

## **Specific Terms and Conditions Personal Exchange International Limited (PEI)**

### **SPORTSBETTING**

These Specific Terms and Conditions were last updated on May 4<sup>th</sup>, 2016.

Version No.:1.08 (amendments to Version No. 1.08 on the last page)

These Specific Terms and Conditions supplement the general terms and conditions for the use of the sportsbetting services of PEI and govern your use of the sportsbetting services provided by PEI.

#### **I. GENERAL BETTING RULES**

1. The placing of bets by or on behalf of bookmakers or other betting agents not expressly authorised is not permitted. Persons who are directly or indirectly involved in a sporting event (such as participating sportspeople, trainers, officials) are further not permitted to place bets on such a sporting event either themselves or via third parties. In the event of a breach of the above ban, we reserve the right upon obtaining knowledge of such a breach to cancel all bets affected and to refuse payment of any winnings achieved or else to require repayment of such winnings by you if already paid out.
2. The maximum bet per selection is determined exclusively by PEI and is detailed on screen. The maximum prize per day (day of placing the bet) is limited to 30.000 €. The maximum prize per week (week of placing the bet; Monday 00:00 h – Sunday 24:00 h) is limited to 50.000 €. If a customer places same bets and the prizes exceed the maximum bet limit or the maximum prize limit, PEI is entitled to reduce the prize according to the limits.
3. Bets may be placed up to the actual start time of the particular event unless specified otherwise in these terms.
4. Except as provided, bets may not be cancelled/changed by the client once they have been accepted by PEI.
5. All winnings will be credited to the player account.
6. PEI cannot allow for mistakes nor accept responsibility for any errors or omissions in respect of the posting of prices, runners, times or results despite our every effort to ensure total accuracy. PEI reserves the right to correct obvious errors (for example voiding bets struck after an event is underway or based on incorrect odds).

If an incorrect participant is quoted for any match, all bets placed on that match will be void, win or lose.

7. Multiple bets which combine different selections are not accepted where the outcome of one affects or is affected by the other. For example, you cannot bet a £20 double on Federer to win his semi final match at Wimbledon, with Federer to win Wimbledon

outright. Where there is evidence of price, race, match or event rigging, we reserve the right to make bets void or withhold settlement of bets pending the outcome of any subsequent investigation.

8. All results will be as published and confirmed by the governing body of the tournament.
9. The result of a sporting event is evaluated after the end of the normal playing time not including extra time, penalty shoot-out or similar unless provisions to the contrary are explicitly contained within the present General Terms and Conditions. Once a result has been established, all bets are decided and will be evaluated accordingly. Subsequent alterations to a result, such as following administrative or disciplinary actions taken by the associations responsible, do not have any influence on the evaluation of bets.
10. If a venue is changed, bets will stand unless the game is to be played at the original away team's ground – in this case all bets will be void.
11. When a dead heat occurs for first place, the stake money on the winning selection will be divided by the number of winners and full odds paid on the reduced stake, the remaining stake money is lost.
12. Unless otherwise stipulated in these terms, bets will stand whether or not the selection takes part in the event, unless the event itself does not take place in which case all bets will be void. Similarly if there is no further play after a bet is struck once an event is underway (e.g. after the first round of a golf tournament) that bet will be void.
13. It is the client's responsibility to ensure that he/she is aware of the rules relating to a bet as bets cannot be cancelled by the client, except in exceptional circumstances or as otherwise stipulated in our rules, once they are placed.
13. For all sports, the following applies, unless otherwise stated in these terms, from now on referred to as "the 48 hour rule":

In the case of an event being abandoned before it has been completed, the odds offered for that game will be replaced by 1.00 if not continued within 48 hours of the original start time of the event. Markets that can be settled, will be settled e.g. first half markets can be settled if the match is abandoned in the 2nd half, etc. For baseball - the odds offered will be replaced by 1.00 if not continued within 12 hours of the original start time of the event. For tennis the bets stand until the match is played, even if postponed longer than 48 hours, unless the match is permanently cancelled.

