liquidation of the issuing bank, failure of the hardware device containing and/or providing access to e-money, etc.), Winnings (refunded bets) may be paid (transferred) in a different manner by decision of the Provider in agreement with the Bettor. The reason for making the payment (transfer) in a different manner will be indicated in the document confirming the corresponding decision.

If funds cannot be transferred to the e-wallet from which e-money was transferred for Betting, after the Provider informs the Bettor Winnings (refunded bets) are paid (transferred) no later than the banking day following the date on which the Bettor submitted the corresponding application to the Provider:

- to the Bettor's current account, any Bettor's bank account (in accordance with cl. 1.9.1); or
- to another e-wallet of the Bettor (upon their request).

The Bettor's application for the transfer of funds to another e-wallet shall indicate:

- the name of the Betting Provider;
- the last name, first name, patronymic (if any) of the Bettor;
- information from the Bettor's Proof of Identity (name of the document, series, number, date of issuance, name of the issuing authority (if the document was issued by a state body of the Republic of Belarus), identification number;
- Betting Account number;
- the sum of Winnings (refunded bets);
- the application date;
- relevant information about the e-wallet for transferring Winnings (refunded bets); and
- other required information.

The Bettor must attach a copy of Proof of Identity to the application. The Provider is entitled to conduct an identification procedure for the Bettor when considering the application and to request any other documents required for the consideration of the application.

If the application does not comply with the requirements listed, the Provider is entitled to refuse to consider it and will inform the Bettor of this in writing.

Winnings will be transferred (refunded bets will be refunded) in the form of e-money on the condition that the identity of the e-wallet holder is confirmed. The Bettor must confirm that the e-wallet used to deposit money into their Betting Account or transfer Winnings (refunded bets) belongs to them personally. In other words, the personal information of the owner of the Betting Account must completely coincide with the data of the owner of the e-wallet.

1.9.3. Procedure and grounds for the suspension, retention and blocking of the payment/transfer of Winnings (refunded bets)

1.9.3.1. The payment (transfer) of Winnings (refunded bets) may be suspended by the decision of the head of the Provider or his deputy for the duration of the review (verification) for a period of up to 30 working days from the date of the Bettor's request for the payment (transfer) of winnings (refunded bets). The suspension is carried out if the Provider detects suspicious activity regarding the facts of the Bettors use of software:

- a software and/or hardware that affects the chance outcome of a game or allows it to be foreseen;
- software or other means for obtaining unauthorized access to the information of the Organizer of the organizer of gambling, including information contained in the personal account of another participant in the gambling, in order to destroy it, block, modify, copy, as well as to commit other actions with respect to this information of the organizer of gambling illegal actions.

1.9.3.2. An official review (investigation) is performed to prove the Bettor took advantage of software and/or hardware or any other resources or circumstances listed in cl. 1.9.3.1.

1.9.3.3. During the official review (investigation) process, the Provider has the right to re-identify the Bettor.

1.9.3.4. The Betting Provider will inform the Bettor about the suspension of payment (transfer) of Winnings (refunded bets) by sending them a corresponding electronic notification to their personal account.

1.9.3.5. According to the results of the official review (investigation), the Betting Provider will draw up a report about whether (or not) the Bettor has used software and/or hardware or other resources, the contents of which shall comply with the relevant legislation.

1.9.3.6. If the Betting Provider establishes that software and/or hardware or other resources stated in clause 1.9.3.1 have been used by the Bettor, payment (transfer) of Winnings (refunded bets) will not take place. An electronic copy of the relevant conclusion will be created using the SKKS and will be sent to the Bettor on the same day.

1.9.3.7. If the Betting Provider does not establish that the Bettor has used software and/or hardware or other resources or circumstances stated in clause 1.9.3.1., payment (transfer) of Winnings (refunded bets) will take place no later than the banking day after the day on which the relevant conclusion was compiled, following the procedure and within the time limit established in clause 1.9.1-1.9.2.

1.9.3.8. Only the Bettor who registered the Betting Account is entitled to make deposits into it. If the Provider suspects that a deposit has been made to the Betting Account from a bank account (e-wallet) that does not belong to the owner of the Betting Account, the Provider is entitled to conduct a second identification procedure for the Bettor.

1.9.3.9. The Provider has the right to suspend the payment (transfer) of Winnings (refunded bets) in accordance with the legislation on the prevention legitimization of proceeds of crime and the financing of terrorism and financing of the weapons of mass destruction proliferation.

1.9.4. Procedure for payment/transfer of funds (digital cash) (including Winnings (refunded bets) from placed bets after their settlement) to the Bettor when the Betting Provider has disabled duplicate betting accounts

When duplicate Betting Accounts have been disabled by the Provider, the funds (digital cash) from them (including Winnings (refunded bets) from placed bets after their settlement) are returned to the Bettor according to the procedure outlined in cl. 1.9.1-1.9.2 of these Rules based on a written application.

1.10. Limitations (restrictions) on Stakes and Winnings

1.10.1. Minimum and maximum Stakes

The minimum and maximum Stakes are set by the Betting Provider and may be revised at any time at the Provider's discretion.

The minimum and maximum Stakes may change and differ for certain events in the Sportsbook. The maximum Winnings for a bet are 1,500,000 (one million five hundred thousand) BYN.

