



Mise-o-jeu+ is governed by the By-law respecting forecast contests and numbers games, which includes limitation of liability.

A) General Rules

The General Rules are applicable at any time as long as they are not modified by the Specific Rules applicable to certain types of events (section B).

1. Selections

1.1 For each selection, make your predictions by answering up to a maximum of 12 questions contained in the Mise-o-jeu+ Betting Offer in effect. Each question concerns the performance of individuals, teams or other contingencies related to sports or other events. For the purposes of these rules, "event" means any event, part of an event (e.g. a period of a hockey match, first half of a football match) or other contingencies, as determined by Loto-Québec and being the subject of a question.

1.2 In order for a selection to be a winning selection, and subject to the following, at least one prediction of the selection must relate to a completed event as defined below, and all of the predictions on "completed" events must be accurate according to Loto-Québec's official results. If no event referred to by a selection is "completed", the selection is void and the participant is only entitled to a refund of the amount wagered on that selection.

Moreover, a prediction may be accurate only if at least two individuals or teams concerned by a same question have taken part in their respective "completed" event, failing which that prediction is void and cannot be a part of a winning selection. In cases where this condition is met, but where one or several individuals or teams referred to by such prediction do not take part in their respective "completed" event in accordance with the Specific Rules, only the predictions on such individual(s) or team(s) shall be considered void and cannot be a part of a winning selection.

For questions related to opposing individuals who should take part in a same event consisting of only one match, if the two individuals don't face each other during a same event consisting of only one match, any prediction on such individuals is considered void and cannot be a part of a winning selection.

1.3 Subject to the Specific Rules, an event is "completed" in all cases where a result or final score or score that is considered final is determined as such by the authorities in charge of the event in question and Loto-Québec issues an official result for that event. All other event is deemed to be not completed and a prediction on such event is void and cannot be a part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.

- 1.4** Where a question relates specifically to a part of an event (e.g. the second period of a hockey match, the first five innings of a baseball match, the first half of a football match, or a portion of a non-sporting event), the outcome of the question is determined solely by what occurs during that part of the event, without consideration to what happens in the remainder of the event. Unless otherwise stated, the results are therefore determined by excluding overtime period (or extra time, extra innings, shootouts or other), if applicable.
- 1.5** Unless otherwise indicated or where Live Betting is concerned, the continuation of a suspended event started on a previous date is never part of the daily Mise-o-jeu+ Betting Offer.
- 1.6** Unless otherwise stated in the Specific Rules, if an event is not played at the venue advertised, all predictions on this event remain valid as long as the venue has not been changed to the opponent's team's ground, in which case the predictions are void and cannot be part of a winning selection. However, Loto-Québec reserves the right to void any prediction on an event where it is determined that a change of venue has had a significant impact on the odds.
- 1.7** The team indicated first (left) in the Mise-o-jeu+ Betting Offer is considered to be the "away" team, and the team indicated second (right) is considered to be the "home" team.
- 1.8** When an event is played on neutral venue, whether or not indicated in the Mise-o-jeu+ Betting Offer and regardless of which team is considered the "home" team, all predictions on this event remain valid.

2. Live Betting (bets on an event in progress)

- 2.1** All information provided by Loto-Québec in the "Live Betting" section of the Mise-o-jeu+ Betting Offer in connection with an event, such as scores during a match, is provided for information purposes only. Loto-Québec shall not be held in any way liable for the accuracy of this information and declines any responsibility with regard to the bets registered on the basis thereof.

3. Dead Heat Rule

- 3.1** Unless otherwise specified, the Dead Heat Rule applies when a question's outcome constitutes a tie between two or more players or teams and such an outcome is not offered for said question. In such case, the odds corresponding to your prediction on such individuals or teams will be divided by the number of players or teams tied.
- 3.2** However, if a question's outcome constitutes a tie between all the players or teams having taken part in their "completed" event, any prediction relating to the question is considered void and cannot be a part of a winning selection.

4. Cashout

- 4.1** When available, the Cashout option allows the opportunity to fully withdraw a bet at the displayed value ("Cashout") before all the events of which it is composed are finished and cash out a portion of the potential return.
- 4.2** A Cashout offer is subject to a time delay; odds changes or question suspensions during this time may result in a new Cashout offer being made or the removal of the Cashout offer.
- 4.3** In the event of an error as described in Section 6.3, the affected selections may not be cashed out. If Cashout has been accepted in error, such Cashout transaction are void. In such case, the prediction(s) associated with wrong odds are void and the remaining predictions will remain valid and their outcome will be determined in accordance with the present rules.
- 4.4** In the event an incorrect amount being offered is subsequently cashed out, then the Cashout transaction are void and the predictions will remain valid and their outcome will be determined in accordance with the present rules.

5. Early Payout

- 5.1** When available, Early Payout applies only to bets placed pre-game. The goal or point lead required for Early Payout may vary by sport and eligible event.
- 5.2** When Early Payout is available, a bet will be a winner if the team selected takes the required goal or point lead at any point during the game. The bet will be settled once the applicable settlement delay and any additional Early Payout delay have elapsed.
- 5.3** Notwithstanding anything to the contrary in these Rules, once the applicable settlement delay has elapsed, the score that triggered Early Payout is considered final for settlement purposes, regardless of any subsequent change in the score.
- 5.4** Bets on a draw or tie are not eligible for Early Payout.

6. Register a selection

- 6.1** Except for Live Betting, the cut-off date and time or the remaining time to register a prediction are specified in the Mise-o-jeu+ Betting Offer in connection with each event ("time limit") and can be revised by Loto-Québec at any time, at its discretion.
- 6.2** Check all your selections information. ONLY SELECTIONS REGISTERED IN THE CENTRAL COMPUTER SYSTEM PARTICIPATE IN THE GAME.
- 6.3** Subject to the terms of the Cash Out feature, a registered selection cannot be cancelled or changed.

7. Determination of results

- 7.1** The results are determined by Loto-Québec in accordance with the present rules and at a time of its own choice. Loto-Québec does not recognize protest(s), overturned decisions or amended results after it has entered the final result of the event into the on-line system.
- 7.2** A void prediction is a prediction that is cancelled. A prediction that has been void cannot be a part of a winning selection.
- 7.3** A prediction may be void due to an error. For the purposes of these rules, such errors include:
 - a. Obviously wrong odds (including due to an incident, public announcement or delayed video replays that affect or should have affected significantly the odds, as well as due to delayed or failing live coverage (Live Betting));
 - b. Error in the Betting Offer, such as incorrect events, teams or players, spread or total;
 - c. When the event's integrity has been jeopardized;
 - d. When an event does not follow the sport's generally accepted format and rules (e.g. unusual period length or match duration, points counting procedure, format of a match, less than the maximum allowed players, distance of a race, number of periods etc.).
 - e. In case of an incorrect result entry, Loto-Québec reserves the right to correct it anytime and therefore make corrections by deducting or adding funds to any affected Espacejeux account.

