

# Game rules

Updated over a week ago

## Market Rules

### Point Spread / Handicap

"Point Spread" or "Handicap" markets are when it is possible to pick on whether the chosen outcome will win by more than a specific number of points, or lose by less than a specific number of points. The pick will be declared void if the outcome is tied once the spread has been applied. Example: a pick on -3.0 points will be declared void if the team chosen wins the game by exactly 3 points difference (27-24, 30-27, 23-20, etc.) Any reference in this section to the term "margin" is intended to be understood as the outcome emerging from the subtraction of the points scored by the 2 opponents.

Unless otherwise stated all handicaps and spreads listed on FanFunded site are to be calculated based on the result from the start of the listed period to the end of the specified period. It is however customary that for certain handicap pick offers in specific sports (Asian Handicap in Soccer), only the outcomes obtained from the time of pick placement until the end of the listed timeframe will be taken into consideration, thus disregarding any points scored before the time the pick was placed and accepted. Any pick offer with these characteristics will be clearly displayed on site and highlighted in the user's Pick History with the score at the time of pick placement.

2-way Point Spread / Handicap Example: Team A (-7.5) vs Team B (+7.5)

Team A is given a -7.5 point handicap in the game. For the pick to be won, Team A must win the game with a margin equal or greater than the listed handicap (i.e. 8 points or more).

Team B is given a +7.5 point advantage in the game. For the pick to be won, Team B must either win the game, tie the game, or not lose with a margin equal or greater than their listed advantage (i.e. lose with a 7 point or less margin).

The "Point Spread" or "Handicap" can also be referred to as the "Puck Line" in Hockey or "Run Line" in Baseball.

### 3-Way Spread / Handicap

In a 3-Way Handicap, the line is set so that there can also be a tie outcome, giving you 3 potential picks.

Handicap (-1) - You win if your team wins the match with a goal difference of two or more.

**Tie:** You win if the team with (-1) Handicap wins the match with exactly one goal difference.

**Handicap (+1)** - You win if your team draws or win the match.

**Money Line**

The "Money Line" is a 2-way market based on the outcome of the game listed. The Money Line is inclusive of Overtime and is simply the selection of who will win the game or event.

**Total Points/Goals/Runs**

The "Total Points", also known as Goals or Runs, is a 2 way market based on the total number of points scored in a game or event by the competitors. The "Total" is set at a specific line with outcomes listed as either Over or Under the listed amount. As with Point Spread/Handicap Sports Picking, in those circumstances where the result of the game or event Total point scored is exactly equal to the Sports Picking line, then all picks on this offer will be declared void. "Totals" can also be set on any number of predefined occurrences (e.g. goals, points, corners, rebounds, penalty minutes, etc.).

Example: an offer where the Sports Picking line is 128.0 points and the game ends with the result 64-64 will be declared void.

**Match Sports Picking**

"Match Sports Picking", also referred to as Win-Draw-Win, Match Result (Regular Time) or 60 Minute Line in Hockey, is where it is possible to pick on the outcome of a match or event. The options are: Home Team, Tie/Draw or Away Team. picks on this are settled at the final whistle or conclusion of 'Regulation Time'.

**Outrights / Futures**

"Outrights", "Futures" or "Place" Sports Picking is when you choose from a list of alternatives and pick on where a participant wins or places within a specified position in the classification of the listed event/competition. Should two or more participants share finishing positions, the settlement will follow the 'Dead Heat Reduction Rules'.

**Virtual Match Ups**

Virtual Matches or Head to Heads are implicit matchups where the performances of two or more opponents which are not directly confronting each other in the same event are compared. Settlements will be based on the number of times each participant records a predefined occurrence (e.g. goals) in the respective match. The following criteria will be used to determine the settlement of these type of offerings:

1. Unless specifically stated the picks refer to the next official event (as applicable) that the listed participants/teams are scheduled to take part in.
2. All relative events must be completed on the same day/session which the event is scheduled to be completed for picks to stand. In the case that outcomes of which has been decided prior to the abandonment and could

not possibly be changed regardless of future events, which will be settled according to the decided outcome.

3. Results for these offers will only take into account occurrences deriving from the actual play. Results attributable to walk-overs as well as other decisions as specified in clauses 2, 3 and 4 of Result Settlement will not be taken into consideration.
4. Should the aforementioned criteria be inconclusive in determining the outcome for these offers, the following criteria will be progressively referenced to in order to settle the offering:
  - the applicable Sport-specific rules
  - Result Settlement rules
5. Picks will be settled as void should it still be impossible to determine a winning outcome

#### **Grand Salami**

"Grand Salami" is where it is possible to pick on the total number of listed occurrences (Example: Total Goals, Total Runs) happening during a collection of events. All relevant events must be completed for picks to stand unless settlement has already been determined.

#### **Player Props - Over/Under**

Over/Under picks on classification of participants in performances/events must be interpreted as follows: "Over" means a worse or lower position while "Under" means a pickter or higher position. Example: A pick on a player's classification in a tournament with an Over/Under line 2.5 will be settled as Under if the player classifies first or second. All other placements will be settled as Over.

#### **Player Props - Head to Head**

Head to Head markets on classification of participants in performances/events will list the specified stat category in the Sports Picking market. Settlement of such picks will match official scoring statistics of the sport, league, or governing body from which the event takes place.

#### **Correct Score**

Correct Score, or Result Sports Picking, is where it is possible to pick on the partial or definite score of a game or event.

#### **Winning Margin**

"Winning Margin" (aka Result Sports Picking) is where it is possible to pick on the final result of a game or event and select the correct 'band' of points between the winning team and losing team. For example, if you think the Patriots will win, but the

game will be close, pick the New England Patriots 1-6 Points Winning Margin (where the Patriots winning by 1, 2, 3, 4, 5, or 6 points results in a winning pick).

#### Odd/Even

"Odd/Even" is where it is possible to pick on the partial or definite amount of a predefined occurrence "Odd" is 1,3,5 etc.; "Even" is 0,2,4 etc. Example: goals, points, corners, rebounds, penalty minutes, etc.

#### Head-to-Head or 3-Way

A "Head to Head" or "3-Way" is a competition between two or three participants/outcomes, originating from either an officially organized event, or else, as virtually defined by FanFunded.

#### Half Time/Full Time

"Half time/Full time" is where it is possible to pick on the result at half time and full time. For example, if at half time the score is 45-45 and the game ends 103-101, the winning outcome is Tie / Away Team (the team scoring 103). The pick is void if the Regular Time of the game is played in a different format than what was stipulated at the time the pick is accepted. Settlement rules for if overtime/extra time is included or excluded from full time is set forth in the Sport Rules for the applicable sport.

#### Draw/Tie No Pick

"Draw No Pick" or "Tie No Pick" is where it is possible to pick on either the home team or the away team. It is also common practice to refer to "Tie No Pick" in cases where no tie odds are offered. Should the specific game contain no winner (e.g. game ends as a tie), or the particular occurrence not happen (e.g. First Goal, Tie No Pick and game ends 0-0) the stakes will be refunded.

#### Double Chance

"Double Chance" is where it is possible to pick simultaneously on two (partial or definite) outcomes of a game or event, where 3 outcomes are possible (i.e., a 90 minute soccer game). The options are: Home/Draw, Home/Away and Draw/Away.

Double Chance picks are settled at the end of Regular Time.

#### Quarter / Half / Period picks

Picks on "Quarter / Half / Period X" refer to the result achieved in the relevant timeframe. This does not include any other points tallied from other parts of the event. picks will be voided if the game is played in any other format than what was stipulated at the time the pick is accepted.

#### End of Quarter / Half / Period Result

Picks on "Result at end of Quarter / Half / Period X" refer to the result of the game/event after termination of the stipulated timeframe and will take into account all other points/goals/events tallied from previous parts of the event/game.

#### Race to 'X' picks

Picks on "Race to X Points / Race to X Goals..." and similar markets refer to the team/participant reaching the earliest particular tally of points. If the market lists a timeframe (or any other period restriction) it will not include any other points tallied from other parts of the event which are not related to the mentioned time frame. If a

Tie outcome is offered, this outcome wins if neither team reaches the listed score. If a Tie market is not offered and the listed score is not be reached within the stipulated time frame, all picks will be declared void, unless otherwise stated.

#### First/Next Occurrence picks

picks on "Winner of Point", "Scorer of Goal" and similar offers refer to the participant winning the listed occurrence. For the settlement of these offers, no reference to events happening prior to the listed occurrence will be taken into consideration. Should the listed event not be won within the stipulated time frame, all picks will be declared void, unless otherwise stated.

picks referring to the happening of a particular occurrence in a pre-defined time order, such as "First Card", or "Next Team to receive penalty minutes" will be settled as void if it is not be possible to decide the winning outcome. For example, in case of players from different teams which are shown a card in the same interruption of play. "Team to score first and win" refers to the listed team scoring the first goal in the game and going on to win the game. Should there be no goals in the game all picks will be settled as void.

#### To Win from Behind

"Team to win from behind" refers to the listed team winning the game after having been at least 1 goal or point down at any point in the game.

#### MVP, MOP, Etc.

Settlement of picks on offers such as "Player of the Match" or "Most Valuable Player" will be the decision of the competition's organizer, unless otherwise stated.

#### Winning Goal

Settlement of picks which make reference to terms such as "decisive goal" will be settled based on the scorer of the goal that at the end of the game/tie (as applicable), proves to be the one that has produced an unassailable lead, following which any further goals would prove to be irrelevant towards the final outcome. For a pick to be settled as "YES", the listed player's team must be declared the winner of that particular game or progressing to the next round or winning the competition.

Goals scored in Regular Time and Extra Time count but Penalty Shoot outs do not.

#### Odds Boosts

From time to time, FanFunded might decide to publish markets referring either to the single performance of a participant or team; or markets which combine the potential outcomes of 2 or more participants at higher odds than those normally available, also known as Odds Boosts. FanFunded reserves the right to withdraw such offers, edit the respective odds, and effect any further changes that might deem necessary at its sole discretion.

Settlement of these offers will be based on the following criteria:

1. Unless specifically stated, the picks refer to the next official event that the listed participants are scheduled to take part in.

2. All relative events must be completed within the same day/session as listed in conjunction with the Odds Boost. Should this not be the case, picks placed on the market will be fully refunded except for those markets whose outcomes were decided prior to the abandonment and could not possibly be changed regardless of future events, which will be settled according to the decided outcome.
3. Results for these offers will only take into account occurrences deriving from the actual play.
4. All connotations related to the pick must be fully and unquestionably complied with for the pick to be deemed as winning, regardless of any possible conflict with the sport-specific rules, or with any potential interpretation based on previous or current presentation of offers related to events in that particular sport and the way these are normally presented in FanFunded. picks will be settled as void should it still be impossible to determine a winning outcome.
5. While all necessary precaution has been taken by FanFunded to ensure a superior user experience, it is to be understood that markets might fluctuate in such a way that at any given point in time these do not present an enhanced value comparable to related pick offers currently present on site.

#### Mythical 2/3 Ball

'Mythical 2/3 Balls' are a type of Golf pick which allows you to pick between 2 or 3 golfers who are not in direct competition.

#### Rest of the game

picks referring to "Rest of the game" or similar will consider only outcomes and occurrences obtained from the time of pick placement until the end of the listed timeframe, thus disregarding any occurrences registered before the time the pick was placed and accepted.

#### picks on specific timeframes/intervals

picks on specific timeframes/intervals (example: Game result between 60:00-89:59), will consider only outcomes and occurrences accumulated during the specified timeframe/interval. Settlement will not take into account any other points/goals/events tallied from other parts of the event/game outside the specified timeframe/interval, including stoppage/injury time, unless specified.

#### Each-Way or Win/Place Sports Picking

An Each-Way (E/W) or Win/Place (W/P) pick is a pick consisting of two separate parts - a win part and a place part. The win part of the pick is on your selection to win the event, and the place part is on your selection to finish either first or within the event's specified place terms (e.g. 2nd, 3rd, 4th, etc.).

When you place an Each-Way pick (by performing the specified action in the pick slip), your wager amount is doubled, with half allocated to the outright win, and the other half allocated to your selection finishing within the place terms. Each event has specified place terms depending on the number of participants, e.g. 1/4 1-2-3. In this example, an Each-Way pick placed on a selection that finishes 1st will pay in two ways: you will win the outright portion of the pick, but you will also win the place portion at 1/4 the outright odds as it finished in the top 3.