14. Head to head betting: If either or both competitors in a Head to Head bet do not start then all bets are void and all stakes are refunded. If a competitor involved in a Head to Head bet starts a competition but is forced to withdraw after starting, then the other competitor will be considered to have won the Head to Head. In this case all bets on the competitor that has withdrawn are losing bets and all bets on the competitor that remains in the competition are winning bets.

If neither competitor completes the event, then Head to Head bets are void and all stakes are refunded.

15. Should any eventuality occur not covered by these rules we will look for suitable parallels within our rules, or failing that general industry rules, before deciding how to settle the bets.
16. If any sums are mistakenly credited to your player account, through either an error on the part of the PEI or yourself, it shall be up to you to point this out. Failure to do so will void any subsequent wins caused by this error, either directly or indirectly. In such an event PEI reserves the right to take the necessary action to ensure that both parties are returned to the same position financially as that held immediately prior to the error being made.
17. The current balance and transaction history of your player account may be viewed at any time. Should there be any claim or dispute arising from a past or current transaction, please contact us. If we are unable to settle the dispute we will refer the dispute to an arbiter, such as IBAS, whose decision will be final subject to full representation given to all parties involved.

## **II. SPORTSBETTING RULES**

### **Football**

1. Football bets apply to full 90 minute games only, including injury time, but excluding extra time / golden goal. This does not apply to markets which clearly state "To Lift The Trophy" or "Outright Winner" whereby Extra Time and Penalties will be included for settling purposes.
2. For first or last goal scorer and player to score markets, own goals do not count.
3. All bets taken on 'first goalscorer' will be void if the player does not take part in the game or comes on after a goal has already been scored. Bets taken on 'last goalscorer' will only be void if the player does not appear on the field at any stage of the match.
4. For the "player to score" and "player not to score" markets, if a quoted player has scored before the abandonment of the match, the markets relating to that player will be settled accordingly. If a quoted player has not scored, then all bets relating to that player will be void unless the player has already been substituted, in which case the player will be deemed to have failed to score and the market settled accordingly.
5. Where a venue is changed bets will stand unless the game is to be played at the original away team's ground, in which case all bets will be void.
6. Bets on 'numbers of corners' refers to corners taken rather than corners awarded. For example, if a corner is awarded at the end of the match but the final whistle blows

before it is taken, it does not count as a corner for betting purposes. Settlement will be based on the make-up returned by the SBA (Spread Betting Association).

7. Total yellow cards are based on regulation time only. A player sent off for 2 yellow cards counts as 1 yellow and 1 red in this market. A player has to be active on the field of play to receive a card. Settlement will be based on the make-up returned by the SBA (Spread Betting Association).
8. Bets taken on 'tournament top goalscorer', 'golden boot' or similar, will be settled on the official result as published by the governing body of the tournament unless stipulated differently in the market text.
9. The shirt numbers market is the aggregate total of the shirt number of the scorer of each goal. Own goals count.
10. A scorecast is a bet on the correct score/ first goalscorer double. If the first goalscorer selection does not play the bet becomes a correct score single.
11. For the player to score market a player taking part at any point of the match is deemed to have played for settling purposes. Own goals do not count.
12. For goalscorer match bets, both players must start for bets to stand. Own goals do not count.
13. For "first goal method" or "next goal method" market a "shot" is considered to be an effort on goal propelled by a body part below the waist; a "header", an effort on goal propelled by a body part above the waist. Only one outcome will be settled as a winner – thus, if the goal is a penalty, then "penalty" will be settled as a winner while "shot from inside the penalty box" will be settled as a loser. Similarly, if the goal is scored directly from a free-kick, "direct from free-kick or corner" will be settled as a winner while "shot from outside the penalty box" will be settled as a loser.
14. A Wincast is a bet on the team to win and player to score anytime. Player must start otherwise all bets are void.

## **Fantasy League**

1. In a fantasy league, two teams compete virtually only. The winner of this fantasy match-up is the team that scores the most goals on the current match day against a real opponent. Beware: Only goals are counted. Victory or loss is not relevant. Example: Chelsea plays Liverpool, Arsenal plays Tottenham. The fantasy match is Chelsea vs. Arsenal. If Chelsea wins 1:0 against Liverpool, while Arsenal loses 2:3 to Tottenham, the fantasy match would go Arsenal's way with 2:1.
2. The nominated matches must be played on the scheduled dates for bets to stand. If one or both matches are not played on the scheduled date and played in full for the stipulated time, all bets on the fantasy match-ups will be void, unless the market can

be unconditionally determined. E.g. the 1X2 market can be unconditionally determined if a team in an abandoned match has already scored 2 goals and a team in a completed match only scored 1 goal.