8. Maximum Payout limit

- 8.1** Subject to the application of the "Dead Heat Rule" and Same-Game Combos "SGC" below, the amount to be won for each winning selection ("potential return") is equal to the product of the odds indicated in the Mise-o-jeu+ betslip multiplied by the amount wagered (e.g. 1st odds X 2nd odds X wager).
- 8.2** In the case of Same-Game Combos, the amount to be won for each winning selection ("potential return") is equal to the odds indicated in the betslip, multiplied by the amount of its stake.
- 8.3** Notwithstanding the above, in the case of Same Game Combos, the amount to be won for each winning selection ("potential return") is equal to the odds indicated in the "SGC" section of the Mise-o-jeu+ Betting Offer with respect to accurate participant predictions, multiplied by the amount wagered.
- 8.4** However, in any case, regardless of the number of winning selections or the total value of potential returns of such selections, each participant is subject to a cumulative maximum payable prize limit for all his winning selections in a same day (the "Maximum Payout Limit"). For the purposes of the determination of the Maximum Payout Limit, the payable prizes limit for a winning selection of a participant is set based on the prediction contained in such selection corresponding on the question with the lowest limit, in accordance with the following terms:

Baseball, Basketball, Football, Hockey, Boxing, MMA, Golf, Soccer, Tennis

\$250,000 for any question relating to a match (fight or round), to the performance of a team or tennis player or golf player during a season, to the playoffs or to the winning team or winning player of a cup or championship (outright).

Other questions:

\$50,000 for any question relating to player propositions, to drafts, to managers or coaches (for example relating to the next manager), to the draft lottery, to players transfers, to players exchanges, to the signatures of players and any other question that is not related to the outcome of a match, a league or a tournament.

Other sports and non-sporting events:

\$50,000 for any question.

9. Other general provisions

9.1 If a match (including a part of a match) or a non-sporting event referred to by a question starts before the time limit, or if a result associated with a question is announced or known before the time limit, only the predictions regarding that match or event, registered before the actual beginning of the match or event or before the announcement or knowledge of the result are valid.

9.2 Loto-Québec may, at any time and at its discretion, modify the odds of the Betting Offer. The odds applicable at the time of the transaction take precedence over any other odds associated with any of your predictions. For the purposes of these rules, “transaction” means transaction that leads to the registration of a selection in the central computer system.

8.3 Loto-Québec cannot guarantee that the odds of a selection will at all times be higher than the odds of this same selection made up elsewhere in the betting offer.

8.4 Loto-Québec may, at its discretion and at any time, refuse to accept part or all requested bets and to perform a transaction bearing any selection or any question which it may determine, for any reason whatsoever, in which case the Participant is only entitled to a refund of his stake. Without limiting the generality of the foregoing, Loto-Québec reserves the right, in its discretion, to increase or decrease the limit on the amounts that may be wagered, at any time and without notice.

8.5 Loto-Québec may, at its discretion and at any time, remove or suspend a question, event or possible outcome to a question.

8.6 Free Bets cannot be redeemed for cash. In the event a wager includes Free Bets, the Free Bet amount wagered is deducted from the potential return.

8.7 Loto-Québec may amend the Mise-o-jeu+ Rules at its discretion at any time.

8.8 Loto-Québec may change the Betting Offer, betting limits, and payable prizes limits at its discretion at any time.

8.9 Unless otherwise stated, Mise-o-jeu+ is in no way authorized, sanctioned or sponsored by sports league or any of its teams, nor by any player, athlete, personality or other person or entity connected thereto.

10. Main Questions Rules

10.1 Match or Event winner

Predict the winner of the event.

a. Match or event winner with 2 outcomes

For questions offered with only 2 outcomes, the results are determined by including overtime periods, extra innings, shootouts or other if applicable. If however the event ends in a draw, the predictions on such question shall be void and cannot be part of a winning selection.

b. Match or event winner with 3 outcomes

In the event that a “draw” outcome is also offered, the results are determined by excluding any overtime periods, extra innings, shootouts or other, if applicable.

10.2 Draw No Bet

Questions are offered with only 2 outcomes, and, unless otherwise stated, the results are determined by excluding any overtime periods, extra innings, shootouts, or other, if applicable. If the event ends in a draw, the predictions on such question shall be void and cannot be a part of a winning selection.

10.3 Spread Questions

Predict the winner of the event, applying the given spread. For questions with spreads, Loto-Québec sets out in the Mise-o-jeu+ Betting Offer a number (the spread) used to determine by how many goals (or points, strokes or other) a team or player must beat his opponent for a prediction to be accurate.

a. 2-way Spread

For 2-way spread questions, 2 outcomes are offered. If the question’s outcome constitutes the exact spread sets out in the Mise-o-jeu+ Betting Offer, any prediction related to the question shall be considered void and cannot be a part of a winning selection.

Examples:

American Football: “Team A +3” vs. “Team B -3”. You make a prediction on “Team B -3”. Your prediction will be accurate if Team B wins the game with a margin of more than 3 points. Your prediction will be lost and a prediction on Team A will be accurate if:

(1) Team B wins the game by less than 3 points, (2) the game is a tie (draw), or (3) Team A wins the game. If Team B wins with exactly 3 points, your prediction are void.

Basketball: "Team A -2.5" vs. "Team B +2.5". You make a prediction on "Team B +2.5". Your prediction will be accurate if: (1) Team B wins the game, (2) Team B loses the game by 2 points or less or (3) the game is a tie (draw). Your prediction will be lost and a prediction on Team A will be accurate if Team B loses the game by more than 3 points.

b. 3-way Spread

For 3-way spread questions, a "draw" outcome is also offered.

Example 1:

"Team +1" vs. "Team -1", with a draw outcome "Draw -1":

You make a prediction on "Team -1". Your prediction will be accurate if this team wins the game with a difference of 2 goals or more.

You make a prediction on "Team +1". Your prediction will be accurate if: (1) this team wins the game or (2) the game is a tie (draw).

You make a prediction on "Draw -1". Your prediction will be accurate if the "home" team wins the game with a difference of exactly 1 goal.

If the draw outcome is rather "Draw +1":

You make a prediction on "Draw +1". Your prediction will be accurate if the "away" team wins the game with a difference of exactly 1 goal.

Example 2:

"Team +2" vs. "Team -2", with a draw outcome "Draw -2":

You make a prediction on "Team -2". Your prediction will be accurate if this team wins the game with a difference of 3 goals or more.

You make a prediction on "Team +2". Your prediction will be accurate if: (1) this team wins the game (2) the game is a tie (draw) or (3) this team loses the game by a difference of 1 goal.

You make a prediction on "Draw -2". Your prediction will be accurate if the "home" team wins the game with a difference of exactly 2 goals.

If the draw outcome is rather "Draw +2":

You make a prediction on "Draw +2". Your prediction will be accurate if the "away" team wins the game with a difference of exactly 2 goals.

10.4 Total (Over/Under)

Predict if the total number of points (or goals, runs, games, shots, minutes played, hits, rebounds, bases, strikeouts or other) scored during the event(s) specified in the question will be over, under or equal to (if an “exact” outcome is offered) the number sets out in the Mise-o-jeu+ Betting Offer. Loto-Québec then determines the outcome of these questions based on whether the total number of points scored during the event(s) concerned is greater (+), lesser (-) or equal to the indicated number.