#### Parlay

A "parlay" or "parlay pick" is a pick where the customer chooses two (2) or more selections and requires every selection to be correct in order for the parlay pick to win. If, as part of a parlay pick, an individual selection is void, then the individual selection will be excluded from the parlay pick, and the odds of the parlay pick will be recalculated to reflect the remaining selections in the parlay pick.

#### Round Robins

Round Robins are similar to parlays in that you choose several selections within one pick, but all possible combinations of picks from those selections are covered, with the advantage of winning even if not all picks are winners.

#### Same Game Parlay

"Same Game Parlay" is a single pick combining multiple selections from the same event and is dependent on all of those selections winning, with the exception of some voided selections. Further details for the settlement rules for Same Game Parlays are set forth in the Sports Rules for the relevant sport.

#### Teasers

A teaser pick allows you to adjust the points spread and game totals on two or more football or basketball teams by choosing a fixed number of points. The number of teams and points selected determines your payout odds.

All selections must be successful for the teaser pick to win. A push (or void) in a regular teaser with more than two teams, without a losing selection, will result in the pick dropping to the next level down. For example, a regular three team teaser with one pushed selection and no losing selection will drop down to be a regular two team teaser. A push (or void) in a regular two team teaser (including those that have dropped down to a two team teaser), without a losing selection, will be "no action" and the wager will be refunded. A push in a super or monster teaser will result in the pick being settled as lost.

Teaser picks will only be allowed on pre-game events and only for selected leagues, including:

1. Regular teasers for NBA, college basketball, NFL, college football or any other league in which teaser picks are allowed (4, 4.5 and 5 for Basketball and 6, 6.5 and 7 for Football)
2. Basketball Super Teasers: 3 team teaser - buying 8 points, ties lose, odds -120/1.83
3. Basketball Monster Teasers: 4 team teaser - buying 10 points, ties lose, odds -120/1.83
4. Football Super Teasers: 3 team teaser - buying 10 points, ties lose, odds -120/1.83
5. Football Monster Teasers: 4 team teaser - buying 13 points, ties lose, odds -140/1.71

Buying points allows you to change the point-spread or game total of a football or basketball game. You can move the point-spread so you get more points when Sports Picking the underdog, and fewer points when Sports Picking on the favorite. You can move the total so you get a higher total when Sports Picking the under or a lower total if Sports Picking the over.

Picks on Market With “Field” as an Option:

A pick on the “Field” means a pick on all other singular selections which are not listed for that market. No other selections will be added to this type of market. For example, if Sports Picking on the market, “Series Leader: Total Rebounds” with six (6) players listed, along with a “Field” option, and an unlisted player records the most rebounds in that series, the “Field” selection would be graded as the winner.

Picks on Market Without All Possible Selections Listed and No “Field” Option:

If the market (or rule) states “Only Listed Selections” or something similar, then only listed selections for that market will be taken into account for grading purposes, and no other selections will be added to the market. For example, if Sports Picking on the market, “First Field Goal” in an NBA game, the market states “Only Listed Selections”, and the player who scores the first field goal of the game was *not* listed as a selection in the market, the first listed player in the market who scores a field goal would be graded as the winner.

If the market (or rule) does *not* state “Only Listed Selections,” or something similar, and the market does not have a “Field” option as a selection, then other selections may be added to the market in the future. For example, if the Rookie of the Year market in the MLB does not state “Only Listed Selections” or something similar and the market does not have a “Field” option as a selection, players may be added to the market throughout the course of the season. All picks placed will be graded as action in this scenario (as long as any other criteria for the pick to be action are met).

## Sport Specific Limits

FanFunded reserves the right to limit the maximum pick amount (on a per user or aggregate basis, FanFunded sole discretion) such that net payout (the payout after the wager has been deducted) on any pick or combination of picks will be within the limits below, or other limits as FanFunded may set from time to time in FanFunded sole discretion.

Unless explicitly agreed to by FanFunded, any wager that would result in a net payout (the payout after the wager has been deducted) in excess of the limits listed below will not be accepted.

Limits vary depending on the sport, the type of competition and the type of odds.

Should a pick contain a combination of offers from different sports/categories/games and/or offer types, the pick amount will be limited such that the payout will be limited to the lowest level included in the combination, as specified below. The limits listed below are the net payout (the payout after the wager has been accepted) limits, not the maximum pick amounts.

### 1. Soccer

- The limit \$500,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) Olympic, World and Continental Tournaments for Men governed by FIFA or UEFA, including qualification phases. (ii) International Club Tournaments for Men governed by FIFA or UEFA, including qualification phases; (iii) Any domestic league on the top-level for Men in any of the following countries: Denmark, England, France, Germany, Italy, Netherlands, Norway, Scotland, Sweden and Spain; The limit \$100,000 will apply for all competition/match-related offers that belong to any of the following categories: (iv) All other International Tournaments; (v) All other International Club Tournaments; (vi) Domestic leagues on the top-level in any other country; (vii) Main domestic cups in any other country; (viii) Any domestic league on the 2nd level for men in the following countries: Denmark, England, France, Germany, Italy, Netherlands, Norway, Sweden and Spain; (ix) Any International Friendly that is regulated by FIFA.

The limit \$50,000 will apply for all competition/match-related

offers that belong to any other Football, excluding Beach Soccer and Futsal.

- All picks related to players (including Yellow/Red Cards), transfers, managers, disciplinary measures, corners, shots on goal and other offers that are not decisive in deciding the outcome of a competition/match, will be treated as PR and Novelty picks and subject to the same limits.

## 2. Basketball

- The limit \$1,000,000 will apply for all competition/game-related offers that belong to any of the following categories: (i) NBA, Euroleague, Olympic, World and Continental Tournaments for Men governed by FIBA.
- The limit \$250,000 will apply for all competition/game-related offers that belong to any other Basketball offer.
- All picks related to players, trades, free agency, managers/coaches, draft specials, disciplinary measures, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty picks and subject to the same limits.

## 3. Ice Hockey

- The limit \$250,000 will apply for all competition/game-related offers that belong to any of the following categories: (i) NHL, Olympic, World and Continental Tournaments for Men governed by IIHF. (ii) Any domestic league on the top-level for Men in any of the following countries: Finland & Sweden.
- The limit \$50,000 will apply for all game-related offers that belong to any other Hockey.
- All picks related to players, trades, free agency, managers/coaches, draft specials, disciplinary measures, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty picks and subject to the same limits.

#### 4. Tennis

- The limit \$150,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) Grand Slam Tournaments from 3rd round onwards.
- The limit \$75,000 will apply for all competition/match-related offers that belong to any of the following categories: (ii) ATP & WTA Tournaments from quarter-finals onwards.
- The limit \$40,000 will apply for all other competition/match-related offers.

#### 5. American Football & Baseball

- The limit \$1,000,000 will apply for all competition/game-related offers that belong to any of the following categories: (i) NFL & MLB
- The limit \$250,000 will apply for all competition/game-related offers that belong to any other American Football or Baseball.
- All picks related to players, trades, free agency, managers/coaches, draft specials, disciplinary measures, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty picks and subject to the same limits.

#### 6. Australian Rules

- The limit \$50,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) AFL.
- The limit \$25,000 will apply for all competition/match-related offers that belong to any other Australian Rules.
- All picks related to players, transfers, managers, disciplinary measures, and other offers that are not decisive in deciding the outcome of a match/league/tournament, will be treated as PR & Novelty picks and subject to the same limits.

#### 7. Cricket

- The limit \$100,000 will apply for all competition/match-related offers that belong to any of the following categories: (i) International matches & Domestic top leagues.

- The limit \$50,000 will apply for all competition/match-related offers that belong to any other Cricket.
- All picks related to players, transfers, managers, disciplinary measures, and other offers that are not decisive in deciding the outcome of a match/league/tournament, will be treated as PR & Novelty picks and subject to the same limits.

#### 8. Golf

- The limit \$250,000 will apply for all competition/tournament-related offers that belong to any of the following categories: (i) Majors, WGC, PGA, European & LPGA Tour events; Ryder & Solheim Cup.
- The limit \$25,000 will apply for all competition/tournament-related offers that belong to any other Golf.
- All picks related to specials, futures, disciplinary measures, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty picks and subject to the same limits.

#### 9. Fighting

- The limit \$100,000 will apply for all competition/fight-related offers that belong to any of the following categories: (i) UFC, WBC, WBA
- The limit \$25,000 will apply for all competition/fight-related offers that belong to any other Fighting Body.

#### 10. Other Sports

- The limit \$40,000 will apply to all competition/match-related offers in the following Sports: Athletics, Bandy, Cycling, Trotting & Winter Sports.
- All picks related to players, transfers, managers, disciplinary measures, and other offers that are not decisive in deciding the outcome of a game/league/tournament, will be treated as PR & Novelty picks and subject to the same limits.

#### 11. Non Sport, Poker, PR & Novelty picks

- The limit of \$20,000 will apply for any offer related to this category. This will also include Sports-related offers such as Player-Transfers, Draft Specials, Trade Deadline Specials, Next Manager/Coach etc.

## **Basketball**

### **General Rules**

- The game must start on the scheduled day (local stadium time) for picks to have action.
- There must be 5 minutes or less of scheduled game time remaining for picks to have action unless the specific market outcome is already determined (or unless otherwise stated).
- In the event a game is halted before the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, picks will be void unless the specific market outcome is already determined (or unless otherwise stated, i.e., playoff game rule).
- In the event a game is halted after the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, the score when the game was halted will determine the Sports Picking results (unless otherwise stated, i.e., playoff game rule).
- Playoff Game Rule - In the case of a halted playoff game (or postseason tournament game), all wagers have action until completion of the game, as determined by the league's governing body.
- In the event a game is halted at any time, and replayed in full as opposed to resumed, all picks will be void.
- In the event a game venue is changed and the home team remains designated as such, picks will stand.
- In the event a game venue is changed and the home and away team's listings are reversed (i.e. the home team becomes the away team), picks placed with the original listing will be void.
- All picks include overtime unless otherwise stated.

- In 2-way markets, push rules apply unless otherwise stated.

## Specific Market Rules

- Quarter/Half Markets - The entire relevant period of play must be completed for picks to have action unless the result is already determined. 4Q and 2H markets include overtime.
- Double Result (Halftime/Full Time) - Settled based on the result at half-time and full time, including overtime if played. If the game ends in a draw and no overtime is played, picks will be void.
- Highest Scoring Half - 2H includes overtime if played. The entire game must be played for picks to have action unless the result is already determined. Push rules apply.
- Highest Scoring Quarter - 4Q includes overtime if played. The entire game must be played for picks to have action unless the result is already determined. Dead Heat rules apply.

## Player Props

- Player performance markets - Relevant player(s) must receive playing time for picks to have action.
- Quarter Player Points - All picks are action unless the player that was wagered on does not receive any playing time in relevant quarter. 4th Quarter does not include overtime.
- First Field Goal/Rebound/Assist/etc. markets - Settled on the first stated statistic recorded out of the players listed in the market. picks on players who do not start the game are void. Free throws do not count as a field goal in first field goal wagers.
- Most Points/Rebounds/Assists/etc. in game markets - All picks are action unless the player that was wagered on does not receive any playing time. If two or more players tie, Dead Heat rules apply.

- Most Points/Rebounds/Assists/etc. in season/series markets - All picks are action unless the player that was wagered on does not receive any playing time in the season/series. If two or more players tie, Dead Heat rules apply.

## **Daily Props**

- The scheduled number of games, as stated in the market header, must be completed (in accordance with the general rules) on the specified date for picks to stand.
- In the event of a tie, Dead Heat rules apply.
- Daily Player Markets - If the player wagered on does not receive any playing time, picks on that player are void.

## **Futures/Other Props**

- Futures (Champion/Conference Champion/Division Winner/etc.) - If the league/governing body officially declares a winner for the relevant season on the specified market, picks are action, regardless of season length, team relocation, team name change, playoff format, etc. (unless otherwise stated in these rules).
- Eastern/Western Conference Winner – Determined by the teams who progress to the NBA Finals.
- Divisional Winners – Tie-break rules set by the league will be used to recognize the winner of these markets.
- Conference Number 1 Seed – Determined by the team that finishes atop its respective conference at the end of the regular season. Tie-break rules set by the league will be used to recognize the winner of this market.
- To Make the Playoffs/Tournament – If the league does not begin a post-season for that respective season, picks will be void. If the number of teams that make the postseason change during the season, picks will be void.
- Regular Season Wins – Team(s) listed on wager must complete at least 98% of their scheduled regular season games (using schedule from day 1 of

regular season) for picks to have action unless the remaining games during season would not affect the result.

