



**SportChamps Sport Rules
(Including Racebook)**

Section A: Traditional and Target Games Rules
Section B: Racebook Rules

V 3.0 [1st October 2022]

SECTION A: SPORTCHAMPS AUSTRALIA TRADITIONAL AND TARGET GAMES RULES

1. Australian Rules Football – General Rules

- 1.1. Payouts will be made when the official declared result is given. If extra time is played it is included for betting purposes. If extra time is NOT played, a draw is always included for margin betting and any bets placed on either team by a margin will be considered losing bets.
- 1.2. If the match ends a draw and there was no draw option within the market, all bets will be void and stakes refunded
- 1.3. If a venue is changed all bets stand.
- 1.4. In the event of a postponement or an abandoned match, the match must be played within 7 days of the original starting time for bets to stand. After 7 days single bets will be refunded. Multiple bets will be recalculated without the affected leg. The only exception to this is markets that have already been decided. (E.g. First goal kicker etc.)
- 1.5. For a Grand Final, in the Case of a draw, bets on the match winner will be paid out at half face value (Dead-Heat). All other match markets will be settled. A new market will be offered for the replay and bets from the previous match will not carry over.
- 1.6. The Premiership flag market is resulted when those results are official, replay included.
- 1.7. In the Case of more than one winner of the Brownlow Medal, the Dead-Heat-Rule will apply.

2. Baseball – General Rules

- 2.1. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the markets will remain open and SportChamps will update the start-time of the event.
- 2.2. If one or both of the starting pitchers are changed prior to the event, then SC will void all pitcher specific markets and create new markets with the new starting pitchers.

3. Baseball – Market Rules

- 3.1. **Odd or Even Total:** This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.
- 3.2. **Total Runs-Over/Under:** This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.
- 3.3. **First Team to Score:** This market is resulted including overtime. If the game is abandoned before any team has scored then the market is resulted as void. If the game is abandoned after a team has scored the first goal then the team who scored is resulted as the winner.
- 3.4. **Last Team to Score:** This market is resulted including Overtime. If the match is abandoned before completion then the market is resulted as void.
- 3.5. **First Innings Result:** This bet is to select which team is leading at the end of the first innings. This market is resulted at the end of the 1st Inning. If the match is abandoned at the end of the first innings then the market is resulted as void.

4. Basketball – General Rules

- 4.1. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the markets will remain open and SportChamps will update the start-time of the event.
- 4.2. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result

lands on the flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

5. Basketball – Market Rules

- 5.1. **Point Spread:** This market is resulted including Overtime. If the match is abandoned before the completion then all markets will be voided regardless of whether the outcome has already been
- 5.2. **Total Points:** This market is resulted including Overtime. If the match is abandoned then the market will be voided regardless of whether the outcome has already been determined.
- 5.3. **Odd or Even Total:** This market is resulted including Overtime. If the match is abandoned before the completion of regular time then the market will be resulted as void. 6.5.
- 5.4. **Half-Time Result:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 5.5. **Half-Time/Full-Time:** This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 5.6. **Highest Scoring Half:** This market is resulted at the end of the regular time. In the event that both halves have the same highest score then this is treated as a Dead-Heat and SC will result both halves as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 5.7. **Highest Scoring Quarter:** This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-Heat and SC will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 5.8. **First Team to Score:** This market is resulted at the end of regular time. If the match is abandoned before a point was scored then the market is resulted as void. If the match is abandoned after the first team has scored then the first team who scored will be resulted as the winner.
- 5.9. **Last Team to Score:** This market is resulted including Overtime. If the match is abandoned before the completion then the market will be resulted as void.
- 5.10. **1st Half Handicap:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.
- 5.11. **1st Half Odd or Even:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 5.12. **1st Half Point Spread:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.
- 5.13. **1st Half Total Points:** This market is resulted at the end of the first half. If the match is abandoned before the completion of the first half then the market is voided regardless of whether the outcome has already been determined.
- 5.14. **1st Quarter Handicap:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.15. **1st Quarter Match Result:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.
- 5.16. **1st Quarter Point Spread:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.
- 5.17. **1st Quarter Total Points:** This market is resulted at the end of the first quarter. If the match is abandoned before the completion of the first quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.18. **2nd Quarter Point Spread:** This market is resulted at the end of the second quarter. If the match is abandoned before the completion of the second quarter then the market is voided regardless of whether the outcome has already been determined.
- 5.19. **2nd Quarter Total Points:** This market is resulted at the end of the second quarter. If the match is abandoned before the completion of the second quarter then the market is voided regardless of

- whether the outcome has already been determined.
- 5.20. **3rd Quarter Point Spread:** This market is resulted at the end of the third quarter. If the match is abandoned before the completion of the third quarter then the market is voided regardless of whether the outcome has already been determined.
 - 5.21. **3rd Quarter Total Points:** This market is resulted at the end of the third quarter. If the match is abandoned before the completion of the third quarter then the market is voided regardless of whether the outcome has already been determined.
 - 5.22. **4th Quarter Point Spread:** This market is resulted at the end of the fourth quarter. If the match is abandoned before the completion of the fourth quarter then the market is voided regardless of whether the outcome has already been determined.
 - 5.23. **4th Quarter Total Points:** This market is resulted at the end of the fourth quarter. If the match is abandoned before the completion of the fourth quarter then the market is voided regardless of whether the outcome has already been determined.