Where an event is abandoned and considered non completed in accordance with these rules, if the total number of points (or goals, games, hits, minutes played or other) made at the moment of the abandon is greater than the total indicated in the Mise-o-jeu+ Betting Offer, the event will be deemed to be completed regarding these questions and the result or score at the moment of the abandon will be considered final for the purposes of determining the results by Loto-Quebec.

a. 2-way Total

For 2-way total questions, 2 outcomes are offered. If the question’s outcome constitutes the exact total set out in the Mise-o-jeu+ Betting Offer, any prediction related to such question shall be considered void and cannot be part of a winning selection.

b. 3-way Total

For 3-way total questions, an “exact” outcome is also offered.

10.5 Double Chance

Predict two of the three possible outcomes of an event in only one question. The following possible outcomes are offered:

“Team A or Draw”: Your prediction will be accurate if Team A wins the match, or if the match ends in a tie.

“Team B or Draw”: Your prediction will be accurate if Team B wins the match, or if the match ends in a tie.

“Team A or Team B”: Your prediction will be accurate if Team A or Team B wins the match.

The results are determined by excluding any overtime periods, extra innings, shootouts or other.

10.6 Winning Margin

Predict the winner of the event and the margin of points (or goals or other) by which the event will be won.

10.7 Half-time/Full-time

Predict which team will lead the event at halftime and the winner of the event. The results are determined by excluding any overtime periods, extra innings, shootouts or other, if applicable. In baseball, half time is defined as the first 5 innings of a game.

10.8 Race to X points (or goals, runs, games, corners or other)

Predict which team or player will be the first to score the number of points (or goals, runs, games, corners or other) specified in the question during an event.

If no team or player reaches the specific number of points at the end of the event and such outcome is not offered, any prediction related to the question shall be considered void and cannot be part of a winning selection.

10.9 Highest scoring half/quarter/period (points, goals or other)

Predict in which half (or quarter, period or other) of an event most points (or goals or other) will be scored. If two or more halves (or quarters, periods or other) have the same highest score and the “equal” outcome is not offered, the Dead-Heat rule will apply.

10.10 Odd/Even

Predict if the total number of goals (or points, runs or other) scored during the event will be an odd or even number. A score of zero (for example no goals are scored), is deemed to be an “even” number. If an event is abandoned, predictions on such question are void, except for predictions on any questions whose outcome has been unconditionally determined.

10.11 To Win To Nil

Predict which team or if a team will win the event by shutout.

Unless otherwise stated, the results are determined by excluding overtime periods, extra innings, shootouts or other, if applicable.

10.12 Outrights / To Qualify / Win the Cup / Advance to Next Round/ Win the Group

Predict which or if a team or player will accomplish the indicated action or which will win the event. If a team or player is disqualified from the event prior to a match, and a bye is awarded, the event will be deemed to be not completed and all predictions on such event are void and cannot be part of a winning selection. In the event of a change during the event in the official competition rules (for example, if there is a change in the number of teams relegated), Loto-Québec reserves the right to void any prediction on such question.

One-leg match: If the referee declares a match as abandoned (for example due to crowd disturbances, unplayability of the pitch, or one team not having enough players to continue), the match will be deemed to be completed and the question’s outcome will be determined in accordance with the official results of the relevant league’s governing body.

10.13 Division Betting

Predict which team will win the division. In the event of a change during the event in the official competition rules (for example, if there is a change in the number of teams relegated), Loto-Québec reserves the right to void any prediction on such question.

Question's outcome is determined in accordance with official standings of the relevant league's governing body. If, according to the official standings, two or more teams are tied, the Dead-Heat rule will apply.

Subject to the Specific Rules, if a team does not complete all of its matches and such matches are considered not completed in accordance with these rules, the event will be deemed to be completed regarding this question and the standing at the end of such event will be considered final for the purposes of the determination of the results by Loto-Québec. If a team is disqualified or excluded during the season, then all predictions on such team shall be void and cannot be part of a winning selection.

10.14 Head-to-Head (H2H) and Triple Head (H3H) Betting

Predict which one of the teams or players will achieve the best finishing result (or position, points or other) at the end of the event. All teams or players in a H2H or H3H have to take part in their respective event for predictions to be valid, and, when applicable, at least one of the teams or players has to complete the event. Otherwise, any prediction related to such question shall be void and cannot be part of a winning selection.

Season H2H and Season H3H: Predict which one of the teams or players will achieve the best finishing result (or position, points or other) at the end of the season. Play-offs are not included, unless otherwise stated. Question's outcome will be determined in accordance with the official standings of the relevant league's governing body. If, according to the official standings, two or more teams or players are tied, the Dead-Heat rule will apply.

10.15 Correct Scores

Predict the points (goals or others) scored by both teams during the event specified in the question. Unless otherwise stated, the results are determined by excluding any overtime periods, extra innings, shootouts or other, if applicable.

If the score at the end of such event is not offered as an outcome for the question and the "Other" outcome is also not offered, any prediction on this question is deemed to be a loser.

11. Same-Game Combos (SGC)

Predict the outcome of more than one prediction during a same event.

The overall odds associated with the SGC is displayed in the calculator. It is calculated based on the predictions chosen but does not represent the product of the odds of each chosen prediction.

Notwithstanding anything to the contrary in these rules, if at least one prediction of the SGC is considered void, the SGC is considered void (notwithstanding the number of predictions contained in the SGC) and the participant is only entitled to a refund of the amount wagered on this SGC.

Notwithstanding anything to the contrary in these rules, for a SGC to be a winner, all predictions composing it must be winners. If the result of a prediction is not offered as an outcome for such question, this prediction is deemed to be the loser.

12. Boosted SGC

Notwithstanding anything to the contrary in these rules, if at least one prediction of a selection of the boosted SGC section is considered void, the selection is considered void (notwithstanding the number of predictions contained in the selection) and the participant is only entitled to a refund of the amount wagered on this selection.

A selection from the boosted SGC section cannot be combined with any other prediction.

13. Combo boost

When offered, the combo boost will apply to a main combo with three (3) predictions or more registered before the start of the game.

Odds for all predictions in a combo boost selection must be higher than 1.10.

If a combo boost selection is a winning selection, the potential winning boost of 3% to 20% will apply based on the number of predictions in the combo boost. See the boost percentage breakdown below.

Boost Percentage Breakdown

Combo with 3 predictions: 3%

Combo with 4 predictions: 5%

Combo with 5 predictions: 8%

Combo with 6 predictions: 10%

Combo with 7 predictions: 15%

Combo with 8 to 12 predictions: 20%

If a prediction within a combo boost selection is considered void, the number of winning predictions will determine the final boost percentage. For example, a 7-prediction combo with one prediction considered void will qualify for a 10% boost (as would a 6-prediction combo selection).

The maximum boost amount is \$10,000.

If a selection is cashed out, the boost does not apply.

Bets placed using Free Bets or Boosted odds do not qualify for a boost.

Loto-Québec will deposit the boosted portion of the winner's return in their account within 24 hours after the last game in their selection was played.

Loto-Québec reserves the right to withdraw a combo's boost percentage without notice.

B) Specific Rules

The Specific Rules are applicable to certain types of events when not modified otherwise by indications contained in a question of the Mise-o-jeu+ Betting Offer.

1. Athletics

1.1 General Athletics Rules

- a. For questions related to the performance of a team or an athlete during an event, all listed participants are deemed to have taken part in the event if they start the event.
- b. Participants awarded gold, silver and bronze medals at the medal ceremony will be deemed to have placed 1st, 2nd and 3rd respectively.