- Regular Season Win % - Team(s) listed on wager must complete at least 1 game for picks to have action.
- Regular Season Wins or % - If Team(s) listed on wager do not complete all scheduled regular season games, the win % listed on wager will be used to grade the pick (Example: "LA Lakers Over 57.5 Wins or Over 70.1%." The pick is on Lakers Over 57.5 Wins. If the Lakers do not play all scheduled regular season games, the pick is now on the Win %: Lakers Over 70.1%).
- Player with Most (or highest average) Pts/Rebs/Asts/etc. – All picks are action. picks are action regardless of the number of games. Dead Heat rules apply.
- Regular Season Player Props – Player's team (on day 1 of regular season) must play at least 98% of their scheduled regular season games (using schedule from day 1 of regular season) for wagers to have action unless the result is unequivocally determined in fewer games.
- Name the Finalists/Exact Result – All picks are action unless the Finals/Championship is not played.
- Awards Markets – All picks are action unless the award is not given. Dead Heat rules apply.
- Player's Next Team - Determined by the team the specific player is under contract with, and on the active roster of, for the first game of the following regular season (regardless of whether or not they play in that game). All picks are action.
- Draft Props – The official NBA Draft website will be used for settlement purposes (player's height, etc.). If a player is undrafted, the "over" on the player's draft position will be the winner for settlement purposes.
- Season/Tournament Team Head to Head or Team to Advance Further – In the event one or more of the teams in the specific market either fails to start the season/tournament or withdraws from the season/tournament, all picks will be void. For U.S. competitions, in the event both teams are eliminated in the same round, Dead Heat rules apply. For International/European

competitions, if both teams are eliminated in the same round, all picks will be void.

- Stage of Elimination – In the event the nominated team gets disqualified or withdraws from the competition, all picks will be void.
- Series Winner - In the event a team gets disqualified or withdraws from the series, all picks are action.
- Other Series Markets – In the event a team gets disqualified or withdraws from the series, all picks will be void, unless settlement is already determined prior to disqualification or withdrawal or unless otherwise stated.

## **Champions League**

- If a game finishes in a tie and overtime is not played, 2-way Moneyline Sports Picking will be settled as a push.
- If a game does not finish in a tie, but overtime is played for qualification purposes, markets will be settled according to the result at the end of regular time.

## **3x3/Streetball/Big 3/Other**

- Settlement will be based on official competition rules.
- If a game starts, but is not completed, picks will be void unless the specific market outcome is already determined.

## **Pre-live Same Game Parlays**

- Settlement of these picks will be based on the following criteria:
  - in the event a pre-live Same Game Parlay contains a selection applicable to a player who did not participate in the game (“Basketball Non-Participating Player”), the selection containing the Basketball Non-Participating Player will be voided and the pre-live Same Game Parlay will be repriced based on the last odds available to FanFunded prior to the start of the game. In the event

all selections in a pre-live Same Game Parlay are Basketball Non-Participating Players, then the whole pick will be settled as void.

- in the event a pre-live Same Game Parlay contains at least one (1) selection, other than a selection containing a Basketball Non-Participating Player, which is settled as void, then the whole pre-live Same Game Parlay will be settled as void, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the game associated with the pre-live Same Game Parlay is abandoned.
- in the event the game associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
- in the event a selection is a tie, and no tie outcome is offered for that selection (for example “Race to X Points” where neither team reaches the number of points), then the pre-live Same Game Parlay will be settled as lost.

- A game is abandoned in the event:
  - the game does not start within twenty four (24) hours of the original start time.
  - the game starts but is then postponed and not rescheduled and played within twenty four (24) hours of the original start time. This rule applies to pre-live Same Game Parlays irrespective of the Playoff Game Rule or any other exceptions.
- In the event a game venue is changed, all picks will be void.
- For all player markets, selected players must take part in the game for picks to have action, otherwise the player is a Basketball Non-Participating Player. Taking part in the game is defined as entering the court as an active player at any point of the relevant game, regardless of whether the selection in question references a specific period of the game.

- For 1st Points Scorer and Team 1st Points Scorer markets, picks on players who do not start the game are void.
- All Basketball specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other Basketball specific rule and the Basketball pre-live Same Game Parlay rules, solely as they relate to a Basketball pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

## **Live Same Game Parlays**

In the event a live Same Game Parlay contains a selection which is settled as void, the live Same Game Parlay will be repriced based on the odds available to FanFunded at pick placement. In the event all selections in a live Same Game Parlay are settled as void, then the whole pick will be settled as void.

All Basketball specific rules also apply to live Same Game Parlays.

## **Settlement Rules**

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final and when the necessary statistics are readily available on the league's official website or by the official statistical provider of the league. Any subsequent statistic changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support pick settlement.

## **Soccer**

### **General Rules**

- All markets are settled based on the result at the end of regular time (including injury/stoppages time). Extra time and penalties are not included unless indicated.
- Should any match be played prior to the date or kick-off time denoted, picks will stand as long as the pick is placed prior to the revised kick-off time.
- In the event a match venue is changed, picks already placed will stand as long as the home team is still designated as the home team. In the event the home and away teams for a listed match are reversed (i.e. the home team becomes the away team), picks placed with the original listing will be void.
- All picks on a match abandoned before the completion of the regular time will be void unless the match is rearranged and played on the same date (local time) or it is stated otherwise in the rules, except for picks on any markets that have been unconditionally determined.
  - An exception to the rule directly above is made when this rule relates to friendly matches. In such cases, all match markets are settled based on the actual result at the end of the match (excluding any extra time), irrespective of whether the full 90 minutes is played. This rule applies only to matches with regular playing time of two 45-minute halves.
    - Some Soccer matches may have different playing schedules. In that case, the following will apply:
      - 90 minutes scheduled play (3 x 30 minutes). Full time picks are still considered valid. Half-time picks are considered void.
      - 80 minutes scheduled play (2 x 40 minutes). All picks are still considered valid.
      - If the playing schedule is different from the above stated, all picks are void.
- Video Assistant Referee (VAR) will be taken into account. Decisions made after a significant event occurs may result in confirmed picks being voided.

picks voided will be from the time of the significant event until the time the final VAR decision was officially announced.

- picks on a match or qualification are not affected if a team is subsequently disqualified from, or re-instated to, the competition.
- If the match does not take place as scheduled and is not played on the same date (local time) all picks are void. An exception is made if an incorrect kick-off time is announced on our website.
- picks regarding an occurrence inside/outside a specific area will consider an occurrence transpiring on the line as inside that area.

## Specific Market Rules

- Fast Markets - Fast Markets offer Sports Picking on whether certain match events happen in the next X minutes:
  - A goal will be settled on the time the goal is scored.
  - A corner is considered to have happened when it is awarded (not when it is taken).
  - Cards - both yellow and red cards count. Cards shown to non-players (managers, coaching staff, etc.) or substitutes on bench do not count. Only cards shown to players on the playing field count. A card is considered to have happened when it is shown.
  - A penalty is considered to have happened when it is awarded (not when it is taken).
  - A free kick is considered to have happened when it is awarded (not when it is taken).
  - A goal kick is considered to have happened when it is awarded (not when it is taken).
  - A throw-in is considered to have happened when it is awarded (not when it is taken).
  - Settlement

- 1 minute refers to 00:00 – 00:59 seconds of the relevant 1-minute period.
- 5 minutes refers to 00:00 – 04:59 seconds of the relevant 5-minute period.
- Settlement will be determined in order of priority by:
  - The official website of the competition
  - The data transmitted by our data providers
  - The data from the TV broadcaster covering the match
- Extra Time - All picks are settled on the official statistics for the extra time period only. Any goals, corners, etc. that were taken or scored during regulation time do not count. Extra time does not include a penalty shootout. If the match does not go to extra time all picks are void.
- Penalty Shootout – picks stand based on legitimate penalties. In the case that penalties need to be retaken, action will follow through to the legitimate kick.
- Asian Handicaps - The Asian Line is a special type of handicap used for Soccer matches. Depending on the strength of each team, a handicap (spread) is issued for the game. This enables the odds for each side to be more similar, allowing more competitive Sports Picking opportunities. All picks on the Asian Handicap in live Sports Picking (including 1st/2nd half picks) are settled according to the handicap (spread). Any goals prior to the pick being placed are ignored for settlement purposes. If a match is abandoned, picks will be void.

Asian Handicap

What it means

You win if your team wins the match. If there's a draw (0 goals difference), your stake is refunded.

25 You win if your team wins the match. If there's a draw, your pick is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.

5 You win if your team draws or wins the match.

75 You win if your team wins or draws the match. If it loses with a one goal difference, you lose half of the stake.

25 You win if your team wins or draws the match. If it loses with a goal difference of one, you win half of the stake.

.25 You win if your team wins the match. If it draws you lose half of the stake.

.5 You win if your team wins the match.

.75

You win if your team wins the match with a goal difference of two or more. If it wins with one goal your pick is split in half: one half is considered a win, the other half is considered a draw and its stakes are refunded.

.25

You win if your team wins the match with a goal difference of two or more. If it wins with a goal difference of one, your stake is refunded.

•

Over/Under - Predict the total goals scored in a match. Goals are considered regardless of whether they are scored before or after the picks are placed (unlike Asian Handicaps, where the score before the pick has been placed is ignored). If a game is abandoned, picks will be void unless settlement is already unconditionally determined.

Over/Under

What it means

Under 2

Picks win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, the stake is returned. Picks lose if there are three or more goals scored in the match.

nder 2.25

cks win if there is either 0 or 1 goal scored in the match. If there are two goals exactly, half the stake will win, and half will be returned. picks lose if there are three or more goals scored in the match.

nder 2.5

cks win if there are 0, 1 or 2 goals scored in the match. picks lose if there are three or more goals scored in the match.

nder 2.75

cks win if there are 0, 1 or 2 goals scored in the match. If there are three goals exactly, half the stake will be returned, and half will be lost. picks lose if there are four or more goals scored in the match.

ver 2

cks win if there are three or more goals scored in the match. If there are two goals exactly, the stake is returned. picks lose if there is 0 or 1 goal scored in the match.

ver 2.25

cks win if there are three or more goals scored in the match. If there are two goals exactly, half the stake will be returned, and half will be lost. picks lose if there is 0 or 1 goal scored in the match.

ver 2.5

cks win if there are three or more goals scored in the match. picks lose if there are 0 or 2 goals scored in the match.

ver 2.75

cks win if there are four or more goals scored in the match. If there are three goals exactly, half the stake will win, and half will be returned. picks lose if there are 0, 1 or 2 goals scored in the match.

•

- Draw No Pick - Predict which team will be the winner. In case of a draw, all picks will be void.
- Double Chance - Predict which team will be the winner, covering two of the three possible outcomes in a match with one pick. The Double Chance 1st Half market is settled according to the result of the 1st half only.
- Multi-Pick Exact Score - Predict the final score of the match by choosing from given options. Every selection includes several results. You win if the final score is the same as any of the results featured in the selection you have pick on.
- Teams Clean Sheet - Clean sheet means that a team will finish the game without conceding a goal. Own goals are valid for settlement purposes.
- Total Goal Minutes - Total Goal Minutes is the sum of the minutes of all goals scored in the regular time of the game. Goal times are recorded as the full minute according to the official source. Any goal scored in the added time of the 1st half will be recorded as the 45th minute. Any goal scored in the added time of the 2nd half will be recorded as the 90th minute. As soon as a game kicks off, it will be deemed to be in the first minute. For example, a goal scored after 24 minutes and 16 seconds will be settled as scored in the 25th minute.

- Moneyline Rest of The Match - All picks are determined without taking into consideration the current score at the time the pick is placed – as if the game were starting again from 0:0 score after the pick is placed.
- Scorecast - This is a prediction on both First to Score and Exact Score of the match. Both must be correct for the pick to win. Own goals are not counted for First to Score. If the 1st goal is an own goal, the next goal scored which is not an own goal will be counted for settlement purposes. If there are only own goals in the match, picks will be settled with the Exact Score market odds at kick-off time. If the match ends with a 0:0 score, all picks will be void. If a player comes on the field after the first goal is scored or did not take part in the game at all, picks including that player as first to score will be settled with the Exact Score market odds at kick-off time. If a match is abandoned after the first goal is scored, picks will be settled with the First to Score odds of the Goalscorer pick type at kick-off time.
- Corners Full Time/1st Half/2nd Half - Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. If a corner needs to be retaken for any reason, it will be counted as 1 corner.
- Asian Handicap & Over/Under Corners FT/1st Half/2nd Half - This market is similar to Handicap (Spread) and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the corners taken by each team, applying the given Handicap. Win/Loss for the Over/Under part is determined by the corners taken by both teams. Push rules apply.
  - Asian Handicap & Over/Under Corners FT will be settled according to the corners taken during the whole match.
  - Asian Handicap & Over/Under Corners 1st Half will be settled according to the corners taken in the 1st half only.
  - Asian Handicap & Over/Under Corners 2nd Half will be settled according to the corners taken in the 2nd half only.
  - Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match)

will not count for settlement purposes. If a corner needs to be retaken for any reason, it will be counted as 1 corner.

