

Sportsbook Terms and Conditions

Introduction

1) This set of terms and conditions govern the use of the Wolf.bet Sportsbook. When placing a bet with Wolf.bet, the User is therefore agreeing that the User has read, understood and will be adhering to these Terms and Conditions including the general Terms and Conditions at any time applicable to Wolf.bet, [click here](#).

2) Wolf.bet reserves the right to make changes to the site, betting limits, payout limits and offerings.

3) Wolf.bet may update, amend, edit and supplement these Terms and Conditions at any time.

4) Any reference in these Terms and Conditions to words/objects that appear in singular also applies to plural. References to gender are non-binding and to be treated for information purposes only.

Definitions

1) "Error" is a mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical hazard, registration error, transaction error, manifest error, force majeure and/or similar. Examples of errors include, but are not limited to:

- bets accepted during technical problems that would otherwise not have been accepted;
- bets placed on events/offers that have already been decided;
- bets on markets containing incorrect participants;
- bets placed at odds that are materially different from those available in the general market at the time the bet was placed;
- bets offered at odds which reflect an incorrect score situation; or else,
- odds being clearly incorrect given the chance of the event occurring at the time the bet was placed.

2) "Influence Betting" is an act, prohibited by Wolf.bet, where a User, or parties acting in association with a User, can influence the outcome of a match or an event - directly or indirectly.

3) "Syndicate Betting" is an act, prohibited by Wolf.bet, where Users act together to place a series of bets on the same event or competition. Where there is evidence of Users acting together in this manner Wolf.bet reserves the right to make the relevant bets void and/or withhold payment of returns pending the outcome of subsequent investigations.

Bet Acceptance

1) A bet is not valid until it is validated and shown in the User's bet history. In cases of uncertainty about the validity of a bet, the User is requested to check the pending bets, or contact Customer Service.

2) Unless accepted in Error, once accepted, a bet will remain valid and cannot be withdrawn. It is the responsibility of the User to ensure details of the bets placed are correct. Under no circumstance Wolf.bet will accept any responsibility for any mistakes (perceived and actual), deriving from either Errors or any other reason, such as but not limited to, incorrect listing of the odds/betting objects.

Betting and Payout Limitations

1) Wolf.bet reserves the right to limit the net payout (the payout after the stake has been deducted) on any bet or combination of bets by one User at \$100,000. This limit may be lower depending on the specific sport, league and type of bet offer.

2) All bet selections are subject to pre-imposed limits set solely at Wolf.bet's discretion. Should this limit be reached, the User has the right to ask for it to be exceeded by means of a request effected through Wolf.bet's platform. Wolf.bet reserves the right to accept (fully or partially) or reject the said request without any prior notice and further explanation.

3) Wolf.bet reserves the right to decline, solely at its own discretion, all, or part of, any bet requested. This includes the possibility that a "Multi bet" is not accepted in full, either in terms of stakes or combinations included in said "Multi bet".

4) Wolf.bet reserves the right to restrict or deny access, totally or partly, to the user account, at its own discretion.

5) All bets placed through any Wolf.bet platform, also including bets requesting manual approval, may be subject to a time delay prior to acceptance, the length of which may vary. Such delay is to be determined by Wolf.bet at its sole discretion.

6) Wolf.bet reserves the right to withhold payment and/or to declare bets void on an event (or series of events), if there is sufficient evidence that any of the following has occurred:

- the integrity of the event has been called into question;
- the price(s) or pool has been manipulated;
- Match-rigging has taken place, or the match is under investigation for such. Evidence of the above may be based on the size, volume or pattern of bets placed with Wolf.bet across any or all of its betting channels, as well as information received from other betting providers or officially recognized organizations.

7) All odds offered are subject to variation. Such fluctuation is determined solely at Wolf.bet's discretion. Bets are accepted only at the odds available in the betting grid at the time the bet was accepted by Wolf.bet, irrespective of any other claim or previous publication present on the website or any other media detailing otherwise.

8) All payout calculations when settling bets will be done based on decimal odds, irrespective of any other format displayed/chosen at time of bet placement,

Cancellation (Voiding) of Bets

1) A bet can be declared void, and will be, in that event, settled with the odds of 1.00.

2) A bet made as an accumulative bet shall remain valid notwithstanding a match or an event which is part of the accumulative bet being void.

3) Wolf.bet reserves the right, at its own discretion, to declare a bet void, totally or partly, if it is obvious that any of the following circumstances have occurred:

- Bets have been offered, placed and/or accepted due to an Error;
- Bets placed while the website was encountering technical problems, that would otherwise not have been accepted;
- Influence Betting;
- Syndicate Betting;
- A result has been affected by criminal actions - directly or indirectly;
- A public announcement has occurred in relation to the bet which alters significantly the odds.

4) A bet made as an accumulative bet shall never include two or more offers the outcomes of which might turn out to be related (e.g. Team X to become champions and Player Y to be Top Goal Scorer in the same league). Although Wolf.bet takes all necessary steps to prevent such possibilities, in the eventuality that this would happen, Wolf.bet reserves the right, solely at its own discretion, to declare void all parts of the accumulative bet which include the correlated outcomes.

5) Bets can be voided regardless of whether the event has been settled or not.

6) Furthermore, all bets placed (and/or accepted) in the following circumstances will be declared void:

a. Pre-match betting

- Betting affected after the event has started;

- Betting affected after a related event was underway and where conditions could have been altered in a direct and indisputable way.

b. Livebetting

- Betting effected at incorrect price due to delayed or failing 'Live' coverage;
- Betting effected on particular offers after these have occurred, or else after an event which could normally be deemed as leading to the outcome has happened or is happening (e.g. bets placed on offers such as Total Goals Scored or Next Goal while a penalty is being taken, or has been awarded);
- Betting effected on odds which represented a different score than the actual;

Disclaimer and Priority

1)Wolf.bet reserves the right, at its own discretion, to adjust a Payout credited to an User's balance if it is obvious that the Payout has been credited to the Account due to an Error.

2)In order to adjust any inaccuracy in the User's balance following amounts credited due to an Error, Wolf.bet reserves the right to take any necessary action, without prior notice and within reasonable limits, to adjust the User's balance through the reversal, amendment or cancellation, of any subsequent transaction on the User's account.

3)Any complaints/disagreements towards settlement of any bet offer, should reach Wolf.bet within 14 days of the initial settlement to require a full investigation.

4)Wolf.bet reserves the right to suspend access to the account until it completes any investigations it deems necessary.

6)In cases where it deems that these Rules are inconclusive, Wolf.bet reserves the right, according to its own discretion, to settle offers on an individual basis on the basis of equity, attaining itself to generally accepted betting norms, customs and definitions.

7)Adaptations into other languages of these Terms & Conditions, or any other text which can be associated with bet offers, are done for purely informative purposes.

General Betting Rules

Common Terms of Reference

1)Unless listed either in conjunction with the bet offer, or else in the Sport Specific rules, all bets should be considered valid for the result at the end of the "Regular Time" or "Full Time"

only. "Regular Time" or "Full time" is defined as interpreted by the official rules published by the respective governing association. For example, in football, full time is stipulated to be 90 minutes including injury time, and in ice hockey it is stipulated as the 3 x 20 minute periods. Should the governing association decide to stipulate, before the start of the event, that the said event is to be played over a different duration, this will be treated as being the official rules for the event (for example, Under 17 football played with 2 x 40 minutes). Nonetheless, such occurrence is limited to the "regular" playing time and does not include any prolongation such as extra time or overtime, unless explicitly stated.

2)"Livebetting" is where it is possible to bet during an ongoing match or event. Wolf.bet does not acknowledge or accept any liability whatsoever if it not possible to place a bet or the live score update is not correct. At all times it is the User responsibility to be aware of the match and the events surrounding it such as the current score, its progression and how much time remains before the match is completed. Wolf.bet does not accept any liability for changes to the Livebetting schedule or interruption of the Livebetting service.

4)The "Participant" is an object constituting part of an event. In "Head-to -Head" and "Triple-Head" the Participant only refers to objects that are subject to the "Head-to -Head" or "Triple-Head" event in question.

5)The deadline (cut-off time) shown on the website is to be treated for information purposes only. Wolf.bet reserves the right, at its own discretion, to suspend, partially or completely, the betting activity at any time where it deems necessary.

6)Statistics or editorial text published at the Wolf.bet site are to be considered as added information but Wolf.bet does not acknowledge or accept any liability whatsoever if the information is not correct. At all times it is the Users responsibility to be aware about circumstances relating to an event.

7)Theoretical return in fixed odds betting to the player is given by the odds from all possible outcomes in the offer. The theoretical payback to a player on a bet offer with 3 outcomes a, b and c can be calculated as follows.

Theoretical % = $1 / (1 / \text{"odds outcome a"} + 1 / \text{"odds outcome b"} + 1 / \text{"odds outcome c"}) \times 100$

Bet Types

1) "Match" (aka 1X2) is where it is possible to bet on the (partial or definite) outcome of a match or event. The options are: "1" = Home team/Player 1, or the participant listed to the left side of the offer; "X" = Draw/Tie, or the selection in the middle; "2" = Away team/Player 2, or the participant listed to the right side of the offer. In particular instances or specific competitions, Wolf.bet might display an offer in the so-called "American" format (ie: Away Team @ Home Team), where the host team is listed following the visiting team. Irrespective

of the positioning of the teams on the board/betslip, the references to “Home” and “Away” teams will always refer to the actual teams playing at home (host) and away (visitor) respectively, as determined by the official organization.

2)"Correct Score" (aka Result Betting) is where it is possible to bet on the (partial or definite) exact score of a match or event.

3)"Over/Under" (aka Totals) is where it is possible to bet on the (partial or definite) amount of a predefined occurrence (e.g. goals, points, corners, rebounds, penalty minutes, etc.). Should the total amount of the listed occurrences be exactly equal to the betting line, then all bets on this offer will be declared void. Example: an offer where the betting line is 128.0 points and the match ends with the result 64-64 will be declared void.

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

5)A "Head-to-Head" and/or "Triple-Head" is a competition between two or three participants/outcomes, originating from either an officially organised event, or else, as virtually defined by Wolf.bet.

6)"Half time/Full time" is where it is possible to bet on the result in half time and the final outcome of the match. E.g. if at Half time the score is 1-0 and the match ends 1-1, the winning outcome is 1/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than two halves).

7)"Period betting" is where it is possible to bet on the outcome of each separate period within a match/event. E.g. If the period scores in an ice hockey match are 2-0 / 0-1 / 1-1, the winning outcome is 1/2/X. The bet is void if the regular time of the match is played in a different time format than those listed in the bet (i.e. other than three periods).8)"Draw No Bet" is where it is possible to bet on either "1" or "2". It is also common practice to refer to "Draw No Bet" in cases where no draw odds are offered. Should the specific match contain no winner (E.g. match ends as a draw), or the particular occurrence does not happen (E.g. First Goal, Draw No Bet and match ends 0-0) the stakes will be refunded.

9)"Handicap" is where it is possible to bet on whether the chosen outcome will be victorious once the listed handicap is added/subtracted (as applicable) to the match/period/total score to which the bet refers to. In those circumstances where the result after the adjustment of the handicap line is exactly equal to the betting line, then all bets on this offer will be declared void. Example: a bet on -3.0 goals will be declared void if the team chosen wins the match by exactly 3 goals difference (3-0,4-1, 5-2, etc). Any reference in this section to the term “margin” is intended to be understood as the outcome emerging from the subtraction of the goals/points scored by the 2 teams/participants. Unless otherwise stated all handicaps listed on Wolf.bet site are to be calculated based on the result from the start of the listed match/period

to the end of the specified match/period. It is however customary that for certain handicap bet offers in specific sports (Asian Handicap in Football), only the outcomes obtained from the time of bet placement until the end of the listed timeframe will be taken into consideration, thus disregarding any goals/points scored before the time the bet was placed and accepted. Any bet offer with these characteristics will be clearly displayed on site and highlighted in the punter's Bet History with the score at the time of bet placement. There are 3 different "handicap betting" formats:

2-way Handicap: Team A (-1.5) vs Team B (+1.5)

Example:

- Team A is given a -1.5 goal handicap in the match. For the bet to be won, Team A must win the match with a margin equal or bigger than the listed handicap (ie. 2 goals or more).
- Team B is given a +1.5 goal advantage in the match. For the bet to be won, Team B must either win the match, match finish in a draw or not lose with a margin equal or bigger than their listed advantage (ie. lose with a 1 goal margin).