1.10.2. Stake limits

Each Bettor determines their chosen Stake at their sole discretion, in accordance with the estimated amount of Winnings and potential limits aside from any restrictions imposed on Winnings.

1.10.3. Reduced Winnings when the Winnings limit is exceeded

If a Bettor makes several equal bets on one or more events (this also applies to combinations of single bets and multiple bets), for which the total amount of Winnings exceeds the set limits, the Betting Provider only pays out Winnings within the set limits.

1.10.4. Restrictions on including certain Outcomes in multiples and system bets

The minimum number of selections which can be included in multiples is 2 (Two), the maximum is 20 (Twenty).

The maximum possible Odds for an express bet are 5000.00 (Five thousand). If these Odds are exceeded, bets are settled at Odds of 5000.00 (five thousand).

The minimum system bet size is 3 (three) selections, the maximum is 20 (Twenty) selections.

The maximum possible system outcome size cannot exceed 1.140 (one thousand one hundred and forty).

The Events in express and system bets cannot be interrelated.

Bettors may only place bets on one team from a chosen group when including bets on whether or not a team will qualify from the group stage in multiple and system bets. If bets on two or more teams to qualify from the same group are included in a multiple or system bet, such bets will be refunded, even if they were accepted by the Provider.

If several Events with different maximum Stake limits are included in a multiple bet, the maximum Stake for this bet will be equal to the smallest amount.

1.10.5. Other limits

The Provider is entitled to set limits on the number of bets accepted on a certain event.

1.11. Rights and obligations of the Betting Provider and Bettors

1.11.1. The Provider is prohibited from:

- allowing individuals under the age of 21 and/or on the Register to access the online gambling establishment;
- allow individuals whose details are included in the List or who are under the age of 21 to participate in gambling;
- providing Bettors with monetary funds (e-money) for Gambling if the Bettors do not have the necessary amount of money (e-money).

1.11.2. Online Gambling Establishment Visitors are prohibited from:

- to take part in an online betting game if these visitors of a virtual gambling establishment have or may have an impact on the outcome of the event of this game (impact on the random result of the game);
- to use software and (or) technical devices that affect the random result of the game or allow it to be anticipated during gambling;
- use software or other means to obtain unauthorized access to the information of a gambling organizer engaged in the maintenance of a virtual gambling establishment in order to destroy, block, modify, copy it, as well as commit other illegal actions with respect to this information;
- provide another visitor of a virtual gambling establishment or a participant of a gambling game with cash (electronic money) to participate in a gambling game.

1.11.3. Online Gambling Establishment Visitors are obliged to:

- provide data such as personal data, and an Electronic Copy of Proof of Identity allowing this visitor to be identified to check whether they are included in the register of individuals restricted from visiting Gambling establishments, online Gambling establishments or participating in Gambling activities;
- comply with these Rules;
- make deposits to their Betting Account, withdraw funds only with a payment method (bank card, bank account, e-wallet) belonging personally to the Bettor registered on the website of the online Gambling establishment winline.by;
- comply with the legal requirements of Betting Provider employees.

1.11.4. Online Gambling Establishment Visitors have the right to:

- read the Rules in one of the official languages of the Republic of Belarus, and in any foreign language chosen by the Betting Provider;

- make a written application to block a registered Betting Account on the winline.by website for a certain period or without specifying such a period, as well as subsequently to activate a blocked Betting Account on the winline.by website (these actions will be performed only at the online Gambling establishment Winline);
- receive Winnings (refunded bets) according to the procedure and timeframe outlined in these Rules.

Written applications are sent in hard copy to the Provider at the location indicated on the website, with a copy of the identity document attached, and (or) by attaching these documents in the Bettor's personal account (if possible).

1.11.3. The Bookmaker has the right to:

- set maximum Stakes on any event in the Sportsbook without informing Visitors to the online Gambling establishment of this;
- not accept bets on any events in the Sportsbook and resume accepting bets at any time without informing Visitors to the online Gambling establishment
- disable Betting Account on the grounds described in these Rules;
- deny access to Gambling, if the Online Gambling Establishment Visitor has previously violated at least one of the requirements outlined in cl. 1.11.2 of these Rules and this been documented and confirmed.

1.11.4. The Betting Provider must ensure:

- the legality of its Gambling conduct;
- the competence and professionalism of its employees involved in the organization and/or conduct of Gambling;
- the organization and/or conducting of Gambling through an Online Gambling Establishment connected to the SKKS;
- the payment (transfer) of funds to Bettors in the form of Winnings (refunded bets) in accordance with these Rules;
- when registering a Betting Account and/or when accepting a bet, verification through SKKS of information as to whether a Bettor is included in the Register
- the timely transfer to the state budget of income tax from individuals with respect to the funds (e-money) accrued by and credited (transferred) to Bettors in the form of Winnings (refunded bets);
- storage of electronic copies of Bettors' Proof of Identity, data including personal data provided by Online Gambling Establishment Visitors, a log of

Bettors' actions and the IP address of devices Bettors use to gamble for at least five years from the date of Betting;

