

Sports Betting Rules

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Horse Racing

Ante-Post

- An ante-post bet is a bet on a medium to long term feature race or event.
- In the case of weather or outside influences that cause an event to be postponed or rescheduled to another day, then all ante-post bets shall stand. Ante-post bets may include runners that do not ultimately participate in the race or event and bets wagered on such will be considered losers. These races / events may be referred to as “all-in” events. No deduction shall be taken on scratching from ante-post all-in races or events.
- An ante-post bet will be void where the race on which the ante-post bet has been placed is officially abandoned, the conditions of the race altered or if the venue of the race has been changed. In these circumstances any multiple bet, which includes this selection, will be paid out on the remaining selections.

Feature Race Multiples

- The horse racing year provides occasions where the same selection can be backed to win in two different events. In these events the multiple bet will be reduced by one-third of the full accumulated odds.
- Example:
- Louis the King to win the Queen’s Plate – 5/2
- Louis the King to win the J&B Met – 8/1
- Ante-post Double price – $30/1 \times 66.67\% = 20/1$

Withdrawals / Scratching’s

- In all horse races, except horse races on which ante-post bets have been placed, if a horse is withdrawn without coming under starters orders, the horse will be treated as a non-runner in which event a deduction may be made, at the time Morris Vee processes the scratching, from the winnings of bets struck at a fixed price prior to the scratching and, if there is insufficient time to form a new market/starting price, the starting price will be subject to the same deduction. Each deduction will be determined in accordance with the following deduction table.

Deduction Table

Odds of Withdrawn Horse / Participant	Deduction
over 20/1 -	No deduction
over 13/1 - 20/1	5%
over 9/1 - 12/1	10%
over 6/1 - 8/1	15%
over 4/1 - 11/2	20%
over 3/1 - 7/2	25%
over 22/10 - 28/10	30%
over 16/10 - 2/1	35%
over 13/10 - 15/10	40%
over 11/10 - 12/10	45%
over 1/1 -	50%
over 8/10 - 9/10	55%
over 6/10 - 7/10	60%
over 5/10 -	65%
over 4/10 -	70%
1/3 Shorter	80%

- Any price that falls within two ranges will default to the lower deduction percentage
- Betting with a Run (any bet other than an ante-post bet)
- Where a single bet is made “with a run” and the selected horse is scratched, the bet shall be void.
- All bets struck “with a run” on the remaining horses in a race where one or more horses have been scratched shall be subject to the deductions detailed in the table above.
- Where a deduction applies to remaining runners in the event of a multiple event bet “with a run”, the relevant deduction in the table above shall be applied to the runner of the event where the scratching occurred, and the entire bet recalculated in respect of the event from which the horse was scratched.
- Any bets “with a run” struck after the official announcement of the withdrawal of one or more horses shall not be subject to any deduction, unless there is a further withdrawal or withdrawals.
- Where a race is abandoned, all bets “with a run” on the race concerned shall be void.
- In starting price multiple bets “with a run”, winnings on winning bets shall be calculated and paid at the Morris Vee starting price.

Morris Vee Starting Price

- The starting price of a horse shall be the last fixed odds laid or displayed by Morris Vee on that horse, prior to the start of the race. In the event of a late withdrawal, where no new betting is displayed before the start of the race, then the starting price shall be the last price displayed, subject to a deduction.

Jockey Championship

- The winner is the jockey or jockeys who have numerically ridden the most winners in a championship period.
- The winner of the British Flat Jockeys Championship is the jockey who rides the most winners on the flat and all-weather tracks during the championship period. Dead-heat rules apply

Match Races

- The horse (or jockey) that attains the highest finishing position in the official result will be the winner of the match race. Both horses must come under starter’s orders or bets will be void. Morris Vee reserves the right to change the horse in a match race without notice and reserves the right to suspend betting at any time.
- In hurdle / jump races, all runners that come under starter’s orders will be declared as runners in the Match Bet market. Should only one runner finish the race, this runner shall be declared the winner. In the event that both horses do not complete the race, the bet will be void.

