

RULES OF FIXED ODDS BETTING IN RESPECT OF FOOTBALL MATCHES PLAYED OUTSIDE MAURITIUS

SPORTSLEPEP LTD.

**Approved by the Gambling Regulatory Board, under section 45 of the Gambling
Regulatory Authority Act**

1. DEFINITIONS

1.1 In these Rules, unless the context otherwise requires –

“Act” means the Gambling Regulatory Authority Act;

“bearer” means the person who presents a valid ticket for payment;

“bookmaker” means a bookmaker conducting fixed odds betting in respect of football matches played outside Mauritius;

“fixed odds bet” means a fixed odds bet placed on football matches played outside Mauritius;

“Rules” means these rules, as may be amended from time to time with the approval of the Gambling Regulatory Board;

“ticket” includes receipt;

“unpaid funds” means unclaimed winnings, unclaimed refunds, or any amount unpaid in respect of lost or stolen or mutilated or torn tickets;

“valid ticket” means an official betting ticket issued by a bookmaker and which qualifies for payment of a winning or a refund;

“Winning” means the amount payable to the bearer of a winning ticket;

1.2 Any term used in these Rules shall have the same meaning as in the Act unless the context otherwise requires.

2. GENERAL RULES

2.1 Approved bets, football leagues and cup tournaments.

2.1.1. A bookmaker may only accept such bets as are specified in the First Schedule on:

- (a) Football Leagues specified in the Second Schedule; or
- (b) Cup Tournaments specified in the Third Schedule.

2.2 Bet Acceptance

2.2.1 Where a bet is accepted, the odds pertaining to that bet shall be the odds at the time that bet is confirmed.

2.2.2 If an accumulator or multiple bet is reduced by void selections the bet shall stand, for example:

- (a) a 6-fold shall be reduced to a 5-fold; or
- (b) a 5-fold shall be reduced to a 4-fold; or
- (c) a 4-fold shall be reduced to a 3-fold; or
- (d) a 3-fold shall be reduced to a 2-fold; or
- (e) a 2-fold shall be reduced to a 1-fold.

2.2.3 Payments shall take place after publication of the official result by the bookmaker.

2.2.4 Any paid, refunded or cancelled ticket shall be kept as part of the records of the business of the bookmaker.

2.2.5 Adjustments to settlement shall not be made for any changes or adjudications made by governing bodies after the event.

2.2.6 The only acceptable proof of a bet is the valid ticket generated by the electronic equipment of the bookmaker and recorded in its computer system.

2.2.7 All bets accepted shall be on a cash basis.

2.2.8 A ticket shall be issued to a punter at the time a bet is accepted.

2.2.9 A bet shall be deemed to have been accepted once a ticket is issued to a punter in exchange of monetary value.

2.2.10 The receipt of a bet shall contain the following:

- (a) name of bookmaker;
- (b) date of receipt (day – month – year);
- (c) time of issue of receipt (hour – minute);
- (d) receipt number;
- (e) date and time of matches;
- (f) type or types of bet ;
- (g) odds offered;
- (h) amount staked;
- (i) betting tax;
- (j) winnings; and
- (k) validity of ticket;

2.2.11 No complaint regarding the correctness of a ticket, the payment of a winning or a refund shall be entertained unless that complaint is made before the punter leaves the counter.

2.2.12 No bet shall be cancelled after a punter leaves the counter of a bookmaker where a bet has been placed.

2.3 Match Betting

2.3.1 The term ‘match result’ or ‘match betting’ means the outcome of the match in normal time played, namely home win, draw or away win. This is sometimes denoted as 1 | X | 2.

2.3.2 The term ‘normal time’ or ‘full time’ means 90 minutes (two equal halves of 45 minutes) and includes any injury or stoppage time added on by the match official at the end of normal time. Extra time and penalty shoot-outs do not count unless otherwise stated.

2.3.3. Where a bet is accepted on a match whose duration is not covered by Section 2.3.2, the bookmaker shall settle the selection as a winning one whatever be the outcome of the match.

2.3.4 Where a match is played at a neutral venue, the team listed on the left shall be classed as the home team for settlement purposes.

2.4 League Outright, Cup, and Tournament Betting

2.4.1 League winners shall be determined by the official rules of the respective league, including a play-off or any other process which is used to determine the league winner.

2.4.2 Bets placed shall be settled based on the official competition rules, immediately after the completion of all matches on the final day of the season or end of season play-off, if applicable.

2.4.3 No adjustments to payment shall be made for any changes or adjudications made by governing bodies after the event, including changes or adjudications made by governing bodies, pools panels or player committees.

2.4.4 Where odds are affixed for a team to qualify from a group within a tournament or cup competition, bets placed on that tournament or competition shall be settled following the completion of all matches in the respective group in accordance with the official rules of the respective governing body.