## **American Football**

1. Overtime counts for all bets except for bets on Half Time/Full Time or unless otherwise specified.
2. If a team is designated to play at home and the game is moved to a venue outside of the state where they reside, bets will be made void.
3. Money Lines: Both teams are priced to win the full game with no handicaps applied. When betting on the money line your team must win the game on the field in order for you to win the bet.
4. Point Spread: A point spread bet is a bet on a team to win the game with handicaps applied. To even the match for betting purposes, the favourite gives the 'underdog' a points start. A favourite is indicated by a minus points handicap and the underdog by plus points. At the end of the match, the relevant handicap is added to, or subtracted from the selected teams' score to determine the point spread result. Where teams are deemed to be evenly matched, no point spread is applied; this is called a 'pick' game. In the event of a tie on the handicap all bets on this market will be made void.
5. Game Totals: A total line is offered on the predicted total number of points scored. Prices are offered for the actual score to be over or under this quote. The total result is the combined total points for both teams at the end of the relevant period of play. When the combined scores of both team's equals the totals line exactly then the result is a 'push'.
6. Highest scoring quarter: For the purposes of highest scoring quarter betting, overtime does not count as part of the fourth quarter.
7. First Touchdown: Bets on players to score the first touchdown will only be considered void (non runners) where the player was not in uniform for the match. Otherwise, bets are on the basis of all in, play or not. If a match is abandoned or postponed but the first touchdown has already been scored this will be counted for settlement purposes.
8. Ante-post (season betting): If the regular NFC / AFC season is not completed, all bets on the Superbowl, Conference winners and eight divisions will be void.

## **Athletics**

1. Race and Outright Event Betting: All in, compete or not.
2. Head-to-head: In Head to Head or triple head bets for a competition the following rules apply:
  - At least one of the contestants must qualify for the finals for the bet to be valid unless stipulated in the market text
  - If only one of the contestants reaches the finals, bets on that contestant win
  - If none of the contestants qualifies for the finals, all bets will be void and the odds set to 1.00

### **Aussie Rules Football**

1. All match markets will be settled on regulation time unless otherwise stated. Regulation time must be completed for bets to stand unless otherwise stated.
2. If any match ends in a draw/tie then stakes will be refunded unless a price is offered for the draw/tie. Bets will be settled on official AFL result only.

### **Baseball**

1. General game rules: Bets will be settled according to the official result as declared by the baseball governing body.
2. Las Vegas rules, regulations, payoffs and wager types apply where not covered herein. All sporting events must be played within 12 hours of the original start time. All games must start on the scheduled date (local time) for bets to have action. If a game has been postponed or cancelled before its due start time then all bets are deemed no action.
3. All Match bets will include extra innings if played, unless otherwise stated. Listed Pitchers - all baseball betting is offered on the basis of both listed pitchers starting the game. Both named pitchers must start the game and throw at least one pitch for bets to stand. If either named pitcher fails to start the game for any reason, bets on that game will be void and the stakes will be refunded. Where we do not name a pitcher next to a team then bets accepted on that team will stand regardless of the starting pitcher. It is the client's responsibility to ensure they are aware of any relevant pitcher changes.
4. Total & run-line betting: When betting on total runs (over/under) or run-lines the game must go to 9 innings (8½ if the home team is ahead) to have action.

### **Basketball**

For money line, handicap and the total points scored betting the winner of a game will be determined by the official result at the end of the game after regular time and any period of overtime played.

## **Bowls**

In the event of a match starting but not being completed the player progressing to the next round will be deemed as the winner. In the event of a walkover (e.g. one of the players withdraws before a match) all bets on the match will be void.