- Total Corners 2-Way - Predict if the total corners taken in the match (by both teams) will be over or under a given number. Push rules apply. Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. If a corner needs to be re-taken for any reason, it will be counted as 1 corner. If a match is abandoned, all picks will be void unless settlement is already determined.
- Corners 3-Way Handicap - In 3-way Handicap Sports Picking, the line is set so that there can also be a draw outcome, giving you 3 potential picks. picks are settled by comparing the corners taken by each team, applying the preset handicap (spread). Awarded, but not taken corners (there is a corner, but before it is taken the referee signals for the end of the first half or the match) will not count for settlement purposes. If a corner needs to be re-taken for any reason, it will be counted as 1 corner. If a match is abandoned, all picks will be void unless settlement is already determined.
- VAR - VAR review means that the referee needs to stop the game to consult the Video Assistant Referee (VAR). A VAR review will have been deemed to have occurred when there is notification of such within the stadium (Scoreboard /Tannoy announcement).
- Cards - This market is similar to Over/Under wagering. Win/Loss is determined by points accumulated for cards shown to both teams. A yellow card counts as 1 point, and a red card counts as 2 points. In the event a player receives 2 yellow cards, resulting in a red card, no points are counted for the 2nd yellow card. The maximum number of points a player can accumulate during a match is 3. Only cards shown to players on the playing field count. Cards shown to non-players (managers, coaches, substitutes on the bench, etc.) do not count. In the event a match is abandoned, all picks will be void unless settlement is already determined.
- First/Last Card - Predict which team will receive the first/last card (yellow or red) in the match. In the event players from both teams are booked for the

same incident in which the first or last card is received, picks will be void. In the event a match is abandoned, all picks will be void unless settlement has already been determined.

- Substitutes - Substitutes are similar to Handicap and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the substitutes used by each team, applying the given Handicap (Spread). Win/Loss for the Over/Under part is determined by substitutes used by both teams. If a match is abandoned, all picks will be void unless settlement is already determined.
- Offsides - Offsides are similar to Handicap and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the offsides ruled against each team, applying the given Handicap (Spread). Win/Loss for the Over/Under part is determined by offsides ruled against both teams. If a match is abandoned all picks will be void unless settlement is already determined.
- Fouls - Fouls are similar to Handicap and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the fouls committed by each team, applying the given Handicap (Spread). Win/Loss for the Over/Under part is determined by fouls committed by both teams. Only fouls conceded will count for settlement purposes. This includes any act by a player that is deemed to interfere with the active play of the game by the referee, excluding offsides. Any misconduct that happens when the ball is out of play will not count as a foul. Penalties are included in the overall fouls count.
  - German Bundesliga fouls - for settlement purposes "fouls" but not "fouls overall" statistics from the official Bundesliga website will be used.
- Ball Possession - Ball Possession is similar to Handicap wagering. Win/loss is determined by the ball possession of both teams, then by comparing the ball possession with the Handicap (Spread) given before the game started. If a match is abandoned, all picks will be void.

- For settlement purposes, possession percentages are rounded to the closest number as follows:

50.4% > 50%

50.6% > 51%

- Passes - A ball played intentionally from one player to another. Attempted passes will also count as valid for settlement purposes.
- Shots on Target - Shots on Target is similar to Handicap and Over/Under wagering. Win/Loss for the Handicap part is determined by comparing the shots on target of each team, applying the given Handicap (Spread). Win/Loss for the Over/Under part is determined by shots on target of both teams. If a match is abandoned, all picks will be void, unless settlement is already unconditionally determined.
- Score/Miss a Penalty - Predict if a certain team will score or miss a penalty during the game. Penalties that were cancelled by the referee will be ignored. When no penalty is taken, picks will be settled as losers.
- Team GK Penalty Save - Predict if the Goalkeeper will make a save. If the goalkeeper is not required to attempt a save, all picks will be void.
- Team X Penalty Props - Predict specific method of penalty to be scored/missed. If the penalty is scored/missed in another way than the listed selections, picks will be settled as losers.

## Player Props

- General Rules – Selected players must start the match for picks to stand, unless otherwise stated.
- Goalscorer- Predict if a player will score first/last/anytime goal in match. Own goals are ignored for settlement purposes. picks on players not taking part in the match will be void. picks on players coming on as substitutes will stand, unless the market has already been determined.
- Player Cards - Predict which Player will be carded - either with a yellow card or with a red card during the match. Players entering the field as substitutes are eligible and will be counted for settlement purposes. Cards shown to

non-players, such as managers, substituted or substitution players - do not count for settlement. Any card shown after the full time whistle has been blown will be disregarded. Both yellow and red cards count. If a match is abandoned all picks will be void unless settlement is already determined.

- Player of the Match - Predict who will be announced as the Player of the Match. The winner will be determined based on the official result announced by the official competition organizer (e.g. UEFA for Champions League, FIFA for World Cup matches etc.). If there is no official result announced by the official competition organizer, then the market will be settled on the result announced by the main UK television broadcaster. If a match is televised live on more than one channel, then the main UK television broadcaster will be determined based on the following order:
  - BBC
  - ITV
  - Channel 4
  - Channel 5
  - Sky Sports
  - BT Sports
  - Any other
  - If there is no official result or no live UK broadcaster names a Player of the Match, then all picks will be void.
  - Players who enter the field as substitutes (including in extra time) are eligible and will be counted for settlement purposes. picks on any players who take no part in the match will be void. If more than one player is announced as the Player of the Match, then Dead Heat rules will apply.
  - Prices will be available upon request for players not quoted. If an unquoted player is announced as the winner, then all picks will stand, and the player will count as the winner
- Shots on target (Selected Player or Combination of Players) - Any intentional goal attempt which could result in:
  - The ball goes into the net;

- The ball would have gone into the net but was stopped by a goalkeeper's save;
  - The ball would have gone into the net but was stopped by a defender who is the last player.
  - Shots hitting the frame of the goal are not counted as shots on target unless the above criteria are met.
  - Shots blocked by another player, who is not the last player, are not counted as shots on target.
- Shots (Selected Player or Combination of Players) - A shot is defined as any intentional goal attempt which could result in:
  - The ball goes into the net.
  - The ball would have gone into the net but was saved by the goalkeeper or stopped by an opposing player who is the last-player.
  - The ball is heading towards goal and is blocked by a defender, where they were the last player meaning that there are not other defenders or a goalkeeper behind the blocker.
  - The ball would have gone over or wide of the goal but was stopped by a goalkeeper's save or by an outfield player.
  - The ball hits the frame of the goal.
- Hit the Woodwork player props - picks on whether a particular player(s) will manage to hit the crossbar, goal post or any other part of the frame delineating the goal area. This will be settled as accomplished only if the shot DOES NOT result directly in a goal, awarded exactly after the ball hits a part of the goal frame. Only direct shots from a player, which hit the woodwork without any other interference from players or the goalkeeper will count for settlement purposes.
- Assists (Selected Player) - The final touch (pass, pass-cum-shot or any other touch) leading to the recipient of the ball scoring a goal without a decisive touch from an opposition player. Own goals or penalties do not get an assist awarded.

- **Passes (Selected Player)** - An intentional played ball from one player to another. Crosses, throw-ins, and keeper throws do not count as a pass. Goal kicks, free kicks, corners, kick-offs, and penalties can be played as a pass.
- **Offsides (Match/Team)** - Awarded to the player deemed to be in an offside position where a free kick is awarded.
- **Tackles (Team/Selected Player)** - A tackle is defined as where a player connects with the ball in a ground challenge where they successfully take the ball away from the player in possession. The tackled player must clearly be in possession of the ball before the tackle is made.

## **Futures/Other Props**

- If two or more players share the applicable finishing positions and no odds have been offered for a drawn outcome, the payout will be calculated via Dead Heat Reduction rules.
- **Outrights/Winner** - Predict the winner of the relevant competition. picks are settled on the final league position, unless a play-off is used to determine the outright winner.
- **Season Over/Under Points**: Teams must play the pre-determined number of matches for picks to stand, unless the change in the number of matches could not impact the picks settlement. Only points won on the pitch count. Point deductions are not included.
- **Season/Tournament Team Head to Head** - If one or more of the teams in the specific market fail to start the season/tournament, all picks will be void.
- **Team Goalscorer** - Predict which player of a certain team will score the most goals in a League/Tournament. Goals scored both in regular and extra time count. Penalty shootout goals do not count. In case two or more players score the same amount of goals, Dead Heat rules apply. If there aren't any goals scored by the named team, all picks will be void.
- **Top Goalscorer** - Players who are nominated to play for their teams are considered valid picks regardless of whether they are sidelined or injured

during the tournament. In case a player is transferred to a different club within the same league, goals scored prior to the move will be counted. If a player is transferred to a club in another league, goals scored prior to the transfer cannot be brought over to their new league. All picks will stand in case of any of the above-mentioned scenarios, unless otherwise stated:

- Own goals will not count.
- Only goals scored in the league/tournament specified for the market count. For example, for Premier League Top Goalscorer, goals scored in cup competitions would not count.
- Goals scored in playoff matches are not counted.
- If two or more players score the same amount of goals, Dead Heat rules apply.
- To Qualify/Win the Cup - Winner is the team advancing to the next round or winning the cup. Should a team be disqualified from the tournament prior to the match, and a bye is awarded, then all qualification/win the cup picks will be void.
- Relegation/Promotion - picks are settled on the final league position, after playoffs (if played), unless otherwise stated. If a team is removed from the league before the season has started, then all picks on that market will be void, and a new relegation/promotion book will be opened.
- Group Winner/Qualify/ Forecast/Points
  - Picks settled on final group standings.
    - Group Winner - Predict the team that will win the group.
    - Group Qualify – Predict if a team will qualify for the next round of the tournament without playoffs.
    - Group Forecast – Predict the exact place the named team or teams will finish in.
    - Group Points – Predict how many points a team will accumulate.
- Tournament Total Markets – A prediction on the number of times a specified occurrence happens during a tournament.

- Extra-time will count towards settlement in tournament goals, cards, offsides, penalties and own goals, but penalty shoot-outs will not. Offsides subsequently overturned by VAR will not count.
  - Regular time only will apply to the tournament draws, 0-0s and matches over 2.5 goals markets.
  - Players must start a minimum of two (2) games for picks to stand, unless the result is already determined.
- Any Player to Score in Every Match – Predict if any player will score in every stage of the tournament, including all group matches. In tournaments where there is a 3rd place playoff, goals scored in the match are applicable. Goals scored in regular time and extra-time count. Penalty shoot-outs do not count.
- Transfer Specials
  - Player to sign for before - Club of player to sign includes loan deals for settlement purposes. If the player is recalled to their parent club or sold to another one later, it does not matter. It only matters where the player is playing on the date mentioned.
  - Next Permanent Manager - picks are settled on the next permanent manager as announced by the club. Caretaker bosses and interim managers do not count for this market unless they lead the team in at least 10 competitive matches. If they do, they will be settled as winners for Sports Picking purposes.
- Mythical Matches - Mythical Matches are head-to-head matches between two teams which do not play against each other in an actual match, but against opponents in two different matches, with the outcome of both being combined to produce the result of a mythical pick. Mythical Matches will use the main Moneyline, Handicap & Over/Under lines from both separate events and perform combined main Moneyline, Handicap & Over/Under lines. Mythical match picks involve the virtual pairing of any two teams. Mythical match results are decided by the number of goals scored by the two paired teams in their respective matches. The winning team is the team with the highest number of goals scored. Venue (Home or Away) of the

matches is not considered in these Mythical matches. If any of the paired team's matches are postponed, rescheduled, or abandoned all mythical match picks involving those teams will be void.