6. Cricket – General Rules

- 6.1. If a match is transferred to a reserve day, all wagers will carry over.
- 6.2. **Most Sixes:** Select the team that hits the most sixes in their innings. If a match is abandoned, all bets are void unless the team batting second hits more sixes before abandonment in which case that team will be the winner.
- 6.3. **Highest Opening Partnership:** Select one of the two teams to score the most the runs from the opening partnership.
- 6.4. **Draw no bet:** This market is a two-way market between two teams and if the match ends in a draw then bets are void.
- 6.5. If a match is abandoned all bets are void and multiples will be recalculated excluding the affected leg.
- 6.6. In the event of a tie in series or matches (unless the tie is offered) all bets will be paid as a Dead-Heat unless there is a tiebreaker method in use.
- 6.7. In the event of a Tie in the High Batsman/Bowlers, Partnerships and First Innings lead, the Dead-Heat Rules apply
- 6.8. For top Batsman bets, bets are void on players not in starting 11. Players in starting 11 that do not bat are resulted as losers.

7. Golf – General Rules

- 7.1. Refunds will be given for non-starters unless otherwise stated. A playoff will count in determining the result
- 7.2. If a tournament is shortened the official result will determine the winner.
- 7.3. If a tournament is either officially abandoned or not completed within 14 days of commencement, all wagers are void
- 7.4. In head to head markets all players in that respective market must tee off for bets to stand. Players who play the most holes in that round can be determined as winner The Dead-Heat Rule applies unless tie or draw is offered in the market. Playoffs are excluded.
- 7.5. 2 Balls and 3 Ball markets will be for 1 round (18 holes) of play unless specified otherwise.

8. American Football – General Rules

- 8.1. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the market will remain open and SC will update the start-time of the event.
- 8.2. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

9. American Football – Market Rules

- 9.1. **Point Spread:** This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.
- 9.2. **Odd or Even Total:** This market is resulted including Overtime. If the match is abandoned before completion then the market will be resulted as void.
- 9.3. **Total Points:** This market is resulted including Overtime. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.
- 9.4. **Half-Time Result:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 9.5. **Half-Time/Full-Time:** This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 9.6. **Highest Scoring Half:** This market is resulted at the end of the regular time. In the event that both halves have the same highest score then SC will void (push) the selections. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 9.7. **Highest Scoring Quarter:** This market is resulted at the end of the regular time. In the event that two or more quarters have the same highest score then this is treated as a Dead-Heat and SC will result the two or more quarters as winners. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 9.8. **First Team to Score:** If either team has scored before the game is abandoned then the market is resulted. If the game is abandoned before either team has scored then the market is resulted as void. Please note that safety goals count and penalty goals count
- 9.9. **Last Team to Score:** This market is resulted at the end of the regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that safety goals count.
- 9.10. **1st Half Handicap:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be voided regardless of whether the outcome has already been determined.
- 9.11. **1st Half Money Line:** This market is resulted based on the first half score. If the first half ends in a draw then the market is resulted as void. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 9.12. **1st Half Point Spread:** This market is resulted based on the first half score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
- 9.13. **1st Half Total Points:** This market is resulted based on the first half score. If the match is abandoned before completion of the first half then the market will be voided regardless of whether the outcome has already been determined.
- 9.14. **1st Quarter Point Spread:** This market is resulted based on the first quarter score. If the match is abandoned before the completion of the first quarter then the market will be resulted as void.
- 9.15. **1st Quarter Total Points:** This market is resulted based on the first quarter score. If the match is abandoned before completion of the first quarter then the market will be voided regardless of whether the outcome has already been determined.
- 9.16. **2nd Half Point Spread:** This market is resulted based on the second half score. If the match is abandoned before the completion of the second half then the market will be resulted as void.
- 9.17. **2nd Half Total Points:** This market is resulted based on the second half score. If the match is abandoned before completion of the second half then the market will be voided regardless of whether the outcome has already been determined.
- 9.18. **2nd Quarter Point Spread:** This market is resulted based on the second quarter score. If the match is abandoned before the completion of the second quarter then the market will be resulted as void.
- 9.19. **2nd Quarter Total Points:** This market is resulted based on the second quarter score. If the match is abandoned before completion of the second quarter then the market will be voided regardless of whether the outcome has already been determined.
- 9.20. **3rd Quarter Point Spread:** This market is resulted based on the third quarter score. If the match is abandoned before the completion of the third quarter then the market will be resulted as void.