1.2 Head-to-Head

The following rules apply for two participants in the same event:

- a. The participant who advances to the next round of the event will be deemed the winner of the matchup.
- b. If both participants are eliminated in the same round but they compete in:
 - i. The same race: the participant with the better finishing time will be deemed the winner of the matchup.
 - ii. A different race: all predictions are void and cannot be part of a winning selection.
- c. If both participants of the matchup qualify for the final race: The best finishing position will be determined in accordance with the order of finish in the final race.

2. Baseball

2.1 General baseball rules

- a. Unless otherwise indicated in a question, for questions related to the performance of a team or player during a match, the results are determined by including, if applicable, extra innings.

- b. A match is deemed completed when at least 9 innings (8 ½ innings if the team considered to be the home team is leading) have been played. Otherwise, predictions on such match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.

Despite the above, for “To Win Match Two-Way” questions only, a match is deemed completed in all cases where a result or final score or score that is considered final is determined as such by the authorities in charge.

- c. In a double header where matches are planned to be 7 innings each, a match is deemed completed when at least 7 innings (6 ½ innings if the team considered to be the home team is leading) have been played. Otherwise, predictions on such match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.

Despite the above, for “To Win Match Two-Way” questions only, a match is deemed completed in all cases where a result or final score or score that is considered final is determined as such by the authorities in charge.

- d. All predictions on suspended matches are void if the event is not played and completed on the same day, except for predictions on any questions whose outcome has been unconditionally determined.
- e. Listed Pitchers: When pitchers are identified in the Mise-o-jeu+ Betting Offer, both listed pitchers must start the match and throw at least one pitch for predictions to be valid and part of a winning selection. Subject to the specific case described below, if either pitcher fails to start the match for any reason, all predictions on the event are void and cannot be part of a winning selection.

Notwithstanding the above, in the event an “action” type question is offered (team against team regardless of the starting pitchers), in the event of a change of the starting pitcher, the predictions remain valid.

- f. If a match ends due to a too large a point spread (Mercy Rule), all predictions remain valid and the results will be determined in accordance with the final score at the time of Mercy Rule invocation.

2.2 Player Propositions (Total Hits, Home Runs, Strikeouts or other)

A player is deemed to have taken part in a match if he starts the match (is part of the starting line-up) in addition to making a throw (if he is a pitcher) or completing a presence batting (if he is a position player). For questions relating to a player's performance during several matches, he is considered to have taken part in the event if he has taken part in at least one match during the event.

3. Basketball

3.1 General basketball rules

- a. North American basketball – NBA, NCAA, WNBA: Unless otherwise stated, the results are determined by including overtime period, if applicable.
- b. North American basketball – NBA, NCAA, WNBA: Where a question relates specifically to the second half of a match, the results are determined by including, if applicable, overtime period, unless otherwise stated.
- c. North American basketball – NBA: A match is deemed completed when at least 43 minutes of official time have been played. Otherwise, predictions on such match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- d. North American basketball – NCAA, WNBA: A match is deemed completed when at least 35 minutes of official time have been played. Otherwise, predictions on such match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- e. North American basketball – NBA, NCAA, WNBA: All predictions on postponed matches are void unless rescheduled, played and completed on the same day.
- f. Other basketball: All predictions on postponed matches are void if the event is rescheduled more than 48 hours from the scheduled date (local stadium time) except for predictions on any questions whose outcome has been unconditionally determined.
- g. Unless otherwise stated, all predictions on suspended or abandoned matches are void if the event is not completed on the same day, except for predictions on any questions whose outcome has been unconditionally determined.

3.2 Player Propositions (total points, rebounds, assists, blocked shots, steals, free throws, or other)

- a. A player is deemed to have taken part in a match if he has had playing time during the match. For questions relating to a player's performance during several matches, he is considered to have taken part in the event if he has taken part in at least one match during the event.
- b. For questions related to a player recording a Double/Double: the player must see court time and must record 10 or more in two of the following five statistical categories: total points, rebounds, assists, blocked shots, steals.
- c. For questions related to a player recording a Triple/Double: the player must see court time and must record 10 or more in three of the following five statistical categories: total points, rebounds, assists, blocked shots, steals.

3.3 Division, conference, season or any other outright bet

- a. NBA - Regular Season total Wins and Matchups: Teams must complete at least 80 regular season matches for predictions to be valid and part of a winning selection, except for predictions on questions for which the outcome has been unconditionally determined.

- b. NBA - To Win Conference: The team that progresses to the NBA Championship will be deemed as the winner of their respective conference.

4. Boxing and MMA

4.1 General boxing and MMA Rules

- a. A fight is considered to have started when the bell is sounded for the beginning of the first round.
- b. If a fight is declared “no contest,” all predictions are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- c. A fight must be completed by noon the day after the initial scheduled date for predictions to be valid and part of a winning selection.
- d. If the number of scheduled rounds in a fight is changed:
 - i. Predictions on Fight Winner and Fight Result questions remain valid.
 - ii. Predictions on the total number of rounds in a fight remain valid if the new scheduled number of rounds to be fought are more than the total listed on the Betting Offer, otherwise predictions are void and cannot be part of a winning selection.
 - iii. Predictions on Method of Victory, Exact Round of ending, Winner and Exact Round, Winner by Round Range, Will the Fight Go the Distance are void and cannot be part of a winning selection.
- e. The results are determined in accordance with the official result announced in the ring, except if an amendment is made due to an error when announcing the result.

4.2 Total Rounds – Total (Over/Under)

When applicable, the halfway point of a round (half-round) is at 1 minute and 30 seconds into a 3-minute round. For the purpose of determining the results, a fight that ends during the first minute and 29 seconds of the given round is deemed to be “under”. If it ends within a minute and thirty seconds of a round or after, it is deemed to be "over"(e.g. for the prediction “over 2.5 rounds” to be deemed a winner, the fight must reach 1 minute and 30 seconds of round 3).

In the case of a 5-minute round, when applicable, the half-round is at 2 minutes and 30 seconds. For the purpose of determining the results, a fight that ends during the 2 minutes and 29 seconds of the given round is deemed to be “under”. If it ends within 2 minutes and thirty seconds of a round or after, it is deemed to be "over" (e.g. for the prediction “over 2.5 rounds” to be deemed a winner, the fight must reach 2 minutes and 30 seconds of round 3).

In the case of a 2-minute round, when applicable, the half-round is at 60 seconds. For the purpose of determining the results, a fight that ends during the first 59 seconds of the given

round is deemed to be “under”. If it ends within 60 seconds of a round or after, it is deemed to be “over” (e.g. for the prediction “over 2.5 rounds” to be deemed a winner, the fight must reach 1 minute of round 3).

4.3 Go the Distance - boxing

A fight goes the distance when all the scheduled rounds are completed. If the fight ends before the distance by any way other than a KO or TKO then all predictions on this question are void and cannot be part of a winning selection.

4.4 Go the Distance – MMA

A fight goes the distance when all the scheduled rounds are completed. If the fight ends before the distance by any way other than a KO, TKO or by submission, then all predictions on this question are void and cannot be part of a winning selection.