## Pre-live Same Game Parlays

- Settlement of these picks will be based on the following criteria:
  - in the event a pre-live Same Game Parlay contains a selection applicable to a player who did not participate in the match ("Soccer Non-Participating Player"), the selection containing the Soccer Non-Participating Player will be voided and the pre-live Same Game Parlay will be repriced based on the last odds available to FanFunded prior to the start of the match. In the event all selections in a pre-live Same Game Parlay are Soccer Non-Participating Players, then the whole pick will be settled as void.
  - in the event a pre-live Same Game Parlay contains at least one (1) selection, other than a selection containing a Soccer Non-Participating Player, which is settled as void, then the whole pre-live Same Game Parlay will be settled as void, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the match associated with the pre-live Same Game Parlay is abandoned.
  - in the event the match associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
  - in the event a selection is a tie, and no tie outcome is offered for that selection (for example "Race to X Goals" where neither team reaches the number of goals), then the pre-live Same Game Parlay will be settled as lost.

- A match is abandoned in the event:
  - the match does not start within forty eight (48) hours of the original start time.
  - the match starts but is then abandoned or postponed and is not rescheduled and played within forty eight (48) hours of the original start time.
- In the event a match venue is changed, all picks will be void.
- For all player markets, selected players must take part in the match during or before the relevant period or before settlement has been determined for picks to have action (e.g. picks are not automatically voided in the event a selected player does not start the match), otherwise the player is a Soccer Non-Participating Player. For cards markets, only cards awarded once the player is active in the match will count (e.g. a card shown when a player is a substitute will not count).
- All Soccer specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other Soccer specific rules and the Soccer pre-live Same Game Parlay rules, solely as they relate to a Soccer pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

## **Live Same Game Parlays**

In the event a live Same Game Parlay contains a selection which is settled as void, the live Same Game Parlay will be repriced based on the odds available to FanFunded at pick placement. In the event all selections in a live Same Game Parlay are settled as void, then the whole pick will be settled as void.

All Soccer specific rules also apply to live Same Game Parlays.

## **Settlement Rules**

- Picks will stand if a team name is listed without specifying the term 'XI' in the name.
- In the absence of a statistic/result required for settlement of a specific market, another reputable statistical source will be used to support pick settlement.

# **Hockey**

## **General Rules**

- Game must start on the scheduled day (local stadium time) for picks to have action.
- There must be 5 minutes or less of scheduled game time left for picks to have action unless the specific market outcome is already unconditionally determined.
- In the event a game is halted before the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, picks will be void unless the specific market outcome is already determined (unless otherwise stated, i.e., playoff game rule).
- In the event a game is halted after the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, the score when the game was halted will determine the Sports Picking results (unless otherwise stated, i.e., playoff game rule).
- Playoff Game Rule - In the case of a halted playoff game (or postseason tournament game), all wagers have action until completion of the game, as determined by the league's governing body.
- In the event a game is halted at any time, and replayed in full opposed to resumed, all picks will be void.
- In the event a game venue is changed, and the home team remains designated as the home team, picks will stand.
- In the event a game venue is changed, and the home and away team's listings are reversed (i.e. the home team becomes the away team), picks placed with the original listing will be void.
- In the event of the game being decided by a penalty shootout, one goal will be added to the winning team's score and the game total for settlement purposes. This does not apply to markets that exclude overtime nor does it apply to regular season NCAA Hockey games.

- All markets include overtime/shootout, unless otherwise stated. Markets that exclude overtime are denoted by “(Excl. OT)” or includes phrases such as “Regular Time” or “60 minutes.” Period related markets exclude overtime unless otherwise stated. Goalscorer/Player Performance markets exclude shootouts.
- In 2-way markets, push rules apply, unless otherwise stated.
- 3-way markets are settled on the score at the end of regulation time, unless otherwise stated.

## Specific Market Rules

- Pre-Game Markets Excluding Overtime - All markets in this section are based on the 3 x 20-minute periods of regular time play, unless otherwise stated. Markets that exclude overtime are denoted by “[Excl. OT]” or state “Regular Time” or “60 minutes” in the market header. Period related markets also exclude overtime, unless otherwise stated:
  - Period Markets (1st, 2nd, 3rd) – The entire relevant period of play must be completed for picks to have action unless the result is already determined.
  - Odd/Even Markets – If regulation time is completed without a goal being scored, zero is considered an even number.
  - Race to Goals (2,3,4,5) – First team to reach the stated number of goals will be settled as the winner. If neither team reaches the stated number of goals, ‘Neither’ will be settled as the winner.
  - Spread (3 Way) – Every selection within this market is graded as either a win or a loss. No selection is graded as a “push” in this market. (Ex: A wager on “Team A (-2)” means Team A must win by 3+ goals. Any other result is graded as a loss. A wager on “Tie, Team A (-2)” means Team A must win by exactly 2 goals. Any other result is graded as a loss).
  - Time Of 1st Goal – If regulation time is completed without a goal being scored, picks on the “over” will be the winner.

- Highest Scoring Period – If 2 or more periods have the joint highest number of goals, 'Draw' will be settled as the winner.
- Winning Margin – If the regulation time is completed and the score is tied, 'Draw' will be settled as the winner.
- 10 Minute Markets (Over/Under Goals, etc.) – The entire specified time period stated in the market header must be completed for the picks to have action unless the specific market outcome is already determined.
- Other Pre-Game Markets Excluding OT
  - Moneyline Regular Time
  - 3 Way Total Goals OU
  - Tie No Pick
  - Double Chance
  - Total Number of Goals
  - Team Total Goals
  - Both Teams to Score
  - Team to Win with a Shutout
  - 1st Period/Full Time
  - Asian Lines
  - Correct Score
  - First/Last Goal
- Pre-Game Markets Including Overtime (and shootout) - All markets in this section are settled in accordance with the general rules (outlined above) and include overtime/shootouts, unless otherwise stated. Goalscorer markets do *not* include shootouts.
  - First/Last/Anytime Goalscorer – Player must be dressed/active for picks to stand (as per official source). Own goals are ignored for settlement purposes and if only own goals are scored in a game, then 'No Goalscorer' will be settled as the winner. Any stats accrued in shootouts do not count towards settlement purposes of this market.
  - Other Pre-Game Markets Including OT

- 2 Way ML
- 2 Way HC
- 2 Way OU
- Odd/Even
- Winning Margin
- Correct Score
- Alternate Puck Line
- Alternate Goals
- Live Markets Excluding Overtime - All markets in this section are settled in accordance with the general rules (outlined above) and based on the 3 x 20-minute periods of regular time play, unless otherwise stated. These markets are denoted by “[Excl. OT]” or state “Regular Time” or “60 minutes” in the market header. Period related markets also exclude overtime, unless otherwise stated.
  - Asian Handicap Lines – picks are settled according to the score of the remainder of the game after the pick was placed. Any goals scored before the pick was placed do not count for settlement purposes.
  - Next Goal (Second Goal, Third Goal, etc.) - If the remainder of regulation time is completed without another goal being scored (from the moment the pick is placed), ‘Neither’ will be settled as the winner.
  - Odd/Even – If regulation time is completed without a goal being scored, zero is considered an even number.
  - Race to Goals – First team to reach the stated number of goals will be settled as the winner. If neither team reaches the stated number of goals in regulation time, then ‘Neither’ will be settled as the winner.
  - Period Markets (1st, 2nd, 3rd) – The entire relevant period of play must be completed for picks to have action unless the result is already determined.

- Winning Margin – If regulation time is completed and the score is tied, 'Draw' will be settled as the winner.
- 10 Minute Markets (Over/Under Goals, etc.) – The entire specified time period stated in the market header must be completed for the picks to have action unless the specific market outcome is already determined.
- Other Live Markets Excluding Overtime
  - Moneyline Regular Time
  - 3 Way Handicap
  - 3 Way Total Goals OU
  - Tie No Pick
  - Double Chance
  - Number of Goals
  - Number of Team Goals
  - Both Teams to Score
  - Correct Score
  - Overtime (Yes/No)
  - Team to Win All 3 Periods
  - Both Teams to Score At Least 2 Goals (or 3 Goals, etc.)
  - Team to Win with a Shutout
  - First/Last to Score
- Live Markets Including Overtime (and shootout) - All markets in this section are settled in accordance with the general rules (outlined above) and include overtime/shootouts, unless otherwise stated. Goalscorer markets do not include shootouts.
  - List of Live Markets Including Overtime (and shootout):
    - 2 Way Moneyline
    - 2 Way Handicap
    - 2 Way Over/Under
    - When Will Game End
    - Winning Margin
    - Odd/Even

- Total Team Goals (2 Way)
- Total Goals (2 Way)
- Correct Score

## Player Props

All markets in this section are settled in accordance with the general rules (outlined above), unless otherwise stated.

- Player Performance Markets - Relevant player(s) must receive ice time for picks to have action. Stats accrued during overtime count for settlement purposes. However, stats accrued during shootouts do not count for settlement purposes.
- Goalscorer Markets (First/Last/Anytime) – Player must be dressed/active for picks to have action. Stats accrued during overtime count for settlement purposes. However, stats accrued during shootouts do not count for settlement purposes.
- Goalie Performance Markets - Relevant goalie(s) in wager must start for picks to have action.
- Goalie Shutout - For “Yes” to win, the goalie must play the entirety of the game without giving up a goal. If the goalie is subbed out and no goal has been scored against the subbed out goalie, picks will be void.

## Daily Props

All markets are settled in accordance with the general rules (outlined above) and include overtime, unless otherwise stated.

- The scheduled number of games, as stated in market header, must be completed (in accordance with general rules) on the specified date for picks to stand.
- In the event of a tie, Dead Heat rules apply.
- Daily Player Markets - If the player wagered on does not receive any playing time, picks on that player are void.

## Futures/Other Props

- Futures (Stanley Cup/Conference Champion/Division Winner/Presidents' Trophy Winner etc.) - If the league/governing body officially declares a winner for the relevant season on the specified market, picks are action, regardless of season length, team relocation, or team name change (unless otherwise stated).
- Eastern/Western Conference Winner – Determined by the teams that progress to the Stanley Cup Final.
- Name the Finalists/Exact Result – All picks are action unless the Stanley Cup/Championship is not played.
- NHL Regular Season Points/Wins – Team(s) listed on the wager must complete at least 97% of scheduled regular season games (using the schedule as listed on day 1 of the regular season) for picks to have action unless the remaining games would not affect the result.
- To Make the Playoffs/Tournament – If the league does not begin a post-season for that respective season, picks will be void. If the number of teams that make the postseason change during the season, picks will be void.
- Series Sports Picking – picks are void if the statutory number of games, as specified by the respecting governing organization, are changed, or not completed.
- Awards Markets – All picks are action unless the award is not given, in which case, picks will be void. Dead Heat rules apply.
- NHL Top Regular Season Points/Goal Scorer – All picks are action and Dead Heat rules apply. Market settled per stats from the league's governing body.
- Player's Next Team - Determined by the team the specific player is under contract with, and on the active roster of, for the first game of the following regular season (regardless of if they play or not in that game). All picks are action.

## Pre-live Same Game Parlays

- Settlement of these picks will be based on the following criteria:
  - in the event a pre-live Same Game Parlay contains a selection applicable to a player who did not participate in the game (“Hockey Non-Participating Player”), the selection containing the Hockey Non-Participating Player will be voided and the pre-live Same Game Parlay will be repriced based on the last odds available to FanFunded prior to the start of the game. In the event all selections in a pre-live Same Game Parlay are Hockey Non-Participating Players, then the whole pick will be settled as void.
  - in the event a pre-live Same Game Parlay contains at least one (1) selection, other than a selection containing a Hockey Non-Participating Player, which is settled as void, then the whole pre-live Same Game Parlay will be settled as void, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the game associated with the pre-live Same Game Parlay is abandoned.
  - in the event the game associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
  - in the event a selection is a tie, and no tie outcome is offered for that selection (for example “Race to X Goals” where neither team reaches the number of goals), then the pre-live Same Game Parlay will be settled as lost.
- A game is abandoned in the event:
  - the game does not start on the scheduled day (local stadium time).
  - The game starts but is then postponed and not rescheduled and played within thirty six (36) hours of the original start time. This rule applies to pre-live Same Game Parlays irrespective of the Playoff Game Rule, or any other exceptions.

- 3rd period markets include overtime and shootout. However, player markets do not include shootouts.
- For all player markets, selected players must take part in the game for picks to have action, otherwise the player is a Hockey Non-Participating Player. Taking part in the game is defined as taking to the rink as an active player during any game time of the relevant game, regardless of whether the selection in question references a specific period of the game. Stats accrued during overtime count for settlement purposes. However, stats accrued during shootouts do not count for settlement purposes.
- All Hockey specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other Hockey specific rule and the Hockey pre-live Same Game Parlay rules, solely as they relate to a Hockey pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

## **Live Same Game Parlays**

In the event a live Same Game Parlay contains a selection which is settled as void, the live Same Game Parlay will be repriced based on the odds available to FanFunded at pick placement. In the event all selections in a live Same Game Parlay are settled as void, then the whole pick will be settled as void.  
All Hockey specific rules also apply to live Same Game Parlays.