3-way Handicap: Team A (-2) Draw (Exactly 2) Team B (+2)

Example:

- Team A is given a 2 goal handicap in the match. For the bet to be won, Team A must win the match with a bigger margin than the listed handicap (ie. 3 goals or more).
 - Draw would be the victorious outcome should the match end up with exactly the listed margin (ie. match ends with results such as 2-0, 3-1 and 4-2).
 - Team B is given a 2 goal advantage in the match. For the bet to be won, Team B must either win the match, match finish in a draw or not lose with a margin equal or bigger than their listed advantage (ie. lose with only a 1 goal margin).
- Asian Handicap: Team A (-1.75) vs Team B (+1.75)

Example:

- Team A is given a -1.75 goal handicap in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes -1.5 and -2.0. For the bet to be fully paid out at the listed odds, Team A must win the match with a bigger margin than both of their listed handicaps (ie. 3 goals or more margin). In the eventuality that Team A wins with only a 2 goal margin, the bet will be considered as partially won with a full payout on the -1.5 part of the bet and a refund on the -2.0 side since the outcome on that part of the bet would be considered a "tie". Should the match produce any other outcome, including a Team A victory with only 1 goal of margin, the whole stake would be lost.

•Team B is given a +1.75 goal advantage in the match. This means that the stake is divided into 2 equal bets and placed on the outcomes +1.5 and +2.0. For the bet to be fully paid out at the listed odds, Team B must either win the match, match finish in a draw or not lose with a margin equal or bigger than any of their listed advantages (ie. lose with only a 1 goal margin). In the eventuality that Team B loses with exactly a 2 goal margin, the bet will be considered as partially lost with a refund on the -2.0 part of the bet and a loss on the -1.5 part of the bet. Should the match produce any other outcome which results in a defeat of Team B with a margin of 3 or more goals, the whole stake would be lost.

10)"Double Chance" is where it is possible to bet simultaneously on two (partial or definite) outcomes of a match or event. The options are: 1X, 12 and X2 with "1", "X" and "2".

11)"Outright" or "Place" betting is where it is possible to choose from a list of alternatives and bet on the eventuality that a participant wins or places within a specified position in the classification of the listed event/competition.

12)An "Each Way" bet (aka EW) refers to a bet where the chosen selection must either Win or else Place within the payout terms. The bet is divided in two parts (the "Win" part and the "Place" part) of an equal stake. Settlement of such bets will take into account the applicable rules governing the "Win" and "Place" bets, namely the Sport-specific rules.

13)"Goal minutes" is where it is possible to bet on the sum of the minutes when the goals have been scored. When settling such bets, goals scored in injury time of both halves are to be considered as having been scored in the 45th minute in case the goal was scored in the first half injury time and the 90th minute in case the goal was scored in the second half injury time. Own goals will not count towards the settlement of individual player's 'goal minutes'.

Betting Props

1)Fantasy/Virtual "Matches" or "Head to Heads" are implicit match-ups where the performances of two or more participants/teams which are not directly confronting each other in the same match/event/round are compared. Settlement 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:

- Unless specifically stated the bets refer to the next official match/event/round (as applicable) that the listed participants/teams are scheduled to take part in.
- All relative matches/events must be completed on the same day/session which the match/event/round is scheduled to be completed for bets to stand, except for those offers the 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.

- Results for these offers will only take into account occurrences deriving from the actual play.

2)"Grand Salami" is where it is possible to bet on the total number of listed occurrences (Example: Total Goals, Total Runs) happening in a collection of matches/events on a specified round/day/match day. All relative matches/events must be completed for bets to stand except for those the outcomes of which have 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)Over/Under bets on classification of participants in performances/events must be interpreted as follows: "Over" means a worse or lower position while "Under" means a better or higher position. Example: A bet 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.

4)Bets on "Quarter / Half / Period X" refer to the result/score achieved in the relevant timeframe and does not include any other points/goals/events tallied from other parts of the event/match. Bets will be voided if the match is played in any other format but the one stipulated in the offer.

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

6)Bets on "Race to X Points / Race to X Goals... " and similar offers refer to the team/participant reaching the earliest the particular tally of points/goals/events. If the offer lists a timeframe (or any other period restriction) it will not include any other points/goals/events tallied from other parts of the event/match which are not related to the mentioned timeframe. Should the listed score not be reached within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.

7)Bets on "Winner of Point X / Scorer of Goal X" and similar offers refer to the team/participant scoring/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 scored/won within the stipulated timeframe (if any), all bets will be declared void, unless otherwise stated.

8)Bets 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 should it not be possible, without any reasonable doubt, 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.

9)"Team to score first and win" refer to the listed team scoring the first goal in the match and going on to win the match. Should there be no goals in the match all bets will be settled as void.

10)Any reference to "clean sheet" indicates that the listed team must not concede any goal during the match.

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

12)Any reference for a team to win all halves/periods (e.g. Team to win both halves) means that the listed team must score more goals than its opponent during all the stipulated halves/periods of the match.

13)Any reference to "Injury Time" refers to the amount displayed by the designated official and not to the actual amount played.

14)Settlement of bets on offers such as "Man of the Match", "Most Valuable Player" etc. will be based on the competition's organisers' decision, unless otherwise stated.

15)Settlement of bets 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 match/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 bet to be settled as "YES" the listed player's team must be declared winner of that particular match (in case of one match) or progressing to the next round/winning the competition. Goals scored in Regular Time and Extra Time count but not Penalty Shoot outs.

16)Bets on events which feature a selection of episodes that could happen in a match (E.g . "What will happen first to the player? with options "Score a goal, Get a Yellow/Red Card, Be Substituted) will be settled as void should none of the listed events/outcomes occur.

17)Settlement of Transfer bets will also take into account players signed by the club on loan deals.

18)Bets referring to Managerial changes refer to the individual in the Head Coach/Manager role (as applicable) who steps down/is removed from the position for any reason. Bets are valid even in cases where a joint responsible (if any) leaves their position and will be settled accordingly. In case that no more changes are happening between the time the bet is placed and the last league fixture (excluding play-offs, play-outs, post season, etc.) the bets placed after the last Managerial change (if any) will be void, unless a suitable option has been offered for betting.

19) Offers referring to which team/participant will achieve a particular accomplishment against another team/participant (E.g. Next team to beat Team X) as well as offers which refer to the classification on a certain date, will stand and be settled regardless of any eventual fixture changes and number of games/rounds played.

20) Settlement of offers referring to which team/participant will be the first to achieve a particular accomplishment against other team(s)/participant(s) (E.g. Team to score first in Match day X) will be based upon the timeframe in the respective match in which the feat has been accomplished. Example: Team A plays on Saturday and score their first goal in the 43rd minute while Team B plays on Sunday and score their first goal after 5 minutes, then Team B will be settled as winner.

21) From time to time Wolf.bet might decide to publish offerings referring either to the single performance of a participant/team; or offerings which combine the potential outcomes of 2 or more teams/participants (ex. Enhanced multiples), at higher odds than those normally available. Wolf.bet reserves the right to withdraw such offers, edit the respective odds and effect any further changes Wolf.bet might deem necessary at its sole discretion. Settlement of these offers will be based on the following criteria:

1. Unless specifically stated the bets refer to the next official match/event/round (as applicable) that the listed participants/teams are scheduled to take part in.

2. All relative events must be completed within the same day/session (as applicable) as listed in conjunction with the offer. Should this not be the case, stakes placed on the offer will be fully refunded except for those offers the 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.

4. All connotations related to the bet must be fully and unquestionably complied with for the bet 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 Wolf.bet Sportsbook. Bets will be settled as void should it still be impossible to determine a winning outcome. While all necessary precaution has been taken by Wolf.bet 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 bet offers currently present on site.

22) "Teaser+" allows the user the possibility to allocate the same pre-set amount of points to all outcomes present in a parlay (combination) containing Spreads (Handicaps), Totals (Over/Unders) or a combination of both. Example: User combines NFL Team X +6.5 points

in a parlay with Over 41 points in the NFL match between Team Y and Team Z. By choosing the “Teaser+ Football 6 points” option, the lines and odds get recalculated into a parlay featuring Team X +12.5 points (previously +6.5), combined with Over 35 points (previously Over 41). Should any part of a “Teaser+” bet be settled as void (push), that particular selection will be excluded from the parlay and the computation of odds/payout will be re-adjusted accordingly.

23)Bets referring to “Rest of the match” or similar will consider only outcomes and occurrences obtained from the time of bet placement until the end of the listed timeframe, thus disregarding any occurrences registered before the time the bet was placed and accepted.

24)Bets on specific timeframes/intervals (example: Match 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/match outside the specified timeframe/interval, including stoppage/injury time, unless specified.

System Bets

1)In Pre-match betting, it is possible to combine up to twenty (20) different offers on a single coupon. Based on these twelve offers, User’s can choose their own number of singles, doubles, trebles etc.

2)In Livebetting it is possible to combine up to twenty (20) different offers on a single coupon as an accumulator bet. All selected matches/offers in an accumulator must be included in the coupon and no other multiple options (Example: singles, doubles, etc.) which exclude 1 or more matches/offers are available.

3)Wolf.bet reserves the right to limit the amount of combinations due to what is known as outcome dependency, and also other factors, solely at its own discretion.

4)It is possible to include one or several matches as ‘bankers’ which means that the selected matches/events will be included in all coupons.

5)A ‘Patent’ is a combination, which includes one treble, three doubles and three singles from a selection of three matches.7)A ‘Yankee’ is a combination, which includes one fourfold, four trebles and six doubles from a selection of four matches.

6)For display purposes, when necessary, the second digit after the decimal point of the odds is shown as rounded up in the Users bet history to the nearest decimal number. The payout will however be effected based on the actual odds multiplied by the stake, disregarding the aforementioned rounding.

Result Settlement

1)When settling results Wolf.bet will do its utmost to attain itself to information obtained first hand (during or exactly after the event has been concluded), through TV transmissions, streaming (web-based and through other sources) as well as official sites. Should this information be omitted from first hand viewing and/or official sources and/or there is an obvious Error in the information included in the sources above, the settlement of the bet offer will be based on other public sources.

2)Settlement of bets will not include any changes deriving from and/or attributable to, but not limited to: disqualifications, penalisations, protests, sub judice results and/or successive changes to the official result after the event has been completed and a result has been announced, even preliminarily. For bets referring to competitions which span over more than 1 round/stage (E.g. ∴Season Bets), only amendments affecting bets which settlement has not been decided yet will be taken into consideration. Such measures must be announced by the governing association before the last scheduled round/stage will be considered. Any changes effected after this date, or else referring to bets which have already been settled based on events happening during the event/competition will not be considered.

3)Occurrences which have not been sanctioned and/or acknowledged by the match/event officials (e.g. disallowed goals) will not be taken into account towards the settlement of the bet. As a general rule, and unless the offer specifies otherwise, Wolf.bet will settle offers based on the exact time that the flow of play was interrupted/resumed (as applicable) by the occurrence in question (e.g. ball went out of play for a throw-in/goal kick or crosses the line for a goal). Bets referring to the accumulation of a particular occurrence (e.g. Total corners) and/or the execution of a particular action, will require said occurrence to actually take place during the time interval specified (e.g. the corner being kicked). In such instances, should the occurrence be only awarded and not taken, it will not be considered for settlement purposes.

4)All bet offers related to matches/events which do not take place at all or are awarded a result through a walk-over decision will be declared void.

5) In case of an abandoned event, all bet offers that have been decided prior to the abandonment and could not possibly be changed regardless of future events, will be settled according to the decided outcome. Should the abandoned event not resume within 12 hours of its start time, all pending offers related to the event will be settled as void.

6) In case an event is abandoned and is scheduled to restart from the beginning, all bets placed before the initial match which could not be settled through the outcomes deriving from the play prior to abandonment, will be declared void regardless of whether or when the match is continued

7) Any event which does not start within 12 hours from the kick-off time as last issued by the governing association will be declared void. This includes cases like matches which are postponed due to bad weather, crowd trouble or similar scenarios. Exceptions to this are cases of events whose starting times had not been officially defined yet by the governing association at time of bet placement, or those which are moved due to scheduling conflicts/tv broadcasts but are to be played within the same matchday (where applicable). In such cases bets will remain valid granted that the listed event is the next official commitment from that particular tournament/league/competition scheduled for all participants in the offer.

8) In cases of events which have not been completed before their natural conclusion, and a result is issued through a decision by the association not more than 12 hours from the event's start, Wolf.bet will use the issued decision as the official result for offers related to the event's outcome, such as Match, Draw No Bet and Double Chance granted that the issued decision does not change the outcome of the said bet offers at the time of the abandonment. In that case the stakes will be refunded. All offers referring to the tallying of particular occurrences (example: Total Goals, Handicaps, etc) will be declared void except for those the outcomes of which have 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.