- use of information networks, systems, resources and hierarchical names of the national segment of the internet;
- digital transmission to the SKKS of information about accepted bets and paid-out (transferred, credited) Winnings (refunded bets) according to each type of Gambling offered by the Online Gambling Establishment;
- identity verification of an individual at the time that they register as a Bettor;
- the registration of the Bettor's actions and the IP address of the device used by the Bettor for Gambling in the Electronic Log of the Bettor's Actions;
- the organization and conduct of online Betting Game through the websites, whose domain names are indicated in a special permit (license) for conducting Gambling business;
- the posting on the Online Gambling Establishment's website of a notice stating that access to Gambling is prohibited for persons under the age of 21 and on the Register; and
- the use of technical solutions that do not allow Online Gambling Establishment Visitors or Bettors to use the Online Gambling Establishment to provide another Online Gambling Establishment Visitor or Bettor with money (e-money) for Betting.

2. PROCEDURE FOR REVIEWING DISPUTES

In the event of a disagreement between the Bettor and the Provider on any issues related to the fulfilment of the risk-based agreement on winnings concluded between the Bettor and the Betting Provider, including issues related to payment (transfer) of winnings, both parties are obliged to comply with the claim settlement procedure (pre-court procedure). As part of the pre-court dispute resolution, if a party believes that its rights have been violated, they are obliged to file a written claim to this effect to the other party.

Written claims about the Betting Provider should be sent in hard copy to the Betting Provider's registered address (Minsk, Rakovskaya Street, 25\2, Room 5,6,7). Claims made against a Bettor must be filed at their place of residence (or place of stay) obtained during identification. Claims may be filed within 15

(fifteen) calendar days of the date an individual became/should have become aware of the violation of their rights.

Oral claims from Bettors are accepted by the Provider for a period of 24 hours after the end of the Event on which the bet was placed.

Written claims must be accompanied by documents confirming and substantiating the points of contention stated therein. If a claim does not contain documents required to substantiate the points of contention stated therein, this claim will not be reviewed and will be returned to the applicant.

In order for the written claim to be reviewed, the Bettor must submit the following to the Provider:

- a copy of the pages of their Proof of Identity containing a photograph of the Bettor as well as their full name, date and place of birth, and address of residence (stay)
- information about the bet: the number and terms of the bet, the date of the event.

Substantiated claims, which are accompanied by all of the aforementioned documents, will be reviewed within 15 (fifteen) calendar days. If a claim is not reviewed by the other party within this specified period, the party that believes that their rights have been violated is entitled to appeal to a court.

The Provider cannot be held liable and will refrain from reviewing an application that concerns inaccuracies in the Russian-language transcription of Event competitor first and last names, team names and the names of cities/towns in which the Events on whose Outcome (result) the Wager was placed occurred.

The Provider cannot be held liable for the consequences of a Bettor providing their username, password and other Betting Account data displayed in the Online Gambling Establishment personal account to third parties.

3. THE MAIN TYPES OF BETS

Single bet is a bet on an individual outcome of an event. Payouts for single bets are equal to the stake multiplied by the odds offered for this outcome.

Multiple bet is a bet on several independent outcomes of events. In order for a multiple bet to win, Bettors need to correctly predict all the outcomes included in such a bet. If one of the selections loses, so does the entire bet. Payouts for multiple bets are equal to the stake multiplied by the odds of all the outcomes included in the bet.

System bet is a combination of multiple bets of the same size formed from a fixed number of selections and covering all the possible permutations. Each multiple within a system bet includes the same number of selections and has the same stake. When placing a system bet, Bettors must specify the total number of outcomes and the number of selections per multiple. Payouts for system bets are equal to the sum total of payouts on the winning multiples included in a system bet.

More detailed examples of types of bets are shown in the Appendix №1.

4. LIVE BETS

Live bets are bets, which are accepted during an event only on outcomes, which have not yet been determined. Odds for outcomes may change at any second in real time. Odds may increase or decrease in the period between a bet being selected and accepted, which may affect the amount of winnings. Live bets are offered both before and during a match only on outcomes which have not yet been determined in the special 'Live bets' section. Live bets on outcomes, which become known during an event (competition), can be settled both once the outcome becomes known and at the end of each time interval in a match (time, period, set, etc.) or the entire event (match). All subsequent changes to results (e.g., changes made by the decision of a jury after a game) are not taken into account to settle Live bets. The Provider settles Live bets itself according to its own statistics based on the actual course of a game. Unless otherwise stated, all Live bets on athletes that are not participating in a competition will be settled at odds of 1.00.

If a match is interrupted, is not finished or the length of a match is changed, bets which have already been settled before any of the aforementioned occur cannot be re-settled. Bets on events/competitions, the outcome of which has not been clearly determined, which have not taken place, and/or have not been completed,

will be settled at odds of 1.00. For Live bets, “General Rules for Determining Results” are also applied. Special bets, which have been settled before the interruption of a game, are exempt from this rule and will stand.

5. THE MAIN TYPES OF OUTCOMES

1X2 bets

- “1” – Team 1 win.
- “X” - Draw
- “2” – Team 2 win.

“Double Chance” bets

- “1X” – Team 1 win or draw. Such bets win if either Team 1 wins or the match ends in a draw.
- “12” – Team 1 win or Team 2 win. Such bets win if either Team 1 or Team 2 wins i.e., the match should not end in a draw.
- “X2” – Team 2 win or draw. Such bets win if either Team 2 wins or the match ends in a draw.