Place Betting

Fixed Odds Places

- The following shall apply to place betting at fixed odds:
 - In races of 3 runners or less no place bets shall be accepted. All place bets placed will be void.
 - In the event of a dead heat in the placings, normal dead heat rules will apply.
 - All fixed odds place bets are subject to the rules relating to the scratching's and the deductions table above. In the event that scratching's result in 3 runners or less, all place bets will be refunded.
 - If scratching's reduce the size of the field, and deductions are declared, bets will stand as taken subject to those deductions. If no deduction is declared the odds and places will be determined as per the table below.
 - Morris Vee may at any time withdraw the offer of fixed odds place betting in any given race or event.
 - Morris Vee may from time to time offer Feature race place betting which will include multiple alternate place betting opportunities based on the win odds of the contestants

FIXED ODDS PLACES TABLE

Number of carded runners	Places Paid
• 3 or less	Nil
• 4 to 6	2 Places
• 7 – 13	3 Places
• 14 or more	4 Places

Dead Heats

- In the case of a dead heat in a match race the bet shall be resulted as a dead heat.
- In the case of a two horse dead heat and also in winning multiple event bets where one race results in a two horse dead heat, the customer will lose half of the amount staked and the remaining stake is applied at the original odds as a result.
- In winning multiple event bets where two races result in dead heats, the customer shall win the odds to one quarter of the stake and lose the other three quarters, and so on, for further dead heats.
- Notwithstanding the provisions above, in the case of a three horse dead heat in multiple event bets, where one race results in a triple dead heat, the customer shall lose two thirds of the stake and the entire bet is recalculated as a result of the event where the dead heat occurred.
- The dead heat rule may apply in other sporting codes such as, but not restricted to, Golf and Soccer, and will be applied as above

Yankee Bets

- A Yankee is a wager on four selections (in four separate events) and consisting of 11 separate bets: 6 doubles, 4 trebles and a fourfold accumulator. A minimum of two selections must win to gain a return.
- A Canadian is a wager on five selections (in five separate events) and consisting of 26 separate bets: 10 doubles, 10 trebles, 5 fourfolds and a fivefold, all to come (fivefold multiple). A minimum of two selections must win to gain a return.

Time and Venue of Race

- No bet may be accepted in respect of a horse race once that race has officially started. All bets placed on a race after the actual start will be void.
- Where the venue or the racing surface of a race or race meeting is changed from that originally advertised the following will apply:
- For Fixed odds betting, the race or race meeting shall be deemed to have been abandoned and any and all bets struck prior to the change shall be treated as bets on a postponed race.
- Postponed Races
- Where a race advertised to be run on a certain date is postponed to any future date, if the race is run more than 48 hours after the originally advertised date and time all bets on that postponed race shall be void, save in respect of ante-post bets.

Races Re-Run

- In the event of any race being ordered to be re-run:
 - Starting price bets shall be calculated and paid at the current price at the time the race is finally run;
 - “With a run” bets on any horse which started on the first occasion and which was subsequently scratched, shall be void and the deductions in terms of the table above shall apply; and
 - Ante-post bets shall stand.

Sports Betting

Soccer

- Straight bets are accepted on the all matches where betting is quoted by Morris Vee.
- All soccer match bets apply to full 90 minutes play unless otherwise stated. This includes injury time but not extra time and golden goal or penalty shoot-out. In certain tournaments we may offer odds for a team to progress to the next round, and it is the customer's responsibility to ensure that the correct option is chosen before submitting a wager. Also note that some friendly matches are scheduled for less than 90 minutes and as such all bets will be settled on the actual result when the match finishes (excluding extra time or penalties), irrespective of whether the full 90 minutes is played.
- Bets are accepted up to kick off time. Any selection inadvertently taken where the kick off time was earlier than when the wager was accepted will be void. Unless the bet is taken ‘In Play’ or In Play’ all remaining selections in that bet will stand.
- Should a match be abandoned before 90 minutes play then all bets will be declared void unless the outcome of that bet has already been decided i.e. the first goal has been scored.
- Bets placed on postponed matches will stand so long as the game is played within 24 hours of the original scheduled kick off time and the venue remains the same.
- If a game has no goals the time of first goal bets will be settled at 90 minutes.
- Bets relating to time will be settled according to the timing on the broadcaster's clock. Where no clock is available to us, or the game is not on television, then the wager and other related bets will be settled according to the information published on the internet or by the press with preference to the internet.
- First and last goal scorer bets and other specials such as bookings will be settled according information published on the internet or by the press with preference to the internet. Please note that cards shown to non-players (managers, substitutes on the bench) do NOT count. Yellow Card = 1, Red Card = 2, Max card count per player = 3 (2nd yellow cards are ignored)
- The Halftime Correct Score market will be paid on the final result after a full 45 minutes of play. Own goals do form part of this market.
- In the event that a result of a match is not made available on the internet or other reliable source within 48 hours of the scheduled kick-off, such match shall be made void, provided that an alternate kick-off has not been scheduled within that same 48 hour period. Should a result subsequently be forthcoming it shall be ignored for the purposes of settling bets.