9) All bet offers related to uncompleted matches/events where the official governing body is not previously acknowledged (e.g. Club Friendlies) will be declared as void unless at least 90% of the stipulated Regular/Full time is played. Should the match/event be abandoned after 90% has been completed, the settlement will be based on the current score at the time when the match/event was stopped.

10) Settlement of bet offers, such as, but not limited to, shots, shots on target, ball possession, assists, rebounds, etc. will be based according to the definition with which the official governing body issues said statistics. Unless backed by un-contradictory evidence, Wolf.bet will not acknowledge any complaints which derive from a personal interpretation of such terms.

11) When placing "Outright" or "Place" bets, no stakes will be refunded on participants/outcomes that are not participating or withdrawing from an event (both prior and during), unless otherwise stated. Wolf.bet reserves the right, at its own discretion, to apply Tattersalls Rule 4 on any competition and this will be stated in correlation to the bet offer and/or the relevant Sport-specific rule.

12) No refunds of bets will apply, even if the winning outcome of a match/event is a participant/outcome that has not been listed for betting purposes. On all bet offers the User has the possibility to ask for a price on a non-listed participant/outcome. Wolf.bet reserves the right, at its own discretion, to decline such requests.

13) In case a participant is disqualified/withheld/banned from taking part in a subsequent part/phase of an event/competition, the disqualification will be considered to have taken place

at the time of the participant's removal from the event. No alterations will be made to previous results, regardless of any modifications due to said actions.

14) If two or more Participants share the applicable finishing positions and no odds have been offered for a drawn outcome, the payout will be calculated by dividing the stake by the number of participants sharing those certain positions and are settled accordingly. The payout will always be at least equal to the stake, except in cases of "Head to Heads".

15) In "Group Betting" (aka "Best of X"), all listed participants must start the event for bets to stand.

16) In "Group Betting" (aka "Best of X"), at least one participant from the selection list must successfully complete the event for bets to stand. Should that not be the case, and the governing association does not follow specific tie-breaking criteria, the bets will be declared void.

17) In a "Head to Head" between two or three participants, all listed participants must start the particular round/event which the bet refers to, for bets to be considered valid.

18) In a "Head to Head" between two participants, all bets will be refunded if both participants share the same position/score or are eliminated at the same stage of the competition, unless the governing association follows specific tie-breaking procedures, in which case, these will be deemed valid.

19) In a "Head to Head" between three participants and more than one winning outcome, the odds will be divided by the outcomes sharing the winning position, irrespective whether the net outcome is lower than the User stake.

20) If a "Head to Head" is offered between different rounds/stages, all participants must take part in the upcoming round/stage for bets to be valid.

21) Unless specifically stated, whenever the organising association deems it fit to include any necessary rounds, matches, or series of matches (e.g. Play-offs, Play-outs, Postseason) following the end of the so-called Regular Season in order to determine the classification, league winners, promotion/relegation, etc., Wolf.bet will take into account the results and outcomes deriving from these matches for settlement purposes of bets referring to the final league classification, promotion, relegation, etc. For example seasonal bets on the team winning the NHL will refer to the Stanley Cup Winners.

22) Offers which confront against each other the performances of two or more individuals/teams over a stipulated timeframe/competition will only be settled based on the result of the listed participants, disregarding all other participants in the same competition/event.

23) Unless specifically stated, all offers referring to a single player's performance in a specific domestic league (such as Total Goals Scored by Player X in League Y) or "Head to Head" bet offers involving two players' performances in domestic leagues, will not take into account those events happening during eventual Play-offs/Play-outs/Post-season or any other matches, or series of, which would happen after the so-called Regular Season.

24) Offers related to a total amount of occurrences/events scored/tallied by a particular team, either in a single team performance in a specific domestic league (such as Total Goals Scored by Team X), or "Head to Head" bet offers involving two teams' performances in domestic leagues (E.g. Most Penalty Minutes in League X - Team Y vs Team Z), or a cumulative league performance (E.g. Team to receive Most Yellow Cards in League X) will not take into account those events happening during eventual Play-offs/Play-outs/Post-season or any other matches, or series of, which would happen after the so-called Regular Season, unless otherwise specified.

25) In a single player performance bet offer in a specific domestic league (such as Total Goals Scored by Player X in League Y) or "Head to Head" bet offers involving two players' performances in domestic leagues, should any of the following occurrences happen to either of the participants in the selection list, the bets will be considered void: (i) does not take part in at least 50% of the stipulated matches (excluding eventual Play-offs/Play-outs/Post-season); (ii) does not take part in at least another match after the bet has been placed, (iii) totals the same amount as the other player.

26) In a single player performance bet offer in a specific event (such as Total Goals Scored by Player X in International Tournament) or "Head to Head" bet offers involving two players' performances in specific events, should any of the following occurrences happen to either of the participants in the selection list, the bets will be considered void: (i) does not take part at all in the event (ii) does not take part in at least another match after the bet has been placed, (iii) totals the same amount as the other participant.

27) During specific events Wolf.bet might decide to offer for betting a reduced selection of participants and might also include betting options such as "any other", "the field", or similar. This option includes all unlisted participants except for the ones mentioned specifically as available.

28) Offers that make specific reference to a participant's/participants' performance in a particular event (e.g. Player X vs The Field) are to be considered void if the mentioned participant(s) do(es) not take part in the competition.

29) Any form of a qualification ahead of the main event is considered to be a valid part of that competition. Thus any participant who is eliminated at qualification stage will be considered losing to anyone that is pre-qualified or is successful in the qualification part.

30) Bet offers which originally require participant(s) to compete in two or more stages/legs to advance into a subsequent phase/round of a competition, will remain valid regardless of any postponement/movement of the actual match dates, given that said match(es) actually takes place within the frame of the competition.

31) A bet on a "To Qualify" market originally requiring just one stage/leg to advance to a subsequent phase/round of a competition (including any eventual prolongations/additional matches, e.g. replays) will be declared void if said match is not decided within more than 36 hours of its supposed start time.

32) Should an event be moved from its originally announced venue and/or have its playing surface changed, this will not be treated as a cause for the offers to be voided unless (i) the Sport-specific rules dictate such, and/or the new location in which the event takes place is the habitual "home" pitch of either participant involved in the match, except as dictated below. As a general principle, Wolf.bet will refer to the Home team (host) and the Away team (visitor) in accordance with the definition issued by the governing association for that particular match/competition. Bets on matches played on so-called "Neutral pitches" will remain valid regardless of whether such information has been detailed in the bet offer and/or the positioning of the teams on the betting board/display. In those cases where there is a discrepancy between the positioning of the teams/participants on the official website and their placement on the betting board/display, and such discrepancy causes a significant effect on the odds of the match/competition Wolf.bet will void the affected bets. Such eventuality is contemplated only in cases where the discrepancy has a material and visible effect on the odds. For example, in cases of swapped Home and Away teams in an Ice Hockey match Wolf.bet will void the bets. Nevertheless Wolf.bet will consider valid bets placed on events where the so-called home-field advantage is not considered and in cases of neutral venues. Examples of such cases include but are not limited to tennis tournaments, MMA fights, singles competitions in general, or specific events such as the final/late stages of team competitions being held in pre-established venues, like the Superbowl, the NCAA Final 4 or the Italian Football Cup Final even if the location can be deemed as a potential customary "home" pitch for either of the teams involved. In such cases, said events will be considered as being played in neutral venues and all bets stand regardless of the positioning of the teams/participants on the official website and their placement on the betting board/display.

33) Information referring to gender of the teams, age groups and youth teams, as well as various definitions of reserve teams (e.g. B and C teams), is to be treated as supplementary information. The inclusion (or lack of) and correctness of such information will not be treated as sufficient cause for the voiding of the offers related to the match/event, given that this does not cause an obvious inconsistency in odds offered.

34) While all necessary precautions are taken by Wolf.bet to assure the most faithful rendition of all components involved in a bet offer, it is to be assumed that certain denominations could be represented differently due to different interpretations deriving from adaptations into another language. Such linguistic incongruence will not be treated as sufficient cause for the

voiding of the offers related to the match/event, given that it does not create uncertainty with other participants. The same applies for denominations referring to events, team names, sponsor names, etc.

35) In case of bets where there is reference to timeframes, they should be interpreted in the following way: “within the first 30 minutes” will include anything happening until 0 hours 29 minutes and 59 seconds; “between 10 to 20 minutes” will include anything happening from 10 minutes and 0 seconds until 19 minutes and 59 seconds.

36) Unless listed either in conjunction with the bet offer, or else in the Sport Specific rules, bets referring to event/match duration which include non-full integer digits (E.g. 88.5 minutes or X.5 rounds) require the full completion of the full integer of the listed duration for them to be considered won. For example: a bet on Over/Under 88.5 minutes in a Tennis match will be settled as Over only if at least 89 full minutes are completed.

37) Wolf.bet acknowledges that some bets might require the rounding-up of percentages, units or other criteria which are decisive for the settlement of the bet. Should that be the case, Wolf.bet reserves the right to adjust and settle accordingly.

38) Any reference to goals scored by specific players will not count if they are defined as ‘own goals’ (scored in their own goals) unless otherwise stated.

39) Any reference to confederation, nationality or similar will be subject to the definition by the governing association.

40) Any medals won by a team/nation per competition will count as one (1) single medal regardless of the number of team members.

41) Offers related to a total amount of occurrences/events scored/tallied by a particular player, in a single team performance in a specific competition (such as Total Goals Scored by Player X for Team Y) will only take into account total amount of occurrences/events scored/tallied by the particular player while playing for that team in that particular competition. Should any of the following occurrences happen to the listed player, the bets will be considered void: (i) does not take part in at least 50% of the competition's stipulated matches (excluding eventual Play-offs/Play-outs/Post-season); (ii) does not take part in at least another match after the bet has been placed.

42) Offers on whether certain individuals will be occupying a specified position/title/job on a certain date (E.g. Minister X to still be Minister on date Y, Player/Coach to still be with Team Y on Date Z) refer to the individual in question to hold (or alternatively to be appointed in) the listed position uninterrupted between the time the bet is placed and the specified deadline. Should the individual for any reason whatsoever leave the position before the specified deadline, the outcome of the bet will be considered as not having happened. This is valid even in cases where the individual is re-appointed/signed again in that same

position/title/job and even if on the specified deadline the individual is occupying once more that same position/title/job to which the bet refers to. Settlements will also take into account players signed on loan deals.

Special Sports Betting Rules & Limits

Football

1)First Goalscorer – The bet refers to a specific player being the scorer of the first goal either during a particular timeframe of the event (E.g. “First goal in the match” or “First goal in the 2nd Half”), or else being the first scorer for his team (E.g. “First Goalscorer – Team X”). Stakes will be refunded on players who do not take part in the match or else come on the field of play after the goal to which the bet refers to has been scored. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the next player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no further goals, as applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost.

2)Last Goalscorer – The bet refers to a specific player being the scorer of the last goal either during a particular timeframe of the event (E.g. “Last goal in the match” or “Last goal in the 1st Half”), or else being the last scorer for his team (E.g. “Last Goalscorer – Team X”). Stakes will be refunded only on players who do not take part in the match at all. In all other instances bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer. Should the goal to which the bet refers to be deemed as an own goal, the previous player to score a goal which is not an own goal and conforms with the bet offer parameters will be deemed as the winning outcome. In case no goals (or no previous goals, as applicable) is/are scored which are not own goals and fulfil the remaining bet offer parameters, all bets will be considered lost.

3)"Scorecast" and "Matchcast" are bet offers where it is possible to bet simultaneously on a particular occurrence (e.g. First Goalscorer) combined with another from the same, or related event (e.g. Correct Score in the match, or match outcome). Stakes will be refunded on players who do not take part in the match at all. In all other instances bets will remain valid, irrespective of the time of inclusion/substitution of the player. Own goals do not count for the settlement of this offer.

4) Unless otherwise specified, or indicated in conjunction with the bet offer, all other goal-related bets will require the listed player(s) to play from the start of the match to be valid. Own goals will never count as a goal scored for any selected player.

5) On all bets related to yellow/red cards, booking points, etc., only cards shown to players which at that moment are on the pitch are valid for settlement purposes. Cards, disciplinary actions, suspensions, imposed on any other individual which at the moment of the sanction is not, or should not, be actively playing on the pitch, as well as disciplinary measures taken after the game has officially ended, are disregarded.

6) All disciplinary-related bets referring to individual(s) (e.g. yellow card, red card, number of fouls), will require the listed player(s) to play from the start of the match to be valid.

7) "Booking Points" are calculated according to the following rules: Yellow card = 10 points, Red card = 25 points. Maximum points for one player are 35.

8) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the match are considered valid given that all listed players start the match for bets to stand.

9) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the event/tournament are considered valid given that all listed players take part in the event/tournament at some stage for bets to stand.

10) All bets referring to aggregated Tournament Totals (such as Goals, Corners, Cards, Penalties, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Extra Time) but not Penalty Shoot Outs.

11) Unless specifically stated, all bets referring to a particular team winning a number/selection of trophies in the same season will be based on the particular team's performance within the following competitions: the domestic league, the apparent equivalent of the respective FA Cup and League Cup as well as the Champions League or Europa League. Other trophies (e.g. domestic and European Super Cup, World Club Cup) do not count.

12) The "Domestic Double" is to be considered as the team's victory in the apparent equivalent of the respective domestic league and FA Cup.

13) For settlement purposes, bets referring to the number of cards shown by the referee will be counted as follows:

- Yellow card = 1
- Red card = 2
- One yellow and a red = 3

- Two yellow cards and a red = 3

The maximum cards for one player is 3 cards. Only cards shown to players currently eligible as per C.14.5 will be taken into consideration.

14) Bets on whether a particular player(s) will manage to score from certain areas of the pitch (E.g. from outside the 'penalty box') will be settled based on the position of the ball at the time the shot was struck by the player, irrelevant of any further deflections which the ball trajectory might incur following the initial shot. For the sake of clarity it is to be understood that the lines delineating the 'penalty box' are to be considered as an integral part of such an area of the pitch. Thus, should a shot be struck with the ball hovering above, or touching, even partially, said lines, the shot will not be considered as having been effected from outside the box.

15) Bets on whether a particular player(s) will manage to hit the cross bar, goal post or any other part of the frame delineating the goal area will only be settled as having accomplished such feat if the shot does not result directly in a goal being awarded exactly after the ball hits a part of the goal frame. Settlement will only take into consideration shots aimed at the goal frame defended by the opponents of the listed player(s) team. Should a player have a shot which hits the post their team defends this will not be considered as having accomplished such a feat.

16) During certain events Wolf.bet might decide to offer for betting a reduced selection of participants (E.g. Any unlisted Team X player) or else a single participant as a representation of the whole squad (E.g. "Any Team X player"). In both cases for settlement purposes, all unlisted squad members are to be deemed as starters (and settled as such), including substitutes regardless whether they take part in the match or not.

17) Bets on the performance of players starting the match on the bench will be settled as void if the player is either listed in the starting XI or does not take part in the match at all.

18) On offers such as Next Goalscorer, Next Carded player, Next Assist and Man of the Match, stakes will be refunded should the chosen player not take part in the match at all. Results for this offer will include any outcomes obtained during eventual Extra Time but not during Penalty Shoot-outs.

19) Bets on "Next Assist" for a particular goal will be settled as void should the governing association declare the specified goal as having been unassisted, the specified goal is an own goal and/or no more goals are scored in the match. Results for this offer will include any goals scored during eventual Extra Time but not during Penalty Shoot-outs.

20) Bets referring to penalty kicks conversion and/or outcome will be settled according to the outcome occurred on the field of play as per the rules governing that specific scenario and in cases of penalty shoot-outs will remain valid regardless of the format employed by the

governing association during the shoot-out. Bets stand in case the penalty is ordered to be re-taken and will be settled with the outcome achieved from the re-taken penalty. As a general principle, settlement will be based on the concept that unless the penalty kick results in a goal being awarded (and settled accordingly), the first person/object/location (as applicable) which the ball initially touches after being kicked will be considered as the winning outcome, disregarding any other persons/objects the ball hits in its subsequent trajectory following any previous deflection, if any. The following examples are being issued as a general guideline on settlement:

"Goal" would be the winning outcome in case of the following scored penalties scenarios:

- Any penalty kick which ends up as a goal without it being deflected;
- Goalkeeper touches the penalty kick but ball ends up as goal;
- Penalty kick touches the woodwork before ending up in the goal."

"Save" would be the winning outcome in case of the following missed penalties scenarios:

- Goalkeeper deflects the penalty kick to outside the goal frame;
- Goalkeeper deflects the penalty kick onto the post/crossbar.

"Woodwork" would be the winning outcome in case of the following missed penalties scenarios:

- 1) Penalty kick hits the woodwork before it is touched/saved by the goalkeeper;
- 2) Penalty kick hits the woodwork and the ball goes outside the goal frame.

"Any other Miss" would be the winning outcome in case of any penalty kick which without any deflection either by the goalkeeper or by the woodwork ends up outside the goal frame. Exception to the above scenarios would be in case of penalty shoot-outs, should the ball hit the woodwork, bounce on the goalkeeper and end in goal, such penalty will be considered as having been scored while should said situation occur during any other part of the match which is not a penalty shoot-out, the penalty taker would be considered as having missed to score and "hitting the woodwork" will be considered as the winning outcome.

21) Any decision taken by the Video Assistant Referee (VAR) which conflicts with the original decision sanctioned by the officials on the pitch (including non-decisions like allowing play to continue before reviewing the video), thus altering the understood state of the match at the time of bet placement, will result in all bets placed in the timeframe between the actual occurrence of the original incident and the referee's final decision on the incident being deemed as void, unless the odds offered on the specific bet offer are unaffected by the use of VAR or have already been accounted for in the odds offered at the time of bet acceptance. Settlement on all other unrelated bet-offers, including those determined by any play between the time of the original incident and the decision following the VAR review, which are not influenced/alterd by the VAR decision will stand. For resulting purposes VAR

reviews are to be considered as having happened at the time of the original incident for which the VAR would be eventually used even if play has not been immediately interrupted.

Wolf.bet reserves the right, to reverse any previously settled offers where the settlement becomes inaccurate following the final referee decision, providing said decision is taken and communicated before the conclusion of the match and/or timeframe listed. In order to avoid any doubts, Wolf.bet will consider the VAR as having been used if it is understood from the referee's gestures (ex.hand gestures, stopping the match to review the incident themselves), and/or the VAR usage is confirmed by the match report issued by the official organization. In cases where it is unclear whether the VAR has been used due to missing TV coverage and/or conflicting reports, Wolf.bet will settle the bets based on the information acquired from feed providers and generally reputable online sources on the basis of equity.

22)For settlement purposes, markets referring to team to be shown the next Card (booking) and/or “Total Cards” will always consider a Red Card as 2 instances of a card being shown and will be settled accordingly. The following examples are being listed as a guideline:

- First card shown in a match is a straight Red Card. The team to which the card is awarded will be settled as the winning selection for the offers: Cards #1 and #2;
- First card shown in a match is a Yellow Card followed by a straight Red Card to the same player without a second yellow card being shown. The team to which the cards are awarded will be settled as the winning selection for the offers: Cards #1, #2 and #3;
- First card shown in a match is a Yellow Card followed by a second Yellow Card with the subsequent Red Card to the same player. The team to which the cards are awarded will be settled as the winning selection for the offers: Cards #1, #2 and #3.

23)Markets referring to which specific player will be the next to be booked/receive a card are to be understood and settled as per the order of the instance in which each single player gets booked/sent off by the referee. The card colour shown by the referee will not be given any consideration in the settlement of this offer and the decisive criteria will always be the order in which the single player is considered to have gone into the referee's book. For settlement purposes it is possible for a single player to be listed twice as the “Next Carded player” as much as both bookings occur during different interruptions of play. Should 2 or more players be booked during the same interruption of play, bets on this offer will be settled as void.

24)Any reference to “Free Kicks” both when presented as a single outcome, as well as an occurrence will also take into consideration instances awarded for offsides and any other violation except those sanctioned with a penalty.

Tennis, Table Tennis, Badminton

1) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes (either before or during the match), in conditions (indoor/outdoor) and/or surface types, unless other arrangements have been agreed.

2) "Match" bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. These bets require the total number of sets played within the tournament framework rules to stand.

3) "Over/Under" and "Handicap" offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. The following examples can be used for consideration:

• Example 1 - Over/Under: A retirement occurs in a match scheduled for three sets with the score 7-6, 4-4. The offers: "Total Games Set 2 – 9.5" (or any lines lower than that amount) & "Total Games Played in the Match – 22.5" (or any lines lower than that amount) will be settled with "Over" bets as winning and "Under" bets as losing. Bets on lines higher than that will be settled as void.

• Example 2 - Handicap: A retirement occurs at the start of the 3rd set in a match scheduled for 5 sets with the score at 1-1. Bets on +2.5/-2.5 Sets will be settled as winners and losers respectively. Offers on any lines lower than that amount will be settled as void.

4) All "Correct Score" (namely Set Betting and Game Betting), "Odd/Even", and those offers which refer to the winner of a particular period in the match (example "Which player will win the first set?" and "Set 2 – Game 6: Winner" require the relevant part of the match to be completed.

5) All types of offers not specified above require a total number of sets played within the tournament framework rules to stand. If the above is not met bets are voided.

6) In a Doubles match, all bets will be declared void if any of the stated players are being replaced.

7)Any reference to "Grand Slams" will be based on the tournaments for that particular season to which the ITF attributes said definition, irrespective of any venue, date, or any other changes.

8)Unless explicitly stated, all bets on Davis Cup matches will be voided in case it is decided that the match is played in any other format than “Best of 5 Sets”, (e.g . Best of 3 Sets).

9)Offers relative to the Davis Cup are offered with the explicit assumption that the particular match-up will form part of the so-called “rubbers” for the next available Singles session, which usually consists of two Singles matches per session. All bets will be cancelled on matches which are intended for the first or second rubber (usually Friday Singles matches) which had the listed participants changed, regardless of the fact that the same encounter could actually happen during other match-ups of the same tie/round.

10)Results acquired in a "Pro Set" will be valid only for the following offers: "Match", "Set Handicap", "Set Betting" and "Total Sets". All other types of offers will be settled as void, with the exception of offers the outcome of which is already determined.

11)In cases where a "Match Tie-Break" is used by the organizing committee/federation as the deciding factor in determining the outcome of the match, said "Match Tie-Break" will only count as 1 "Game" as applicable. (Example: A match with the following scores: 6-4 (Set 1), 2-6 (Set 2) and 10-8 (Match tie -break) will be resulted in Participant/Team A winning 9 Games (6+2+1) while Participant/Team B will be considered as won 10 (4+6+0).

Basketball

1)A bet on Basketball is determined on the basis of the Result after the so-called extra (over) time, unless otherwise stated.

2)Bets referring to the match outcome (aka “Moneyline”) from ties which are decided over two or more match-ups will have the “Including Overtime” offer voided in case the match ends in a draw and no further play is done in that particular match.

3)In multiple legged ties, all points collected during any overtime period will count for the final settlement of that particular match.

4)"Head to Head" and “Over/Under” bets involving one or more players’ performance in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.

5)All bets referring to aggregated Tournament Totals (such as Points, Rebounds, Assists, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Over Time).

Ice Hockey

1)Settlement of player related and team total bets in an event/tournament (such as Goals, Assists, Points, Penalty Minutes, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g . Over Time) but not Penalty Shoot Outs.

2)"Head to Head" and "Over/Under" bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage.

3)Settlement of player related bets in a specific match will be based on the result after the end of the 3rd period (Regular Time), unless otherwise stated.

4)For the purpose of settlement, "Over/Under" bets referring to Total Goals Scored in the match including any eventual goals scored in Overtime and Penalty Shootouts, will be settled by counting as only "1" the goals scored by either team during the prolongations. The following examples can be used for consideration:

- Example 1 - Over/Under (Regular Time): Match ends 2-2 at the end of the 3rd period. Total Goals will be settled as 2-2 (4 goals in total).
- Example 2 - Over/Under (Including OT and Penalty Shootout): Match ends 2-2 at the end of the 3rd period and Team A scores in OT. Total Goals will be settled as 3-2 (5 goals in total).
- Example 3 - Over/Under (Including OT and Penalty Shootout): Match ends 2-2 at the end of the 3rd period. OT ends 0-0 while during the Penalty Shootout Team A scores 1 and Team B scores 2. Total Goals will be settled as 2-3 (5goals in total)

Volleyball

1)Any points tallied during the so called "Golden Set" will not count for the settlement of the offers relating to that particular match, with the exception of any bets referring to tournament progression and Tournament Totals.

2)Settlement of player-related bets in match/event/tournament will be based on the result after potential over (extra time, unless otherwise stated).

3)"Head to Head" and "Over/Under" bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage.

4) "Over/Under" and "Handicap" offers on unfinished matches the outcome of which is already determined before the interruption of play and/or where any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the tennis-section for reference.

5) All "Correct Score" offers, "Odd/Even", and those offers which refer to the winner of particular period/time frame in the match (example "Which team will win the 1st set?" and "Set 2 – Race to 15 points" require the relevant part of the match to be completed.