Total – over, under, exactly

Bets on the number of goals (points, games etc.) to be scored (awarded, played etc.) by competitors. For brevity’s sake, this number is denoted as “Total” in the list of markets. In order for such bets to win, Bettors need to correctly predict whether the number of goals/points/games to be scored (awarded, played) will be higher, lower or exactly equal to the number indicated in the list of markets. Results are determined according to the game time specified in these rules, unless otherwise stated in the list of markets. Only goals scored in the opponent’s net are taken into account towards individual totals.

Total bets are offered with either two (“over”, “under”) or three (“over”, “under” or “exactly”) outcomes. For 2-way totals, if the result is equal to the value of the total offered by the Betting Provider, “over” and “under” bets will be settled at odds of 1.00. For 3-way totals, if the result is equal to the value of the total offered for betting, “over” and “under” bets will lose and “exactly” bets will win.

Correct score

For such bets, Bettors need to predict the exact score of a match.

Handicap

- Victory of a competitor after a handicap is applied.
- Handicap is an imaginary advantage or disadvantage of a competitor expressed in goals (points, sets, seconds etc.), which the Betting Provider establishes for betting purposes.

The outcome of an event with a handicap is determined as follows: a competitor's handicap is added to their score. If the result obtained is in their favor, they are deemed to be the winner and any handicap bets on their victory win. Bets are settled at the odds indicated in the bet details. If the result is in favor of their opponent, bets will lose. If the result is a draw after the handicap is applied, bets will be settled at odds of 1.00. Bettors may also place Asian handicap bets.

Asian handicap is a variation of a handicap bet and differs from traditional handicap bets by virtue of the fact that bets are placed on two different positive or negative handicap values, not one.

Stakes on a win with an Asian handicap are split into two equal parts. Half of the stake is placed on the first handicap value and the other half is placed on the second handicap value. Each of these halves is settled separately according to the specified odds. The bet's winnings will be the sum of the winnings for each half of the bet.

Asian handicap	Comments
0	You win if your team wins the match. If the match ends in a draw (0 difference in the number of goals scored), your stake will be refunded.

+0.25	You win if your team wins the match. If the match ends in a draw, your stake will be split into two halves. One half is to be deemed a win, whereas the other half is deemed to be a draw and will be refunded.
+ 0.5	You win if your team wins or draws.
+0.75	You win if your team wins or draws. If your team loses by one goal, you will lose 50% of your stake.
+ 1.0	You win if your team wins or draws. If your team loses by one goal, your stake will be refunded.
+1.25	You win if your team wins or draws. If your team loses by one goal, your stake will be split into two halves. One half is deemed to be a win, whereas the other half is deemed to be a draw and will be refunded.
+ 1.5	You win if your team wins, draws or loses by one goal.
+1.75	You win if your team wins, draws or loses by one goal. If your team loses by two goals, you will lose 50% of your stake.
+2	You win if your team wins, draws or loses by one goal. If your team loses by two goals, your stake will be refunded.
+2.25	You win if your team wins, draws or loses by one goal. If your team loses by two goals, then your stake will be split into two halves. One half is deemed to be a win, whereas the other half is deemed to be a draw and will be refunded.
+ 2.5	You win if your team wins, draws or loses by fewer than three goals.

-0.25	You win if your team wins the match by one or more goals. If the match ends in a draw, you will lose 50% of your stake.
- 0.5	You win if your team wins the match.
- 0.75	You win if your team wins the match by two or more goals. If your team wins by one goal, then your stake will be split into two halves. One half is deemed to be a win and the other half is deemed to be a draw and will be refunded.
- 1.0	You win if your team wins the match by two or more goals. If your team wins by one goal, your stake will be refunded.
-1.25	You win if your team wins the match by two or more goals. If your team wins by one goal, you will lose 50% of the stake.
- 1.5	You win if your team wins the match by two or more goals.
-1.75	You win if your team wins the match by three or more goals. If your team wins by two goals, then your stake will be split into two halves. One half is deemed to be a win, and the other half is deemed to be a draw and will be refunded,
- 2.0	You win if your team wins the match by three or more goals. If your team wins by two goals, your stake will be refunded.
-2.25	You win if your team wins the match by three or more goals. If your team wins by two goals, you will lose 50% of your stake.
- 2.5	You win if your team wins the match by three or more goals.

Half-Time/Full-Time

For such bets, Bettors need to predict the outcome of both the first half and the whole match at the same time. The following letters are used to denote outcomes in the list of markets: “W” for win, “X” for draw. The half-time result is placed

first and the full-time result is placed second. For example, W2W1 means that Team 2 (W2) will win the first half and Team 1 (W1) will win the match.

Odd / Even

Bettors need to predict whether the sum total of goals (points, games) will be odd or even at the end of the match. A “0” result (e.g., a 0-0 tie) is deemed to be “even” and bets are settled accordingly.

Home – Away

Bets are placed on whether the home or away teams will win taking a handicap into account. The winner is determined based on the difference in goals (points) scored by the home and away teams after the handicap is applied.