- Halftime-Fulltime double result – bets are offered on the double result of the halftime result and the fulltime result. For example, a selection by the customer showing Arsenal-Arsenal will require Arsenal to be winning at halftime and Arsenal to be winning at fulltime.
- Bets relating to time will be settled according to the timing on the broadcasters' clock if the event is televised. In the case where no clock is available or the event is not televised, then all bets will be settled according to the time published on Xscores.com or, if in dispute, by the controlling authority of that event.
- Morris Vee shall display prices on both teams as well as the draw. The price of the home team will be displayed first followed by the price on the away team, unless the home team is otherwise clearly indicated.
- If a team plays a different opponent to that which is advertised, or if the venue of a match is changed to a different venue, all bets on that match shall be void save that multiple bets which include that match shall stand whilst all other bets on that match shall be void.
- In the Draw No Bet market if a game ends in a draw, after 90 minutes, then all bets are refunded.
- The Handicap betting market will be resulted on the actual 90-minute result taking into consideration the handicap (plus or minus) as displayed.
- The Matchflow Market will be resulted as one of the seven options applicable at the end of the 90- minute period. This market couples the first team to score (home or away) with the final score, remembering too, that a No Goal option is valid.
- In First Goal Scorer selections, if the customer's selected player:
 - comes on after the first goal has been scored; or
 - does not take part at all;
 The bet shall be void.
- In the Anytime Goal Scorer market, all players who take part in a match (players and substitutes regardless of how long they play) will be considered 'runners'. If the customer's selected player does not take part at all, the bet will be void.
- In First Goal selections, "Any Other Goal Scorer" means any player besides those quoted in the event. Only players NOT quoted in this event will be taken into account for the "Any Other Player" bets.
- If a game has no goals scored, the first goal bets will be settled at 90 minutes.
- If a match is abandoned but a goal has been scored, bets will be settled on the First Goal Scorer only and all other bets thereon shall be void.
- Own goals will not count in First/Last/Anytime goal scorer markets.
- In the event of a dispute over the award of a goal for First/Last/Anytime Goal Scorer, for betting purposes the bet will be determined on the scorer as reported by the controlling authority in respect of the game.
- The Correct Score market will be paid on the final result after the full 90 minutes of play.
- The Correct Score – First Half will be paid on the result after the first 45 minutes of play plus injury time
- The Any Other Score option will be resulted as the winner if the correct score is different to the options offered.
- The First /Last Team to Score will be resulted in the team which is awarded the first/last goal on the scoreboard (90 minute market). Own goals count to the team credited with the goal. If an event is abandoned after a goal is scored the all bets on First Goal (and No Goal) will stand while bets on Last Goal will be void. If an event is abandoned without any goal being scored then all bets will be void.
- The Odd/Even Goals will be resulted on the total number of goals scored, in 90 minutes, by both sides. Zero goals will be resulted as an Even Number Total Goals.
- The First Half Odd/Even Goals will be resulted on the total goals in that period. Own goals count.
- The Team Total Goals will be resulted on the total number of goals awarded to that team in 90 minutes. Own goals are not awarded to the scorer's team.
- The Both Teams to Score will be resulted on the goals awarded to each team in 90 minutes. In the Event of a Match being abandoned after both teams have scored then YES bets will be settled as winners and NO bets as a loser. Otherwise, if the Match is postponed or abandoned without both teams scoring, all bets will be void.
- The First Half Both Teams to Score will be paid on the result at the end of the period. Own goals count.
- The Clean Sheet market is to predict if a team did not allow the opposition to gain a goal in a 90minute match. Clean Sheet Home Team – Yes, means the home team did not allow the away team to gain a goal. Clean Sheet Home Team – No, means the home team did allow the away team to gain a goal. Clean Sheet Away Team – Yes, means the away team did not allow the home team to gain a goal. Clean Sheet Away Team – No, means the away team did allow the home team to gain a goal.
- If a match is abandoned then all bets are void