5. Cricket

5.1 General Cricket Rules

- a. Unless otherwise stated, Super-Overs will not be accounted for the purposes of the determination of the results.
- b. For all questions relating to overs or delivery, 5-run penalties will not be accounted for the purposes of the determination of the results.
- c. All predictions on postponed or suspended matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local time), except for predictions on any questions that have been settled.
- d. If an event is affected by external factors (such as bad weather) and is not declared as a 'no result', the results will be determined according with the relevant event's league governing body, including if the result is determined by the Duckworth-Lewis method or the Jayadevan system and where the scheduled number of overs is reduced.
- e. In the event a match is tied or abandoned, and no winner is determined by the relevant event's league governing body, all predictions are void and cannot be part of a winning selection, except for predictions on any questions for which the outcome has been unconditionally determined.
- f. If the winner of a match is determined by a coin toss, a bowl out, drawing of lots, one-over eliminators, losing fewer wickets, run rates, higher group position or other, then all predictions on the outcome of the match are void and cannot be part of a winning selection.
- g. The following minimum number of overs must be scheduled: 20 overs each team at twenty20 matches, at least 40 overs each team on one day matches, at least 200 overs bowled in drawn Test matches and the total scheduled overs for Test and all other matches; and an official result must be issued by the relevant event's league governing body (including if the result is determined by the Duckworth-Lewis method or Jayadevan

system), otherwise all predictions on the event are void, except for predictions on any questions for which the outcome has been unconditionally determined.

- h. In the event the number of overs being reduced by 5 overs or more on One Day Matches or by 3 overs or more for Twenty20 Matches because of the rain or any other delay, all predictions on the event are void and cannot be part of a winning selection, except for predictions on questions that have already been settled.
- i. For questions relating to the Most Match Sixes and Total Match Sixes, the results are determined by including all-run and overthrows.

6. Curling

6.1 General Curling Rules

- a. Unless otherwise stated, the results are determined by including, extra ends, if applicable.
- b. All predictions on abandoned or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- c. For questions related to the winner of a cup or a tournament, if a participant does not start the event specified in the question, such participant is deemed to be the loser, even if the event takes place.

7. Cycling

7.1 General Cycling Rules

- a. All predictions on abandoned or postponed events are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- b. The winner of a race or stage will be determined by the result of the podium presentation. If there is no podium presentation, then the question's outcome will be determined according to the official results of the relevant league's governing body.
- c. A cyclist is deemed to have taken part in an event consisting of a single stage race if he/she starts the race, even if he/she does not complete it. For questions related to the performance of a cyclist during a multiple stages race, the cyclist is deemed to have taken part in the event if/she he has taken part in at least one of the stages of the aforementioned race, even if he/she doesn't complete it.
- d. For questions related to the winner of a race, the winner of a stage or the cyclist who will obtain the best ranking, if all cyclists referred to in the question abandon the race or the stage, all predictions on such question are void and cannot be part of a winning selection.

8. Darts

8.1 General Darts Rules

- a. All predictions on suspended or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- b. All predictions on abandoned matches are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.

8.2 Set Spread

In the event that the statutory number of legs or sets has been changed in a match by the relevant league's governing body, then all predictions on this question are void and cannot be part of a winning selection.

9. Football

9.1 General football rules

- a. North American football - NFL, NCAA, CFL, XFL and Pro Bowl: Unless otherwise stated, the results are determined by including overtime periods, if applicable.
- b. North American football - NFL, NCAA, CFL, XFL and Pro Bowl: Where a question relates specifically to the second half of a match, the results are determined by including, if applicable, overtime periods, unless otherwise stated.
- c. North American football - NFL, NCAA, CFL, XFL and Pro Bowl: A match is deemed to be completed when at least 55 minutes of official time have been played. Otherwise, predictions on such match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- d. North American football - NFL, NCAA, CFL, XFL and Pro Bowl: All predictions on abandoned, suspended or postponed matches are void unless rescheduled and played in the same weekly schedule (Thursday to Wednesday, local stadium time).
- e. Other football: All predictions on abandoned, suspended or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local stadium time), except for predictions on any questions whose outcome has been unconditionally determined.

9.2 First to Score/Last to Score

- a. If an event is abandoned or postponed after a point has been scored, then all predictions on First Team to Score will remain valid, while predictions on Last Team to Score are void and cannot be part of a winning selection.

- b. If an event is abandoned or postponed without any points being scored, then all predictions on First or Last Team to Score are void and cannot be part of a winning selection.

9.3 Player propositions (Player Rushing attempts, Rushing Yards, Reception Yards, Receptions, etc.)

A player is deemed to have taken part in an event consisting of only one match if his name appears on the official game summary and said summary indicates that he has indeed played during the match. For questions related to the performance of a player during several matches, this player is deemed to have taken part in an event if his name appears on the official summary of at least one match and said summary indicates that he has indeed played during said match.

9.4 Touchdown Scorers (First, Last, Anytime)

If a match is abandoned or postponed, all predictions are void and cannot be part of a winning selection, unless a touchdown has already been scored. In such case, all predictions on First Touchdown Scorer will remain valid. Predictions on Last Touchdown Scorer are void and cannot be part of a winning selection. Anytime Touchdown predictions will also be void, except for predictions on any questions whose outcome has been unconditionally determined.

9.5 Weekly propositions, division, season, cup winner or other outright bets

- a. The question's outcome will be determined in accordance with the official standings of the relevant league's governing body and unless otherwise stated, will include play-offs, if applicable.
- b. NFL/CFL: For division wins and Head-to-Heads, teams must complete 16 regular season matches for predictions to be valid. Divisional and Head-to-Heads winners are determined by matches won during the regular season.
- c. AFC/NFC: The teams that access to the Super Bowl will be deemed the winners of their respective conferences.
- d. NCAA: To win the National Championship is a prediction on the team to win the College Football Playoff National Championship trophy. "To make the playoffs" winners are the four teams that qualify for the semi-finals.
- e. Weekly Propositions - Total Points Scored, Conference Points Scored, Will There Be a Shutout. If one or more of the weekly events are abandoned or postponed, all predictions are void and cannot be part of a winning selection unless such events are rescheduled and played in the same weekly schedule (Thursday to Wednesday, local stadium time), except for predictions on any questions whose outcome has been unconditionally determined.

10. Futsal

10.1 General Futsal Rules

- a. The results are determined by including any added injury or stoppage time but exclude extra time, penalty shoot-outs or golden goals, if applicable.
- b. All predictions on abandoned or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- c. A match is deemed completed when all official time has been played. Otherwise, predictions on this match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.

11. Golf

11.1 General Golf Rules

- a. A player is deemed to have taken part in an event once he has teed off. If the player withdraws, retires or is disqualified during a round thereafter, the predictions remain valid.
- b. Question's outcome will be determined in accordance with the official ranking of the relevant league's governing body, including play-offs, additional rounds, or any other process which is used to determine the ranking.

11.2 Head-to-Head (Tournament)

On a tournament matchup, if one player misses the cut, the other player will be deemed the winner. If both players miss the cut, the player having achieved the best score will be deemed the winner.