- 9.21. **3rd Quarter Total Points:** This market is resulted based on the third quarter score. If the match is abandoned before completion of the third quarter then the market will be voided regardless of whether the outcome has already been determined.
- 9.22. **4th Quarter Point Spread:** This market is resulted based on the fourth quarter score. If the match is abandoned before the completion of the fourth quarter then the market will be voided.
- 9.23. **4th Quarter Total Points:** This market is resulted based on the fourth Quarter score. If the match is abandoned before completion of the fourth Quarter then the market will be voided regardless of whether the outcome has already been determined.

10. Rugby League – General Rules

- 10.1. **Payouts based on official results:** Payouts are based on the official declared result including the end of any additional extra time. But, conditions do apply specifically to Half-Time/Normal-Time (HT/NT) and any bet type that involves Margin Betting will be resulted at the end of normal-time. A price for the draw will always be included in margin betting. If the result of a match is a draw after extra time, the Dead-Heat Rule applies.
- 10.2. **Draw's & Golden Point** – all markets are resulted on the result at 80 minutes, golden point outcomes are not included in the result. Any market without a draw option will have bets refunded if there is a draw after 80 minutes.
- 10.3. **Handicap & Totals betting:** In Handicap and Totals betting where the line or total is a flat (whole) number, if the result lands on that flat number, all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 10.4. **Matches not completed:** If a match does not reach total completion, is suspended or abandoned and not played within 7 days bets are void and Multis will be recalculated excluding the affected leg.
- 10.5. **Totals betting:** Totals betting will be considered official for betting purposes once the nominated total has been exceeded, regardless of whether a match is completed.
- 10.6. **Change of venue:** All bets stand, regardless of change of venue.
- 10.7. **Players not starting:** Players who do not start and are included in markets i.e. try scorer etc. are refunded in full and Multis will be recalculated with the affected leg excluded.
- 10.8. **First Half result & First-Half betting:** First half result and first half handicap are resulted at the end of the first half. The Dead-Heat Rule apply to first half result. If a line ends on a flat line bets will be refunded.

11. Soccer – General Rules

- 11.1. All markets are based on the result at the end of regular time. This includes any added injury or stoppage time but does not include extra time, penalty shoot-out or golden goal.
- 11.2. All markets on a postponed match will be treated as void if the event has been moved to more than 48 hours in the future. However, if it is less than 48 hours then the markets will remain open and SC will update the start-time of the event.
- 11.3. In Handicap, Line and Totals betting where the number is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.

12. Soccer – Market Rules

- 12.1. **Match Result:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.2. **Handicap:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.
- 12.3. **Over/Under. A "Total Goals" market:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then all markets will be voided regardless of whether the outcome has already been determined.
- 12.4. **Double Chance:** A three way market consisting on Team A and Draw, Team B and Draw and either Team A or Team B to win. This market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void
- 12.5. **Odd or Even Total:** The market is resulted at the end of regular time. In the event of no goals

- scored, market will be resulted as even. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.6. **Half-Time/Full-Time:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
 - 12.7. **First Goalscorer:** The bet is to select a player to score the first goal in a particular match. Any selection that does not take part in the match will be void, as will selections on first player to score where the player comes on after the first goal is scored. Please note that own goals do not count. If the match is abandoned before half-time then all markets will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then all markets will be resulted provided that the outcome has already been determined in the first half.
 - 12.8. **Last Goalscorer:** Any selection that does not take part in the match will be void. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do not count.
 - 12.9. **Highest Scoring Half:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
 - 12.10. **Score in Both Halves:** The bet is to select a team or a player to score in the first half and second half. The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
 - 12.11. **Win Both Halves.** To select a team to win outright the first-half and second-half: The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
 - 12.12. **Clean Sheet** The bet is to select a team to have no goal scored against them in a particular match: The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
 - 12.13. **Correct Score:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
 - 12.14. **Draw No Bet:** The market is a two way market between two teams and if the match ends in a draw then bets are void: The market is resulted at the end of regular time. If regular time ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of regular time then the market will be resulted as void.
 - 12.15. **Half-Time Correct Score:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
 - 12.16. **Half-Time Result:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the first half then the market will be resulted as void.
 - 12.17. **Half-Time Draw No Bet:** The bet is to select a team to win at half-time however the market is a two way market between two teams and if the match at half-time is a draw then bets are void and the bet is refunded. The market is resulted based on the half-time score. If the first half ends in a draw then the market will be resulted as void. If the match is abandoned before the completion of the first half then the market will be resulted as void.
 - 12.18. **Half-Time Total Goals:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void. Please note that own goals do count.
 - 12.19. **Half-Time Totals Over/Under:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the 1st Half then all markets will be voided regardless of whether the outcome has already been determined.
 - 12.20. **First Team to Score:** The market is resulted at the end of regular time. If the match is abandoned before half-time then this market will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then all markets will be resulted provided that the outcome has already been determined in the first half. Please note that own goals count.
 - 12.21. **Last Team to Score:** The market is resulted at the end of regular time. If the match is abandoned