- Double chance and Win + Draw markets will be paid on the completion of a full 90 minutes of play. The First Half Double Chance markets will be paid on the result at the end of the period. The Highest Scoring Half (3-way market) is determined by the numbers of goals scored in period of play.
- In First Card markets the result shall be that team whose player is the first player to be given either a yellow card or a red card. In the event that both teams are simultaneously shown cards for the same offence, then a dead heat shall be declared. If a second card is shown to a player for retaliatory action, then the first card shall determine the outcome of the bet.
- Exact Total Goals in 90 minutes markets shall be paid on the total number of goals scored, including own goals, as per the result. Extra time does not count.
- First Half Total Goals is to predict the total goals in the first half only, 45 minutes plus injury time
- Second Half Total Goals is to predict the total goals in the second 45 minute period (plus injury time) only. The Total Goals Over/under market is to predict whether there will be under or over a certain number of goals in a match. In the event of a match being abandoned before 90 minutes have been played then all bets will be void unless settlement of bets is already determined.
- The Total Goals Home and Total Goals Away is to predict the total goals awarded to either the home or away side during the 90-minute period.
- Both Halves Over 1.5 goals is to predict, yes or no, if there will be at least 2 goals in both halves of the match.
- Both Halves Under 1.5 goals is to predict, yes or no, if there will be less than 2 goals in both halves of the match.
- Home to Score in Both Halves is to predict, yes or no, if the home team will score or be awarded at least 1 goal in both halves of the match.
- Away to Score in Both Halves is to predict, yes or no, if the away team will score or be awarded at least 1 goal in both halves of the match. Home to Win Both Halves is to predict, yes or no, if the home team will win both halves of the match. Away to Win Both Halves is to predict, yes or no, if the away team will win both halves of the match. Total Corners in 90 minutes markets shall be paid on the exact number of corners played as reported by livescore.com for the match, or if any dispute by the controlling authority of that event. In the event of a match being abandoned before 90 minutes have been played, all bets will be void unless settlement of bets is already determined.
- In 10 Minute Events, the event must occur between 0:00 and 9:59 to be classed in the first 10 minutes (e.g. a penalty awarded in this period but only taken and converted after 10:00 will not count as a goal in the first 10 minutes). All bets will be settled on the goal time provided by xscores.com. In the event that xscores.com indicates a goal has been scored in the 10th minute, this will be considered a goal for the purpose of settling bets.
- In Early Goal and Late Goal Events, the event must occur before or after the specified market time to be classed as a winner (e.g. a penalty awarded in this period but only taken and converted after will not count as a goal before the specified time). All bets will be settled on the goal time provided by xscores.com. In the event that xscores.com indicates a goal has been scored on the specified time, this will be considered a goal for the purpose of settling bets.
- The Overtime market is to predict, yes or no, if the game will extend into extra time.
- The Penalty Shootout is to predict, yes or no, if the game will extend to a penalty shootout.
- Settlement on the Total bookings market will be made on the evidence of the cards shown in the match (90 Minutes). Any card shown after the final whistle has been blown will be disregarded. Cards shown to non-players (managers, substitutes on the bench) do not count. Yellow card counts as 1 and red cards count as 2, Second yellows are ignored for settlement purposes (e.g. maximum card count per player is 3).
- The total Bookings First Half will be resulted based on the position at the end of the period.

Season Outright Betting

- Multiple bets are allowed on outcomes from different leagues and cup competitions subject to the limits and rules stated above.
- League or Cup markets will be paid on the official winners of the League or Cup as declared by the respective controlling authority.
- Relegation markets will be paid on those teams officially relegated from the League as declared by the respective controlling authority.
- Top Goal Scorer in a League or Cup markets will be paid on the official winners of the League or Cup as declared by the respective controlling authority. Own goals do not count in these markets and dead heat rules may apply.
- The Golden Boot market will be paid on the official winner of the Golden Boot title as declared by the respective controlling authority.
- English Premiership without top 4 market excludes the 4 teams as nominated by Morris Vee at the commencement of the season and shall pay on the team which then ranks next highest in the League mentioned.
- Same Team Multiple Bets
- Same team multiple bets may be offered from time to time. For example, Real Madrid treble – to win La Liga / King's Cup and Champions League.