2.4.5 Where odds are affixed for a team to qualify for the next round of a given tournament, bets placed on that tournament shall be settled on completion of the full duration of the match, based upon the events that occur during the match, including normal time, injury or stoppage time added on by the match official at the end of normal time, extra time and penalty shoot-outs, should the tie progress as such.

2.4.6 Where odds are affixed for a team to qualify for the next round of a given tournament over two legs, bets placed on that tournament shall be settled on completion of the second match based upon the events that occur during both matches, including normal time, injury or stoppage time added on by the match official at the end of normal time, extra time, away goals if applicable, and penalty shoot-outs, should the tie progress as such.

2.4.7 Adjustments to settlement shall not be made for any change or adjudications made by governing bodies after the event, including changes or adjudications made by governing bodies, pools panels, goal committees or other relevant bodies.

2.5 In-Play Betting

It is recognised that where in-play betting, also known as live betting, is available there is generally a delay in satellite transmission. Therefore the company reserve the right to settle any bet placed within the five second period after a goal has been scored or a penalty awarded at revised odds that reflect the state of play when the bet was struck or void the bet if the market has already been determined.

2.6 Postponed or abandoned matches

2.6.1 A match shall be considered as void for settling purposes if it is:

- (a) called off;
- (b) abandoned;
- (c) postponed,
- (d) cancelled; or
- (e) suspended and does not resume within 3 hours.

2.6.2 Where void matches reduce an accumulator, a bet shall be settled on the remaining selections. Under no circumstances shall the judgement of any 'Pools Panel' be accepted as a result.

2.6.3 Where a match is abandoned prior to the completion of normal time or full time play, all bets shall be void, unless a winning bet has already been established prior to abandonment (for example, first goal scorer, time of first goal or half time result). For a walkover game, where a winner is declared, all bets shall be void. Where void matches reduce an accumulator, the bet shall be settled on the remaining selections.

2.7 Winning Selection Established in the Market

2.7.1 A winning selection is deemed to have been established in the market as soon as the time played in the remainder of the match cannot affect the outcome of the bet.

2.7.2 Where a match is abandoned and a winning selection has been established in the market, bets placed on that market shall stand win or lose.

2.7.3 Where a match is abandoned and a winning selection has not been established in the market, bets placed on that market shall be void as the match did not play for the full duration.

2.8 Change of Venue

Where a venue is changed and is not published at the time the prices or handicaps are advertised, bets placed on that match shall stand provided that the match is not moved to the opponent's ground, in which case bets placed on that match shall be made void.

2.9 Match Kick-Off Times

2.9.1 Bets shall be accepted up to the scheduled kick-off time. In-play bets that are accepted after the actual start time of an event shall be settled at the current in-play price or terms at the time the bet was struck. These odds or terms shall apply even if they are different to the price initially advertised when the bet was first presented.

2.9.2 Where in-play betting is not available, any bet that is accepted after actual start time of an event shall be void. Where an accumulator or multiple bet is reduced by void selections the bet shall stand, for example;

- (a) a 6-fold shall be reduced to a 5-fold; or
- (b) a 5-fold shall be reduced to a 4-fold; or
- (c) a 4-fold shall be reduced to a 3-fold; or
- (d) a 3-fold shall be reduced to a 2-fold; or
- (e) a 2-fold shall be reduced to a 1-fold.

2.9.3 Where a bet is accepted after a match or event has started, the bet shall be void even if a valid bet receipt is issued.

2.10 Related Bets within the same event

2.10.1 Related bets occur when combining two or more markets into an accumulative bet where the outcome of one market wholly or partly impacts upon the outcome of another, such as Man Utd to win 2-0 and Man Utd to win the match.

2.10.2 Accumulative bets involving related bets, also referred to as related contingencies, within the same event shall not be accepted.

2.10.3 Where a bet is inadvertently accepted combining two or more bets if the outcome of one market wholly or partly impacts upon the outcome of another, the stakes shall be equally divided into separate bets where they clash.

2.10.4 Where the related parts of a bet are resolved at different times, unless special price double or special price accumulative odds are available, bets shall be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

2.11 Club and International Friendlies

Friendly matches will not necessarily indicate a home and away team. For the purpose of accepting bets, the teams listed on the left shall be deemed to be the home team and the team listed on the right shall be deemed to be the away team.

2.12 Lost or Mutilated Tickets

No claim shall be entertained in respect of a lost or mutilated ticket.