## **Boxing**

1. Round betting: This market is for the stated fighter to win and end the fight in a specific round (it is not for the stated fighter to obtain a higher judges score in that particular round). If a fighter fails to answer the bell for the start of a round, then his opponent will be deemed to have won in the previous round.
2. Points decision: If a fight is decided by a points decision before the full number of rounds has been completed, then the winner will be deemed to have won in the round that the fight was stopped, and bets on either fighter to win on points will be losers.
3. Fight Result: All bets will be settled on the result as declared in the ring and this is not subject to any revisions or amendments after the contestants have left the ring.

## **Cricket**

1. Limited Overs Matches: All bets will be settled on the official match result. Any means introduced by the official governing body to determine a winner will count i.e. 'bowl off', 'super over' etc. If a match is officially declared a 'no result', all bets on that match will be void
2. If a match is abandoned due to outside interference, we reserve the right to void all bets. If a match is postponed to be played on any previously scheduled reserve day, all bets will stand.
3. Innings runs: If the number of overs scheduled to be bowled in an innings is reduced, for any reason, a bet will be made void if the subsequent scheduled number of overs is less than 90% of those scheduled at the time that bet was struck. For example, if a 50 over innings is subsequently reduced to  
a) 44 overs or less, all bets on inning runs will instantly be made void  
b) 45 overs or more all bets will stand  
Where prices are available on a runs total in a specified number of overs (e.g. 1st 15 overs) the full number of overs must be bowled for bets to stand, unless an innings has reached its natural conclusion.

4. Batsman Runs (In-Running): All bets will stand once the batsman has reached the crease. If the batsman retires hurt, is dismissed or his team have won or lost, the batsman's score at the end of his teams innings will be the result. If 90% of the stipulated overs, (at the time the bet was struck), are not bowled all bets will be void, unless a result has already been determined.
5. Top Runscorer: Bets placed on a player who is not selected in the starting eleven will be void. However, if a player is selected and neither bats nor bowls all bets on this player are losers. Unless an innings has reached its natural conclusion all bets will be void if a minimum of 50% of the stipulated competition overs, (at the time the bet was struck), are not bowled.
6. Batsman Match Betting: If either batsmans innings is curtailed by weather or bad light, all bets will be void unless a result has already been determined.
7. Test Matches & County Championship Matches:
  - a) All bets will be settled on the official match result, provided at least one ball has been bowled. In the event of a tie the dead heat rule will apply, and bets on the draw will be losers. If a County Championship match finishes in a draw, and there is no price offered, all bets are void.
  - b) All bets relating to a session will be void if 20 overs are not bowled.
  - c) Top Runscorer: All bets relate to the first innings only. Bets placed on a player who is not selected in the starting eleven will be void. However, if a player is selected and neither bats nor bowls all bets on this player are losers.
  - d) Innings Runs: Unless an innings has reached its natural conclusion all bets will be void if 50 overs are not bowled
  - e) Batsman Match Betting: All bets stand provided there is at least one ball bowled in the match.
8. Series, Competition & Tournament Betting
  - a) Series Winner: If a series is drawn and no draw price was quoted all bets will be void.
  - b) Correct score betting: If the designated number of matches to be played in the series changes at any point, all bets will be void.
  - c) Top Series Runscorer/ Wicket Taker: If a player is quoted and neither bats nor bowls all bets on this player shall be settled as losers.
9. General Cricket Rules:
  - a) Highest opening partnership: The opening partnership is the fall of the first wicket. Bets will stand as long as both partnerships are completed or a result has been determined.
  - b) Next Man Out: Bets on the next man out will be voids if neither player is out. If a player retires bets will be void.

- c) **Batsman Total Runs:** All bets will stand once the batsman has reached the crease. If an innings is shortened by bad weather, a declaration or the player retires, his score at the time of the innings ending shall determine settlement of bets.

## **Cycling**

1. The winner of the race or stage will be settled on the result of the podium presentation. If there is no podium presentation, we will settle bets on the result immediately declared by the official governing body, irrespective of any subsequent enquiry.
2. All outright winner bets on individual riders will stand, if a rider fails to start the competition or stage. Bets will stand if the rider withdraws once the competition or stage has started. King of the Mountains, Green Jersey, Young Rider & other categories - bets on these competitions will be settled as per the official final result on the last day of the tour. Any subsequent disqualifications will be ignored for settlement purposes.
3. At least one of the riders or teams must complete the stage or race for match bets to stand. If all riders fail to finish the race or stage, then bets are void.