Cricket

One Day & T20 Matches

- All match and totals bets in an innings are void and stakes will be refunded in the event of a no result or abandoned match. This rule applies even when one innings has been completed.
- When a match is tied then top batsmen and totals bets shall stand. Match bets are void and stakes will be returned unless tie betting is quoted or the tournament rules include an additional method of determining the match winner, i.e. Duckworth/Lewis (D/L) method, "bowl out" etc.
- All wagers on matches that are reduced in length but not abandoned, including in Play bets, will stand provided that the match has been completed and an official result declared. This rule applies whether the Duckworth/Lewis method or some other form of calculation is used to determine the official result.
- All totals bets on a single innings will stand unless the Innings has been REDUCED BY 10% of the original allotted Overs. I.e. if a T20 Match is Reduced to 17.5 Overs or less then Total bets will be REFUNDED.
- Bets will stand for all postponed matches so long as they are played within the week. If there is any change of venue bets will be declared void. If the tournament rules state that a game is abandoned and will be replayed, then all bets on the abandoned game will be declared void.
- Top Batsmen bets will stand as long as the player is picked to play in the match irrespective of whether he bats or not.
- Head to head bets require at least one ball to have been bowled and a minimum of 20 overs to have been bowled or the relevant innings to have been completed to stand. Ties will be void.
- All bets on an individual batsman's runs will be void if he doesn't face at least one ball or is the next batsman at the crease.
- Dead heat rules apply for top batsman betting.

Test Matches

- Top batsman rules as for ODI & T20 Matches.
- If at least ONE ball is not bowled all bets will be declared void.
- In the Event of a Tie, Dead Heat Rules would apply and all bets on the DRAW will be considered as losing
- For test series the designated number of matches must be played or all bets will be voided.

Rugby Union & League

- If a handicap Tie / Draw price is quoted and if the game is a draw on handicap, then all bets on both sides, for the win, will be losers.
- All bets are settled on 80 minutes play. Extra time does not count for betting purposes unless otherwise stated.
- Fixed odds Match Winner prices are available on all major matches and include a draw price. Winning margin betting is from level
- Abandoned and postponed matches are deemed void for betting purpose unless they are replayed within 36 hours.
- Penalty tries will count for the purposes of time of first try bets. If a price is quoted for penalty try in our first try scorer betting, bets on players will be losers. If no price is quoted then the penalty try will be ignored for betting purposes.
- All bets on the 1st Try scorer markets will stand regardless of the player playing or not. No Markets will be scratched even if the player does not take the field. Players will be added should they be listed. In the unlikely event of an unlisted player scoring the 1st try, the NEXT try scorer will be deemed the winner of "1st Try scorer". Bets apply for 80 minutes ONLY

Tennis

- All outright bets (To Win the Tournament / Lift the Cup that is finalised on completion of the tournament) shall stand irrespective of whether the player competes.
- In the event of a match starting but not being completed then all bets (including set betting) will be void for that game.
- There is no time frame given with regards to postponement of tennis matches. Postponements can go on indefinitely, and as long as the tournament goes ahead and the match is going to take place, this match will not be scratched or refunded.
- A tennis match is deemed to have commenced with the first serve and the player who progresses to the next round or wins the tournament if in a final, will be deemed the winner. However, if a match is a walkover or ends prematurely for any reason, all single match bets thereon shall be void and multiples will be recalculated excluding that leg.
- Any bet placed after the start of a particular match shall be void and where included in a multiple, the remainder of a bet will stand and the odds adjusted accordingly.
- Bets stand regardless of any change of venue or court surface.
- For set betting, if the match does not start or is unfinished due to either players' incapacity or disqualification, the bets shall be void.
- In the event of a change in the total number of sets played, match bets will stand but set betting shall be void.
- Markets Based On Total Games/Handicap Games Including In-Play
- These general rules apply to Games in Individual Sets, Games in Match, Player Games, and Handicap Betting (based on games won).
- In the event of forfeited points/games, these will count for final settlement.
- For the purposes of all such markets a tie-break or Match tie-break is counted as one game.
- In the event of retirement, disqualification or change of surface mid-match, bets will be void unless there is no conceivable way the set and/or match could be played to its natural conclusion without unconditionally determining the result of that market.
- E.g. (1) A set is abandoned at 4-4: bets on Over/Under 9.5 games or fewer in the set are settled as winners/losers respectively, since any natural conclusion to the set would have at least 10 games; bets on Over/Under 10.5 games or more are void.