2.13 Unclaimed Funds

2.13.1 Unpaid funds shall:-

- (a) in the case of an unclaimed refund, pay that unclaimed refund into the National Solidarity Fund within 7 days after the expiry of 30 days from the date an event or contingency is declared void; and
- (b) in the case of an unclaimed winning or an amount unpaid in respect of lost, stolen, mutilated or torn ticket, pay that unclaimed winning or amount unpaid into the National Solidarity Fund within 7 days after the expiry of 30 days from the announcement of the result relating to an event or contingency.

2.13.2 Every bookmaker shall, at all times when his premises are open for betting activities, display in a conspicuous place at the premises, a notice informing public that the time limit to claim any winnings or refund, is 30 days from the date such winning or refund becomes payable.

2.14 Display of Odds

Odds offered shall be conspicuously displayed for the information of punters.

2.15 Matters not provided for under these Rules

Any matter not provided for under these rules shall be resolved by the bookmaker after consultation with the Gambling Regulatory Authority.

3. SPECIFIC RULES

3.1 Minimum Stake

The minimum stake shall be **twenty rupees (Rs. 20.00)** for single bet and **fifty rupees (Rs. 50.00)** for multiple bet.

3.2 Maximum Stake

The maximum stake limit for any type of bet shall be **five hundred thousand rupees (Rs. 500,000.00)**.

3.3 Maximum Payout

The maximum payout for any type of bet shall be **four million rupees (Rs. 4,000,000)**.

SN9



First Schedule – Approved Bets

Sn.	Type of Bet	Explanatory Notes
1	Handicap (Asian Handicap)	A "Handicap" means that a team receives a virtual head start, effectively leading the match by differing goals before it actually begins.
2	Half Time Handicaps (Asian Handicap)	
3	In-Play Handicap (Also called Running Ball)	
4	Over / Under Goals (Full time)	Predict whether the total number of goals will be over or under the indicated goal line.
5	Half Time Over / Under Goals	Predict whether the total number of goals will be over or under the indicated goal line at half time
6	In-Play Over / Under Goals	Predict whether the total number of goals will be over or under the indicated goal line during the match
7	Single Team Over / Under Goals	Predict whether the total number of goals by a single team will be over or under the indicated goal line.
8	Full Time 1 X 2 (Match Betting)	Predict the outcome of the match. 1 = Home Team, X = Draw, 2 = Away Team
9	Half Time 1 X 2	Predict the outcome of the match 1 = Home Team, X = Draw, 2 = Away Team
10	In-Play 1 X 2	Predict the outcome of the match during the match. 1 = Home Team, X = Draw, 2 = Away Team
11	Half Time / Full Time	Result of a match at half time or full time
12	Double Chance (First half/Second half/Fulltime)	Bet on two out of the three options (1 = Home Team, X = Draw, 2 = Away Team) available in a match. The market is available for both first half, second half and full time result.
13	Draw No Bet	Team to win the match. If the match is draw all bets will be refunded.
14	Total Goals – Full Time	Total number of Goals at full time
15	Total Goals – Half Time	Total number of Goals at half time
16	Single Team Total Goals	Total number of Goals by a single team
17	Correct Score - Full Time	Predict correct Score at full time
18	Correct Score - Half Time	Predict correct Score at half time
19	Anytime Correct Score	Predict correct Score at a range of time during the match
20	Winning Margin (Half/Full Time)	The score difference after the full time is played, excluding extra time or penalty shoot-outs
21	First Team / Last Team to Score	First team to score a goal
22	Both / One / No Team to Score	Bet on whether both, one or no team will score a goal
23	Both Teams to score first/second half/both halves	Both team will score at least a goal in (i) first half (ii) second half (iii) both halves

24	To Score in Both Halves	A Team will score a goal in both halves
25	To win to nil	Team will win but will not concede any goal
26	To win not to nil	Team will win but will concede one or more goals
27	Next Team to Score (In-Play)	Who will be the next team to score in the game
28	Half with Most Goals	Half that will have the most number of goal over full time play
29	Race to 2 Goals / 3 Goals	Predict the first team in the match to score two goals / three goals within the full time play
30	First Goal Method	Method of goal can be free-kick, penalty, own-goal, header, etc.
31	Time of First Goal	Predict the time of range of time in the match for the first goal
32	First / Last Goal Scorer	The player to score the first or last goal of the match. Own goals do not count
33	Anytime Goal Scorer	The player to score at any time in the specific match. Own goals do not count
34	Goal Scorer Head to Head	Which participant will score the most goals out of the two participants chosen
35	Winning Method	The winning method of a team(full time play, extra time and penalty shootouts are possible markets)
36	Qualifying Method	Aggregate score from both legs of the match are accumulated over home and away match
37	To Win Both Halves	Predict whether the selected team can score more goal than his opponent in each halves
38	To Win Either Half	Predict whether the selected team can score more goal than his opponent in one of the two halves
39	Total Shots on Target	Sum of the shots on target by both teams
40	30 Minute Over / Under Goals	Total number of goals will be over or under the indicated goal line at a given time of the match
41	Corners: Handicap (Asian Handicap)	Which team will have taken the most corners with the indicated handicap
42	Total Corners	Total number of Corners by both teams
43	Corners: Over / Under (Totals)	total number of corners taken will be over or under the indicated line
44	First Corner / Last Corner	Team to take the first Corner or the last Corner
45	Half with Most Corners	Which half will have the most corners
46	Bookings: Handicap (Asian Handicap)	team to receive the most bookings with the indicated handicap applied within the full time play
47	Bookings: Over / Under (Total)	Predict whether the number of bookings for a team will be over or under the indicated line
48	First Booking / Last Booking	Team to receive first or last booking
49	Team to Receive Most Bookings	Which team to receive most bookings