- before the completion of regular time then the market will be resulted as void. Please note that own goals count.
- 12.22. **Both Teams to Score:** The market is resulted at the end of regular time. If the match is abandoned before half-time then this market will be voided regardless of whether the outcome has already been determined. If the match is abandoned in the second half then all markets will be resulted provided that the outcome has already been determined in the first half. Please note that own goals count.
- 12.23. **Team Not to Score:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
- 12.24. **Teams to Score:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
- 12.25. **2nd Half Result.** The bet is to select which team wins the second half only: The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.26. **2nd Half Correct Score.** The bet is to select the score in the second half only (i.e. the first-half scores are excluded): The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 12.27. **Half-Time Handicap:** The market is resulted based on the half-time score. If the match is abandoned before the completion of the first half then all markets will be voided regardless of whether the outcome has already been determined.
- 12.28. **Half-Time Odd or Even Total:** The bet is to select the total goals scored by both teams at half-time: The market is resulted based on the half-time score. If the match is abandoned before the completion of the 1st half then the market will be resulted as void.
- 12.29. **Total Goals:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.
- 12.30. **Winning Margin:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void. Please note that own goals do count.

13. Tennis – Market Rules

- 13.1. **Winning Margin:** The market is resulted at the end of regular time. If the match is abandoned before the completion of regular time then the market will be resulted as void.
- 13.2. **Handicap & Totals betting:** In Handicap and Totals betting where the handicap or total is a flat (whole) number, if the result lands on that flat number all wagers are void and refunded. Affected multiple wagers (parlays) will be recalculated excluding that leg.
- 13.3. **First Set Winner & Set Score betting:** For First Set Winner and Set Score Betting, the applicable set must be completed for bets to stand.
- 13.4. **Tournament Winner betting:** Tournament outright betting is offered on an All-In basis. No refunds will be given for non-starters, or for competitors who retire or are disqualified mid-tournament.
- 13.5. **Rescheduled matches:** If a match is postponed, rescheduled and runs to full completion, all wagers stand.
- 13.6. **Set Betting:** Select a player to win in a number of sets. E.g. in a five set match, you may select a player to win 3:2, 3:1, or 3:0. In a three set match you may select a player to win 2:1 or 2:0. The market is resulted at the end of the match. If the match is abandoned before completion then the market is void regardless of whether the outcome has already been determined.
- 13.7. **Game Handicap:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.8. **Game Handicap (With Draw).** Just like a line market but with the choice of draw: The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.

- 13.9. **Set Handicap:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.10. **Most Games.** A bet where you select which player will win more games in a match: The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided regardless of whether the outcome has already been determined.
- 13.11. **Total Games Over/Under:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.12. **Total Games Odd or Even:** The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.
- 13.13. **Total Sets:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.14. **First Set Winner:** The market is resulted at the end of first Set including tiebreak if needed. If the match is abandoned before completion of the first set then the market will be voided.
- 13.15. **First Set Correct Score Select the exact score** (including tiebreak) and player in the first set: The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.
- 13.16. **First Set Total Games Over/Under:** The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then all markets will be voided regardless of whether the outcome has already been determined.
- 13.17. **Second Set Correct Score:** The market is resulted at the end of second set (including tiebreak). If the match is abandoned before completion of the second set then the market will be voided.
- 13.18. **Second Set Winner:** The market is resulted at the end of second Set including tiebreak. If the match is abandoned before completion of the second set then the market will be voided.
- 13.19. **Third Set Correct Score:** The market is resulted at the end of third Set (including tiebreak). If the match is abandoned before completion of the third set then the market will be voided.
- 13.20. **Doubles Match:** The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.
- 13.21. **Doubles Set Betting:** The market is resulted at the end of the match. If the match is abandoned before completion then the market will be voided.
- 13.22. **Doubles Game Handicap:** The market is resulted at the end of the match. If the match is abandoned before completion then all markets will be voided regardless of whether the outcome has already been determined.
- 13.23. **Doubles Win 1st Set:** The market is resulted at the end of first Set. If the match is abandoned before completion of the first set then the market will be voided.
- 13.24. **Multi-bet odds display:** Display of odds for multi-bets: "For display purposes the multi-bet dividend may be rounded up or down to two decimal places, however the correct dividend will be paid to the winning bet/s by multiplying the legs of a particular wager." For example if two 1.91 selections are taken in a multi-bet, the dividend displayed will be 3.65 at the time of placing a bet however the dividend paid will be based upon multiplying 1.91 x 1.91 (or 3.6481).

SECTION B: SPORTCHAMPS AUSTRALIA RACEBOOK RULES

Racing (Thoroughbred/Harness/Greyhounds)

1.1. Where a race meeting is transferred from one racecourse to another, all betting Rules will apply as if the meeting was not transferred.