6) All types of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

Handball

1) "Head to Head" and "Over/Under" bets involving the performance of one or more players in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.

2) All bets referring to aggregated Tournament Totals will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g . Extra Time) but not Penalty Shoot Outs.

3) Settlement of player related bets in a specific match will be based on the result after the end of the 2nd half (Regular Time), unless otherwise stated.

Baseball

1) Unless otherwise stated, bets on Baseball are determined on the basis of the result after any eventual extra innings, and regardless of the amount of innings played, as declared by the organising association.

2) A bet is declared void on a cancelled or postponed match which has not started, or in the case of a result not having been issued within twelve hours of the scheduled start time.

3) "Match" bets will be declared void in case of a draw after the eventual extra innings. All

other offers which could reasonably be settled (e.g. "Over/Under", "Handicap" and "Odd/Even") will be settled according to the result after the extra innings.

4)"Handicap", "Over/Under" and "Odd/Even" bets require all scheduled innings to be completed, or at least 8.5 innings to be completed if the home team is in advantage, for bets to stand. This applies to all offers except those the outcome of which has been decided prior to the abandonment and could not possibly be changed regardless of future events. These will be settled according to the decided outcome.

5)The name of the so-called starting pitcher has no relevance on how offers are settled.

6)For settlement purposes "First Half" bets are deemed to be referring to the outcomes deriving from the first 5 innings. All 5 innings must be completed for bets to stand except for those offers the outcome 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.

7)"Head to Head" and "Over/Under" bets involving one or more players' performance in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.

8)All bets referring to aggregated Tournament Totals (such as Runs, etc.) will be settled based on official statistics by the governing association. Unless otherwise stated, cumulative amounts of such bets will include eventual prolongations (e.g. Extra Innings)

Rugby

Rugby League

1)Unless otherwise stated, settlement of bets on Rugby League is determined on the basis of the result after the so called extra (over) time or Golden Point Rule, as applicable.

2)"Margin Betting" and "Half/Time Full Time" offers are settled with the outcome at the end of the 80 minutes play.

3)Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the so-called "dead-heat" rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Account Holder's stake. Should such provision be in place it would be listed in conjunction with the bet offer.

4)Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in the game day 17 stand regardless of the player's participation (or lack thereof) in the match. Stakes on players not included in game day 17 will be refunded.

5)Unless otherwise specified, all other bets involving the performance of one or more players will require the listed participant(s) to play from the start of the match to be valid.

6)Settlement of player-related bets in match/event/tournament will be based on the result after potential over (extra) time, unless otherwise stated.7)All bets stand, regardless of change of venue.

Rugby Union

1)Unless otherwise specified all bets referring to the match and team performances, etc. are settled in accordance with the result at the end of the 2nd half (after 80 minutes play).

2)Certain competitions/events might have offers that are relevant to a specific period/match that can end in a draw, either at the end of the normal 80 minutes of play or even after eventual extra (over) time is played. In such cases bets are settled according to the so-called "dead-heat" rule where the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the Account Holder's stake. Should such provision be in place it would be listed in conjunction with the bet offer.

3)Try Scorers (First/Last/Anytime/Team) – All bets include any potential extra (over) time. Any bets placed on players in game day 22 stand regardless of the player's participation (or lack thereof) in the match. Stakes on players not included in game day 22 will be refunded.

4)Unless otherwise specified, all other bets involving the performance of one or more players will require the listed participant(s) to play from the start of the match to be valid.

5)Settlement of player-related bets in match/event/tournament will be based on the result after potential over (extra) time, unless otherwise stated.

6)All bets stand, regardless of change of venue.

Cricket

General Cricket Rules

1) In cases where no odds have been offered for a tie and the match/offer ends in a tie, bets would be settled according to the so-called “dead-heat” rule where the payout would be calculated after the odds are divided and multiplied by the stake, irrespective whether the net payout is lower than the Account Holder's stake. Should such provision be in place it would be listed in conjunction with the bet offer. In competitions where other means are used to determine a winner after a tie (‘Bowl out’ or ‘Super over’) then offers will be settled based on the result after such prolongations are completed.

2) “Highest Opening Partnership” requires that both sides complete their opening partnerships with the exception of those situations where an outcome has already been determined.

3) “Batting” Head to Heads require that both players be at the batting crease while a ball is bowled, though not necessarily facing a ball. In case either batsman's innings are not completed bets will be voided with the exception of those situations where an outcome has already been determined.

4) “Bowling” Head to Heads require that both players bowl at least 1 ball for bets to stand.

5) Total “Batsman Runs” (Over/Under) require the innings to be completed. In cases where a batsman's innings is ended by weather or bad light, all bets where a result has not been determined will be declared void. A result is deemed to have been determined if a Batsman has passed the Run total at which the bet was accepted, has been dismissed or an innings is declared. For example, if a Batsman's score stands at 50 ‘Not-Out’ when a game or innings is terminated due to bad light or rain, all bets on 50.5 Runs will be voided. However, all bets on “Over 49.5 Runs” will be considered as winning while bets on “Under 49.5 Runs” will be settled as losing. Should a batsman retire due to injury, his score at the end of his team's innings will be considered as the result for that bet.

6) In “Fall Of Next Wicket” betting should either batsman retire due to injury before a result has been determined all bets will be declared void. A result is deemed to have been determined if the Innings total has passed the Run total at which the bet was accepted. If a team declares or reaches their target, the total achieved by the batting team will be the result of the market. If a partnership is disrupted due to weather all bets will stand, unless there is no further play in the match. In such case all bets where a result has not been determined will be declared void.

7) For “Next Over” betting (Over/Under & Odd/Even), extras are included for settlement purposes. Bets will be void if the Over is not completed unless a result has already been determined. Market refers only to the listed Over (e.g. “5th Over” refers to Over number 5, i.e. the Over directly following Over Number 4).

8) In “Race to X Runs” both players must open the batting for bets to stand.

9)For “First Over” Runs the Over must be completed for bets to stand, unless the maximum range offered has already been achieved. Any Extras count for settlement purposes.

10)For “First Scoring Play” betting, should Runs be scored from a “No ball”, extras will be deemed as the winner.

11)In “Wicket 1st Over” betting the Over must be completed for bets to stand, unless a wicket has already fallen.

12)In “Next Man Out” betting bets will be settled as void if either player retires due to injury before the wicket falls or there is no further wickets. Both named Batsmen must be batting at the fall of the nominated wicket for bets to stand.

13)For “Method of Dismissal” betting bets will be void if either player retires due to injury before the wicket falls or there is no further wickets. ‘Any Other’ includes hit wicket, handled ball, obstructing the field, timed out or hit the ball twice.

14)For Odd/Even betting a ball must be bowled for bets to stand.

15)"Top Batsman" and "Top Bowler" bets placed on any player not in the starting 11 will be declared void. Bets on players who are selected but do not bat or field will be settled as losers.

16)Settlement of betting on "Wides" will be based on the "Runs" scored from "Wides" and not the number of "Wides" bowled.

Limited Overs (including One-Day Internationals, Twenty20s & Domestic One-Day cricket)

1)Should a match be transferred to a ‘reserve’ day, all bets will remain valid.

2)Head to Head betting pays on official result. In the event of a tie, dead heat rules as explained in Clause 1 of the General Cricket Rules might apply unless a subsequent tiebreaker method is used to determine the winner (e.g. super over, bowl -off), in which case the outcome will be settled on the result of this method. Should the match be declared a 'no-result' all bets are void. Any other betting on the match (example High Bats, Most Sixes, Batting & Bowling Head to Heads etc.) will not include any outcomes deriving after the dispute of the tiebreaker.

3)“Top Batsman/Bowler” requires a minimum of 20 overs to be bowled per innings of a One Day Match, unless a team is All-Out or the match is completed, or a minimum of 5 overs to be bowled per innings of a Twenty 20 match, unless a team is All-Out or the match is completed.

4)For “Total Team Runs” betting, all bets will be declared as void should the number of Overs be reduced due to weather, or any other reason, from the standard scheduled number of Overs in a Twenty 20 match or any other limited Overs match. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

5)For “Highest 1st 6/15 Overs” bets will be void if both teams do not face the full amount of overs unless target has been reached or the team has been bowled out. In the event of a tie dead heat rules as explained in Clause 1 of the General Cricket Rules might apply.

6)For “Most Fours/Sixes/Wides/Run-outs” betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2 or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

7)For “Total Fours/Sixes/Wides/Run-outs” betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2 or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

8)For “Winning Margin” bets are void if there is any reduction in the original scheduled Overs for either team.9)Highest Individual Score bets are void if there is any reduction in scheduled Overs for either team unless a “Century” has already been scored.

10)In Team of Highest Individual Score there must be an official match result for bets to stand.

11)For “Team of Top Batsman” betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2 or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly. In the event of a tie, dead heat rules might apply as explained in Clause 1 of the General Cricket Rules.

12) For “Fifty/Century in Match” betting, should the intervention of rain (or any other delay) result in the number of Overs being reduced from those initially scheduled at the time the bet was accepted, then all open bets on Most Sixes/Run-Outs will be declared void granted that the reduction per Innings is of 3 or more Overs in a Twenty 20 match, and of 5 or more in other limited Overs matches. In case that the reduction per Innings is of 2 or less Overs in a Twenty 20 match, and of 4 or less Overs in other limited Overs matches bets will stand. Should the outcome of such offers be already decided before the interruption and no further play would possibly change the outcome of such bets, then these will be settled accordingly.

Test Matches/First Class Matches (including domestic cricket e.g. Sheffield Shield)

1) If a match is officially abandoned (e.g. due to dangerous pitch conditions) then all undecided bets on the match are void.

2) In “Match Result” betting in the event of a tie (where both teams have completed two innings each and have the same score) all bets to win on either team might be paid as a dead heat, as explained in Clause 1 of the General Cricket Rules, while bets on the draw are losing bets.

3) In “Draw No Bet” offers, bets are void if the match finishes in a draw or tie.

4) In “Double Chance” offers, bets will be void if the match finishes in a tie.

5) Settlement of “Most Points” offers will be based on who has most points awarded for the match (e.g. Sheffield Shield).

6) “Top Batsman/Bowler” (innings) offers require 50 Overs to be completed for bets to stand, unless the Innings has reached its natural conclusion (including ‘Innings declared’).

7) “Top Batsman/Bowler” (match) offers require 50 Overs to be completed for bets to stand, unless the Innings has reached its natural conclusion (including ‘Innings declared’).

8) For “Innings Runs” offers all bets will be void if 50 overs are not bowled, unless an innings has reached its natural conclusion, or is declared. If an innings is declared at any point bets will be settled on the declaration total.

9) “Session Runs” betting requires 20 overs to be bowled in a session for bets to stand. 10) For “Test Match Finish” offers, where a match finishes in a draw, the winner will be deemed as ‘Day 5, Session 3’.

11) “Highest Opening Partnership” offers apply to first innings only.

12) "First Innings Lead" offers require both teams to be bowled out or declare their first innings for bets to stand. In the event of a tie, dead heat rules as explained in Clause 1 of the General Cricket Rules might apply.

13) "First Innings Century" offers require 50 overs to be bowled unless a result has already been determined or the innings has reached its natural conclusion (including innings declared).

14) For "Fifty/Century/Double Century in match" in either Test or First class matches, bets will be void in drawn matches where the number of Overs bowled is less than 200, unless a result has already been determined.

15) For "Fifty/Century/Double Century in match" in 'Home/Away 1st Innings' of either Test or First class matches, bets will be void unless the Innings reaches its natural conclusion (including 'Innings declared') or a result has already been determined.

16) For "Fifty/Century/Double Century in match" in Either 1st Innings of either Test or First class matches, bets will be void unless both Innings reach their natural conclusion (including 'Innings declared') or a result has already been determined.

17) For "Fifty/Century/Double Century in match" in 'Home/Away 2nd Innings' of either Test or First class matches, bets will be void in case the number of Overs bowled for that Innings is less than 50, unless a result has already been determined.

Series/Tournament Betting

1) Should no draw odds be offered for a "Series Winner" bet and the series is drawn, all bets will be declared void.

2) If a tournament is not completed but a winner or winners are declared by the governing body, bets are paid on the winner(s) as declared (dead heat rules as explained in Clause 1 of the General Cricket Rules might apply). Should no winner be declared then all bets will be settled as void.

3) All tournament betting includes Finals, unless otherwise stated.

4) If for any reason, the number of matches in a Series is changed and does not reflect the number envisaged in the offer all "Series Correct Score" offers will be declared void.

5) In "Top Series Runscorer/Wicket Taker" offers where a tie occurs, dead heat rules apply, as explained in Clause 1 of the General Cricket Rules. No refunds will be issued on players not participating. At least one game must be completed in the tournament/series for bets to stand.