Head-to-Head bets

Individual sports:

This rule applies to all sports where competitors are compared to one another. If one or more competitors are eliminated from a competition before they start, all bets will be settled at odds of 1.00. If a competitor is disqualified or fails to finish a competition for any reason, bets on this competitor lose. If all competitors whom ‘Head-to-Head’ bets are placed on are disqualified or fail to finish a competition, all bets will be settled at odds of 1.00. If two or more competitors finish a competition with the same result, the following rule applies: the winning odds are divided by the number of winning competitors and multiplied by the stake (the “Draw Rule”).

Tournament:

This rule applies to all types of tournaments, which employ a round robin, knockout or mixed system. The competitor who takes the highest place in the final will be deemed to be the winner. If there are no official results records for a tournament, the places occupied by competitors after the last successfully completed match (competition) will be deemed to be their places in the final standings. If two or more competitors finish a tournament with the same number of points or in the same place, the “Draw Rule” will be applied. If one or more competitors are eliminated from a tournament before the start of their competitions, bets will be settled at odds of 1.00.

Bets on medals

All bets on the number of medals are settled according to the official medal table at the end of an event (e.g., the Olympic Games, World Championships, etc.). Any subsequent changes to results made by the relevant governing body have no bearing on the settlement of bets.

Team medals: any medal won by a team is counted as one medal, regardless of the number of team members.

Qualified finalists

Players (teams) who actually compete in the final are deemed to be the finalists, regardless of how they qualified for the final, including qualification due to the decision of the relevant governing body.

Asian Total

When Asian Total bets are placed, the stake is split in half: half of the bet is placed on the nearest whole total and the other is placed on the nearest half-total. Payouts for such bets are calculated as the sum of the payouts for both of these bets.

Examples:

If you place a "Total Over 3.25" bet:

100 BYN bet on "Total Over 3.25 Goals." Effectively, the 100 BYN stake is split into a 50 BYN stake on the total over 3.0 goals and a 50 BYN stake on the total over 3.5 goals.

If you place a "Total Under 3.25" bet:

100 BYN bet on "Total Under 3.25 Goals." Effectively, this 100 BYN stake is split into a 50 BYN stake on the total under 3.0 goals and a 50 BYN stake on a total under 3.5 goals.

If you place a "Total Over 3.75" bet:

100 BYN bet on "Total Over 3.75 Goals." Effectively, this 100 BYN stake is split into a 50 BYN stake on the total over 3.5 goals and a 50 BYN stake on the total over 4.0 goals.

If you place a "Total Under 3.75" bet:

100 BYN bet on "Total Under 3.75 Goals." Effectively, this 100 BYN stake is split into a 50 BYN stake on the total under 3.5 goals and a 50 BYN stake on the total under 4.0 goals.

Individual bets on a player

A player to appear on the pitch and score ("To Score" market), regular time. Such bets are placed on whether a player will score a goal (disallowed goals do not count). If the player who bets are placed on does not participate in a match or is not included in the line-up/roster, bets lose.

A player to make at least "X" actions (e.g., passes, assists, tackles, etc.) and total (over or under "X" goals). The same settlement rules apply to all these bets: the player should only be included in the starting line-up; if the player is not in the starting line-up (football) or the roster (other sports), bets will be settled at odds of 1.00.

If a match is abandoned, all bets will be settled at odds of 1.00. Own goals do not count.

Any other

"Any other", "any other not on the list" and other such bet options refer to bets on all competitors, except for those listed by name in the list of available betting options, regardless of whether odds are offered for such competitors or not.

See Winline's official website for the full list of outcomes available on the List of Markets.

A detailed explanation of bets on yellow and red cards can be found in Appendix 2.

6. PROCEDURE AND CONDITIONS FOR PROVIDING BONUSES

6.1. General procedure and conditions for providing bonuses

6.1.1. The Betting Provider is entitled to provide bonuses to Online Gambling Establishment Visitors who have registered and completed the identification and authentication procedures in accordance with these Rules.

6.1.2. The provision (accrual) of bonuses is carried out by the decision of the Gambling Organizer, who, in accordance with these Rules and additional information reflected on the official website of the Organizer, determines and

establishes the frequency, validity periods, amounts and conditions for accrual of bonuses, the procedure and amount of wagering bonuses, the grounds for cancellation of bonuses, the amount and frequency of bonuses, different. The amount of bonuses provided (accrued) is reflected in the bonus account, separately from the funds transferred by the participant of the gambling game to replenish the balance of the gaming account.

6.1.3. Bonuses that are credited to a gambling participant on his bonus account can only be used by him for making bets. Withdrawal of funds from the bonus account is not allowed.

6.1.4. The Betting Provider may set a period for using bonuses. Upon expiration of the established period, the amount of unused (remaining on the account) bonuses is reset to zero.

6.1.5. Bets placed with credited bonuses are only accepted by the Provider if the Bettor has a positive balance on their Betting Account.

6.1.6. Accrued bonuses can be used to make one or more bets available in the Line, taking into account the conditions set for a specific type of bonuses.

6.1.7. The Organizer may set restrictions on the use of bonuses, including the number and types of bets, the amount of odds on which bets will be accepted in full or in part from the bonus account.