## **Darts**

1. **Outright Betting:** All bets stand compete or not
2. **Match Betting:** In the event of a match starting but not being completed the player progressing to the next round will be deemed the winner. However set betting will be void.

## **Golf**

1. **Outright Betting:** All in, compete or not.
2. **Play-offs** will determine the tournament winner. Dead heat rules will apply for placings.
3. **General Rules:** In tournaments affected by adverse weather, bets will be settled on the official result regardless of the number of rounds played, unless there is no further play after a bet has been struck in which case it will be void.
4. **Tournament Match Bets:** A price will be offered for the tie and in the event of a tie, bets on either player to win will be lost. If one player misses the cut, the other is deemed the winner. If both players miss the cut, then the one with the lowest score will be deemed the winner. If a player is disqualified, either prior to the completion of two rounds or after both players have made the cut, the other player is deemed the

winner. If a player is disqualified after making the cut, when his opponent has already missed the cut, the disqualified player is deemed the winner.

5. Three Ball Two Ball Betting: In 2/3 ball betting the winner will be the player in the pairing or group with the lowest score over 18 holes. Should a player in the 2/3 ball not tee-off all bets in that 2/3 ball are void. However should a player retire during the round he will be deemed to have played. In the event of a 2/3 ball being re-arranged all bets in that 2/3 ball will stand as per original pairings/groups. If a player posts a score but is later disqualified, all bets will be settled on the score that the player initially signs for that round. Signing of the card is deemed as the weigh in and subsequent disqualification or amendment of result will be ignored for settlement purposes

Odds for a tie are offered in 2 ball betting, therefore in the event of a tie bets on both players are losers and bets on the tie are winners. Dead Heat rules apply in the event of a tie in 3 ball betting.

6. Group Betting/Top U.K. Player etc: Groups will consist of four or more players and the winner will be the player achieving the highest placing at the end of the tournament. Any player missing the cut will be considered a loser. If all players miss the cut, the lowest score after the cut has been made will determine settlement. Players are grouped together for betting purposes only. Dead heat rules apply except where the winner is determined by a playoff.

## **Greyhounds**

1. All bets placed at SP are on the trap number and not the named greyhound. (The name is for information purposes only). Likewise all forecast and tricast bets are on the trap number irrespective of any reserve running. When a trap is vacant, forecast bets including the vacant trap are void. However tricast bets become a forecast on the remaining 2 selections. If 2 selections are non runners, all bets will be void.
2. Bets placed at early or live prices are on the named greyhound. In the event of a non runner rule 4 may apply. If a reserve runs, all bets placed prior to the market being reformed to include the reserve will be void.
3. Where a race is re-run all bets stand, however, when a price has been taken, settlement will be at the starting price. Should a race be declared void and not re-run, all bets will be void.
4. The favourites market relates to the performance of favourites over the course of a greyhound meeting. In each race the favourite scores 15 points if it wins and 5 points if placed second. In the case of joint favourites the favourite with the lowest trap number is deemed the favourite for the purposes of this market. If any race is not completed or declared a no race all bets will be void.

5. The distances market relates to the aggregate winning distances over the course of a greyhound meeting. The maximum make-up per race is 10 lengths. If any race is not completed or declared a no race all bets will be void.
6. The trap challenge market relates to which trap will have the most winners at a greyhound meeting. In the event of a tie, dead heat rules apply. If any race is not completed, the market is void. If a race is a dead heat then the traps involved will be treated as whole winners.

### **Ice Hockey**

1. Outright, conference & divisional betting: All bets stand regardless of team relocation, team name change or season length.
2. Series betting: Bets are void if the statutory number of games (according to the respective governing organisations) are not completed or are changed.

### **Martial Arts**

1. The result declared at the end of the fight will be used for settlement purposes and any subsequent alterations to that result will not be taken into account.
2. All markets will be settled on the results displayed on the applicable organisation's official site.