50	Time of the First Booking	Time or time range of first booking
51	Red Card in the Match	Whether there will be a red card in the match
52	Free Kicks: Handicap (Asian Handicap)	Team to take the most free kicks with the indicated handicap
53	Free Kicks: Over / Under (Total)	Total number of free kicks taken will be over or under the indicated line
54	First Free Kick / Last Free Kick	Which team to take the first or last free kick of the match
55	Team to Receive Most Free Kicks	Which team to take the most free kicks in the match
56	Time of the First Free Kick	Time/Range of time at which the first free kick will be taken
57	Goal Kicks: Handicap (Asian Handicap)	Forecast the team to take the most goal kick with the indicated handicap
58	Goal Kicks: Over / Under (Total)	Forecast total number of goal kicks taken will be over or under the mentioned line
59	First Goal Kick / Last Goal Kick	Team to take the first or last goal kick in a match
60	Team to Receive Most Goal Kicks	Which team will take the most goal kicks
61	Time of the First Goal Kick	Time/time range of the first goal kick of the match
62	Penalty Awarded	Predict if a penalty will be awarded in a match
63	Penalty Shootout: Handicap (Asian Handicap)	Forecast the team to win the penalty shootout with the indicated handicap
64	Penalty Shootout: Over / Under	Forecast total number of penalties scored in the shootout will be over or under the mentioned goal line
65	League: Group Betting	Forecast which team will finish in the highest league position
66	League: Top 4, 6, 10, etc. Finish	Forecast which team will finish in the top 4, 6, 10 etc. positions
67	League: League Winner without Team X	Forecast the team to finish top in the league given that the stated Team or Teams are not considered
68	League: Team to Finish Bottom/Rock Bottom	Team to finish bottom of the league
69	League: Team to be Relegated	Team to be relegated
70	League: Team to Stay Up	Team will not be relegated
71	League: Team to be Promoted	Team to be promoted
72	League: Top Newcomer	Team recently promoted will finish in the highest position
73	Top Goal Scorer	Which player will be the top goal scorer in a competition as determined by the governing body
74	Top Team Goal Scorer	Forecast the player who will score most goals for his team during the competition. Own goals do not count

75	Top Goal Scorer / Competition Winner Double	Predict the player to score the most goals and which team will win the stated competition. Own goals do not count.
76	Highest Scoring Group	Forecast the group with the most goals
77	Competition - Highest Scoring Team	Team with the most goals
78	Competition - Team to Concede the Most Goals	Team that will concede most goals
79	Competition - Total Goals	Total goals in a competition
80	Competition - Will a Hat-trick be Scored?	Player to score a hat trick
81	Competition - Total Hat-tricks	Number of hat tricks in a competition
82	Competition - Total Red Cards	Number of Red Cards issued in a competition
83	Competition – Straight Forecast Finishing Order	Two selections will finish in 1st and 2nd, in the order specified
84	Competition – Winning Group	Team group from winning team will emerge
85	Competition - Team to Finish Bottom of Group	Team will finish bottom of the group
86	Competition – Origin of Winner	Continent, Region, Country, etc of the winning team
87	Competition – Stage of Elimination	At which stage the team will be eliminated
88	Competition - Nominate the Finalists	Teams that will be finalists of the competition
89	Competition Winner	Who will win the competition
90	Match Winner	Team to win the match
91	Competition - To qualify for next round	Team/s that will qualify for next round
92	Total Home and Away in a Particular League: Handicap (Asian Handicap)	Results of all the home teams against all the away teams with the indicated handicap
93	Total Home and Away in a Particular League: Over / Under (Total)	The total number of goals for both selections will be over or under the indicated line.
94	GOALS HANDICAP	Forecast the result after the goal handicap has been applied
95	SECOND HALF HANDICAP	Predict result once the handicap spread has been applied to the goals scored by each team in the second half.
96	FIRST GOALSCORER COUPLED	Predict the pair of players that will contain the first goal scorer.
97	NEXT GOALSCORER	Predict who will score the next goal in the match. Own goals do not count.
98	ANYTIME WINCAST	An Anytime Wincast requires you to select a player to score anytime and their team to win in a double