6.1.8. A gambling participant may have several types of bonuses at the same time, if this is expressly provided for by these Rules. If a gambling participant does not want to receive bonuses, he should send a written statement to the Organizer about it. The bonus can be refused only before it is used.

6.1.9. Bets placed using bonuses cannot be redeemed.

6.1.10. The winnings on the bet made at the expense of the bonus are credited to the gambling participant on the balance of the gaming account, minus the amount of the bet (if the coefficient is higher than "1"), unless otherwise provided by the conditions of a specific type of bonuses. Bets made at the expense of the bonus and calculated with a coefficient lower than or equal to 1 are returned to the bonus account, unless otherwise provided by these Rules for a specific type of bonus..

6.1.11. All the necessary information about the validity period (if any) and the procedure for providing and using bonuses established by the Organizer of gambling is posted on the official website of the organizer winline.by.

6.1.12. The Organizer of gambling has the right to extend, terminate early, as well as change the conditions for providing bonuses and at any time without prior notice and without giving reasons.

6.1.13. If a gambling participant is found to have violated these Rules, the conditions for receiving bonuses in accordance with these Rules, or not using bonuses and (or) the gaming account during a period determined by the Organizer, the bonuses previously accrued to the gambling participant to the bonus account and not used by him will be reset (canceled) and (or) the bonus will be credited in a smaller amount.

6.1.14. For all questions related to bonuses, The Bettor can contact the contacts listed in the "Support Service" section on the official website of the Organizer of gambling.

6.1.15. The type of bonus awarded to first-time registered gambling participants may be only one of those listed in these Rules. Information about the current bonus is posted on the official website of the organizer winline.by.

6.2. The "Free Bet for registration" bonus

6.2.1. The "Free Bet for registration" bonus (hereinafter referred to as the Free Bet for registration) is credited to the visitors of the virtual gambling establishment "Winline" who have registered on the site www.winline.by for the first time. The free bet for registration is provided subject to the restriction provided for in clause 6.1.5.

6.2.2. A free bet for registration can be placed only with one "Ordinary" bet on events, on time and with a coefficient set by the Organizer. Bets made at the expense of the Free Bet for registration and calculated for any reason with a coefficient lower than or equal to "1" are not returned to the bonus account and are not subject to recalculation.

6.2.3. The free bet for registration is accrued within the amount set by the Gambling Organizer.

6.2.4. According to the decision of the Organizer, the FreeBet for registration (Additional Free Bet) is subject to wagering during the established period. Up-to-date information is posted on the website.

6.2.5. The winnings from the bet made at the expense of the Free Bet for registration can be credited to the main account minus the bet amount or returned to the bonus account during the wagering period.

6.3. The "Free Bet for deposit" bonus

6.3.1. The "Free Bet for deposit" bonus (hereinafter referred to as the Free Bet for deposit) is credited to visitors of the Virtual Gambling Establishment "Winline" who first registered on the winline website.by and topped up your gaming account balance.

6.3.2. The amount of the Free Bet for the deposit depends on the amount of the first replenishment of the gambling participant's account balance. The gambling organizer sets the maximum nominal value of the Deposit Bonus, above which the bonus is not credited. Detailed information is posted on the website.

6.3.3. A free bet for a deposit can be placed only with one "Ordinary" bet on events, on time and with a coefficient set by the Organizer. Bets placed at the expense of the "Free Bet for Deposit" Bonus and calculated for any reason with a coefficient lower than or equal to "1" are not returned to the bonus account and are not subject to recalculation.

6.3.4. The winnings from the bet made at the expense of the "Free Bet for Deposit" Bonus are credited to the game account minus the bet amount. The "Free Bet for deposit" bonus is won back by the participant of the gambling game, taking into account the information reflected by the Organizer on the website. During the bonus wagering period, withdrawal of funds from the gaming account is possible in accordance with the procedure specified in clauses 1.9.1-1.9.2 of these Rules.

6.3.5. If the Organizer determines signs of violation by the visitor of the virtual gambling establishment "Vinline" of these rules, the "Free Bet for deposit" bonus will not be credited or will be canceled.

6.4. Bonuses through the Bonus Club program

6.4.1. Bettors receive points, the number of which depends on the total Stake amount of the bets they place at odds of at least 1.30 in a calendar month. For multiples and system bets at least one selection must have odds of at least 1.30.

6.4.2. Depending on the amount of bets made from the main game account, the Betting Provider awards points. With regards to points being awarded, it does not matter whether the Bettor won or not.

6.4.3. The number of points is determined automatically when bets are settled. Points awarded are displayed in the Bettor's personal account.

6.4.4. Bettors may be assigned one of seven levels.

To reach Level 1, the Bettor must receive 5 points, for which their Bonus Account will be credited with 5 rubles.

To reach Level 2, the Bettor must receive 25 points, for which their Bonus Account will be credited with 15 rubles.

To reach Level 3, the Bettor must receive 100 points, for which their Bonus Account will be credited with 50 rubles.

To reach Level 4, the Bettor must receive 500 points, for which their Bonus Account will be credited with 200 rubles.

To reach SILVER Level, the Bettor must receive 1,000 points, for which their Bonus Account will be credited with 500 rubles.

To reach GOLD Level, the Bettor must receive 2,500 points, for which their Bonus Account will be credited with 1,000 rubles.