1.2. If a race meeting is postponed, all wagers on the postponed meeting are cancelled.

1.3. Where a race meeting is transferred from one racecourse to another, the limit shall be for the course on which the meeting should have been held.

1.4. Where there are eight (8) or more runners in a race, a place dividend shall be paid on first, second and third places.

1.5. Where there are seven (7), six (6) or five (5) runners in a race, a place dividend shall be paid on first and second places only. When a Client has bet on a Tote based product, Place wagers will pay down to however many placing's the major Australian TAB's determine as appropriate for that bet type. Major Australian TAB's shall be defined as the Victorian TAB (STAB), the NSW TAB, the Queensland TAB (UBET).

1.6. Where there are less than five (5) runners in a race, all wagers shall be on a "Win Only". If late scratching of a runner or runners reduces the field below five (5) runners, all non-tote place bets will be refunded if there is no possibility for a collect.

1.7. If a runner is scratched, all bets placed after the declaration of the final field, will be refunded on that runner (providing the bet wasn't placed prior to the barrier draw on an "All-In" basis). All other runners will be subject to a deduction, applicable to the face value of winning bets where the bet was placed at a fixed price, for either: Win, Each Way, or Place Only. In the event of a horse being withdrawn late by order of the stewards, all wagers will be paid as stewards direct, including deductions on remaining runners.

1.8. In the case of fixed price racing bets, if the time of bet placement is after the official time for the declaration of final acceptances for an event, bets placed after the time for final acceptances but before SportChamps Racebook makes any adjustment to the prices it has set for the event following a withdrawal shall stand subject to SportChamps Racebook's scale of deductions as applying to the prices offered by SportChamps Racebook for that contestant at the time of its scratching.

1.9. In the event of a field reducing in size from 8 runners to 7 or less runners, for wagers placed via the Internet, SportChamps Racebook will pay three dividends on all fixed odds place bets struck prior to the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards.

1.10. In the event of a field reducing in size from 5, 6 or 7 runners to less than 5 runners, for wagers placed via the Internet, SportChamps Racebook will pay two dividends on all fixed odds place bets struck prior to the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards.

1.11. In the event of a field reducing in size from 10 or more runners to 9 runners or less, for wagers placed via the telephone, SportChamps Racebook will pay three dividends on all each way fixed odds bets struck prior to the field being reduced. These wagers will be subject to relevant deductions as declared by the stewards. In the event of there being an odds-on runner in the field at the time the

wager was struck then the place portion is paid at Middle Tote odds, regardless of field size.

1.12. If a client places a Fixed Odds Place wager over the Internet and there is only 5, 6 or 7 runners then SportChamps Racebook only pays 1st and 2nd regardless of whether the Tote pays 1st, 2nd and 3rd dividends courtesy of late scratchings.

1.13. If a wager on a horse racing event, apart from a wager placed on a Live Betting or "In-the run" market, is inadvertently accepted in respect of an event after its start time, the wager shall be deemed to have been made invalidly and the wager will be refunded to the Client's Account. For the purpose of this clause, "inadvertently" means that SportChamps Racebook had no knowledge that the event in question had started and the wager was accepted in good faith. A reference to "Live Betting Market" means a promotional market where a Client can place a fixed odds win bet on a horse racing event after it has begun.

1.14. Content such as form guides and speed maps are an accessory that may contain errors. While we try to correct reported faults or incorrect content as soon as we reasonably can, we cannot and therefore make no guarantee that our betting platforms and any content within them are error-free.

1.15. Below is a description of SportChamps Racebook Racing Products on offer. Depending on the status of the race meeting, differing products will be available daily as stated on the SportChamps Racebook website.

Best Tote

This product is the "Best of the 3 Australian TAB Win Tote Prices". For any Place Only or Each Way bet, all bets on Australian Racing codes are paid at Middle Tote, the middle dividend as declared by the 3 Australian TAB's. Where the range between the lowest paying tote to the highest paying tote is greater than 20%, SportChamps Racebook reserves the right to disregard the best tote price and pay the dividend based on the lowest paying tote plus 5%.

Exotics

For all Racing Exotics, (Quinella, Exacta, Trifecta, First Four and Quadrella) are paid at the dividend declared by the Victorian TAB (STAB).

All exotic payouts are capped to a maximum of the pool total held by the Victorian TAB (STAB). We reserve the right to apply a payout limit across all Racing Exotics, in all codes.