99	PLAYER Vs PLAYER MATCH BETS	This bet requires you to select a player to score more goals than his opponent
100	SCORER OF TWO OR MORE	Whether a player will score two or more goals in a match. Own goals do not count.
101	HAT-TRICK SCORER	Whether a player will score three or more goals in a match. Own goals do not count.
102	HAT-TRICK TO BE SCORED	Will there be a hat trick during the match
103	ANYTIME OWN GOAL	Whether there will be an own goal in the match
104	FIRST GOAL TO BE AN OWN GOAL	Whether the first goal scored will be an own goal
105	ANYTIME GOALSCORER DOUBLED	Two players who will each score at least goal in a match
106	GOALS X CARDS	Predict both the range of goals scored and the number of cards
107	CORNERS X CARDS	Predict both the range of Corners and the number of cards
108	MATCH TREBLES	Predict the team to win the match, the correct range of corners taken and the correct range of cards issued
109	STATS TREBLES	Predict the correct range of total goals scored, total corners taken and total cards issued.
110	MATCH X GOALS	Predict the team to win the match and the range containing the total number of match goals scored.
111	SECOND HALF CORRECT SCORE	Correct score in the second half
112	HOME TEAM TO SCORE IN BOTH HALVES	Home team will score at least one goal in each half of the match
113	AWAY TEAM TO SCORE IN BOTH HALVES	Away team will score at least one goal in each half of the match
114	TOTAL GOALS ODD/EVEN	Predict whether the total goals in the match will be an odd or even number.
115	HALF WITH MOST GOALS	Predict the half with most goals
116	HOME TEAM UNDER/OVER GOALS	Forecast whether there will more or less goals scored in a match on an indicated line by the home team
117	AWAY TEAM UNDER/OVER GOALS	Forecast whether there will more or less goals scored in a match on an indicated line by the away team
118	TEAMS TO SCORE	Whether a team will score in a match
119	HALF OF FIRST GOAL	Predict whether the first goal will be scored in the first or second half.
120	FIRST HALF TOTAL GOALS ODD/EVEN	Whether the total goals in the first half will be an odd or even number
121	SECOND HALF TOTAL GOALS ODD/EVEN	Whether the total goals in the second half will be an odd or even number
122	LAST GOAL	Team that will score the last goal
123	HALF OF FIRST GOAL	In which half the first goal will be scored

124	HALF OF FIRST HOME TEAM GOAL	The half in which the home team will score the first goal
125	HALF OF FIRST AWAY TEAM GOAL	The half in which the away team will score the first goal
126	TOTAL FIRST HALF GOALS	Total number of goals in first half
127	TOTAL SECOND HALF GOALS	Total number of goals in second half
128	SECOND HALF FIRST GOAL	Team to score first goal in second half
129	TOTAL HOME TEAM GOALS	Total number of goals to be scored by the home team
130	TOTAL AWAY TEAM GOALS	Total number of goals to be scored by the away team
131	FIRST HALF HOME TEAM TOTAL GOALS	Home team total goals in first half
132	FIRST HALF AWAY TEAM TOTAL GOALS	Away team total goals in first half
133	SECOND HALF HOME TEAM TOTAL GOALS	Home team total goals in second half
134	SECOND HALF AWAY TEAM TOTAL GOALS	Away team total goals in second half
135	TOTAL MATCH CORNERS	Range of total corners taken in a match
136	TOTAL MATCH CORNERS ODD/EVEN	Total number of match corners will be an odd or even number
137	TEAM WITH MOST CORNERS	Which team to take most corners
138	CORNERS DOUBLE RESULT	Bets predicting the corners double result must indicate the result at half time and full time
139	TEAM WITH MOST FIRST HALF CORNERS	Team that will take the most corners in first half
140	TEAM WITH MOST SECOND HALF CORNERS	Team that will take the most corners in second half
141	FIRST HALF CORNERS	Total number of corners taken in first half
142	SECOND HALF CORNERS	Total number of corners taken in second half
143	TOTAL HOME TEAM CORNERS	Total number of corners taken by home team
144	TOTAL AWAY TEAM CORNERS	Total number of corners taken by away team
145	FIRST HALF HOME TEAM CORNERS	Total number of corners taken by home team in first half
146	FIRST HALF AWAY TEAM CORNERS	Total number of corners taken by away team in first half
147	SECOND HALF HOME TEAM CORNERS	Total number of corners taken by home team in second half