To reach PLATINUM Level, the Bettor must receive 5,000 points, for which their Bonus Account will be credited with 2,500 rubles.

6.4.5. Points are accumulated over a calendar month. Depending on the number of points accumulated, the Bettor is given bonuses credited to their Bonus Account.

6.4.6. The points won over a calendar month are reset at the beginning of the next month. Bonuses are credited to the Bonus Account on the first day of the following month.

6.4.7. For SILVER, GOLD and PLATINUM Level, points are converted to bonuses immediately after each level is reached.

6.4.8. The list of bets for which points are awarded is determined by the Betting Provider. All the provisions outlined in this section of the Rules apply to the Bonus Club bonuses.

6.4.9. The Betting Provider reserves the right to restrict a Bettor's access to Bonus Club bonuses if they violate these Rules.

6.5. The bonus "Special Offer"

6.5.1. The "Special Offer" bonus is credited during its validity period to the gambling participants registered and identified in the VGE "Winline" within 7 calendar days after fulfilling all the conditions set by the Organizer.

6.5.2. Conditions for accrual of the "Special Offer" bonus:

- top up the gaming account for a certain amount and within the prescribed period
The organizer period;

- make a bet (bets) on the entire amount of replenishment in quantity, with a coefficient, on time and on events set by the Organizer.

Bets redeemed and calculated for any reason with a coefficient of "1" or lower will not be taken into account when calculating the "Special Offer" bonus.

6.5.3. The amount of the bonus "Special Offer" is determined by the Organizer. The bonus "Special Offer" is credited after all the conditions are met and (or) the introduction of a promo code, taking into account the provisions of paragraphs 6.1.5 and 6.4.1. of the Rules.

6.5.4. You can use the accrued bonus amount by placing only one "Ordinary" bet for events and with the coefficient value set by the organizer. The amount of winnings from the specified bet is credited to the main gaming account minus the bet amount. Bets made at the expense of the "Special Offer" bonus and calculated for any reason with a coefficient lower than or equal to 1 will not be returned to the bonus account.

6.5.5. If a gambling participant fails to comply with the conditions for providing the "Special Offer" bonus in accordance with these Rules, this bonus will not be credited.

6.6. The "Reactivation" Bonus

6.6.1. The "Reactivation" bonus may be awarded during its validity period to gambling participants registered in the VGE "Winline" who have fulfilled all the conditions in accordance with these Rules.

6.6.2. Conditions for the "Reactivation" bonus to be accrual:

- be registered during the period specified by the Organizer;
- do not participate in the game for a certain number of days;
- to replenish the gaming account for the amount and within the time limit set by the Organizer;
- make a losing or winning bet (bets) in quantity and amount of events, with the value of the coefficients set by the Organizer, during the bonus period.

6.6.3. The amount of the "Reactivation" bonus is determined by the Organizer. The bonus can be placed with either one or several bets. The amount of winnings from the specified bet is credited to the main gaming account minus the bet amount.

6.6.4. If a gambling participant fails to comply with the terms of the "Reactivation" bonus in accordance with these Rules, the Organizer does not charge this type of bonus.

Appendix №1

TYPES OF BETS

Single bet example

An example of a single bet with settlement.

A “Benfica Vs Chelsea” match is offered for betting with the following outcomes and odds:

Teams		Odds		
Team 1	Team 2	1 Benfica win	X draw	2 Chelse a win
Benfica	Chelsea	2.3	3	3.5

The odds for Chelsea winning are 3.5. If a 200 BYN bet is placed on this outcome and Chelsea win, the payout for this bet will be 700 BYN (200 BYN x 3.50).

Multiple bet example

An example of a multiple bet with settlement.

The following matches are offered for betting:

Teams		Odds		
Team 1	Team 2	1 <i>Team 1 win</i>	X <i>draw</i>	2 <i>Team 2 win</i>
Spartak	Zenit	1.2	3.5	4.7
Borussia	Juventus	3.1	4.3	5.8
Benfica	Chelsea	2.3	3	3.5

1,000 BYN multiple bet consisting of three selections:

“**Spartak to win**” (odds of 1.2),

“**Borussia – Juventus to draw**” (odds of 4.3),

“**Chelsea to win**” (odds of 3.5).

The odds of the selections included in the multiple bet are multiplied and the resulting total odds are as follows: $1.2 \times 4.3 \times 3.5 = 18.06$

If all the three outcomes have been predicted correctly, the following payout will be made:

$1,000 \text{ BYN} \times 18.06 = 18,060 \text{ BYN}$.

If one of the outcomes is predicted incorrectly, the multiple bet loses.

System bet example

An example of a system bet with settlement. The following matches are offered for betting:

Teams		Odds		
Team 1	Team 2	1 <i>Team 1 win</i>	X <i>draw</i>	2 <i>Team 2 win</i>
Spartak	Zenit	1.7	3.4	5.8
Borussia	Juventus	2.54	2.6	4.2
Benfica	Chelsea	3.4	5.9	7.2
Dinamo	CSKA	4.5	2.8	3.9

Let's say, the following four outcomes are selected:

(1) – “**Zenit to win**” (odds of 5.8),

(2) – “**Borussia Vs Juventus to end in a draw**” (odds of 2.6),

(3) – “**Chelsea to win**” (odds of 7.2),

(4) – “**CSKA to win**” (odds of 3.9).