Golf

- Where a golfer withdraws before the start of a tournament then all bets on that participant will be declared void provided that the bet was placed not more than two weeks prior to the official start of the event.
- A player who tees off is deemed under orders and all outright and 18 hole bets stand. In 2-ball, 3-ball and 4-ball bets all 18 holes must be completed. If a player fails to complete he is deemed a loser regardless of score.
- When a tournament is reduced by weather or other outside influences then bets will be settled on the outright winner as long as eighteen holes have been played except where the tournament is played on a different course every day when all bets will be declared void. If a player should, having teed off, withdraw during the tournament for whatever reason then he will be deemed to have finished last for betting purposes. For three ball betting dead heat rules apply. A tie will be quoted for two ball betting and where a tie occurs all bets on players are losers.
- In the event of a player withdrawing before the start of a specified 2 BALL or 3 BALL: All bets on that 2 or 3 ball will be declared void. (If a player plays one shot of his 2 or 3 ball he is deemed as a runner).
- In the case of 72 Hole Match bets whichever player completes the most holes is deemed the winner. If both players complete the same amount of holes the player with the lowest score is deemed the winner, Play-offs to count.
- In the event of player listed in a trio withdrawing before the event has started all bets on that specific trio are void. If for any reason a player either withdraws or is disqualified, during the tournament, all bets will stand on that trio. A player is deemed to have started in the event if he plays one stroke in the event. If two players are tied on the same score they will be settled as a dead heat for betting purposes, unless they are involved in a play-off, where the winner of the play off will be the winner of the trio. The winner of the trio is the golfer with the lowest finishing position, if all three golfers miss the cut the player with the lowest score will be deemed the winner.

Cycling

- The outright winner market is considered to be ante-post or “all-in” and treated as an ante-post betting market whether or not they compete. In the event of a disqualification, the official result will count as the “weigh-in” and this will determine the result.
- Head to head bets will be settled on a first competitor past the finish line basis.
- Once a competitor has started he will be considered a “runner” for both individual stage and outright betting.

Basketball

Game betting

- All games must start on the scheduled date and time, failing which all bets thereon shall be void. If a game has been postponed or cancelled before its due start time then all bets thereon shall be void. If a match venue is changed, bets already placed will stand providing the original home team is still designated as such. If the original home and away team for a listed match are reversed, then bets placed based on the original listing shall be void.
- If a game is abandoned or terminated at any time up to 5 minutes before the scheduled game end time, then all bets shall be void unless they have already been determined.
- 3-way markets are settled on the score at the end of the prescribed match time.
- To Win the Match bets, which exclude a draw, shall be settled after overtime should that be necessary to determine the winner.

Outright bets

- All long term/ outright bets (e.g. to win the league) shall include overtime unless otherwise stated.

Handicap bets

- Handicap bets are settled on the result at the end of the controlling authority's prescribed match time and do not include overtime.

Darts

Outright betting

- If a competitor does not compete, all bets on all other competitors may be subject to a deduction in terms of the Deduction Table (see paragraph 3.1).

Outright Match betting

- In the event of a match starting but not being completed, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes. For Premier League darts events, match betting may be offered in the form of three-way and two-way markets. For settlement purposes the three-way market includes the 'tie' option. Bets shall be void in the two-way market if the match result is a tie.

Ice Hockey

- All games must start on the scheduled date and time failing which all bets thereon shall be void. If a match venue is changed, bets already placed will stand providing the original home team is still designated as such. If the original home and away team for a listed match are reversed, then bets placed based on the original listing shall be void.
- If a game is abandoned or terminated at any time up to 5 minutes before the scheduled game end time, then all bets shall be void unless they have already been determined. In the event of a draw where no odds are offered on a draw, all bets shall be void.
- All bets include overtime/shootouts unless otherwise stated. In the event of a game being decided by a penalty shootout, then one goal will be added to the winning team's score and the game total.
- 3-way markets are settled on the score at the end of the controlling authority's prescribed match time, unless specifically stated otherwise.

Boxing

- All boxing matches shall include betting on a draw and therefore bets on either boxer are losing bets if the fight ends in a draw.
- If any fighter fails to answer the bell at the beginning of a round, the fight is deemed to have finished in the previous round for the purposes of round by round betting.
- If a fight is postponed for more than 24 hours from the scheduled start for any reason, all bets thereon shall be void.
- If a points decision is awarded before the scheduled number of rounds are completed, or a boxer is disqualified, bets will be settled on the round in which the fight was stopped.
- The bet "To Win on Points" will only come into effect if the scheduled number of rounds are completed.
- Bets will stand on the result given immediately after the fight has concluded, and will not be affected or amended by any future appeals or protest.