148	SECOND HALF AWAY TEAM CORNERS	Total number of corners taken by away team in second half
149	TOTAL MATCH CARDS/BOOKINGS	Total number of cards or bookings
150	TOTAL BOOKINGS (NUMERIC VALUE ASSIGNED TO EACH COLOR OF CARDS)	Total bookings(a numeric value is assigned to each type of card)
151	TOTAL YELLOW CARDS	Total number of yellow cards by both teams
152	FIRST HALF CARDS	Total number of cards issued in first half
153	SECOND HALF CARDS	Total number of cards issued in second half
154	CARDS SHOWN IN A SPECIFIED TIME PERIOD	Whether a card will be issued within a time range
155	TOTAL HOME TEAM CARDS	Number of cards issued to the home team
156	TOTAL AWAY TEAM CARDS	Number of cards issued to the away team
157	TOTAL MATCH CARDS ODDS/EVEN	Total number of cards issued will be odd or even number
158	PENALTY AWARDED, SCORED OR MISSED	Predict whether a penalty awarded is scored or missed
159	PENALTY SHOOT-OUT WINNER	Predict the team which will win the penalty shoot-out
160	DIVISIONAL BETTING	Predict the league winner at the end of the season. League winners will be determined by the official rules of the respective league.
161	DIVISIONAL HANDICAP BETTING	Predict the league winner once the handicap spread has been added to the actual points accumulated by each team at the end of the season
162	TOP GOALSCORER IN THE DIVISION	Predict the top goal scorer in a division
163	SEASON MATCH BETS	Select a team out of a group of teams that will achieve the highest position at the end of the season
164	MAN OF THE MATCH	Player that will be nominated man of the match as determined by governing body.
165	TO WIN IN EXTRA TIME	Team will win in extra time
166	SECOND HALF BETTING	Predict the result of a half time play in the second half.
167	COME FROM BEHIND AND DRAW	Predict whether your selection can be losing at any stage of the match but draw at the end of normal time
168	COME FROM BEHIND AND WIN OR DRAW	Predict whether your selection can be losing at any stage of the match and either win or draw at the end of normal time
169	TO LEAD AT HALF TIME AND NOT WIN	Predict whether your selection can lead at half time but not win the match.
170	COME FROM BEHIND AND WIN	Predict whether your selection can be losing at any stage of the match but still win at the end of normal time

171	CLEAN SHEET	None of the teams to score in the match
172	MARGIN OF VICTORY	Margin of Victory
173	NAMED PLAYER TO BE BOOKED	Predict whether a named player will be booked.
174	NAME PLAYER TO BE SENT OFF	Predict whether a named player will be sent off.
175	NAMED PLAYER TO BE SUBSTITUTED	Predict whether a player will be substituted
176	NAMED PLAYER TO SCORE IN BOTH HALVES	Whether a named player will score at least a goal in both halves
177	NAMED PLAYER TO SCORE ONLY IN FIRST HALF	Whether a named player will score at least a goal only in the first half
178	NAMED PLAYER TO SCORE ONLY IN SECOND HALF	Whether a named player will score at least a goal only in the second half
179	TOTAL NUMBER OF SUBSTITUTION	Total number of substitutions within the match
180	FIRST/LAST SUBSTITUTION	Team that will make the first and last substitution of the match
181	TOTAL OFFSIDE	Total number of offsides in a match
182	FIRST/LAST OFFSIDE	Team that will make the first and last offside of the match
183	SCORECASTS - FIRST PLAYER TO SCORE/CORRECT SCORE DOUBLES	Predict the first goalscorer and the correct score of the match
184	SCORECASTS - LAST PLAYER TO SCORE/CORRECT SCORE DOUBLES	Predict the last goalscorer and the correct score of the match
185	HALF TIME SCORECAST (HALF TIME CORRECT SCORE AND PLAYER TO SCORE FIRST)	Predict the first goalscorer and the correct score of the match at half time
186	ANYTIME SCORECAST (CORRECT SCORE AND PLAYER TO SCORE ANYTIME)	Predict the goalscorer at any time of the match and the correct score of the match
187	WINCAST (TEAM TO WIN AND PLAYER TO SCORE FIRST)	Predict the first goalscorer and the team to win the match
188	COMPANY SPECIAL/ COMBINED BET/ COMBINATION OF BET	Bookmaker will provide a selection
189	GOALS GALORE	Select a group of three to ten matches where both team will score
190	TRIXIE	4 bets comprising of 3 selections.