## **Settlement Rules**

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent stat changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support pick settlement.

# **Baseball**

## **General Rules**

- Game must start on the scheduled day (local stadium time) for picks to have action.
- Picks on games suspended after they have started will have action as long as the game is resumed within 36 hours of the original start time. If a suspended game is scheduled to be resumed more than 36 hours after the original start time, all picks will be void, unless the wager has been unequivocally determined prior to the game's suspension. This applies unless otherwise stated (i.e. playoff game rule).
- If a game is terminated before becoming official, and is not scheduled to resume from where it was halted, all picks will be void, unless the wager was already determined (e.g. if a game is terminated in 3rd inning, settlement of the 1st inning over/under stands).
- Moneyline – “4.5 innings rule” - For picks to have action, the game must go at least 5 full innings (4.5 innings if the home team is ahead). If a game is called/suspended after this point, and not rescheduled the winner is determined by the score after the last full inning (unless the home team scores to tie, or take the lead, in the bottom half of the inning, in which case the winner is determined by the score at the time the game is called) (unless otherwise stated, i.e., playoff game rule).
- Total Runs – “8.5 innings rule” – For picks to have action, the game must go at least 9 full innings (8.5 innings if the home team is ahead), unless the result is already determined, and the game is official.
- Run Line - For picks to have action, the game must go at least 9 full innings (8.5 if the home team is ahead).

- 7 inning games – “6.5 innings rule” - For picks on Run Line/Total Runs to have action, the game must go at least 7 full innings (6.5 innings if the home team is ahead), unless the result is already determined, and the game is official. Other markets below that are offered in 7 inning games which state the usage of the 8.5 innings rule, will be settled based on the 6.5 innings rule.
- Playoff Game Rule - In the case of a halted playoff game (or postseason tournament game), all wagers have action until the completion of the game, as determined by the league’s governing body.
- Mercy Rule- The result at the time of the relevant league’s “Mercy Rule” call will be used for settlement purposes.
- In the event a game venue is changed, and the home team remains designated as the home team, picks will stand.
- In the event a game venue is changed, and the home and away team’s listings are reversed (i.e. the home team becomes the away team), picks placed with the original listing will be void.
- All picks include extra innings unless otherwise stated.
- In 2-way markets push rules apply unless otherwise stated.

## **MLB Wagers**

- Action Picks – A wager on team vs. team regardless of the starting pitchers. Once a wager is placed, the odds are locked in, regardless of starting pitcher change(s) before the start of the game. Names of the starting pitchers in the selections are simply for informational purposes. The Action rules apply on wagers placed on all markets with the exception of the Listed Pitchers markets.
- Listed Pitchers Picks – A wager that specifies the starting pitchers for both teams or either team. The name(s) of the listed pitcher(s) who are relevant for the wager will be included in the market name. If one (or both) of the starting pitchers listed on the wager do not start, the wager is void. Note -

any Listed Pitchers wagers will not be available for Cash Out when the game is live.

- Live Sports Picking – If the live prop specifies the pitcher, the pick will stand only if the listed pitcher remains on the mound until the determination of the wager. If the pitcher is not specified in the market name, then all picks are action regardless of pitcher changes.

## Specific Market Rules

- 3-Way Moneyline- Settled using the 4.5 innings rule. Extra innings do not count.
- 3-Way Handicaps/Alternative Run Lines – Settled using 8.5 innings rule.
- Team Totals/3-Way Totals/Alternative Totals – Settled using 8.5 innings rule.
- Most Hits/Total Hits/Team Hits (Full Game/FT) – Settled using 8.5 innings rule.
- 3/5/7 Innings Totals – Settled based on score after 3/5/7 full innings. 5/7 inning totals may be settled if the result is determined and the game is official.
- 3/5/7 Innings Moneyline – The specified number of full innings must be completed for picks to have action. 5/7 inning Moneyline may be settled if the home team is ahead at, or after the middle of the 5/7 inning.
- 3/5/7 Innings Run Line – The specified number of full innings must be completed for picks to have action. 5/7 inning run lines may be settled if the home team is ahead with the quoted run line applied at, or after the middle of the 5/7 inning.
- 1st Inning Markets – Entirety of 1st inning must be completed for picks to have action.
- Odd/Even Markets – Settled using 8.5 innings rule. Zero is considered an even number.

- 1st 5 Innings/Moneyline – Settled on result after 5 innings (4.5 innings if the home team is ahead), and the result at the end of the game. If the game ends in a tie, picks are void.
- Winning Margin – Settled using 8.5 innings rule. Extra innings included. For non-MLB games that can end in a tie, that option is available. If an MLB game ends in a tie when called/suspended, picks will be void.
- Leader After X Innings – X full innings must be completed for picks to have action, unless the home team is ahead at, or after, the middle of the X inning.
- First to Score/Race to X Runs – First team to reach the required number of runs is settled as the winner. picks on “Neither” are settled using the 8.5 innings rule. If a tied game is called/suspended and the natural conclusion of a game requires a winner, picks on Race to Next Number will be void. Example: MLB Game is called/suspended at 3-3 after 10 innings, all picks on Race to 4 will be void. Race to 5/6/7/etc. will be settled as “Neither.”
- Highest Scoring Interval – Settled using 8.5 innings rule. Dead Heat rules apply. If the highest scoring inning occurs in the extra innings, picks on innings 1-9 will be void.
- Highest Scoring Period – Settled using 8.5 innings rule. Extra innings count.
- Inning/Half Inning Markets – The relevant full/half inning must be completed for picks to have action.
- Team with Highest Scoring Inning – 8.5 innings rule applies. Settled based on the single highest scoring half-inning of the game. If both teams have the same highest score, “tie” is settled as the winner.
- Team Scoring First Wins Game – Settled if the game is official.
- Team to Win Most Innings – An inning will count towards this market if both teams have recorded three outs in an inning or the team batting second has scored more runs without recording three outs.
- Last to Score – Settled using 8.5 innings rule.
- 1st Hit/Home Run/etc. of the game – Settled using 8.5 innings rule.

## Player Props

- On any pre-live prop, the player(s) must start, and either throw at least one pitch (if pitcher) or record at least one plate appearance (if position player) in the designated game for the pick to have action.
- For any live prop, the player(s) must either throw at least one pitch (if pitcher) or record at least one plate appearance (if position player) in the designated game for the pick to have action.
- For any pre-live props to have action, the game must go at least 9 innings (8.5 innings if home team is ahead), or 7 innings (6.5 innings if home team is ahead) in a 7-inning game, unless settlement has already been determined from an official, shortened, game.
- Head to head player props for a specific game will have action if those players are in the starting lineup, and the game becomes official.
- Total Bases Propositions - A batter is only credited for total bases if he hits a single (1 base), double (2 bases), triple (3 bases), or home run (4 bases).
- Total Runs Allowed - Includes earned and unearned runs.
- Player with first Hit/HR/etc. of game - Player must be in starting lineup, and game must be official, for picks to have action, unless the player who is wagered on is subbed in later and would be the winner of the market.
- Next Plate Appearance Markets
  - General Rules
    - The official ruling made by Major League Baseball on what constitutes a plate appearance for a given player will be used for settlement purposes when determining whether the plate appearance was recorded in the inning specified in the pick. The plate appearance must be in the specified inning for the listed batter and against the listed pitcher, in each case as stated in the pick, otherwise the pick will be void. If a plate appearance is incomplete at the end of an inning, picks will be void.

- Live Plate Appearance/Pitch Result/Pitch Count markets will all be void in the instance of an intentional ball/walk.
- Next Plate Appearance (2 Way)
  - The “No” selection in this market is settled as “any other result” besides a hit, walk, or hit by pitch.
  - Interference, obstruction, or sacrifice bunt/fly will be settled as “No”.
- Next Plate Appearance Next Pitch Result
  - A batted ball that is caught in foul territory to record an out will be settled as “In-Play”.
  - For settlement purposes, “Strike” only includes swinging strikes and called strikes.
- Plate Appearance Result Exact (Listed Pitcher)
  - “Reach on Error” includes: on error, failed fielders choice, catcher interference, and dropped third strike (where the batter beats the throw to 1st base).
- Plate Appearance Result Grouped (Listed Pitcher)
  - All picks on the specific market will be void in the following scenarios: error, failed fielders choice, and catcher interference
- Plate Appearance Result Reach Base (Listed Pitcher)
  - “Yes” will be settled as the winner if the specified player hits a home run or the result of the player’s plate appearance ends with that player being on any base or reaching home plate (including reaching base in scenarios such as an error or fielder’s choice, but excluding reaching via an intentional walk).
  - “No” will be settled as the winner if the specified player does not hit a home run or the result of the player’s plate appearance ends with that player not being on base (including scenarios such as the player recording a hit but being thrown out trying to stretch a single into extra bases).
- Pitch Result (Listed Pitcher)
  - Hit by pitch and pitch out are included in the settlement for “Ball”.

- “In Play” includes any type of hit (single, double, etc.) in addition to any batted ball which results in an out(s) being recorded.
- 3-Batter Reach Base
  - Predict the result of the plate appearance for each of the first three batters due in a half inning. The pick is whether each batter will reach base or not (e.g. “no|yes|no” means that the first and third batter of that half inning will not reach base, and the second batter will reach base).
  - “Yes” will be settled as the winner if the specified player hits a home run, or the result of the player’s plate appearance ends with that player being on any base (excluding reaching via an intentional walk) or reaching home plate.
  - All picks have action regardless of any pinch hitters or pitching changes.

## Daily Props

- MLB Grand Salami/Homes vs. Aways - All scheduled games must be played and go at least 8.5 innings for picks to have action (or 6.5 innings in a 7-inning game).
- Team with Most Runs/HRs/Hits/etc. on a specific day – All scheduled games must be played and go at least 8.5 innings for picks to have action, unless the team with the most runs/HRs/hits/etc. took part in an official, shortened, game and all other games went at least 8.5 innings. For teams with double-headers, they will be listed with a (1) or (2) next to their team name for their 1st and 2nd game.
- Game with Most Runs/HRs/Hits/etc. on a specific day – Only games that go at least 8.5 innings are considered for settlement purposes, unless the game with most runs/HRs/hits/etc. was an official, shortened, game. For double-headers, the game will be listed with a (1) or (2) for the 1st or 2nd game.

- Total HRs/Hits/Strikeouts/etc. on a specific day – All scheduled games must be played and go at least 8.5 innings for action (unless result is already determined).
- Will there be a Grand Slam/Player to hit for the cycle/etc. on a specific day – All scheduled games must be played and go at least 8.5 innings for picks to have action (unless the result is determined from an official, shortened, game).
- Will there be a No Hitter/Perfect Game on a specific day – All scheduled games must be played and go at least 8.5 innings for picks to have action (unless the result is determined from a game that went at least 8.5 innings).
- Pitcher with most strikeouts/Player with most total bases/etc. on specific day – All scheduled games must be played and go at least 8.5 innings for picks to have action, unless the pitcher/player with the most strikeouts/total bases/etc. took part in an official, shortened, game and all other games went at least 8.5 innings.

## **Futures/Other Props**

- Futures (World Series/Pennant/Divisions/etc.) – If the league/governing body officially declares a winner for the relevant season on the specified market, picks are action, regardless of season length, team relocation, team name change, playoff format, etc. (unless otherwise stated).
- Regular Season Wins – Team(s) listed on the wager must complete at least 98% of scheduled regular season games (using schedule from opening day) for picks to have action unless the remaining games during the season would not affect the result. Play-in games do not count towards the regular season win total.
- Regular Season Win % - Team(s) listed on the wager must complete at least 1 game for picks to have action.
- Regular Season Wins or % - If Team(s) listed on the wager do not complete all scheduled regular season games, the win % listed on the wager will be used to grade the pick (Example: "ATL Braves Over 93.5 Wins or Over

57.7%." The pick is on Braves Over 93.5 Wins. If the Braves do not play all scheduled regular season games, the pick is now on the Win %: Braves Over 57.1%). Play-in games do not count towards settlement.

