

Player Props Rules

ID	Rule	Definition / Details
1	Players to have “at least”	<p>These markets are for a player to have AT LEAST “X” amount OR MORE of a particular statistic. E.g. Cristiano Ronaldo “at least” 2 Shots. This market will be a Win if he makes 2 or more shots. This market will be a Lose if he makes 0 or 1 shots.</p>
2	Players “under/over”	<p>These markets are for a player to have UNDER or OVER “X” amount. E.g. Tom Brady “over” 270.5 Passing Yards. This market will be a Win if he makes 271 or more passing yards. This market will be a Lose if he makes 270 or less passing yards.</p> <p>If a result is equal to the line, then the market will be resulted as a Push (Void). E.g. D'Angelo Russell “over” 6 Assists. This market will be a Win if he makes 7 or more assists. This market will be a Lose if he makes 5 or less assists. This market will be a Push (Void) if he makes exactly 6 assists.</p>
3	Player participation	<p>In the event that a player does not participate, the market will be Voided.</p> <p>For Soccer, if a player was not in the starting lineup, the market will be Voided. If a player is a substitute, the market will be voided.</p> <p>For Baseball, if a “Hitter” player was not in the starting lineup, the market will be voided. If a “Pitcher” player was not the starting pitcher, the market will be voided.</p>
4	Game POSTPONED or CANCELLED	<p>If a game is Postponed/Cancelled and does not start within 5 hours of scheduled time, markets will be Voided.</p>
5	Game DELAYED	<p>If a game is Delayed and does not start within 5 hours, markets will be Voided.</p>
6	Game ABANDONED	<p>If a game starts but is abandoned (forced to end early/prematurely), markets should be Voided.</p> <p>However, in certain cases, we may determine that markets should not be Voided if the same game is scheduled to resume the next day.</p>
7	Game SUSPENDED or CALLED_EARLY	<p>If a game starts but is suspended at any time and does not resume within 5 hours, markets should be Voided.</p> <p>However, in certain cases, we may determine that markets should not be Voided if the same game is scheduled to resume the next day.</p> <p>For Baseball, if the game does reach a natural conclusion within 5 hours from time of suspension BUT total innings played < 8.5, markets will be Voided.</p>
8	Game DATE CHANGE	<p>If a game date is changed before the original game date AND the new date is within 5 hours of the original date, markets stand.</p> <p>Or if the difference between the original and new date is greater than 5 hours, markets placed before the game date change will be Voided.</p>
9	Game - Extra Time	<p>Basketball - all overtime is included in settlement. American Football - all overtime is included in settlement. Baseball - all extra innings are included in settlement. Soccer - All markets are settled after 90 minutes play plus any extra time added</p>

		but does not include penalty shootouts. Aussie Rules - All markets are settled after regular play which includes time added on by referees for stoppages but does not include extra time or penalty shootouts.
10	Settlement process	At the conclusion of each game we receive the final box score from the statistics provider which is then used to settle all markets. On rare occasions, scores may be revised after being initially released. The only times a correction to settlement will be made is if the error was caused by a problem with the feed, a problem with the settlement process or if we are made aware of a post-settlement change made by the statistics provider.
11	Settlement for prebuilt accumulators	1) If any of the individual markets within these Accumulators are Void, then the entire bet will be Voided. 2) If one of the individual markets is a Game Market (e.g. Game Total Points O/U) and it is a Draw/Push result, then the entire bet will be Voided. 3) If any of the individual markets Lose, and none of the bets are Void, then the entire bet will be settled as a Loss. 4) If all the individual markets Win, then the entire bet will be settled as a Win.
12	Settlement for user-built accumulators	1) If one or more bets legs are Voided the overall Accumulator bet still gets settled based on the results of the remaining bet legs (settlement is subject to rule 2 below) 2) Accumulators will be Voided and stakes returned if all bet legs are Voided except for one remaining bet leg. For example, if you have a 2-leg Accumulator and one of the bets is voided, then the entire accumulator is voided no matter if the remaining bet leg wins or loses.
13	Settlement for player head-to-head markets	If the two players end up with the same score the bet will be settled as a Draw/Push.
14	Statistics providers	Soccer – Opta data. The data used at time of settlement is available at www.soccerstats.info . American sports - NBA.com NFL.com MLB.com NHL.com Euroleague - Sportradar
15	Statistics definitions	Statistic definitions are set by each league individually. Please note that a definition for a particular statistic may differ slightly between different leagues.
16	Baseball innings	For Baseball, a game must go at least 8.5 innings for markets to stand. (See Rule #7).
17	'Most in Group' & 'First To' market settlement	a) If two or more selections tie with the highest score in 'most in group' market, then each of those selections will be graded as a win. b) If one or more selections in a 'most in group' market for single game (i.e., not cross-game) does not participate in the event, then all selections will be voided. c) Soccer specific rule: If a selection in a 'most in group' or 'first to' market does not start on the field, then these selections will be voided. e) Basketball – 'First To' market: (i) if the player selected did not start on the court the bet will be Voided; (ii) for 'First Point', if the first scorer in the game was not offered as a selection, then all bets on this market will get voided.