### **Motor Sport**

1. Race betting: The result at the time of podium presentations counts. All drivers in place to start the warm up lap are deemed as runners.
2. Championship Betting: Bets stand on all drivers and constructors whether they compete or not. Bets will be settled in accordance with the Official result given by the governing authority.
3. Race head to heads (match bets): The winner of a race head to head will be the driver with the higher finishing position, or the driver who completes most laps. In the event that the two drivers retire on the same lap, bets are void. If either driver fails to appear on the grid for the start of the parade lap then all bets on that head to head are void.
4. Fastest Qualifier: The driver achieving the fastest official qualifying time in the named qualifying session is the winner. Any subsequent demotions do not count for settlement purposes. Official FIA placings count if times are identical.

5. Qualifying match bets: The driver achieving the faster official qualifying time is the winner. If either driver fails to start a lap in the official race qualifying session, then all bets on that match are void.
6. To be classified: The official FIA classifications will be used when settling this market. Drivers who complete 90% of the number of laps completed by the winner of the race will be classified by the FIA, and will be settled as winners in 'To Be Classified' betting.
7. Finish in the points / on the podium: The result used for settlement is as at the time of the podium presentation. Subsequent disqualifications and/or appeals will not affect bets. Single bets only are accepted on these markets. These markets are win only.
8. Fastest lap (during the actual race): The official FIA result, as at the time of the podium presentation for the race will be used. Betting on other motor racing events will be subject to rules equivalent to the rules above where appropriate.

## **Olympics**

1. All markets concerning Total Medals won will be settled according to the final medals table declared by the official governing body immediately following the completion of the Games. Any subsequent changes to the medal table do not count.
2. All markets will be settled according to the official result at the time of each individual Medal Ceremony. Any subsequent alterations to the result do not count.

## **Rugby Union & Rugby League**

Outright betting is regular season only unless otherwise stated.

## **Snooker**

1. Match bets: In Match betting, the player progressing to the next round will be deemed the winner, providing one of the players has broken off at the start of the first frame. If the break off does not take place, all bets are void.
2. Correct frame score: In Correct Frame Score betting, all bets will be void if the match is not completed (i.e. the required number of frames to win have not been played).
3. Handicap bets: In Handicap betting, all bets will be void if the match is not completed (i.e. the required number of frames to win have not been played).
4. Outright Betting: Ante-Post Rules Apply.

## **Tennis**

1. Bets stand until the match is played, even if postponed longer than 48 hours, unless the match is permanently cancelled. If a player retires before the match is played till the end, the markets that can be settled, will be settled. E.g. winner of 2nd Set can be settled if a player retires in the 3rd Set, etc.
2. Correct Score: For correct score bets to stand, the match must be played to the finish. If one of the players withdraws before that time, all bets are considered void and the odds are set to 1.00.
3. In the event of any of the following circumstances taking place all bets will stand.
  - a) A change of playing surface.
  - b) A change of venue.
  - c) A change from indoor court to outdoor court or vice versa.
4. tie-break: if a set is decided in a tie-break, the tie-break counts as one game for the purpose of bets on aspects such as the total number of games in a set/match. If a match ends 6-4, 7-6, for example, the total number of games played would be 23.

## **Winter Sports**

1. These rules cover Winter sports such as cross county skiing, alpine skiing, ski jumping and biathlon. Podium positions will count as official results, regardless of any subsequent disqualifications. If there is no podium ceremony, settlement will be determined in accordance with the official result declared by the governing body at the end of the event.
2. The Dead Heat rule applies to bets on an event where there is more than one winner, or the result is a draw or tie when no draw or tie price has been available.
3. Postponed or abandoned events: If, for any reason, an event (other than an Olympic or World Championship event) is postponed or abandoned all bets on that event will be void unless the event is completed within 48 hours of the original start time, or an official result is declared within 48 hours by the governing body.
4. If, for any reason, an Olympic or World Championship event is postponed or abandoned then all bets on that event will be void unless the event is completed before the closing ceremony of the games.
7. Ski Jumping: Note that once qualified, one valid jump is enough for a competitor to achieve a result in the contest.

8. Nordic Combined: Both participants must start in both sections of the event (ski jumping and cross country) and at least one must get a result for bets to stand.

## **Specials**

Special markets range from Christmas specials to entertainment, political, and other non-sporting events. Rules for each individual market will be displayed on our web site.

**Amendments to version no. 1.0.8**

We have considered the new address of our registered office.