6)Bets referring to a particular player/teams' performances in a Series/Tournament will not take into account any statistics accumulated from warm-up matches.

American Football

1)Unless otherwise stated, all bets on American Football are determined on the basis of the result after the so called extra (over) time.

2)All offers will be declared void unless 55 minutes of play have been completed except for those the outcome of which have 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)"Head to Head" and "Over/Under" bets involving one or more players' performance in the match/event/tournament are considered valid given that all listed players take part in the match/event/tournament at some stage for bets to stand.

Snooker

1)All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, etc., unless other arrangements have been agreed.

2)"Match" bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one frame to be completed for bets to stand.

3)"Over/Under" offers on unfinished matches/events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption has occurred. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of frames which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. See examples from the Tennis section for reference.

4)"Handicap" offers require all scheduled frames to be completed for bets to stand except in those events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. See examples from the Tennis section for reference.

5)All “Correct Score”, “Odd/Even” and those offers which refer to the winner of a particular period in the match (example “E.g. Player to win the first set” or "First Player to reach X Frames") require the relevant part of the match to be completed.6)All types of offers not specified above require at least one frame to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

Beach Volleyball

1)All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, conditions, etc., unless other arrangements have been agreed.

2)“Match” bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The team progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc. These bets require at least one set to be completed for bets to stand.

3)“Over/Under” offers on unfinished matches/events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of sets which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer, this will be settled as such. See examples from the Tennis section for reference.

4)“Handicap” offers require all scheduled sets to be completed for bets to stand except in those events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. See examples from the Tennis section for reference.

5)All “Correct Score”, “Odd/Even” and those offers which refer to the winner of a particular period in the match (example “E.g. Team to win the first set”) require the relevant part of the match to be completed.

Darts

1) All bets will remain valid as far as the match/offer is played within the tournament framework regardless of any changes in schedule, etc., unless other arrangements have been agreed.

2) "Match" bet offers are based on the general principle of tournament progress or tournament win, depending on which phase of the competition the match refers to. The player progressing to the next round or winning the tournament is to be considered the winner of the bet regardless of match duration, withdrawals, disqualifications, etc.

3) "Over/Under" offers on unfinished matches/events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers, will be settled based on the result achieved until the interruption. For the calculation of these settlements, the minimum amount of occurrences which should have been needed to bring the offer to the natural conclusion will be added as necessary depending on the number of legs which the match is scheduled for. Should this calculation produce a situation where no possible alterations could affect the outcome of the offer this will be settled as such. See examples from the Tennis section for reference.

4) "Handicap" offers require all scheduled sets to be completed for bets to stand except in those events the outcome of which is already determined before the interruption and/or any further continuance of play could not possibly produce a different outcome to said offers which will be settled accordingly. See examples from the Tennis section for reference.

5) All "Correct Score", "Odd/Even" and those offers which refer to the winner of a particular period in the match (example "E.g. Player to win the first set" or "First Player to reach X Sets") requires the relevant part of the match to be completed.

6) All types of offers not specified above require at least one set to be completed for bets to stand, except for those offers the outcome of which is already determined before the interruption of play and any further continuation of play could not possibly produce a different outcome.

Aussie Rules

1) Unless explicitly stated, should a match or else a specified period (ex. 1st Half, 3rd Quarter, etc.) end in a draw, all bets will be settled according to the so-called "dead-heat" rule. In such case the payout would be calculated after the odds are divided and then multiplied by the stake, irrespective of whether the net payout is lower than the AccountHolder's stake.

2) Unless otherwise stated, all bets referring to matches will be settled on with the result at the end of 4th Quarter (normal time).

3)All bets referring to player performance, as well as "Head to Head" and "Over/Under" bets involving one or more players' performances in a single match/event are considered valid given that the specified players play from the start of the match.

4)First Goalscorer in the match/1st Quarter - Stakes will be refunded on players who are not in the starting 21. Bets on First Goalscorer in the match do not require the goal to be scored in the 1st Quarter. Should no goal be scored in the listed period all bets will be settled as void.

5)First Goalscorer in the 2nd, 3rd or 4th Quarter - All bets stand irrespective of the player's participation (or lack thereof) in the listed Quarter and the match. Should no goal be scored in the listed quarter all bets will be settled as void.

6)Wire-to -Wire" betting refers to which team (if any) is leading the match at the end of each quarter.

7)Should any replay/extra matches be required to determine any position in the classification, league winners, etc., the outcomes deriving from these replays/extra matches will be used for the settlement of the respective bet offer.

8)For match betting on a Grand Final, the betting is specific to the upcoming match to be played, or the current match, in the case of live betting. Bets will not carry over to any replay and a new market will be added for any subsequent matches.

9)When settling offers which relate to the performances of two or more individuals/teams over a stipulated timeframe/competition, stages of elimination within the "Finals" will count for the settlement. Should two teams be eliminated at the same stage, the team that finished highest on the AFL ladder at the conclusion of the Regular Season will be considered as having achieved a better position.

10)All bets stand, regardless of change of venue.

1. AGREEMENT BETWEEN WOLF.BET AND USER

§1

These terms and conditions (the "T&Cs") shall apply to the use of the current website (the "Website") and its related or connected services (collectively, the "Service") constitute a legally binding agreement between a guest or the registered user (collectively, the "User") and HDS Technologies N.V., a limited liability company organized under the laws of Curaçao, having its registered address at Heelsumstraat 51, Curaçao, registered at the Curacao Chamber of Commerce & Industry under number 149850 under a License no. 8048/JAZ2019-020 (the "Wolf.bet").

2. GENERAL TERMS AND CONDITIONS

§1

By using and/or visiting the Website and/or accessing and/or using the Service the User shall agree to be bound by these T&Cs, together with any amendments, which may be published from time to time. These T&Cs affect the User's legal rights and obligations. If the User does not accept these T&Cs, the User shall refrain from using and/or visiting the Website and/or accessing the Service and using the Website.

§2

Wolf.bet may attempt to notify the User when major changes to these T&Cs are made, however the User should review the up-to-date version himself. Wolf.bet reserves the right, in its sole discretion, to modify or revise T&C and policies at any time, and the User agrees to be bound by any modifications and/or revisions. Any amendments will become effective immediately upon being posted on the Website. It is the User's responsibility to review these T&Cs together with the Rules. The User shall choose to participate in, in order to remain updated with all amendments each time the User's play.

§3

The Website is operated by Wolf.bet.

3. SERVICE

§1

The Service may include hyperlinks to websites operated by third parties including advertisers and other content providers. Those sites may collect data or solicit personal information from the User. Wolf.bet does not control such websites, and is not responsible for their content, privacy policies, or for the data collection, use or disclosure of any information those sites may collect. By accessing and/or using the Service, the User expressly relieves Wolf.bet from any and all liability arising from the User use of any third-party website.

§2

Wolf.bet shall reserve the right to refuse access and/or use of the Service to anyone for any reason at any time.

§3

Wolf.bet shall reserve the right to discontinue any aspect of the Service at any time for any reason, without notice, and without liability to the User.

4. NO WARRANTIES

§1

Wolf.bet and its licences disclaims any and all warranties stated or implied. The services are provided "as is" and on "as available" basis. Wolf.bet shall provide the User with no warranty or representation regarding the quality, fitness, accuracy or completeness of the Service.

§2

Regardless of efforts, Wolf.bet makes no warranty that the service will be uninterrupted, timely or error-free, or that defects will be corrected.

§3

Some jurisdiction may prohibit a disclaimer of warranties and the User may have other rights that vary from jurisdiction to jurisdiction.

§4

From time to time Wolf.bet may need to update, reset, temporarily interrupt or shut down some or all parts of the Service. Any of these actions may cause the User to lose access to the Service. Wolf.bet shall have no liability to the User if the Service or any aspect of it are interrupted or unavailable for any reason.

5. KYC/AML

§1

Wolf.bet shall have the right, at any time, to ask for any KYC/AML documentation it deems necessary to determine the identity and location of the User. Wolf.bet shall reserve the right to restrict service and payment until identity is sufficiently determined.

§2

All suspicious transactions will be investigated. In such cases, Wolf.bet is prohibited to inform the player or third parties involved in the investigation. An exception can be details that an investigation is taking place or may be carried out or that information has been or may be transmitted to the competent authorities. In case of suspicious activity, Wolf.bet shall

have the right to suspend, freeze, block, delete or close the User's Account withhold funds according to law or if it is required by the competent authorities.

§3

On the Website, all transactions are checked to prevent money laundering and other illegal activity. The User shall authorize Wolf.bet to undertake a personal identification check, due to Wolf.bet requirements or requirements from the third party (including regulatory authority) to confirm the User's identity and contact details. In certain circumstances, Wolf.bet may have to contact the User and ask to provide the necessary information in order to complete the check. If the User does not provide Wolf.bet with the required information, Wolf.bet reserves the right to freeze or close the User's Account until the User has provided Wolf.bet with the requested information.

6. BASIC TERMS

§1

Content – includes text, software, scripts, graphics, photos, sounds, music, videos, works of authorship, applications, interactive feature links and other materials the User may view or access through the Website.

§2

Rules – rules for access and/or use of the Service, including but not limited to the game specific rules and the sport specific rules, that can be found on the Website.

§3

Bet – an act of betting sum of Cryptocurrency.

§4

Prohibited Jurisdictions – states where online gambling is prohibited or restricted.

§5

Unauthorized Use – the access and/or the use of the Services prohibited by this T&Cs and/or the applicable legislation, including but not limited to events of the Unauthorized Use referred to in Point 11.

§6

Website Content – name, graphics, sounds and software elements of the Website and the Service.

§7

Cryptocurrency – type of a digital wallet.

§8

Bonus – Cryptocurrency that has been granted to users by Wolf.bet.

§9

Deposit – act of refilling the User's balance with Cryptocurrency.

§10

Withdrawal – act of withdrawing Cryptocurrency from the User's balance.

§11

Minimum Withdrawal Amount – the minimum amount of Cryptocurrency that the User can withdraw from the User's balance in the Account.

§12

Maximum Deposit Amount - the maximum amount of Cryptocurrency that the User can deposit on the User's balance in the Account per day/24 hours.

§13

Website – www.wolf.bet.

7. WOLF.BET ACCOUNT

§1

In order to use the Services, the User must first personally register with Wolf.bet, read and accept these T&Cs, open an account (the "Account") and place Cryptocurrency into the Account using the payment methods set out on the payment section of the Website.

§2

The User shall be allowed to have only one Account.

§3

If the User notices that the User has more than one Account under different names, the User must notify Wolf.bet immediately on support@wolf.bet.

§4

A request to open the Account is made by filling out the registration form and submitting it online. Wolf.bet shall reserve the right to refuse to open an account.

§5

As part of the registration process:

- the User shall have to choose a username and password for the User's login into the Website. It is the User's sole and exclusive responsibility to ensure that the User's login details are kept securely. The User must not disclose the User's login details to anyone. Wolf.bet shall not be responsible for any abuse or misuse of the Account by third parties due to the User's disclosure, whether intentional or accidental, whether active or passive, of the User's login details to any third party;
- the User shall provide accurate contact information, inclusive of a valid email address (the "Registered Email Address"), and update such information in the future to keep it accurate. It is the User's responsibility to keep the contact details up to date on the Account. Failure to do so may result in you failing to receive important Account related notifications and information from Wolf.bet, including changes Wolf.bet makes to these T&Cs. Wolf.bet shall identify and communicate with the User via the Registered Email Address. It is the responsibility of the User to maintain an active and unique email account, to provide Wolf.bet with the correct email address, and to advise Wolf.bet of any changes in the User's email address. Each User is wholly responsible for maintaining the security of his Registered Email Address to prevent the use of the Registered Email Address by any third party. Wolf.bet shall not be responsible for any damages or losses deemed or alleged to have resulted from communications between Wolf.bet and the User using the Registered Email Address. Wolf.bet will immediately suspend the Account upon written notice to the User to this effect if the User intentionally provides false or inaccurate personal information.

§6

Wolf.bet may require the User to become a verified User, which includes passing certain checks. The User may be required to provide valid proof of identification and any other document as it may be deemed necessary. This includes but is not limited to, a picture ID (copy of passport, driver's license, or national ID card) and a recent utility bill listing the User's name and address as proof of residence. Wolf.bet shall reserve the right to suspend wagering or restrict Account options on any Account until the required information is received. This procedure is done in accordance with the applicable gaming regulation and the anti-money laundering legal requirements.