11.3 Cup or tournament winner or any other outrights bets

If the duration of a tournament is reduced by the relevant league's governing body and the tournament therefore does not reach the number of holes that was planned, predictions remain valid and the results will be determined based on the winner of the tournament, as long as at least 36 holes of the tournament have been completed and the predictions of the winner of the cup or tournament have been registered prior to the beginning of the final completed round.

11.4 Place Top 2/3/4/5/6/10 (Tournament)

- a. Question's outcome will be determined in accordance with the official ranking of the relevant league's governing body, including play-offs, additional rounds, FedEx Cup Starting Strokes, or any other process which is used to determine the rankings.

- b. If the duration of a tournament is reduced by the relevant league's governing body and the tournament therefore does not reach the number of holes that was planned, predictions remain valid as long as the predictions have been registered prior to the beginning of the final completed round.
- c. If, according to the official rankings, two or more players are tied in the quoted top (i.e. top 10), then the Dead-Heat Rule will apply.

11.5 Two Ball Betting

Predict which player will achieve the best ranking in the specified round.

- a. If a player withdraws or is disqualified after they tee off and before the round is completed, predictions will be valid and their opponent will be deemed the winner.
- b. If both players withdraw or are disqualified in a same round, predictions are void and cannot be part of a winning selection.

11.6 Three Ball Betting

Predict which player will achieve the best ranking in the specified round or hole.

- a. If, according to the official rankings, two or more players are tied in the specified round or hole, then the Dead-Heat Rule will apply even if a question's outcome constitutes a tie between all the players or teams having taken part in their "completed" event contrary to clause 3.2 of the general rules.
- b. If a player withdraws or is disqualified before they tee off, all predictions on such player are void and cannot be part of a winning selection.
- c. If all players withdraw or are disqualified in a same round or hole, all predictions are void and cannot be part of a winning selection.

11.7 Four ball Matches

- a. If a "tie" outcome is offered, the result is determined over the scheduled number of holes. Four ball matches are played over 18 holes.
- b. If a "tie" outcome is not offered, the result is determined regardless of how many holes are played.
- c. If a player or a team withdraws or is disqualified before they tee off in the round, predictions are void and cannot be part of a winning selection.

11.8 End of Round Leader

If, according to the official rankings, two or more players are tied at the end of a round, then the Dead-Heat Rule will apply.

11.9 Miss the Cut

The results are determined at the end of the 2nd round.

12. Handball

12.1 General Handball Rules

- a. The results are determined by including, if applicable, any added injury or stoppage time but excluding overtime.
- b. All predictions on abandoned or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- c. A match is deemed completed when at least 60 minutes of official time have been played. Otherwise predictions on such match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- d. If a match ends due to a too large a point spread (Mercy Rule), all predictions remain valid and the results will be determined in accordance with the final score at the time of Mercy Rule invocation.

13. Hockey

13.1 General Hockey Rules

- a. Unless otherwise stated, the results are determined by including overtime periods and shootouts, if applicable. For the purposes of these specific rules, in hockey, shootouts are considered to be included in the overtime periods.

However, the questions relating to a part of a match, questions for all periods (1st, 2nd or 3rd), Draw no bet, Race to X goals, Both teams to score, 3-way questions (match result, total goals, spread), First to score, Last to score, Team to score the Xth goal, To win to nil, Highest scoring period, Double chance and Time of 1st goal, the results are determined by excluding overtime periods and shootouts, if applicable.
- b. A match is deemed completed when at least 55 minutes of official time have been played. Otherwise, predictions on such match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- c. North American hockey – NHL, NCAA: Unless otherwise stated, matches must be played and completed on the same day for predictions to be valid, except for predictions on any questions whose outcome has been unconditionally determined.
- d. Other hockey: All predictions on postponed matches are void if the event is rescheduled more than 48 hours from the scheduled date (local stadium time) except for predictions on any questions whose outcome has been unconditionally determined.

- e. Other hockey: Unless otherwise stated, all predictions on abandoned matches are void if the event is not completed on the same day, except for predictions on any questions whose outcome has been unconditionally determined.

13.2 Grand Salami

- a. Predict whether the total number of goals scored during all matches scheduled on the given day will be over or under the number sets out in the Mise-o-jeu+ Betting Offer.
- b. All matches must start on the given date for predictions to be valid and part of a winning selection.
- c. Three full periods must be played for all given matches for predictions to be valid and part of a winning selection.

13.3 Player Propositions

- a. A player is deemed to have taken part in an event consisting of only one match if his name appears on the official game summary and said summary indicates that he has played during the match. For questions related to the performance of a player during several matches, this player is deemed to have taken part in an event if his name appears on the official summary of at least one match and said summary indicates that he has played during said match.
- b. Unless otherwise indicated in a question, a goaltender is deemed to have taken part in an event consisting of only one match if the official game summary indicates that he has played from the start of the match.

14. Rugby (League and Union)

14.1 General Rugby Rules

- a. The results are determined by including any added stoppage time but excluding extra time or penalty kicks, if applicable.
- b. Subject to the rules of the “Anytime Tryscorer”, “First Tryscorer”, “Last Tryscorer” and “Player to score 2 or more tries, or 3 or more tries” sections below, a match is deemed completed when at least 80 minutes of official time must have been played. Otherwise, predictions for such match are void and cannot be part of a winning selection, except for pre-season matches and for predictions on any questions for which the outcome has been unconditionally determined.
- c. All predictions on postponed matches are void if the event is rescheduled more than 48 hours from the scheduled date (local stadium time), except for predictions on any questions for which the outcome has been unconditionally determined.

- d. All predictions on abandoned matches are void and cannot be part of a winning selection, except for predictions on any questions for which the outcome has been unconditionally determined.

14.2 First Half Questions

For 1st half questions, the results are determined at the end of the 1st half. If the match is abandoned before the 1st half has been completed, all predictions are void and cannot be part of a winning selection, including predictions on any questions for which the outcome has been unconditionally determined.

14.3 Anytime Tryscorer

- a. A player is deemed to have taken part in a match if he has played during such match.
- b. If a match is abandoned before the 1st half has been completed, all predictions are void and cannot be part of a winning selection, including predictions on any questions for which the outcome has been unconditionally determined. If a match is abandoned in the 2nd half, only winning predictions on the try Scorers from the 1st half will be valid. All other predictions are void and cannot be part of a winning selection.
- c. Penalty tries are not taken into account in determining the results.

14.4 First Tryscorer

- a. All predictions on a player who has taken part in a match but has come into play after the first try has been scored are void and cannot be part of a winning selection.
- b. If a match is abandoned before the 1st half has been completed, all predictions on such match are void and cannot be part of a winning selection, including predictions on any questions for which the outcome has been unconditionally determined. If a match is abandoned in the 2nd half, all predictions on such match are void and cannot be part of a winning selection, unless a first try has already been scored in the 1st half. In such case, all predictions for First Tryscorer will be valid.
- c. Penalty tries are not taken into account in determining the results.

14.5 Last Tryscorer

- a. If a match is abandoned before regular time has been completed, all predictions on Last Tryscorer are void and cannot be part of a winning selection.
- b. Penalty tries are not taken into account in determining the results.

14.6 Player to score 2 or more tries, or 3 or more tries

Penalty tries are not taken into account in determining the results.