The total number of selections included in this system bet is 4.

The following bets are possible within this set of outcomes:

“2 of 4” system bet means all the possible doubles (2-fold multiple bets) to be made from the above-mentioned 4 selections. The permutations are:

(1) + (2)

(1) + (3)

(1) + (4)

(2) + (3)

(2) + (4)

(3) + (4)

In this case, six doubles will be placed. The total stake for this system bet will be divided evenly i.e., 1/6 of the total stake will be placed on each of these trebles.

“3 of 4” system bet means all the possible trebles (3-fold multiple bets) to be made from the above-mentioned 4 selections. The permutations are:

(1) + (2) + (3)

(1) + (2) + (4)

(1) + (3) + (4)

(2) + (3) + (4)

In this case, 4 trebles will be placed. The total stake for this system bet will be divided evenly i.e., 1/4 of the total stake will be placed on each of these trebles.

The advantage of system bets over multiples is that a multiple loses even if only one outcome is predicted incorrectly, whereas in a system bet only the multiples which include incorrectly predicted outcomes lose.

Suppose that the 3rd selection in our "2 of 4" system bet of 300 BYN loses (e.g., Chelsea lose or draw, instead of winning) and the other outcomes are predicted correctly. In this case, all multiples which include the 3rd outcome lose and the remaining multiples win:

(1) + (2). Multiple bet's odds: $5.8 \times 2.6 = 15.08$

~~(1) + (3)~~. **Lost.**

(1) + (4). Multiple bet's odds: $5.8 \times 3.9 = 22.62$

~~(2) + (3)~~. **Lost.**

(2) + (4). Multiple bet's odds: $2.6 \times 3.9 = 10.14$

~~(3) + (4)~~. **Lost.**

The 300 BYN stake is divided evenly between all the multiples included in the system bet (6 doubles). Hence, the stake for each double will be as follows:
 $300 \text{ BYN} / 6 \text{ doubles} = 50 \text{ BYN}$.

The following payout will be made for this bet: $50 \text{ BYN} \times (15.08 + 22.62 + 10.14)$
= 2,392 BYN.

Appendix №2

BETTING ON YELLOW AND RED CARDS

Total Cards	Over	3.5	Total number of cards shown in a match (in regular time). A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
	Under	4.5	
		5.5	
		6.5	
		7.5	
Total Cards (1st half)	Over	0.5	Total number of cards shown in the first half of a match. A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
	Under	1.5	
		2.5	
		3.5	
		4.5	
Number of booking points	Over	35	Over/Under - the total number of points earned in the first half of a match. Total number of points earned in regular time. Yellow card = 10 points. Red card = 25 points. Two yellow cards (shown to the same player) resulting in a red card = 35 points
	Under	45	
		55	
		65	
		75	
Number of booking points (1st half)	Over	5	Over/Under - the total number of points earned in the first half of a match. Yellow card = 10 points. Red card = 25 points. Two yellow cards (shown to the same player) resulting in a red card = 35 points
	Under	15	
		25	
		35	
		45	
Sending-off		Yes	Will a player be sent off in regular time?

		No	
Sending-off (1st half)		Yes	Will a player be sent off in the first half?
		No	
Home Team Cards		0-1	Total number of cards shown to the Home Team in a match (in regular time). A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
		2	
		3	
		4+	
Away Team Cards		0-1	Total number of cards shown to the Away Team in a match (in regular time). A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
		2	
		3	
		4+	
Home Team Cards (1st half)		0	Total number of cards shown to the Home Team in the first half of a match. A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
		1	
		2	
		3+	
Away Team Cards (1st half)		0	Total number of cards shown to the Away Team in the first half of a match. A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
		1	
		2	
		3+	

			cards shown to a player is equal to three units.
First Card		1	Which team will the first card be shown to in a match (in regular time)?
		2	
		no one	
First Card (1st half)		1	Which team will the first card be shown to in the first half of a match?
		2	
		no one	
1X2 Cards		1	Which team will more cards be shown to in a match (in regular time)? 1X2 A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
		X	
		2	
1X2 Cards (1st half)		1	Which team will more cards be shown to in the first half of a match? 1X2(1st half) A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
		X	
		2	
Number of booking points		0-30	Total number of points earned in regular time.
		31-45	Yellow card = 10 points. Red card = 25 points. Two yellow cards (shown to the same player) resulting in a red card = 35 points
		46-60	
		61-75	

		76 +	
Number of booking points (1st half)		0-10	Total number of points earned in the first half.
		11-25	Yellow card = 10 points. Red card = 25 points. Two yellow cards (shown to the same player) resulting in a red card = 35 points
		26-40	
		41 +	
Exact number of cards	0-3	8	Exact number of cards shown in regular time. A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.
	4	9	
	5	10	
	6	11	
	7	12 +	
Exact number of cards (1st half)	0	4	Exact number of cards shown in the first half. A yellow card is equal to one unit. A red card is equal to two units. If two yellow cards are shown to the same player, they will be sent off. This results in a red card and the sum of the cards shown to a player is equal to three units.