8. USER'S REPRESENTATIONS, WARRANTIES AND OBLIGATIONS

§1

Prior to the User's visit and or access and/or use of the Website and/or the Service and on an ongoing basis, the User shall represent, warrant, covenant and agree that the User shall be solely liable for:

- any damage, costs or expenses arising out of or in connection with committing Unauthorized Use. The User shall notify Wolf.bet immediately upon becoming aware of committing by any person of any Unauthorized Use and shall provide Wolf.bet with

a reasonable assistance with any investigations it conducts in light of the information provided by the User in this respect

- maintaining the confidentiality of the username, password and any activities that occur under the Account is the User's sole responsibility. The User shall remain liable for losses incurred by the User or a third party on the Account. Wolf.bet shall never ask the User to reveal the User password
- for account ban due to creating more than one account and /or using automated scripts
- for losses due to Bet made accidentally or by mistake
- for losses due to bets placed or any other losses due to service malfunction from not supported devices
- for losses due to mistakes in deposit and or withdrawal addresses
- for losses due to provided loan, borrowing to other users
- for any losses occurred while using the Service and agree that Wolf.bet has no responsibility over such losses
- for covering any applicable taxes, duties which may be payable on Cryptocurrency awarded to the User through the use of the Service
- covering payments for the telecommunications networks and Internet access services required for the User to access and use the Service

§2

Prior to the User's visit and/or access and/or use of the Website and/or the Service and on an on-going basis, the User shall represent, warrant, covenant and agree that:

- the User will follow the Rules of the Service
- the User will not use offensive words, insult in any way Wolf.bet personnel, other users and third parties while using the Service. Otherwise the User will be banned, the User's Account will be terminated and Cryptocurrency from the User's Account will be transferred to the User as soon as practicably possible or confiscated. In order to verify the User's identity for a Cryptocurrency refund we will demand a signed message made from a wallet which the User used for depositing Cryptocurrency on Wolf.bet if one cannot be presented Cryptocurrency on the banned account will be confiscated

9. ELIGIBILITY

§1

By agreeing to these T&Cs, the User shall represent and warrant to Wolf.bet:

- that the User is over eighteen (18) years of age or of the legal age, at which gambling or gaming activities are allowed under the law or jurisdiction that applies to the User. Wolf.bet shall reserve the right to request proof of age documents from you at any time;
- that the User is a legally capable individual and can enter into a binding legal agreement with Wolf.bet. The User must not visit and/or access and/or use the Website and/or the Service, if the User is not of legal capacity;

- that the User visit and/or access and/or use the Website and/or the Service strictly in personal non-professional capacity, on own behalf and expressly not on behalf of any other person or company;
- that the User visit and/or access and/or use the Website and/or the Service strictly for recreation and entertainment purposes;
- that the User is NOT accessing the Service from Prohibited Jurisdictions. Wolf.bet is doing it's best to verify the legality of the Service in each jurisdiction however, it is User's responsibility to ensure that their use of the Service is lawful.

10. PROHIBITED JURISDICTIONS

§1

The User shall be aware that the right to visit and/or access and/or use of the Website and/or the Service, may be considered illegal in certain countries. Wolf.bet shall not be able to verify the legality of service in each and every jurisdiction, consequently, the User shall be responsible in determining whether the User's visiting and/or accessing and/or using the Website of the Service is compliant with the applicable laws in the User's country and the User shall warrant to Wolf.bet that gambling is not illegal in the territory where the User resides.

§2

Wolf.bet does not permit (i) the Website and/or the Service (other than the slot games) to be visited and/or accessed and/or used; and/or (ii) the Account to be opened or used, by the User residing in certain jurisdictions, including but not limited to:

Afghanistan, Algeria, Antigua & Barbuda, Bahrain, Bhutan, Brunei, Central African Republic, Chad, Cuba, Democratic People's Republic of Korea (North Korea), Democratic Republic of the Congo, Eritrea, France, Guinea-Bissau, Iran, Iraq, Lebanon, Liberia, Libya, Malta, Myanmar, Netherlands, Netherlands Antilles (Curacao, Sint Maarten, Bonaire, Sint Eustatius, and Saba, Aruba), Poland, Reunion, Saint Martin, Sierra Leone, Somalia, Syrian Arab Republic, Sudan, Suriname, Trinidad and Tobago, United Arab Emirates, United States (and its dependencies, military bases and territories i.e. U.S. Minor Outlying Islands, U.S. Virgin Islands), Vanuatu, Venezuela, Yemen;

or other restricted jurisdictions (the "Prohibited Jurisdiction") that are reported by Wolf.bet from time to time.

§3

Wolf.bet does not permit the Service (in form slot games) to be visited and/or accessed and/or used by the User residing in the following Prohibited Jurisdictions:

Afghanistan, Albania, Algeria, Angola, Australia, Bahamas, Botswana, Belgium, Bulgaria, Colombia, Croatia, Czech Republic, Denmark, Estonia, Ecuador, Ethiopia, France, Ghana, Guyana, Hong Kong, Italy, Iran, Iraq, Israel, Kuwait, Latvia, Lithuania, Mexico, Namibia, Nicaragua, North Korea, Pakistan, Panama, Philippines, Portugal, Romania, Singapore,

Spain, Sweden, Switzerland, Sudan, Syria, Taiwan, Trinidad and Tobago, Tunisia, Uganda, United Kingdom, United States of America, Yemen, Zimbabwe.

In addition to the Prohibited Jurisdictions set out above:

- Planet of the Apes Video Slot is not permitted to be visited and/or accessed and/or used by the User in the following jurisdictions: Azerbaijan, China, India, Malaysia, Qatar, Russia, Thailand, Turkey, Ukraine;
- Vikings Video Slot is not permitted to be visited and/or accessed and/or used by the User in the following jurisdictions: Azerbaijan, Cambodia, Canada, China, France, India, Indonesia, Laos, Malaysia, Myanmar, Papua New Guinea, Qatar, Russia, South Korea, Thailand, Turkey, Ukraine, United States of America;
- Narcos Video Slot is not permitted to be visited and/or accessed and/or used by the User in the following jurisdictions: Indonesia, South Korea;
- Street Fighter Video Slot is not permitted to be visited and/or accessed and/or used by the User in the following jurisdictions: Anguilla, Antigua & Barbuda, Argentina, Aruba, Barbados, Bahamas, Belize, Bermuda, Bolivia, Bonaire, Brazil, British Virgin Islands, Canada, Cayman Islands, China, Chile, Clipperton Island, Columbia, Costa Rica, Cuba, Curacao, Dominica, Dominican Republic, El Salvador, Greenland, Grenada, Guadeloupe, Guatemala, Guyana, Haiti, Honduras, Jamaica, Japan, Martinique, Mexico, Montserrat, Navassa Island, Paraguay, Peru, Puerto Rico, Saba, Saint Barthelemy, Saint Eustatius, Saint Kitts and Nevis, Saint Lucia, Saint Maarten, Saint Martin, Saint Pierre and Miquelon, Saint Vincent and the Grenadines, South Korea, Suriname, Turks and Caicos Islands, United States of America, Uruguay, US Virgin Islands, Venezuela;
- Fashion TV Video Slot is not permitted to be visited and/or accessed and/or used by the User in the following jurisdictions: Cuba, Jordan, Turkey, Saudi Arabia.

§4

Moreover, Wolf.bet permits the following slot games to be visited and/or accessed and/or used by the User residing in the following jurisdictions:

- Universal Monsters (Dracula, Creature from the Black Lagoon, Phantoms Curse and The Invisible Man): Andorra, Austria, Armenia, Azerbaijan, Belarus, Bosnia and Herzegovina, Cyprus, Finland, Georgia, Germany, Greece, Hungary, Iceland, Ireland, Liechtenstein, Luxembourg, Malta, Moldova, Monaco, Montenegro, Netherlands, North Macedonia, Norway, Poland, Russia, San Marino, Serbia, Slovakia, Slovenia, Turkey and Ukraine.

§5

By visiting and/or accessing and/or using the Website and/or the Service the User shall confirm that the User is not a resident in a Prohibited Jurisdiction.

§6

The User located in or resident of the Prohibited Jurisdictions, where online gambling is prohibited, is not permitted to visit and/or access and/or use of the Website and/or the

Service. For the avoidance of doubt, the foregoing restrictions on engaging in a Cryptocurrency play from Prohibited Jurisdictions applies equally to residents and citizens of other nations while located in a Prohibited Jurisdiction. Any attempt to circumvent the restrictions on play by any User located in the Prohibited Jurisdiction, is a breach of these T&Cs. An attempt at circumvention includes, but is not limited to, manipulating the information used by Wolf.bet to identify the User's location and providing Wolf.bet with false or misleading information regarding the User's location or place of residence.

§7

The User shall ensure that the User will be acting legally in the User's jurisdiction in visiting and/or accessing and/or using the Website and/or the Service and the User shall represent, warrant and agree that the User will do so.

§8

The User must not be banned from any gambling site or gambling premises and the User shall inform Wolf.bet immediately in the event the User enters into an exclusion list of any gambling provider.

11. UNAUTHORIZED USE

§1

The User must keep all information relating to the Account confidential. The Service shall be intended solely for User's personal use. The User shall be only allowed to bet for personal entertainment.

§2

The User must not transfer Cryptocurrency to the address provided by Wolf.bet for the deposit purposes from a shared wallet or any other address not solely controlled by the User.

§3

The User must not use the Service:

- if is not eligible in accordance of Point 9 of these T&Cs;
- if resides in a country in which access to online gambling to its residents or to any person within such country is prohibited;
- to collect nicknames, e-mail addresses, and/or other information of other Users by any means (for example, by sending spam, other types of unsolicited emails, or the unauthorized framing of, or linking to, the Service);
- to disrupt or unduly affect or influence the activities of other Users or the operation of the Service generally;
- to promote unsolicited commercial advertisements, affiliate links, and other forms of solicitation which may be removed from the Service without notice;

- in any way which, in Wolf.bet reasonable opinion, could be considered as an attempt to: (i) cheat the Service or another User using the Service; or (ii) collude with any other User using the Service in order to obtain a dishonest advantage;
- to scrape Wolf.bet odds or violate any of Wolf.bet Intellectual Property Rights;
- for any unlawful activity whatsoever;
- creating multiple accounts for the purpose of collusion, fraud, Service abuse, and/or any kind of Service manipulation is prohibited and may result in account closure.

§4

The User must not sell and/or transfer the User's Account to third parties, nor can the User acquire a player account from a third party.

§5

Wolf.bet may immediately terminate the User's Account upon email notice to the User, if the User uses the Service for unauthorized purposes. Wolf.bet may also take legal action against the User for doing so in certain circumstances.

§6

Restrictions to the use of the third-party products (slots games, etc.) are set on the side of the product provider and are not under the control of Wolf.bet side.

12. SUSPENSION AND TERMINATION OF THE ACCOUNT OR THE SERVICE

§1

If the User violates any provision of these T&Cs, then Wolf.bet may, at its sole discretion depending on the seriousness of the breach and

- revoke ability to communicate with other users on the Website for any period of time;
- suspend the Account for an indefinite period of time;
- terminate of the Account;
- request any KYC/AML documents;
- revoke one or more functionalities of the Website.

In the event of the termination of the Account, all the User's outstanding bets will be canceled and the Account will be closed, and Wolf.bet may also confiscate and recover from the Account balance the amount of the winnings awarded or paid to the User and all Bonuses and other incentives, which the User shall forfeit in such case. Following this, on the User's request and subject to discretion of Wolf.bet, Wolf.bet will return the remainder of the real money balance of the Account (if any) to the User, subject to reasonable charges, regulatory obligations, and Wolf.bet ability to do so using the payment method Wolf.bet verified as belonging solely to the User.

§2

In each case the level of seriousness of the breach shall be determined exclusively by Wolf.bet and the User agrees not to appeal against such Wolf.bet decisions.

§3

If Wolf.bet suspends the Account, then during the period of that suspension the User will not be able to access and/or use the Account and/or the Service. If Wolf.bet closes the Account, then the User will never be able to access the Account and Wolf.bet may also prohibit the User from accessing or using the Service in future.

§4

Wolf.bet shall also reserve the right to modify or discontinue the Service at any time (including, without limitation, by limiting or discontinuing certain features) without notice to the User. Wolf.bet shall have no liability whatsoever on an account of any change to the Service or any suspension or termination of the User's access to or use of the Service.

§5

Wolf.bet shall reserve the right to shut down the Account, on which the User has not deposited any deposit in the event the Account has been inactive for over 3 months.

§6

Wolf.bet shall reserve the right to shut down the Account, on which the User has deposited any deposit in the event the Account has been inactive for over 12 months and retain any associated Cryptocurrency.

