

# **SPORTSLEPEP LTD**

## **RULES AND REGULATIONS : FIXED ODDS BETTING ON** **FOOTBALL MATCHES TAKING PLACE OUTSIDE** **MAURITIUS**

# **RULES OF FIXED ODDS BETTING ON FOOTBALL MATCHES TAKING PLACE OUTSIDE MAURITIUS**

## **1. Preliminary**

In these rules, unless inconsistent with the text, the singular shall include the plural and vice versa, the male shall include the female, and

- a. 'Company' shall mean Sportslepep Ltd
- b. 'Employee' shall mean the person employed by the company
- c. 'Punter' shall mean the person who places a bet with the company
- d. 'Rules' shall mean the rules described herein, as may be amended from time to time hereafter
- e. 'Place a bet' shall mean to bet on a team or a player or any other market
- f. 'Stake' shall mean the amount bet by a punter
- g. 'Multiple bet' shall mean the selection of more than one market on the same ticket
- h. 'Single bet' shall mean the selection of only one market
- i. 'Market' shall mean event or match or exotic bets on which clients can place bets
- j. 'Simple bets' shall mean bet on either home win, draw or away win
- k. 'Exotic bets' shall mean special types of bets as may be offered by the company
- l. 'Void match' shall mean a match which has been called off, abandoned, postponed, suspended or cancelled
- m. 'Ticket' shall mean an official betting ticket issued subject to the provisions of these rules, by Sportslepep Ltd
- n. 'Valid Ticket': No ticket shall be valid unless it is issued from an operative terminal on official ticket paper and bears the official code and details of the company

## **2. General**

**2.1 Applicability of rules:** These rules shall apply to Sportslepep Ltd and to every person placing a bet with Sportslepep Ltd or at any of its outlets.

Nothing in these Rules contained, shall be construed as placing an obligation on GSL to offer any specific bet.

### **3 STRAIGHT BET**

**3.1.** The purpose of a straight bet is to select the correct outcome of a specified soccer match.

**3.2. UNIT OF BETTING AND MINIMUM BET:** The minimum stake shall be Rs10

#### **3.3. ACCEPTANCE OF BETS**

All football bets will be settled on 90 minutes play (also referred to as Full-time and normal time). This denotes the period of play which includes time added by the Referee for injuries and other stoppages. This does not include scheduled extra time, or Penalty shoot-outs.

A club team playing a European competition is classed as playing at home if the fixture is moved from the team's usual ground to another ground within their national boundaries, e.g. when Arsenal played their Champions League home ties at Wembley.

If a match is not played at the venue advertised, bets will stand as long as the venue remains in the same country and is not switched to the opponent's ground. Should this occur, all bets will be considered void.

If a team plays a different opponent to that which is advertised, or if the venue of a match is the reverse of that displayed, or if the venue is changed to a neutral ground all selections on that match shall become void. Multiple bets which include that match shall stand with that match being treated as void.

#### **3.4. ABANDONED MATCHES**

Should a match be abandoned prior to the completion of 90 minutes play, all markets will be void, unless a final result for that market has been determined by the governing body.

#### **3.5. POSTPONED/RE-ARRANGED MATCHES**

If a match is postponed and rescheduled to take place within 24 hours of the original start time, the bet on the match will stand unless a refund is requested and agreed prior to kick off. If the match does not take place within 24 hours of the original start time the bet will be void.

#### **3.6. ODDS SUBJECT TO FLUCTUATION**

All odds are subject to fluctuation up to the kick-off.

### **3.7. RESULTS**

Bets are settled on the official result declared by the governing body immediately after the match/event is finished. Any subsequent amendment to the declared result by the governing body will not be taken into consideration.

**3.8. WINNINGS PAY-OUT:** The pay-out shall be calculated based on the odds at the time the bet was taken and the pay-out shall automatically be printed on the ticket. In case the ticket turned to be a winning ticket the pay-out will not be subject to any fluctuation in odds which might have occurred after the bet was taken.

### **3.9. KICK-OFF TIME EARLIER THAN SCHEDULED**

In the case a soccer match starts before the scheduled kick-off time, all bets taken after kick-off will become void and will be refunded. However, all bets taken before kick-off will stand and no refunds will be made.

## **4. MULTIPLE BETS (LÉVÉ PILÉ)**

**4.1** If in a multiple bet, any selection which is part of the bet becomes void, the entire bet in itself does not become void; the other remaining selections stand valid. For example, a quadruple will become a treble; a treble will become a double and a double will become a single bet.

**4. 2** No multiple bets will be accepted if individual legs of the bet are connected. For example, one leg of a double is for Manchester United to win the match and Manchester united to score. The two bets are connected in that they form part of the same match. In the event the above type of bet is accepted, the stakes will be equally divided between the selections that are connected.

**4.3** Likewise, no two legs of a multiple bet can be placed from the same individual event. For example Man United are playing Liverpool and you choose as your first leg ‘ Liverpool to win 3–0 from the ‘correct score market; you now cannot add an additional selection from within this game to form another leg of your multiple. In the event the above type of bet is accepted, the stakes will be equally divided between the selections that are connected.