Top Fluctuation

This product is the Best Price declared by the official On-Course Bookmakers Fluctuations. Unless otherwise permitted by SportChamps Racebook, Top Fluctuation wagers:

a) are only available up until 30 minutes to jump.

b) maximum payout of \$5,000

Best of the Best (BOB)

This product is the Best of either, "Best of 3 Australian TAB prices" or the "Official On-Course Top Fluctuation". Best of the Best "BOB" is available on selected Saturday Metropolitan Thoroughbred meetings, as displayed on the SportChamps Racebook website. Unless otherwise permitted by SportChamps Racebook, Best of the Best (BOB) wagers:

a) are only available up until 30 minutes to jump.

b) maximum payout of \$5,000

Multi Bets

A Multi Bet (All-Up Bet) is the combination of numerous single bets which multiply the individual odds creating the total dividend. SportChamps Racebook accepts Multi Bets up to 20 legs, including a combination of Racing and Sports. SportChamps Racebook maximum dividend for this product is \$1,001. Multi Bets cannot be placed on "dependant events".

Fixed Odds

Fixed Win and Fixed Place odds are the odds received at time of placement. Fixed odds are available on the SportChamps Racebook website and may be subject to deductions where there is a late scratching. Once bets are confirmed, fixed odds are not subject to fluctuation.

Starting Price (SP)

Starting Price (SP) is the official final bookmaker's price when the race jumps. For all International Thoroughbred & Harness Racing, excluding French Racing, the final fixed price offered by SportChamps Racebook will be deemed as the Starting Price "SP". For all French Thoroughbred and Harness Racing where a Fixed Price is not offered by SportChamps Racebook, the official Starting Price "SP" will be as declared by the PMU (as per <http://www.horseraces.pmu.fr>). Starting Price (SP) for all other racing events will be the official final bookmaker's price when the race jumps.

The maximum win dividends payable for SP, STAB, Middle Tote and are:

a) \$26 for Greyhound Racing.

b) \$51 for Harness Racing; and

c) \$101 for Thoroughbred Racing.

1.15. Where these Rules state that a dividend is to be paid as declared by a particular Tote, and that Tote fails to declare a dividend within ten (10) minutes of the other Australian Totes declaring a

dividend, SportChamps Racebook will pay the dividend which is the lower of the dividends that were declared by the other Australian Totes.

1.16. SportChamps Racebook may cancel wagers where there are signs of pool manipulation which can include but is not limited to increase in pool size, dividends outside normal dividend combination parameters taking into consideration fixed odds of participants / runners.

1.17. SportChamps Racebook may place a limit on the payout (final odds) where there is reasonable suspicion of pool manipulation having occurred (e.g. Payout at the fixed odds SP place dividend or payout no greater than 100% higher than the next best Australian tote), subject to adjudication by the Northern Territory Racing Commission (NTRC).

1.18. If a tote pool goes down either on-line or via the telephone and the pools are distorted, then SportChamps Racebook reserves the right to omit these dividends when paying out. I.e. If the NSW Tote pool is down, the higher of QLD and VIC will be paid for Best Tote Products. For middle tote products, the dividend will be deemed to be the lower of the two declared dividends.

1.19. In the event that one of the Major Australian TAB's for promotional reasons or otherwise, returns elevated dividends due to them foregoing their normal take-out margin, SportChamps Racebook reserves the right to declare its Best Tote dividends at the higher of the other two Australian Totes. Only "Win Only and Each Way" single wagers will be eligible (Multi Bets are ineligible) and SportChamps Racebook decision on the matter will be absolute and final.

1.20. If a meeting is abandoned or postponed to another date, single bets are void and wagers will be refunded. Affected Multi Bets will be recalculated excluding that leg.

1.21. Where a race meeting is transferred from one racecourse to another, all betting rules and limits will apply as if the meeting was not transferred.

1.22. Regardless of whether a Futures event (All in betting) has been abandoned, postponed or transferred from the original date, all bets stand until the completion of the event.

1.23. SportChamps Racebook reserves the right to cancel any bet where SportChamps Racebook considers the bet is unfairly advantaged regarding starting times of events.

1.24. Dead Heat Rule – In the event of a Dead Heat or Draw, where such an option was not offered for betting purposes, the ticket will be paid out at face value divided by the number of Dead Heating winners of the event. If the bet was placed at the tote product, SportChamps Racebook pays on the re-framed Tote dividends.

1.25. The SportChamps Racebook products and wager types are intended for Bona Fide Clients, that is, those clients who always act in good faith, sincerely, without fraud and who place wagers with SportChamps Racebook for the purpose of recreation and entertainment.

1.26. If no bet type is specified, the default bet type will be a Win Only Bet at the applicable Tote Based

product.

1.27. At the discretion of SportChamps Racebook management, Tote pools under \$1000 may be disregarded in the calculation of Best Tote and Middle Tote dividends.

1.28. SportChamps Racebook reserves the right to restrict the maximum dividend paid out for Win and Place bets to \$101.

1.29. Subject to the conditions of our Victorian Bookmaker's License, SportChamps Racebook reserves the right to refuse the whole or part of any wager.