		(3 Double, 1 Treble)
191	DOUBLE-3	4 bets comprising of 3 selections. (2 singles, 1 Double)
192	PATENT	7 bets comprising of 3 selections. (3 singles, 3 Doubles, 1 Treble)
193	YANKEE	11 bets comprising of 4 selections. (6 Doubles, 4 Trebles, 1 4-fold)
194	LUCKY 15	15 bets comprising of 4 selections. (4 singles, 6 Doubles, 4 Trebles, 1 4-fold)
195	CANADIAN	26 bets comprising of 5 selections. (10 Doubles, 10 Trebles, 5 4-folds, 1 5-folds)
196	LUCKY 31	31 bets comprising of 5 selections. (5 singles, 10 Doubles, 10 Trebles, 5 4-fold 1 5-folds)
197	HEINZ	57 bets comprising of 6 selections. (15 Doubles, 20 Trebles, 15 4-fold, 6 5-folds, 1 6-fold)
198	LUCKY 63	63 bets comprising of 6 selections. (6 singles, 15 Doubles, 20 Trebles, 15 4-fold 6 5-folds, 1 6-fold)
199	SUPER HEINZ	120 bets comprising of 7 selections. (21 Doubles, 35 Trebles, 35 4-fold, 21 5-folds, 7 6-folds, 1 7-fold)
200	GOLIATH	247 bets comprising of 8 selections. (28 Doubles, 56 Trebles, 70 4-fold, 56 5-folds, 28 6-folds, 8 7-folds, 1 8-folds)
201	LUCKY 127	127 bets comprising of 7 selections. (7 singles, 21 Doubles, 35 Trebles, 35 4-folds, 21 5-folds, 7 6-folds, 1 7-folds)
202	LUCKY 255	255 bets comprising of 8 selections. (8 singles, 28 Doubles, 56 Trebles, 70 4-folds, 56 5-folds, 28 6-folds, 8 7-folds, 1 8-folds)
203	GOAL CRAZY BET	Choose the total number of goals to be scored in a match from the options available
204	BETTING ON MATCH STATISTICS	Betting on some common features of a match that will determine the performance of both teams such as Goals, Corners, Card, etc
205	GOALS WITHIN A TIME RANGE	Whether a goal will be scored within a time range. For settlement purposes, the 1 st minute of the match is from 1 second to 59 seconds. The 2 nd minute is from 1 minute to 1 minute 59 seconds and so on.

Second schedule - Approved Football Leagues

APPROVED LIST OF FOOTBALL LEAGUES FOR CONDUCTING FIXED ODDS BETTING BY BOOKMAKERS

	COUNTRY	FOOTBALL LEAGUES
1	ALGERIA	DIVISION ONE
2	ARGENTINA	PRIMERA DIVISION
3	ARMENIA	PREMIER LEAGUE
4	AUSTRALIA	A-LEAGUE
5	AUSTRIA	(T-MOBILE) BUNDESLIGA
		ERSTE LIGA
6	AZERBAIJAN	PREMIER LEAGUE
7	BAHREIN	LEAGUE ONE
8	BELARUS	VYSSHAYA LIGA
9	BELGIUM	PREMIER LEAGUE/ JUPILER LEAGUE
		SECONDA DIVISION/ EXQI LEAGUE
10	BOSNIA & HERZEGOVINA	PREMIER LEAGUE
11	BRAZIL	CAMPEONATA BRASILIRO
		CAMPEONATA BRASILIRO B
12	BULGARIA	A PFG
13	CHILE	PRIMERA DIVISION
14	CHINA	CHINESE SUPER LEAGUE
15	CROATIA	HNL ONE
16	CYPRUS	FIRST DIVISION
		SECOND DIVISION
17	CZECH REPUBLIC	LEAGUE ONE (CZECH LIGA)/ GAMBRINUS LIGA
		DIVISION 2/ DRUHA LIGA
18	DENMARK	LEAGUE ONE (SUPER LIGA)
		1ST DIVISION
		2ND DIVISION
19	ECUADOR	SERIE A
20	EGYPT	PREMIER LEAGUE
21	ENGLAND	PREMIER LEAGUE
		LEAGUE ONE

		LEAGUE TWO
		BLUE SQUARE PREMIER
		BLUE SQUARE NORTH
		BLUE SQUARE SOUTH
		CHAMPIONSHIP
		CAPITAL ONE CUP
		SOUTHERN PREMIER LEAGUE
		NORTHERN PREMIER LEAGUE
		ISTHMIAN PREMIER LEAGUE
22	ESTONIA	MEISTRILIIGA
23	FINLAND	LEAGUE ONE (VEIKKAUSLIIGA)
		LEAGUE TWO (YKKONEN)
		ALL KAKKONEN
24	FRANCE	LEAGUE ONE
		LEAGUE TWO
		CHAMPIONNAT NATIONAL
25	GEORGIA	UMAGLESI LIGA
26	GERMANY	BUNDESLIGA ONE
		BUNDESLIGA TWO
		BUNDESLIGA THREE
		ALL REGIONAL
27	GREECE	LEAGUE ONE (SUPER LEAGUE)
		FOOTBALL LEAGUE I
		FOOTBALL LEAGUE II
28	HUNGARY	NB1
29	ICELAND	PREMIER LEAGUE (LANDSBANKADEILD)
		1 DELID DIVISION 1
		2 DELID
30	INDIA	1 LEAGUE
		INDIAN SUPER LEAGUE
31	INDONESIA	PREMIER LEAGUE
32	IRELAND	PREMIER LEAGUE
		DIVISION 1
33	ISRAEL	LIGAT HA'AL
		LEUMIT LEAGUE