American Football / NFL, NCAA College, WLAF, CFL

- Abandoned or postponed matches shall be void unless rearranged and played within 24 hours of the scheduled time except for those bets that have already been determined at the time of abandonment or postponement.
- If a match venue is changed, bets already placed will stand provided the original home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing shall be void.

- Outright match bets and handicap bets shall include overtime unless stated otherwise. The result of the match will be decided by who has the highest points at the end of the game, which includes overtime. If the game remains a draw after overtime and no betting was offered on the draw, then all bets will be void.
- If a game is abandoned or terminated at any time up to 5 minutes before the scheduled game end time, then all bets shall be void unless they have already been determined.

Futures/Season Bets

- NFL regular season wins and match-ups are based on teams completing all 16 regular season games, and for CFL all 18 regular season games, unless the remaining games during the course of the season do not affect the result.
- AFC/NFC Conference winners are determined by the teams progressing to the Superbowl.
- NFL Divisional winners are determined by games won during regular season (NFL tie break rules apply) based on teams completing all 16 games.
- Conference Wildcard winners are the 2 teams who qualify for the post-season via the NFL's Wildcard selection.
- Conference Number One Seed winner will be the team designated by the NFL as the team who will have Home Field advantage throughout the Playoffs.
- NFL/NCAAF regular season wins and match-ups are based on teams completing the minimum number of games specified.
- CFL 'To Reach Grey Cup' - the team that progresses to the Grey Cup Final will be deemed the winner of the respective division.

Australian Rules Football / AFL

- Single bets shall be accepted on all games unless otherwise stated.
- All Australian Rules bets are settled on 80 minutes and extra time if required. If no extra time is played and the game results in a draw, then all bets not determined shall be void, unless betting was offered on the draw.
- Bets will be settled on the controlling authority's result only.
- If a match is postponed and rescheduled to take place within 24 hours of the original start time all bets on the match will stand, where after all bets shall be void.
- If the match is no longer playing at the venue advertised, all bets will still stand, provided the venue has not been changed to the opponent's ground. If the home and away team are reversed then all bets placed shall be void.
- Race to 25 Points – all bets will be settled on the first team to reach 25 points.
- Halftime betting – bets will be settled on the result at halftime. If the half ends in a draw then stakes will be refunded (on outright win bets only) unless a price is offered for the draw (stakes will be refunded in case of a single bet, for multiple bets the leg of that game shall be void) .

Baseball

- All games must start on the scheduled time failing which all bets shall be void. If a game has been postponed or cancelled before its due start time then all bets shall be void.
- Matches not played as listed
- If a match venue is changed then bets already placed will stand providing the home original team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing shall be void.
- 8½ innings rule
- Total and run-line betting - The game must go at least 9 full innings (or 8½ innings if the home team is ahead) for bets to stand.

Motor Racing

- All race bets are “all-in” or ante post markets.
- In the case of Grand Prix betting, for settlement purposes, the official result immediately after the race will count as the official result and that result will not be affected by any subsequent protests, processes or amendments to placing. In the event of a disqualification the official result, declared immediately after the race will determine the settlement of bets. In the event that the number of laps in the race is reduced for any reason, bets will stand and the official result will be applied to determine the outcome of the event.
- Badminton
- In the event of any of the named players in a match changing before the match starts then all bets on that match shall be void. In the event of a match starting but not being completed then all bets shall be void, unless they have already been determined. If a match venue is changed, bets already placed will stand providing the original home team is still designated as such. If the home and away team for a listed match are reversed, then bets placed based on the original listing shall be void.
- The official result/podium position will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Field Hockey

- If an event is suspended, abandoned or postponed more than 36 hours after the scheduled commencement time, then all bets on that event shall be void. If the event takes place at a different venue then all bets shall be void.
- All bets are determined at the end of a scheduled 70 minutes play unless otherwise stated. This does not include extra time or time allocated for a penalty stroke shootout.
- Where the venue of any arranged or reconvened match is changed all bets shall be void.