Racing Exotics

2.1. All SportChamps Racebook Exotics are available on either the Telephone or the Internet.

2.2. SportChamps Racebook Racing exotics are paid on winning combinations at the dividends declared by the Victorian TAB (STAB), excluding Metropolitan Thoroughbred Racing. Metropolitan Thoroughbred races are paid at the declared Middle Tote dividend of the 3 Australian TABs.

2.3. In the event of a jackpot, the SportChamps Racebook dividend is calculated by taking the Victorian TAB (STAB) Jackpot and dividing it by the number of \$1.00 winning units. Where the total of winning units held by SportChamps Racebook is less than one, the flex % held is multiplied over the jackpot amount to determine the dividend.

2.4. In the unlikely event that the location where the wager is struck is not covered by the Victorian TAB, the dividend will be paid at the lower dividend displayed by the other two major Australian TAB's.

2.5. Notwithstanding maximum win limits detailed in section 8, SportChamps Racebook reserves the right to limit total payout to any individual(s) on any bet type. If the total SportChamps Racebook payout on any bet type exceeds the Victorian TAB tote pool, SportChamps Racebook reserves the right to limit the total payout to clients to the amount of the Victorian TAB pool on that bet type.

2.6. In the event of a Dead Heat for any of the place getters, there will be as many dividends as there are correct order combinations as declared by the Victorian TAB (STAB).

2.7. SportChamps Racebook operates on the following Exotics:

Quinella

A Quinella is when two runners are selected to place first and second in any order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

Exacta

An Exacta is when two runners are selected to place first and second in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

Trifecta

A Trifecta is when three runners are selected to place first, second and third in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

First Four

A First Four is when four runners are selected to place first, second, third and fourth in the correct order. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be refunded on every combination which includes the scratched runner and the combination stands and the wager re-calculated without the scratched runner.

Quadrella

A Quadrella is when the winners are selected in four consecutive races listed on the Quaddie Race card. If a selected runner is declared a "non-runner" or scratched after the wager is confirmed, wagers will be partially refunded for that leg. It will not transfer to the substitute favourite.

Flexi Betting allows you to take a Quinella, Exacta, Trifecta, First Four or Quadrella at an outlay to suit Your own budget. This way you can have multiple selections for a smaller outlay. Simply make Your selections and nominate the total amount you wish to spend on Your bet. Your bet will cost whatever you choose – and if you win you will receive a percentage of the full \$1 STAB dividend. For example, let's say you wish to box five runners in a Trifecta. This bet would normally cost \$60 for a \$1 unit. If you decide you want to spend \$15, that's all it will cost. \$15 represents 25% of a full \$1 unit (total cost of \$60), meaning if successful, you will receive 25% of the full \$1 STAB Trifecta dividend. Thus, if the winning Trifecta dividend is \$200 for \$1, you will collect \$50. The minimum wager for Flexi Betting is \$1.

2.8. For Flexi Betting or Pick Your Own Stake wagers on Quinellas, Exactas, Trifectas, First Fours, and Quaddies, SportChamps Racebook pays all dividends and winning combinations as declared by the selected Tote subject to the limits set out above.

2.9. Unless otherwise stated, and subject to the above, for Metropolitan Thoroughbred venues, for Quinellas, Exactas, Trifectas and First Fours, SportChamps Racebook pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$15,000 per Client per event.

2.10. Unless otherwise stated, and subject to the above, for Non-Metropolitan Thoroughbred venues, all Harness venues and all Greyhound venues, for Quinellas, Exactas, Trifectas and First Fours,

SportChamps Racebook pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$10,000 per Client per event.

2.11. Unless otherwise stated, and subject to the above, for Quaddies, SportChamps Racebook pays the dividend and winning combinations as declared by the selected Tote to a maximum payout of \$10,000 in all non-metropolitan Thoroughbred venues, all Harness venues and all Greyhound venues per Client per event; and a maximum payout of \$15,000 applies to all metropolitan Thoroughbred venues per Client per event. For all SportChamps Racebook Exotics, where the event is in a location that is not covered by any Tote that is governed by an Australian State Government's regulations, the dividend and winning combinations declared will be settled to a maximum payout of \$5,000 per Client per event. Unless otherwise stated, for the purposes of these Terms, any race meeting conducted out of Australia shall be deemed to be a non-metropolitan Thoroughbred venue. Where a leg of an Exotic bet is abandoned or declared "no race", the dividend for that Exotic bet will be paid or refunded in accordance with the Middle Tote dividend for Australian Metropolitan Thoroughbred Racing, and S-TAB for Non-Metropolitan Thoroughbreds, International Thoroughbred Racing, Harness and Greyhounds.

2.12 Racing Derivatives These can include; Head To Head, Favourite Out, Favourite vs Field, Inside vs Outside, Half vs Half and Odds vs Evens. For the avoidance of doubt, any winning selection in the Head to Head market must finish in the first 4 placings to be resulted as a winner.