13. RESTRICTIONS

§1

The User shall be forbidden:

- to have more than one Account;
- to give access to the Account to any third parties;
- to make the User's login and password details available to the public
- to use double-spend transactions;
- to exploit any vulnerability of Cryptocurrency such as but not limited to Tether, Bitcoin, Ethereum, XRP, Doge Coin, Binance Coin, Tron, Shiba Inu, Litecoin, Stellar, SushiCoin, Uniswap, Ethereum Classic, Bitcoin Cash, Cardano, Polkadot;
- to make automatic bets not through Wolf.bet's software;
- to use any scripts for automating any aspect of a registration, game, features
- to deposit and withdraw Cryptocurrency without making actual bets;
- to make a deposit in order to reach Minimum Withdrawal Bet Amount;
- to use offensive language in the chat and in the private messages;
- to ask for Cryptocurrency;
- to ask for loans and / or offer loans (to lend Cryptocurrency by extending a loan or request any users to lend the User Cryptocurrency);

- to sell, transfer and/or acquire accounts to/from other users;
- to use Service for a longer time horizon without making deposits to the Account;
- to create duplicate accounts through the User's or any other referral link;
- to send spam e-mails with the User's or any other referral link or any other links;
- to spam, write in capital letters, use offensive words and post advertising in the chat window;
- to spread false information about Wolf.bet on external resources (forums, blogs, social networks);
- to use tips or rains as a way of exchanging coins.

14. DEPOSIT AND MAXIMUM WINNING AMOUNT

§1

Wolf.bet does not accept third party Deposits (e.g. friends, family). The User must deposit Cryptocurrency from an account/system that is registered to the User.

§2

Any crosschain Deposits (sending, for example, Bitcoin Cash to a Bitcoin address) will not be processed and coins will be permanently lost.

§3

Wolf.bet does not accept any Ethereum Tokens or internal transactions (via a contract). Any tokens or contracts that will be sent to our Ethereum address will be lost.

§4

The User shall represent and warrant to Wolf.bet that each deposit of Cryptocurrency deposited by the User rightfully belong to the User and that these funds have not been obtained or are derived from any illegal means.

§5

The Minimum Withdrawal Amount shall be the equivalent of 0.01 USD in the Cryptocurrency at the time of placing the Withdrawal.

§6

The Maximum Deposit Amount shall be the equivalent of 50,000 USD in the Cryptocurrency at the time of placing the deposit. Any deposits exceeding the above amount may be cancelled and returned to the User or may be accepted by Wolf.bet, provided that the Wolf.bet shall retain the right to request evidences of source of funds based on a case-by-case basis.

§7

The maximum winnings amount per day / 24 hours is the equivalent of 100,000 USD in the Cryptocurrency at the time of the winning. Any winnings exceeding the above maximum amount may be cancelled by Wolf.bet

§8

Wolf.bet shall reserve the right to expose big winners for advertising purposes.

15. WITHDRAW

§1

In order to withdraw the Cryptocurrency from the Account the User shall verify the User's email address and activate two factor authenticator. Moreover, in some cases, withdrawal on the Account has to be manually confirmed by Wolf.bet staff. Wolf.bet reserves the right to do this and as a result, those withdrawals can take up to a few days.

§2

The amount that Wolf.bet subtract from the withdrawal is not related to the transaction fee in the blockchain and might differ.

§3

Wolf.bet shall not be responsible for frozen or confiscated Cryptocurrency after Cryptocurrency has been withdrawn from the Account.

§4

Wolf.bet is not responsible for the amount of time a transaction takes to confirm due to blockchain congestion, blockchain queue back-up, receiving address confirmation time, and for incorrectly entering the wrong receiving address. The same applies to fast fee transactions where the user pays for the transaction fees even though the expected transaction confirmation time is lower.

§5

The User may only withdraw the maximum amount being the equivalent of the following amounts in the Cryptocurrency at the time of placing the withdrawal:

- o 8,000 USD per week;
- o 30,000 USD per calendar month;

unless a larger amount has been agreed upon by the User and Wolf.bet. Notwithstanding the maximum withdrawal amount, the maximum withdrawal amount is limited by the limitations set by the payment method chosen by the User when placing the deposit.

§6

Wolf.bet shall have a right to reject a withdrawal request, if the suspicion arises that funds are being withdrawn for any fraudulent or money laundering reasons, pending the investigation thereto.

§7

The User agrees that all deposits and/or withdrawals made to the Account are transferred to or from the wallet or any other payment options available, which belong solely to the User and are kept in the User's name.

16. LIMITATION OF LIABILITY

§1

To the fullest extent permitted by applicable law, in no event will Wolf.bet, its officers, directors, employees, or agents, be liable to the User on any legal theory for any incidental, direct, indirect, punitive, actual, consequential, special, exemplary, or other damages, including without limitation, loss of revenue or income, lost profits, pain and suffering, emotional distress, cost of substitute goods or services, or similar damages suffered or incurred by the User or any third party that arise in connection with the services (or the termination thereof for any reason), even if Wolf.bet has been advised of the possibility of such damages.

17. COMPLAINTS

§1

If The User have a complaint or a query with regard to any transaction, the User can email customer support on support@wolf.bet or complaints@gaminglicences.com

§2

Wolf.bet will use best efforts to resolve a reported matter promptly.

§3

If any dispute arises out of the agreement governed by the T&C a representative of Wolf.bet, will, within thirty (30) workings days of a written request from the User to Wolf.bet enter into good faith conversations in effort to resolve the dispute, and that if the dispute is not wholly resolved after the above-mentioned conversations, then either Party may refer the matter in dispute to the competent court, provided that Curaçao law applies to the T&C and the courts of Curaçao have exclusive jurisdiction.

18. PRIVACY POLICY

§1

The User hereby acknowledge and consent to Website's processing the User's personal data for the purposes of allowing The User access and use the Website and in order to allow the User to participate in the Services and to provide ancillary services to the User.

§2

Wolf.bet will only use the User's personal data to allow the User to use the Service and to carry out operations relevant to the User's use of the Service.

§3

Wolf.bet shall also process the User's personal data for the purposes of carrying out verification procedures in relation to the User's use of the Service.

§4

The User's personal data will not be disclosed to third parties, unless such disclosure is necessary for processing of the User's requests, such as effecting transactions on the Account or use of the Service, to carry verification procedures or unless it is required by law. As Wolf.bet's business partners or suppliers or service providers may be responsible for certain parts of the overall functioning or operation of the Website, personal data may be disclosed to them. The User hereby consents to all such disclosures.

§5

The User shall have the right to access personal data held by Wolf.bet about the User.

§6

The User must promptly inform Wolf.bet, by amending the User's profile or otherwise, of any changes to information provided by the User at the time of registration and opening of the Account.

§7

In order to provide the User with an efficient service, Wolf.bet and/or its service providers may require to transfer the User's personal data from one country to another on a world-wide basis. The User hereby consents to the User's personal data so transferred.

§8

In the processing of the Account and associated transactions, Wolf.bet may have recourse to credit rating agencies, fraud detection agencies, anti-money laundering agencies. The User hereby consents to such disclosures.

§9

In order to make the User's visit to the Websites more user-friendly, to keep track of visits to the Website and to improve the service, Wolf.bet collects a small piece of information sent from The User's browser, called a cookie. The User can, if the User wishes, turn off the collection of cookies (please refer to the User's browser instructions as to how to do this). The User must note, however, that turning off cookies may restrict the User's use of the Website.

§10

The User consents to Wolf.bet's informing the User from time to time about changes on the Website, new services and promotions. If the User does not wish to receive direct marketing data, the User may opt out of such service. The User can opt in again into receiving promotional material by emailing our support department on support@wolf.bet.

19. SEVERABILITY

§1

If any provision hereof is determined by any competent authority to be invalid, unlawful or unenforceable to any extent, such term, condition or provision will to that extent be severed from the remaining terms, conditions and provisions which will continue to be valid to the fullest extent permitted by law.

§2

In such cases, the part deemed invalid, unlawful or unenforceable shall be amended in a manner consistent with the applicable law to reflect, as closely as possible, Wolf.bet's original intent.

20. ASSIGNMENT

§1

Wolf.bet reserves the right to assign any of its rights under these T&Cs, in whole or in part, at any time without notice. The User may not assign any of his/her rights or obligations under these T&Cs.

21. WAIVER

§1

No waiver by Wolf.bet of any breach of any provision hereof (including the failure of Wolf.bet to require strict and literal performance of or compliance with any provision of these T&Cs) shall in any way be construed as a waiver of any subsequent breach of such provision or of any breach of any other provision of these T&Cs.

22. INTELLECTUAL PROPERTY

§1

Wolf.bet is the sole owner of the trademark Wolf.bet and the Wolf.bet logo. Any unauthorized use of the Wolf.bet trademark and the Wolf.bet logo may result in prosecution.

§2

Posted on the website files, texts, photographs, melodies, videos, graphics, logos, images, software and applications are owned by Wolf.bet or have been made available for Wolf.bet under a valid license. The User shall not have any right to them.

§3

Wolf.bet is the uniform resource locator of Wolf.bet and no unauthorized use may be made of this URL on another website or digital platform without our prior written consent.

§4

Wolf.bet is the owner or the rightful licensee of the rights to the technology, software and business systems used within this Website.

§5

The contents and structure of Wolf.bet's Website pages are subject to copyright © and database rights in the name of HDS Technologies N.V. All rights reserved. The copyright in this Website including all text, graphics, code, files and links belongs to HDS Technologies N.V. and the site may not be reproduced, transmitted or stored in whole or in part without our written consent. The User's registration and use of our system does therefore not confer any rights whatsoever to the intellectual property contained in our system.

§6

Links to the Website and any of the pages therein may not be included in any other website without the prior written consent of Wolf.bet.

§7

The User shall agree not to use any automatic or manual device to monitor or Wolf.bet web pages or any content therein. Any unauthorized use or reproduction may be prosecuted.

23. INTEGRATED CRYPTOCURRENCIES

§1

The list of following Cryptocurrencies is implemented on the Service - Tether (USDT), Bitcoin (BTC), Ethereum (ETH), XRP (XRP), DogeCoin (DOGE), Binance Coin (BNB), Tron (TRX), Shiba Inu (SHIB), Litecoin (LTC), Stellar (XLM), SushiCoin (SUSHI), Uniswap (UNI), Ethereum Classic (ETC), Bitcoin Cash (BCH), Cardano (ADA), Polkadot (DOT). The list might be modified and new Cryptocurrencies might be added.

24. RESPONSIBLE GAMBLING

§1

Wolf.bet supports responsible gaming and is committed to providing the best gaming experience to everyone. At the same time, Wolf.bet is committed to excluding cases of gaming while underage or letting gaming control lives. Wolf.bet highlights that Cryptocurrencies' value can change dramatically depending on the market value.

§2

The User's Exclusion If it will come to Wolf.bet notice that

- playing Wolf.bet affect User's family welfare
- User skips job or studying due to playing
- Spending last funds while playing
- Need to borrow money or sell goods to keep playing

- Had suicidal thoughts after playing

Wolf.bet shall keep the right to suspend the Account.

§3

Underage Members

Under aged are not allowed to play on Wolf.bet all accounts created by an underage person will be permanently blocked and winnings forfeited. No losses will be returned to the User.

In case the User shall be an adult member of Wolf.bet and shall have underage in the User's household, the User shall be responsible for protecting the User's computer and storing the User's login details in a safe place.

§4

Self-ban feature

On request, Wolf.bet shall close any account for a minimum period of 1 month during which time it will not be possible for the account to be reopened for any reason. The User can close the Account under our responsible gaming self-exclusion policy at any time exclusively by contacting our Customer Support team by emailing support@wolf.bet with the username or registered email details of the account the User wishes to close. Upon expiry of the self-exclusion period the User may request to reopen a closed account by contacting our Customer Support team by emailing support@wolf.bet with the details of the account the User wishes to re-open. All requests to reopen a closed account will be reviewed by the Operator. Accounts closed as part of our self-exclusion policy cannot be re-opened for any reason until the self-exclusion time period has expired. If the User has requested us to close the Account indefinitely, the Account cannot be opened for any reason whatsoever. Wolf.bet shall use all reasonable endeavors to ensure compliance with our responsible gaming self-exclusion policy. However, the User accepts that Wolf.bet shall have no responsibility or liability whatsoever if the User continues to deposit and wager using additional not previously disclosed accounts or if the User opens up a new account with substantially the same personal registration information, albeit inputted into the registration form in a different way. Upon self-exclusion all future wagers, Bonus funds and entries in any promotions will be forfeited. Wolf.bet shall not be able to reinstate these if the account is reopened after the self-exclusion period. All remaining balances less any active Bonuses will be transferred to the User.