**4.4** For multiple bets, the maximum number of selections is 10. Pay-outs for multiple bets will be limited to a maximum of 1000/1 on original stake. For example, in the event that somebody has a multiple bet with an original stake of Rs100 and his payout on the ticket is above Rs100,100 , the payout will be limited to Rs100,100.

## **5 GOAL SCORER MARKETS**

**5.1** In First Goal Scorer Markets: “Any Other Goal Scorer” shall mean any other player for which odds are not quoted in this particular market.

**5.2** If a game has no goals scored, all bets taken become losers other than those bets on “no goals scored”

**5.3** In First Goal Scorer Markets, if your selected player comes on after the 1<sup>st</sup> goal has been scored or does not take part at all; your selection will be considered void and bet will be refunded.

**5.4** If a match is abandoned but a goal has been scored, bets will be settled on the 1<sup>st</sup> Goal scorer. If no goal has been scored, then all bets will be considered void and bet will be refunded.

**5.5** Own Goals do not count in First / Last / Anytime goal scorer markets.

**5.6** In the event of a dispute over the award of a goal for First/Last/Anytime goal scorer; the scorer will be the one declared by the governing body.

**5.6.1** In case two players or more come out of the tournament as leading goal scorers that is, having scored the same number of goals, the dead heat rules as referred to in 6 will apply.

## **6. DEAD HEAT RULES**

In case two or more players are the leading goal scorers of a tournament or championship, the pay-out will be divided by the number of leading goal scorers. For example, if for a tournament or championship, a punter has a bet of Rs100 at an odd of 10/1 for Ronaldo to be leading goal scorer and it is found that at the end of the tournament or championship that both Ronaldo and Torres have scored the same number of goals and are therefore the leading goal scorers, the punter will be paid only half of what he is supposed to get, that is Rs550 (1100 divided by 2).

## **7. EXACT SCORE MARKET**

The purpose of the exact score market is to select the correct score of a specified soccer match. The exact score market for football matches are based on ninety minutes of play plus stoppage time. Own goals are taken into consideration.

## **8. WIN AND DRAW MARKET**

The purpose of the win and draw market is to select a team who will Either win the match Or draw after ninety minutes of play plus stoppage time.

## **9. FIRST CARD MARKET**

In the First Card markets the result shall be that team whose player is the first player to be given either a yellow card or a red card. In the event that both teams are shown cards for the same offence then a dead-heat shall be declared. In the event that after one card is shown, a second card is shown to a player for retaliatory action, then the result shall be the first card only. For example, C.Ronaldo makes a foul on F.Torres and the latter gives him a punch in the face. Consequently, the referee gives a yellow card to Torres and Ronaldo. The dead heat rule will not apply here because it is the foul which occurred first and then the retaliatory action. Therefore, it will be considered as the first card being issued to Ronaldo and not both.

## **10. TOTAL GOALS IN 90 MINUTES MARKETS**

Total goals in 90 minutes markets shall be paid on the total number of goals scored, including own goals, as per the official result declared by the governing body.

## **11. TOTAL CORNERS IN 90 MINUTES MARKETS**

Total corners in 90 minutes markets shall be paid on the exact number of corners played in the match as declared by the governing body.

## **12. SEASON OUTRIGHT BETTING**

**12.1** League or Cup markets will be paid on the official winners of the League or Cup as declared by the respective federations

**12.2** Relegation markets will be paid on those teams officially relegated from the League as declared by the respective federations

**12.3** Top Goal scorer in a League or Cup market will be paid on the official goal scorer of the League or Cup as declared by the respective federations. Own goals do not count in these markets and dead-heat rules may apply.

**12.4** English Premiership Dirtiest team market will be paid on that team that received the most RED cards in the league season as declared by the respective federation.

**12.5** English Premiership League without top 4 teams market excludes Man United /Arsenal/Chelsea/Liverpool from the League. Winning tickets shall be tickets with the team which comes on first in the league excluding the 4 above mentioned teams. ie if Everton finishes second and Man United first, all bets placed on Everton shall be winning tickets.

### **13. LIABILITY AND LIMITATION OF LIABILITY**

**13.1** Sportslepep Ltd shall in no circumstances be liable for any loss of ticket or damage of ticket due to such factors which may include (without being limited to) fire, heat, water, other liquid, atmospheric conditions, Acts of God.

**13.2** It is the responsibility of customers to always check their ticket before leaving the counter. Sportslepep Ltd shall not be held responsible for any error made on the ticket. The customer should always check the amount he or she has bet and the market demanded before leaving the counter. Sportslepep Ltd shall in no circumstances be liable to any claim made by customers after leaving the counter. No cancellation claim by customers will be allowed afterwards.

**13.3** Sportslepep Ltd shall not be liable towards the customer for wrong refund of money or wrong pay-out once the customer has left the counter.

### **14. VALIDITY OF TICKETS**

The delay for claiming payment of a winning ticket or refund shall be within 45 days from official result of the market.

### **15. WORKING HOURS**

The official working hours of the company excluding public holidays are:

Monday from 3pm to 6pm

Friday and Saturday from 3pm to 6pm

Sunday from 9am to 12am