Rowing

- The controlling authority’s times and results will determine settlement of bets.
- In the event of a race starting but not being completed (i.e. there is no deemed winner) then all bets thereon shall be void.
- Water polo
- All bets will be settled on the controlling authority’s prescribed match time. In the event of a match starting but not being completed then all bets thereon shall be void, unless the specific market outcome is already determined.
- For odd/even markets, any score of zero is deemed to be even for settlement purposes.
- The official result/podium position will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Snooker

Outright Betting

- Competitors must compete for bets on that competitor to stand, failing which any bets on that competitor shall be void.
- Non-Runner no-bet - Outright markets may be subject to a deduction in terms of the Deduction Table (refer paragraph 3.1).
- Match betting
- In the event of a match starting but not being completed the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.
- Handicap betting/frame betting/total frames
- If the statutory number of frames in a match are not completed, changed, or different from those offered for betting purposes, all bets on that match shall be void. In the event of a disqualification or retirement all bets thereon are void.

Volleyball

- A match must be played within 24 hours of the original scheduled start date and time for bets to stand.
- In the event of a match starting but not being completed then all bets thereon shall be void, unless the bet has already been determined.
- In the event of referee enforced point deductions, the controlling authority's official results will be used for settlement purposes, on all markets.
- If a match venue is changed then bets already placed will stand providing the original home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing shall be void.
- For competitions where two legged ties have a 'golden set' to decide which team progresses (in the event of the tie being tied in sets), then for settlement purposes the 'golden set' will not count.
- The official result/podium position will determine the settlement of bets. Subsequent disqualifications and/or appeals will not affect bets.

Floorball

- All games must start on the scheduled date for bets to have action. If a game has been postponed or cancelled before its due start time or is not completed in full according to regulation time then all bets are deemed no action and are void. All match markets will be settled on the score at the end of regulation time and will exclude overtime if played, unless stated otherwise.
- Highest Scoring Period – Excludes overtime, if 2 or more periods have the same score, Tie will be settled as the result. Winning Margin - Includes the Tie.
- Match Totals Odd or Even – If there is no score all bets will be settled as Even.
- To Score First Goal – If the match is abandoned before a goal is scored then bets will be void.
- To Win Match (2-Way), To Lift the Trophy and To Qualify – Include overtime/shootout if played.
- Period Betting – The relevant period must be completed for bets to have action, unless the specific market outcome is already determined.
- If a match venue is changed then bets already placed will stand providing the home team is still designated as such. If the home and away team for a listed match are reversed then bets placed based on the original listing will be void.

Beach Volleyball

- In the event of any of the named players in a match changing before the match starts then all bets on that match shall be void. In the event of a match starting but not being completed, then all bets thereon shall be void, unless they have already been determined.
- For Championship betting, bets will be determined by the number of points accumulated immediately after the final race of the season and will not be affected by any subsequent enquiries.
- The official start of any Grand Prix is defined as the start of the "Warm up or formation lap". Once the formation lap has commenced, all contestants are "under starter's orders".
- In Match Betting between two drivers, if neither driver finishes the race, the most number of laps completed will determine settlement. If both drivers complete the same number of full laps, dead heat rules (refer paragraph 3.1) will apply.
- In the event that the number of laps in the race is reduced for any reason, bets will stand and the official result will be applied to determine the outcome of the event.

Lucky Numbers

- The lottery DRAWS on which Lucky Numbers bets are struck are subject to the lottery rules of the respective jurisdictions in which they are played, save to the extent of any inconsistency with Morris Vee's General Terms and Conditions, in which event Morris Vee's General Terms and Conditions will prevail.
- The results of a draw will be accepted and posted by Morris Vee in accordance with the first official result of that particular draw as provided by the controlling authority's Internet Site, irrespective of any subsequent revocation of that result due to disqualification or otherwise.
- The following bets may be accepted for 6/49 Lucky Numbers Draws:
 - Correctly predicting 1 ball, 2 balls, 3 balls and 4 balls drawn in a lottery draw. All numbers selected in one bet must be correct in order for it to be a winning bet.
 - Correctly predicting the Bonus Ball.
 - Correctly predicting the Bonus Ball to be a single number i.e. 1-9
 - Correctly predicting "high" or "low" ball on the Bonus Ball:
- Lower than 25 = 1 to 24
- Higher than 25 = 26 to 49
- 25 is a losing bet
- The bet types will vary from draw to draw and may be notably different depending on the number of balls in the 'bin', the number of balls drawn and number of bonus balls.
- In the event that a lottery draw is postponed beyond 24 hours all valid bets on that draw shall be void.