34	IRAN	IRAN PRO LEAGUE
		DIVISION ONE
35	ITALY	SERIE A
		SERIE B
		ALL LEGA PRO C1/A/B
		ALL LEGA PRO C2/A/B
36	JAPAN	J1 LEAGUE
		J2 LEAGUE
37	SOUTH KOREA	K LEAGUE
		NATIONAL LEAGUE
38	LATVIA	LEAGUE ONE (VIRSLIGA)
39	LUTHIANIA	A LYGA
40	LUXEMBOURG	NATIONAL DIV
41	MACEDONIA	FIRST LEAGUE
42	MALAYSIA	SUPER LEAGUE
43	MOLDOVIA	DIVIZIA NATIONALA
44	MALTA	PREMIER LEAGUE
45	MEXICO	PRIMERA DIVISION
		LIGA DE ASCENSO
46	MONTENEGRO	PRIMERA DIVISION
47	NETHERLANDS	EREDIVISIE
		ERESTE DIVISIE
48	NORTHERN IRELAND	IFA PREMIERSHIP
49	NORWAY	DIVISION 2
		TIPPLELIGAEN
		ADECEOLIGAEN
50	PERU	PRIMERA DIVISION
51	POLAND	PREMIER LEAGUE (EKTRAKLASA)
		DIVISION 1
		DIVISION 2
52	PORTUGAL	PORTUGUESE LIGA
		LIGA DE HONRA
53	ROUMANIA	LIGA 1
54	RUSSIAN FEDERATION	PREMIER LEAGUE
		DIVISION 1
55	SAUDI ARABIA	SAUDI PROFESSIONAL LEAGUE

56	SCOTLAND	PREMIER LEAGUE
		DIVISION 1
		DIVISION 2
		DIVISION 3
57	SERBIA	SUPER LIGA
58	SINGAPORE	S-LEAGUE
59	SLOVAKIA	SUPER LIGA
		PRIVA LIGA
60	SLOVENIA	PRVALIGA
61	SOUTH AFRICA	PREMIER LEAGUE
62	SPAIN	PRIMERA DIVISION
		SEGUNDA DIVISION
63	SWEDEN	LEAGUE ONE (ALLSVENSKAN)
		LEAGUE TWO (SUPERETTAN)
		DIVISION 1- NORRA
		DIVISION 1- SODRA
		DIVISION 2- SODRA SVEALAND
		DIVISION 2- VORRA GOTELAND
		DIVISION 2- VASTRA GOTELAND
		DIVISION 2- MELLESTRA GOTELAND
64	SWITZERLAND	CHALLENGE LEAGUE
		SUPER LEAGUE
65	THAILAND	PREMIER LEAGUE
66	TUNISIA	LEAGUE PROFESSIONAL ONE
67	TURKEY	SUPERLIGA
		PTT LEAGUE
68	UKRAINE	PREMIER LEAGUE
		PERSHA LIGA
69	USA	MAJOR LEAGUE SOCCER
		NORTH AMERICAN SOCCER LEAGUE
70	UZBEKISTAN	PROFESSIONAL FOOTBALL LEAGUE
71	WALES	PREMIER

Third Schedule – Approved Cup Tournaments

1	WORLD CHAMPIONSHIP
2	EURO
3	OLYMPIC TOURNAMENT
4	CLUB WORLD CHAMPIONSHIP
5	UEFA CHAMPIONS LEAGUE
6	UEFA EUROPA LEAGUE
7	AFC CHAMPIONS LEAGUE
8	CAF CHAMPIONS LEAGUE
9	OLYMPIC QUALIFICATION
10	U21 EUROPEAN CHAMPIONSHIP
11	U23 FRIENDLY GAMES
12	ALL CUP TOURNAMENTS
13	AFRICAN NATIONS CHAMPIONSHIP
14	AFRICAN CUP OF NATIONS
15	INTERNATIONAL FRIENDLY GAMES
16	CONCACAF - CHAMPIONS LEAGUE