In the event any runner is a late scratching after you have placed a bet then your selection will be refunded

Scratchings and Deductions

Australian Thoroughbred Bets Prior to the Official Price Commencing (25 mins Metro, 20 mins Provincial). For scratchings that occur prior to the opening of an official market (usually available 25 minutes prior to the official race start time for Australian Metro Thoroughbred meetings and 20 minutes prior for Australian Provincial Thoroughbred meetings) Real Bookie will apply a deduction as per the Schedule of Deductions table in the T&C's.

Australian Thoroughbred Bets Post the Official Price Commencing (25 mins Metro, 20 mins Provincial). For scratchings that occur after the opening of an official market (usually available 25 minutes prior to the official race start time for Australian Metro Thoroughbred meetings and 20 minutes prior for Australian Provincial Thoroughbred meetings) Real Bookie will apply deductions as declared by the Stewards in the Official Price Portal.

International Thoroughbred, All Greyhound and All Harness Racing Bets. For scratchings that occur after the declaration of Final Field, all bets placed are subject to deductions as calculated in accordance with the applicable Schedule of Deductions listed in the Schedule of Deductions.

Schedule of Deductions

Fixed Odds	Win Deductions	3 Places	2 Places
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1.01	76	26	40
1.02	75	26	40
1.03	75	26	40
1.04	73	26	40
1.05	73	26	40
1.06	73	26	40
1.07	73	26	40
1.08	72	26	40
1.09	72	26	40
1.1	72	26	40
1.12	71	26	40
1.14	71	26	40
1.16	71	26	40
1.18	69	26	40
1.2	69	26	39
1.22	67	26	39
1.24	65	26	38
1.25	65	26	38
1.26	65	26	38
1.28	65	26	38
1.3	65	26	38
1.35	62	26	38
1.4	60	25	37
1.45	56	25	37
1.5	55	25	37
1.55	53	24	36
1.6	51	24	36
1.65	49	24	35
1.7	47	24	34
1.75	46	23	34
1.8	45	23	34
1.85	44	23	33
1.9	43	23	33
1.95	41	22	32
2	40	22	32
2.1	39	22	31
2.15	37	21	31
2.2	36	21	30
2.25	36	21	30
2.3	35	21	29
2.35	34	21	29
2.4	33	20	29
2.45	31	20	28
2.5	31	20	28
2.6	30	19	27
2.7	29	19	27
2.8	28	18	26

2.9	27	18	25
3	26	18	25
3.2	24	17	23
3.3	23	16	22
3.4	22	16	22
3.5	22	16	22
3.6	21	15	21
3.7	20	15	21
3.8	20	15	20
3.9	19	14	20
4	19	14	20
4.4	18	14	19
4.5	18	14	19
4.6	16	14	18
4.8	15	13	17
5	15	13	17
5.5	13	12	15
6	12	12	15
6.5	11	11	14
7	10	10	13
7.5	9	9	12
8	8	8	11
8.5	8	8	11
9	7	7	10
9.5	7	7	10
10	6	6	8
11	5	5	7
12	5	5	7
13	4	4	6
14	4	4	6
15	3	3	4
16	3	3	4
17	3	3	4
18	2	2	3
19	2	2	3
20	2	2	3
21	2	2	3
22	2	2	3
23	2	2	3
26	2	2	3
27	2	2	2
31	0	0	0
34	0	0	0
35	0	0	0
41	0	0	0
46	0	0	0
51	0	0	0

61	0	0	0
67	0	0	0
71	0	0	0
81	0	0	0
91	0	0	0
101	0	0	0
126	0	0	0
151	0	0	0
201	0	0	0
251	0	0	0
301	0	0	0
501	0	0	0
1001	0	0	0

Racing Futures Events - Thoroughbred, Greyhound & Harness

3.1 Futures betting is available on selected Thoroughbred, Greyhound and Harness events. There are two types of Futures events; Pre Nominations and Nominations -

3.2 Pre Nominations - All bets placed prior to the official nominations being declared are accepted on a Refund If Not Nominated basis. (i.e refunds will be provided for runners who are not officially nominated in an event after first nominations are taken). The rules for these events will be displayed on the race card indicating 'Refund If Not Nominated'. No deductions apply for bets placed on these events.

3.3 Nominations - All bets placed prior to the declaration of Final Field are accepted on the basis that the event is All In. (i.e no refunds will be provided for runners who do not take their place in the final field. The rules for these events will be displayed on the race card indicating 'All In'. No deductions apply for bets placed on these events.

3.4 Abandoned, Transferred and Postponed Meetings - Regardless of whether a Pre Nominations or Nominations Futures event is abandoned, postponed or transferred from the original date, all bets stand until the completion of the event. If the event is postponed and not held within seven days or less of the day of the original date, all bets will be refunded. If new nominations are taken for the event, all bets shall be refunded.

3.5 Protest Payout - Protest payout only applies to bets placed on Final Field markets. All Racing Futures events are not eligible for the Protest Payout.