- Player with Most HR/RBI/Wins/etc. – All picks are action. picks are action regardless of the number of games. Dead Heat rules apply.
- Regular Season Player Props – Player's opening day team must play at least 98% of scheduled regular season games (using schedule from opening day) for wager to have action unless the result is unequivocally determined in fewer games.
- To Make the Playoffs/Tournament – If the league does not begin a post-season for that respective season, picks will be void. If the number of teams that make the postseason, or postseason format, changes during the season, all picks will be void.
- American/National League Winner – Determined by the teams who progress to the World Series from each league.
- Awards Markets – All picks are action unless the award is not given (picks are void in this case). Dead Heat rules apply.
- American/National League Wildcard – Determined by the team(s) that win the Wildcard game(s) and advance.
- Player's Next Team - Determined by the team the specific player is under contract with, and on the active roster of, for the first game of the following regular season (regardless of if they play or not in that game). All picks are action.
- Series Sports Picking [Regular Season] – All scheduled games in a specified series must be official for picks to have action, unless the result is already determined prior to all scheduled games in the specified series being official. picks are action regardless of starting pitchers. Push rules apply.

## **Pre-live Same Game Parlays**

- Settlement of these picks will be based on the following criteria:

- in the event a pre-live Same Game Parlay contains a selection applicable to a player who did not participate in the game (“Baseball Non-Participating Player”), the selection containing the Baseball Non-Participating Player will be voided and the pre-live Same Game Parlay will be repriced based on the last odds available to FanFunded prior to the start of the game. In the event all selections in a pre-live Same Game Parlay are Baseball Non-Participating Players, then the whole pick will be settled as void.
- in the event a pre-live Same Game Parlay contains at least one (1) selection, other than a selection containing a Baseball Non-Participating Player, which is settled as void, then the whole pre-live Same Game Parlay will be settled as void, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the game associated with the pre-live Same Game Parlay is abandoned.
- in the event the game associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
- in the event a selection is a tie, and no tie outcome is offered for that selection (for example “Race to X Runs” where neither team reaches the number of runs), then the pre-live Same Game Parlay will be settled as lost.
- A game is abandoned in the event:
  - the game does not start on the scheduled day (local stadium time).
  - The game starts but is then postponed and is not rearranged and played within thirty six (36) hours of the original start time. This rule applies to pre-live Same Game Parlays irrespective of the Playoff Game Rule, the Mercy Rule, or any other exceptions.

- For all player markets, selected players must take part in the game for picks to have action, otherwise the player is a Baseball Non-Participating Player. For the purposes of Same Game Parlays, taking part in the game for the below types of markets (regardless of whether the selection in question references a specific period of the game) is defined as follows:
  - Hitting/Batting Markets – recording at least one plate appearance.
  - Stolen Bases Markets – entering the game in any capacity (e.g. hitter, fielder, pitcher, pinch runner).
  - Pitching Markets- throwing at least one pitch.
- All Baseball specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other Baseball specific rule and the Baseball pre-live Same Game Parlay rules, solely as they relate to a Baseball pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

## **Live Same Game Parlays**

In the event a live Same Game Parlay contains a selection which is settled as void, the live Same Game Parlay will be repriced based on the odds available to FanFunded at pick placement. In the event all selections in a live Same Game Parlay are settled as void, then the whole pick will be settled as void.

All Baseball specific rules also apply to live Same Game Parlays

## **Settlement Rules**

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent statistical changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support pick settlement.

# **Tennis and Racquet Sports**

## **General Rules**

- In any of the following circumstances, all picks will stand:
  - A change of venue
  - A change from indoor court to outdoor court or vice versa
  - A change of surface (either before or during a match)
  - A delay in start of a match
  - Suspensions, as long as the play is resumed, and the match is completed
- Picks will be void in the event the statutory number of sets is not completed (e.g. retirement, disqualification or cancellation) or changed, unless the market has already been determined, or unless otherwise stated.
- If any market does not reach its natural conclusion (e.g. the end of a game/point for a game/point market), picks will be void unless the market has already been determined, or unless otherwise stated.
- For futures picks, picks are void if the player selected does not start the 1st round of the tournament.

## **Specific Market Rules**

- Moneyline- In the event a player/team is disqualified after the start of the match, the player/team progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. picks stand if the statutory number of sets is changed.
- Spreads- Predict the winner of the set/match applying the given spread. A super tie break is considered as one set for settlement purposes.
- Totals- Totals, or over/under picks refer to the total number of games/sets played. Win/loss is determined by the number of games/sets accumulated by both players, unless otherwise stated. A tie break is considered as one game for game picks. A super tiebreak is considered as one game for game

picks, and one set for set picks. In the event that the total is exactly equal to the Sports Picking line, then all picks on this offer will be declared void.

- Total Tie Break / Tie Break in a Match including Live Sports Picking- A super tie break is not considered as a tie break for picks on Total Tie Break.
- 1st to Win X Games- All picks placed after the coin toss will be void.
- First Break- All picks placed after the coin toss will be void.
- Total Aces- A Total Aces wager is similar to an Asian Handicap and Over/Under wager. Win/loss is determined by the number of aces collectively accumulated by both players. picks will be void in the event the statutory number of sets is changed. In the event a match is not completed because of a player retirement or disqualification, all picks will be void.
- Total Breaks of Serve in the Match- Predict how many times each player will lose their service game in the match. picks will be void in the event the statutory number of sets is changed. In the event a match is not completed because of a player retirement or disqualification, all picks will be void.
- Tie-Break King- Predict that the match will be won in straight sets, with every set won 7-6.

## **Fast Markets**

- Point Winner / 1st Point Winner- picks void in the event the point is awarded by the umpire as a penalty point.
- To Win 1st Game/Point- All picks placed after the coin toss will be void.

## **Statistical and Player Markets**

- Match Doubles- Match result with either most aces, least aces, most doubles faults, or least doubles faults in the event. Equal number of aces or equal number of double faults will be settled as a losing pick.
- Match Trebles- Match result with most/least aces and most/least double faults in the match. Predict which player will win the three named markets. Equal number of aces or equal number of double faults will be deemed as a losing pick.

- Highest 1st Serve Percentage- In the event the 1st serve percentage is tied, the pick is lost.
- Player X Not to Lose Serve in Match- Tie breaks do not count as service games.
- First Player to Lose a Service Game- Tie breaks do not count as service games. For this wager to be a winner, the player specified must lose a service game.

## Futures/Other Props

- Winning Quarter/Winning Half- Predict from which quarter or half the winner of the tournament will come from. All players taking part in the tournament are divided into 4 groups (quarters), with one of the top 4 seeds in each quarter. Winning Quarter: choose from which quarter the winning player will come from (e.g. 1st, 2nd, 3rd, 4th). Winning Half: choose from which half the winning player will come from (e.g. top or bottom).
- First New Number 1- A new player to be ranked as ATP number 1 in the world who has never achieved this ranking before. In the event a player not in the selections reaches ATP number 1 in the world, picks will be void.

## Settlement Rules

All settlements are based on the statistics and results provided by the official website of the league's governing body on the day of the game, unless stated otherwise.

## Football

### General Rules

- Games must start in the same scheduling week of the league (for NFL, the scheduling week is Thursday-Wednesday, local stadium time; for NCAA, the scheduling week is Tuesday-Monday, local stadium time) for picks to have action.

- There must be 5 minutes or less of scheduled game time left for picks to have action unless the specific market outcome is already unconditionally determined.
- In the event a game is halted before the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, picks will be void, unless the specific market outcome is already determined (unless otherwise stated, i.e., playoff game rule).
- In the event a game is halted after the minimum time has been played, and not completed within 48 hours of the scheduled start date and time, the score when the game was halted will determine the Sports Picking results (unless otherwise stated, i.e., playoff game rule).
- Playoff Game Rule - In the case of a halted playoff game, all wagers have action until completion of the game, as determined by the league's governing body.
- In the event a game is halted at any time, and replayed in full as opposed to resumed, all picks will be void.
- In the event a game venue is changed, and the home team remains designated as the home team, picks will stand.
- In the event a game venue is changed, and the home and away team's listings are reversed (i.e. the home team becomes the away team), picks placed with the original listing will be void.
- In 2-way markets, push rules apply unless otherwise stated.
- All picks include overtime unless otherwise stated.
- Forfeited games, whether won or lost, will not count as a game played or completed (or any other similar term) for settlement purposes.
- For markets related to instances of scoring (e.g. Next Scoring Play, Anytime Scorer), extra point and 2 point conversions after touchdowns are not considered, unless otherwise stated.

## Specific Market Rules

- Moneyline 3-Way (Regular Season) – picks include overtime if played (since regular season games can end in a tie with overtime).
- Moneyline 3-Way (Playoffs) - picks do not include overtime. Settlement is based on the result at the end of regulation.
- Double Result (Halftime/Full Time) – Settled based on the result at half-time and the end of regulation time. picks do not include overtime.
- Quarter/Half markets - The entire relevant period of play must be completed for picks to have action unless the result is already determined. 4Q and 2H markets include overtime.
- Highest Scoring Half – 2H includes overtime if played. The entire game must be played for picks to have action unless the result is already determined. Push rules apply.
- Highest Scoring Quarter – 4Q includes overtime if played. The entire game must be played for picks to have action unless the result is already determined. Dead Heat rules apply.
- Team to Score/Win/Lead (in) Every Quarter/Half – 4Q and 2H include overtime.
- Defensive/Special Teams Touchdown Scored – Defensive conversions on 2-point attempts do not count.
- 1st Offensive Play from Scrimmage – Kick-off return and false start do not count as an offensive play.
- Offensive Score on 1st Drive of the Game – Field Goals count as an offensive score.
- Result of Drive Markets - All result of drive markets start on the first offensive snap of the ball. Any drives which are completed due to the end of the half or game, and do not explicitly result in one of the outcomes listed, will be void. The outcomes are as follows:
  - Offensive Touchdown
  - Field Goal Attempt – Field Goal Attempt is deemed the winner if the kicker kicks the ball. Blocked, scored, missed, or returned field goals will all be settled as a field goal attempt. Botched/fake field goals are not considered a field goal attempt.

- Punt – Punt is deemed the winner if the punter kicks the ball.  
All punts returned for a touchdown will be settled as a Punt.  
Muffed/Blocked punts will be settled as a Punt, and a new drive will begin with the next snap of the ball.
- Turnover or Turnover on Downs or Safety - A turnover is classified as the defense gaining possession of the ball. The following will all be deemed as a turnover for settlement purposes:
  - Interception or Fumble Lost (note, if the defense recovers and then fumbles back to the offense during the same play, a new drive will begin and the previous drive will be settled as a Turnover)
  - Defensive touchdown (except when a blocked punt results in a touchdown)
  - Turnover on downs
- Drive Crosses X Yard Line Markets – In the event of time expiring. the final spot of the ball, which could either be the forward progress of the ball during a play while time expires, or the line of scrimmage of a play that is not ran due to time expiring, will be considered the final yard line. If the ball is fumbled, settlement is determined on the yard line of fumble. The line of scrimmage must be established past the yard line stated.
- Next Play Total Yards/Next Play First Down/Next Play Touchdown/Next Play Attempt Type – Any play which does not occur due to the end of the half or game will be void. A sack will be settled as a pass attempt in NFL matches and a rush attempt for NCAA matches. Touchdown scored will be settled as First Down “Yes”. All picks are void in the instance of an accepted, post-snap, penalty that negates the specified play pick on.
- Kickoff Touchback – All picks are void if an onside kick is attempted. All picks are void if a penalty is called on the play.
- Extra Point Made – All picks are void if a 2-point conversion is attempted. All picks are void if a penalty is called on the play.
- Field Goal Made – All picks are void if no field goal is attempted. All picks are void if a penalty is called on the play.

- Punt Fair Catch – “Fair Catch” must be completed for picks to settle as “Yes”. All picks are void if a pre or post snap penalty is called on the play and the play negated. If a penalty occurs after the play is completed, all picks stand. All picks are void if there is a fair catch interference penalty.
- 2 Point Conversion – All picks are void if a 1-point conversion is attempted. All picks are void if a pre or post snap penalty is called on the play and the play negated.

## Player Props

On any player prop market, player(s) must play at least one snap for picks to have action. If a player is listed as “inactive” or “did not play” for the relevant game, picks on that player/market will be void.