15. Snooker

15.1 General Snooker Rules

- a. All predictions on suspended or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions for which the outcome has been unconditionally determined.
- b. All predictions on abandoned matches are void and cannot be part of a winning selection, except for predictions on any questions for which the outcome has been unconditionally determined.

15.2 Cup or tournament winner or any other outright bets

A player is deemed to have taken part in the event if he is referred to by a question of the Mise-o-jeu+ Betting Offer.

15.3 Match winner with 2 outcomes

- a. A player is deemed to have taken part in the event if the latter has started.
- b. A player who has withdrawn during a match is deemed to be the loser of that match.

16. Soccer

16.1 General Soccer Rules

- a. The results are determined by including, if applicable, any added injury or stoppage time but excluding extra time, penalty shootouts or golden goal.
- b. Where a question relates specifically to the 2nd half of a match, the results are determined by excluding extra time, penalty shootouts and golden goals, if applicable.
- c. Usually, a match consists of 90 minutes of scheduled play (2 halves of 45 minutes). In other cases the following will apply:
 - i. If the match consists of 90 minutes of scheduled play (3 periods of 30 minutes), all predictions on questions relating to the outcome of the match remain valid and all predictions on questions relating to the 1st or 2nd half of the match are void and cannot be part of a winning selection.
 - ii. If the match consists of 80 minutes of scheduled play (2 halves of 40 minutes), all predictions remain valid.
 - iii. If the playing schedule is different from the above, all predictions are void and cannot be part of a winning selection.
- d. Unless otherwise stated, if a match is abandoned before the scheduled time has been completed, all predictions are void, except for predictions on any questions whose outcome has been unconditionally determined.

- e. All predictions on suspended or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local stadium time), except for predictions on any questions whose outcome has been unconditionally determined.

16.2 Change of Match Venue

- a. If the “home” and “away” teams for a given match are reversed in the Mise-o-jeu+ Betting Offer and the match is played on the “away” team’s ground, all predictions on this match are void and cannot be part of a winning selection.
- b. If venue changes to other than to the “away” team’s ground but the “home” team is still designated as such, all predictions on this match will remain valid.

16.3 Team details

If an official fixture specifies in the team name details such as reserves, age group or, gender and such specifications are not mentioned in the Mise-o-jeu+ Betting Offer, then all predictions on this match are void and cannot be part of a winning selection.

16.4 Determination of results and cancellation

- a. Penalties awarded but not taken are not accounted for in determining the results.
- b. Loto-Québec reserves the right to void predictions in the following cases:
 - i. if a question remains available when one of the following events have already taken place: a goal, red card or yellow card leading to a red card or a penalty;
 - ii. if a question was offered with the incorrect red cards number;
 - iii. in case of a change following any video assistant referee (VAR) related to any score or card/corner/penalty.
- c. For questions relating to passes, shots, shots on target, tackles, offsides, goal kicks, throw-ins, free kicks, goalkeeper saves, assists and fouls by, the results are determined in accordance with the results from the [opta.com](https://www.opta.com/) website.

16.5 Use of Video assistant referee (VAR)

- a. Any decision from the video assistant referee (VAR) regarding offsides and penalties will be determined based on the time where the referee gives his decision.

Subject to the above, the situation which led to a referral (VAR) will be deemed to have occurred at the actual time of its occurrence. For example, a prediction has been placed for a goal to be scored within the first 10 minutes of a match. A goal is scored at 9:40 and the assistant referee makes an offside call. VAR is used and the goal is awarded. The goal time will be determined as being 9:40 and the prediction will be deemed a winner.

- b. Predictions registered between the occurrence of a situation which leads to a VAR review and the related VAR decision are void unless:
 - i. After the video review, the decision made on the field is maintained.

- ii. After the video review, the decision made in the field is changed, but had no impact on the predictions in question.

16.6 Player Propositions

- a. Unless otherwise indicated in a question, a player is deemed to have taken part in an event consisting of only one match if he has played during such match. For questions related to the performance of a player during several matches, the player is deemed to have taken part in an event if he has played at least one match.
- b. Goals scored by a player in his own goal are not accounted for in determining the results.
- c. For questions relating to the player who scores the first or last goal, if the player who scores the first or last goal is not listed as an issue on the relevant question, all predictions on that question will be deemed losers.
- d. For questions relating to the player who scores the first goal of a match, all predictions on a player who has taken part in a match but came in to play after the first goal has been scored are void and cannot be part of a winning selection.

16.7 Bookings Propositions

- a. Cards
 - i. Results on booking questions are determined based on the time the card is shown.
 - ii. A yellow card counts as 1 card, while a red or 2nd yellow card leading to a red card counts as 2 cards.
 - iii. A 2nd yellow card for the same player, which leads to a red card, will be counted as a red card;
 - iv. Cards shown to any “non-player” (managers, substitutes, already substituted players, player on the bench, coach or other staff) are not taken into account in determining the results.
 - v. Cards shown during periods of extra time are not taken into account in determining the results.
 - vi. Cards shown during the half time break are counted for 2nd half and full time Bookings Propositions.
 - vii. Cards shown after the match is finished are not taken into account in determining the results.
- b. Booking points
 - i. A yellow card counts as 10 points and a red or 2nd yellow card leading to a red card counts as 25 points.
 - ii. A 2nd yellow card for the same player, which leads to a red card, will be counted as a red card.
 - iii. Cards shown after the match is finished do not count.

16.8 Corner Kick Questions

- a. A corner awarded but not taken will not be accounted for in determining the results.
- b. Results on corner questions are determined based on the time the corner kick is taken and not the time the corner is awarded.

16.9 Clean Sheet

- a. Clean sheet means that a team will finish the match without conceding a goal. Own goals are accounted for in determining the results.
- b. If a match is abandoned, all predictions are void, except for predictions on any questions whose outcome has been unconditionally determined.

16.10 Both Teams to Score

- a. Goals scored by a player in his own goal are accounted for in determining the results.
- b. If a match is abandoned, all predictions are void, except for predictions on any questions whose outcome has been unconditionally determined.

17. Winter Sports

17.1 General Winter Sport Rules

- a. Sports considered as being in the Winter Sports category are the following: Alpine Skiing, Biathlon, Bobsleigh, Cross-Country Skiing, Freestyle Skiing, Luge, Nordic Combined, Skating, Skeleton, Ski Jumping and Snowboarding.
- b. A participant is deemed to have taken part in an event if he crosses the starting gate or starting line.
- c. A participant who takes part in qualifying session(s) for a specified event but then fails to qualify for the main round(s) will be deemed loser.
- d. The winner of an event is determined by the result of the podium presentation, regardless of any subsequent disqualifications, appeals or new results. If there is no podium presentation, then the question's outcome will be determined according to the official results of the relevant league's governing body.
- e. All predictions on suspended or postponed events are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.

18. Motor Sports Racing

18.1 General Motor Sports Racing Rules

All predictions on abandoned or postponed races or qualifiers are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time)

except for predictions on any questions whose outcome has been unconditionally determined.

18.2 Formula 1 and Rally

- a. A race is considered to have started when the signal to start the warmup lap is sounded.
- b. A driver is deemed to have taken part in an event consisting of only one race if he participates in the warm-up lap, or is ready to start from the pit lane. For questions related to the performance of a driver during several races, this driver is deemed to have taken part in an event if he has taken part in at least one race.
- c. The winner of a race will be determined by the result of the podium presentation, regardless of any subsequent disqualifications.

18.3 Indy Racing and Nascar

A driver is deemed to have taken part in an event consisting of only one race if he starts the race.

18.4 Formula 1, Indy Racing and Nascar Race Matchups (Head-to-Head)

If all drivers referred to in a question abandon the race, the winner will be the one who has completed the highest number of laps. If all drivers abandon the race and have completed the same number of laps, all predictions on this question are void and cannot be a part of a winning selection.

18.5 Rally Team Race Matchups (Head-to-Head)

Question's outcome will be determined in accordance with the official ranking of the relevant league's governing body. If both teams have no cars classified, then all predictions are void and cannot be part of a winning selection.

19. Tennis

19.1 General Tennis Rules

- a. Penalty points are accounted for in determining the results.
- b. If a player withdraws during a match, all predictions on this match are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- c. Every tie break or match tie break counts as one game.
- d. If a match tie break is played as a deciding set in a best of three format, it will be considered the third set.

19.2 Change of match or tournament Venue or Playing Surface

In the event of a change of venue of a match or tournament, of the playing surface or the passage from inside to outside and vice versa, all predictions on this match or tournament remain valid.

19.3 Cup or tournament winner or any other outrights bets

A player is deemed to have taken part in the event if he is referred to by a question of the Mise-o-jeu+ Betting Offer.

19.4 Point Winner

Tie break points will not be accounted for in determining the results.

19.5 Game Correct Score

Predict the points scored by the winner and their opponent in the stated game.

If a game is not completed for any reason, all predictions on that question are void and cannot be part of a winning selection.

19.6 Game to Deuce

Predict if a score of 40-40 will occur at any stage of a game.

If a game is not completed for any reason before a score of 40-40 is reached, predictions on that question are void and cannot be part of a winning selection.

19.7 Double Result

Predict a player to win or lose the first set and then go on to win or lose the match.

If a match is abandoned before the full statutory number of sets is completed, all predictions on that question are void and cannot be part of a winning selection.

19.8 Total (Over/Under)

Tie break points are not accounted for in determining the results.

19.9 Tie Break

Predict if there will be a tie break during an event.

- a. For the purposes of the present rules, a super tie break is not considered a tie break but rather one game.

20. Table Tennis

20.1 General Table Tennis Rules

- a. If a player or team withdraws or is disqualified during a match, predictions on that player or team are void, except for predictions on any questions whose outcome has been unconditionally determined.
- b. In the event that the statutory number of games in a match has been changed by the relevant league's governing body, then all predictions on this match are void and cannot be part of a winning selection.
- c. Where applicable, the winner will be determined by the result of the podium presentation, regardless of any subsequent disqualifications or appeals.
- d. For questions relating to the winner of a nominated point, if the nominated point is awarded as a penalty point, all predictions on such question are void and cannot be part of a winning selection.

21. Volleyball

21.1 General Volleyball Rules

- a. All predictions on suspended or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- b. All predictions on abandoned matches are void and cannot be part of a winning selection, except for predictions on any questions whose outcome has been unconditionally determined.
- c. Unless otherwise stated, golden sets are not accounted for in determining the results.
- d. Predictions on "To Qualify" questions will be determined in accordance with the team that is progressing to next round, and golden sets will be accounted in determining the results.
- e. In the event of referee-enforced point deductions, the outcomes of all questions will be settled according to the results issued by the relevant league's governing body, except for predictions on "Race to X" questions and "Point Winner" whose outcome has been unconditionally determined.

22. Beach Volleyball

22.1 General Beach Volleyball Rules

- a. All predictions on postponed matches are void if the event is rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- b. All predictions on abandoned matches are void, except for predictions on any questions whose outcome has been unconditionally determined.
- c. In the case of questions whose outcome has already been unconditionally determined, point deductions will not be taken into account in determining the results.

23. Water Polo

23.1 General Water Polo Rules

- a. Except for “To Win Match Two-Way” questions, the results are determined by excluding, if applicable, overtime periods and shootouts, unless otherwise stated.
- b. Unless otherwise stated, all predictions on suspended matches are void unless such matches are played and completed on the same day, except for predictions on any questions whose outcome has been unconditionally determined.

23.2 Cup or tournament winner or any other outrights bets

- a. A team or player is deemed to have taken part in the event if he is referred to by a question of the Mise-o-jeu+ Betting Offer.
- b. Where applicable, the winner of the event will be determined by the result of the podium presentation, regardless of any subsequent disqualifications or appeals.

24. Non-sporting (eSports)

24.1 General eSports Rules

- a. All predictions on abandoned or postponed matches are void if the event is continued or rescheduled more than 48 hours from the scheduled date (local venue time), except for predictions on any questions whose outcome has been unconditionally determined.
- b. For questions relating to the winner of a tournament or the player or team who will advance to the subsequent round of a tournament, if a team or a player withdraws before the start of the tournament, any prediction on this team or this player are void and cannot be part of a winning selection.
- c. If a team or player changes their name (occurring for example as a result of a team leaving an organization, joining another organization or officially changing their name), all predictions will remain valid.
- d. If a player participates in an event with a wrong nickname or a smurf account, predictions remain valid and the question’s outcome will be determined in accordance with the results issued by the relevant league’s governing body. However, if such player was banned or disqualified before the event, predictions are void and cannot be part of a winning selection.
- e. In the event that a 5 versus 5 team match starts with fewer than 10 players, or if a 6 versus 6 team match starts with fewer than 12 players, all predictions on the map and series are void and cannot be part of a winning selection.
- f. For questions related to the performance of a specific player on a specific map, predictions remain valid only if the player starts on that map.
- g. For questions related to the performance of a specific player during a match, predictions remain valid only if the player starts on all maps of that match.

24.2 Match Questions

- a. If a “draw” outcome is not offered, the results are determined by including extra time, if applicable.
- b. If a match or map is replayed due to a tie, all predictions on the given match or map are void and cannot be part of a winning selection.
- c. In the event that a match or map starts but is not completed, then all predictions are void unless a player is disqualified after the start of the match, in which case the player/team progressing to the next round or being awarded the victory will be deemed the winner.
- d. If a player or team is given a walkover or win by admin decision on a map before the start of the match, all predictions on the match are void and cannot be part of a winning selection.
- e. In a match where one team or player receives a map advantage in accordance with specific tournament format and rules, the team in receipt of the map will be deemed as the map winner.
- f. If a match or map is replayed due to a disconnection or non-player-related technical problem, predictions on the match or map to be replayed remain valid, and the results will be determined based on the new map or match.
- g. If the statutory number of maps is changed or differs from those offered in the Mise-o-jeu+ Betting Offer, all predictions are void and cannot be part of a winning selection.

24.3 Live Betting

If a match or map is replayed due to a disconnection or non-player-related technical problem, all predictions on the match or map to be replayed are void except for predictions on any questions whose outcome has been unconditionally determined.

25. Non-sporting (Cinema, Music, Television, Politics and Other Non-Sporting Events)

25.1 General Novelty Rules

An individual, team, film or other is deemed to have taken part in the event if he/she/it is referred to by a question of the Mise-o-jeu+ Betting Offer.

September 25, 2026