- Touchdown Scorer – Player must play at least one snap for picks to have action. If a player is listed as “inactive” or “did not play” for the relevant game, picks on that player will be void. A touchdown scorer is defined as the player in possession of the ball in the opposing end zone (a touchdown scorer is not the player who throws the TD). The selection stated “Defense” does not include special teams.
- Tackles, Assists, Tackles and Assists, other Defensive Markets – Only defensive plays count. Any plays on special teams do not count.
- Regular Season Player Props (season-long market) – Player’s week 1 team must play all scheduled games (using schedule from week 1) for picks to have action unless the result is determined in fewer games.
- Yards on First Completion/Reception/Rush – If the specified player does not record a completion/reception/rush, picks on that market will be void.
- Yards on Longest Completion/Reception/Rush – If the specified player does not record a completion/reception/rush, “under” will be the winner for settlement purposes.

## Daily Props

- The scheduled number of games, as stated in the market header, must be completed (in accordance with the general rules) on the specified date for picks to stand.
- In the event of a tie, Dead Heat rules apply.
- Daily Player Markets - If the player wagered on does not receive any playing time, picks on that player are void.

## Futures/Other Props

- Super Bowl, National Champion, Conference/Division Winner, Conference Title Game Winner, etc. – If the league/governing body officially declares a winner for the relevant season on the specified market, picks are action, regardless of season length, team relocation, team name change, playoff format, etc. (unless otherwise stated in these rules).
- Regular Season Wins – Team(s) listed on the wager must complete all scheduled regular season games (using schedule from Week 1 of regular season) for picks to have action unless remaining games during season would not affect the result. In the event of a venue change for a game(s), picks will stand. Any forfeited game that is considered an official result will count towards season long picks. For settlement purposes for this market, any ties are to be treated as a loss.
- AFC/NFC Conference Winner – Determined by the teams who progress to the Super Bowl.
- Divisional Winners – Tie-break rules set by the league will be used to recognize the winner of these markets.
- Conference Number 1 Seed – Determined by the team who finishes atop their respective conference at the end of the regular season. Tie-break rules set by the league will be used to recognize the winner of this market.
- To Make the Playoffs – If the league does not begin a postseason for that respective season, picks will be void. If the number of teams that make the postseason change during that respective season, picks will be void.

- Awards Markets – All picks are action unless the award is not given, in which case, picks will be void. Dead Heat rules apply.
- Weekly Props (Highest/Lowest Scoring Team/Game, Total Points Scored, Player with Most, etc.) –  
Markets will include only games played on Sunday. All scheduled Sunday games for that week must be completed (in accordance with the general rules) for picks to stand. Dead Heat rules apply.
- Player's Next Team – Determined by the team the specific player is under contract with, and on the active roster of, for the first game of the regular season (regardless of whether or not they play in that game). All picks are action.
- Draft Props – Player's position will be determined by the listed position on the official NFL Draft website. EDGE is classified as defensive lineman for settlement purposes. Punters/kickers/long snappers do not count as offensive or defensive players. If a player is undrafted, the "over" on draft position will be the winner for settlement purposes.

## Pre-live Same Game Parlays

- Settlement of these picks will be based on the following criteria:
  - in the event a pre-live Same Game Parlay contains a selection applicable to a player who did not participate in the game ("Football Non-Participating Player"), the selection containing the Football Non-Participating Player will be voided and the pre-live Same Game Parlay will be repriced based on the last odds available to FanFunded prior to the start of the game. In the event all selections in a pre-live Same Game Parlay are Football Non-Participating Players, then the whole pick will be settled as void.
  - in the event a pre-live Same Game Parlay contains at least one (1) selection, other than a selection containing a Football Non-Participating Player, which is settled as void, then the whole

pre-live Same Game Parlay will be settled as void, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the game associated with the pre-live Same Game Parlay is abandoned.

- in the event the game associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
- in the event a selection is a tie, and no tie outcome is offered for that selection (for example “Race to X Points” where neither team reaches the number of points), then the pre-live Same Game Parlay will be settled as lost.
- A game is abandoned in the event:
  - the game does not start in the originally scheduled scheduling week of the league (for NFL, the scheduling week is Thursday-Wednesday, local stadium time; for NCAA, the scheduling week is Tuesday-Monday, local stadium time).
  - the game starts but is then postponed and not rescheduled and played within the same scheduling week (for NFL, the scheduling week is Thursday-Wednesday, local stadium time; for NCAA, the scheduling week is Tuesday-Monday, local stadium time). This rule applies to pre-live Same Game Parlays irrespective of the Playoff Game Rule or any other exceptions.
- In the event a game venue is changed, all picks will be void.
- Half Time/Full Time – picks include Overtime.
- For all player markets, selected players must play at least one snap for picks to have action, otherwise the player is a Football Non-Participating Player. If a player is listed as “inactive” or “did not play” for the relevant game, picks on that player/market will be void.
- All Football specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other Football specific rule and the Football

pre-live Same Game Parlay rules, solely as they relate to a Football pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

## **Live Same Game Parlays**

In the event a live Same Game Parlay contains a selection which is settled as void, the live Same Game Parlay will be repriced based on the odds available to FanFunded at pick placement. In the event all selections in a live Same Game Parlay are settled as void, then the whole pick will be settled as void.

All Football specific rules also apply to live Same Game Parlays.

## **Settlement Rules**

- All settlements are based on the statistics and results provided by the official website of the league's governing body, or league's official statistical provider, unless otherwise stated.
- Player markets, or other statistically dependent markets, are settled when the game is final, and when the necessary statistics are readily available on the league's official website, or by the official statistical provider of the league. Any subsequent statistic changes after these markets are settled will not result in a re-settlement.
- In the absence of a statistic/result required for settlement of a specific market from the sources listed above, another reputable statistical source will be used to support pick settlement.

## **MMA**

### **General Rules**

- Picks will be settled on the official result announced at the end of the fight. Subsequent appeals/amendments do not affect settlement (unless the amendment was made due to human error when announcing the result).
- In the event a fight ends in a "No Contest", all picks void unless settlement has already been determined. If a fighter withdraws or the referee stops the fight between rounds, the fight will be deemed to have finished in the previous round.

- If an event is postponed, cancelled, either fighter is replaced or the number of rounds in a fight change, all picks will be void and stakes returned.
- If the fight does not take place as scheduled, and does not occur on the same date (local time), all picks are void. Exceptions are 1) if we advertise an incorrect start time and 2) if we set up a fight using an expected date before the exact date is known. Once an official announcement is made regarding the fight date, the fight will be corrected to the official date and will then be subject to normal rules.

## Specific Market Rules

- Fight Winner - If the fight results in a draw, all picks on the Moneyline will be void and stakes returned, unless the draw option was included in the offered market.
- Method of Victory and Exact Method of Victory - If the fight is stopped due to an injury or disqualification either by the referee or the doctor, then this will be considered a technical knockout (TKO). In the event of a technical decision, all markets will be settled as a decision or points victory. In the event of a technical draw, all markets will be settled as a draw. A technical submission will be settled as a submission.
- Fight to Go the Distance - "Yes" will only be settled a winner if the full number of scheduled rounds have been completed.
- Round Sports Picking - In the event of a technical decision, all markets will be settled as a decision or points victory. In the event of a technical draw, all markets will be settled as a draw.
- Total Rounds/Minutes - For settlement purposes, where a half round is stated, then 2 minutes 30 seconds of the respective round will define the half to determine under or over. For example: Over 2 minutes and 30 seconds into the 2nd round will equal Over 1.5 rounds. In the event of a technical decision or technical draw, the market will be settled by the point the fight was stopped. If the fight ends at exactly 2 minutes 30 seconds of

the round, over picks will be settled as won and under picks will be settled as lost.

- To Win Fight and Over/Under Rounds - The market will be settled as per the winner of the fight combined with the time they do so in. For settlement purposes, where a half round is stated then 2 minutes 30 seconds of the respective round will define the half to determine under or over. For example: Over 2 minutes and 30 seconds into the 2nd round will equal Over 1.5 rounds. If the fight ends at exactly 2 minutes 30 seconds of the round picks will be made void.
- Fighter to Win by Finish - To win by finish means to win by KO/TKO/disqualification, submission, or any other form of stoppage. Any decision made by the judges will not count as a finish.
- Point to Be Deducted - Settled "Yes" only when the referee momentarily stops the fight to clearly indicate to the judges that they are deducting a point from a fighter.

## Futures/Other Props

- General Rules
  - Any fighter retiring or leaving the relevant organization for any reason will still be considered for settlement purposes.
- To Be Champion – Interim titles do not count for settlement purposes. If a division has a vacant champion on the selected date, all picks will be void.
- To Be Ranked in the Top 5/10/15 - To be ranked in the relevant positions includes being champion as well as up to and including the specified ranking number. For example, to be ranked in the top 5 will have 6 positions – the champion plus positions 1 through 5.
- Match picks – Predict which fighter will have the highest ranking on the specified date. Highest ranking means champion and below. If a fighter is unranked they will still be considered for settlement purposes. If both fighters are unranked, all picks will be void.

## Pre-live Same Game Parlays

- Settlement of these picks will be based on the following criteria:
  - in the event a pre-live Same Game Parlay contains at least one (1) selection which is settled as void, then the whole pre-live Same Game Parlay will be settled as void, irrespective of whether the pre-live Same Game Parlay contains other winning or losing selections, unless the fight associated with the pre-live Same Game Parlay is abandoned.
  - in the event the fight associated with the pre-live Same Game Parlay is abandoned, and the pre-live Same Game Parlay contains an already losing selection at the time of abandonment, the pre-live Same Game Parlay will be settled as lost, otherwise the pre-live Same Game Parlay will be settled as void.
  - in the event a selection is a tie, and no tie outcome is offered for that selection (for example “Race to X Knockdowns” where neither fighter reaches the number of knockdowns), then the pre-live Same Game Parlay will be settled as lost.
- A fight is abandoned in the event:
  - the fight does not start on the same date (local time) of the original official start time. The exception to this is as follows:
    - FanFunded makes a fight available for Sports Picking using an expected date because an official start time has not yet been announced. Once an official announcement is made regarding the fight date, the fight will be corrected to the official date and will then be subject to normal rules.
- All MMA specific rules also apply to pre-live Same Game Parlays. In the event of a conflict between any other MMA specific rule and the MMA pre-live Same Game Parlay rules, solely as they relate to a MMA pre-live Same Game Parlay, the pre-live Same Game Parlay rules prevail.

## Esports

## General

Settlement will be based on the official result as declared by the relevant governing body of the specified competition, broadcast or game API. Non-starter no bet.

Futures and Group markets may be subject to a Rule 4 (Deduction).

An unplayed or postponed match will be treated as a non-starter for settlement purposes unless it is played within 48 hours of the originally scheduled start time. Bets will be deemed no action if the fixture is listed incorrectly. With regard to any electronic sports version of a sport offered, bets on a fixture will stand irrespective of home and away listing (versus or @).

In the event of a team name change occurring as a result of a team leaving an organization, joining another organization or officially changing their name, all bets will stand.

If a match is played before the scheduled start date/time, then all bets placed after the actual starting time will be deemed no action. All bets placed before the actual starting time will stand.

**To Win Match** - In the event of a match starting but not being completed, then all bets will be deemed no action unless after the start of the match a player is disqualified, in which case the player/team progressing to the next round or being awarded the victory by the governing body of the specified competition, broadcast or game API will be deemed the winner for settlement purposes.

**Match / Map Markets** - If a match or map is replayed due to a tie, the replayed match or map will be treated as a separate entity. In the event of a match or map starting but not being completed, then all bets will be deemed no action, unless settlement is already determined.

**Match Markets** - Bets are deemed no action if the statutory number of maps are changed, or differ from those offered for betting purposes. In the event of a fixture starting but not being completed, bets will be deemed no action unless the outcome is already determined.

If a player / team is given a walkover on at least one map before the match starts, all bets will be deemed no action

If a team receives a map advantage in accordance with specific tournament format and rules, the team in receipt of the map, will be considered the map winner for settlement purposes.

If a match or map is replayed due to a disconnection or non-player related technical problem, pre-game bets will stand on the replayed match or map in accordance with the official result. All Live in Game bets on the affected match or map will be deemed no action unless the outcome is already determined, and the replayed match or map will be treated as a separate entity.

If a match is won by a team surrendering, the match will be deemed as completed and all bets will stand.

#### Live Same Game Parlays

In the event a live Same Game Parlay contains a selection which is settled as void, the live Same Game Parlay will be repriced based on the odds available to FanFunded at pick placement. In the event all selections in a live Same Game Parlay are settled as void, then the whole pick will be settled as void.

All MMA specific rules also apply to live Same Game Parlays.

### **Settlement Rules**

All settlements are based on the statistics and results provided by the official website of the league's/competition governing body. For UFC, [www.ufc.com](http://www.ufc.com) is used.