

# 5Dimes Sports Betting Prime Rules

The purpose of these Rules is to detail the terms and conditions under which bets are accepted by our Sportsbook Plus platform. All bets accepted by this service will be settled according to these Rules. It is your responsibility to ensure that you are familiar with these rules or the terms of a particular bet.

We reserve the right to add, delete or change wagering rules at any time without prior notification. It is the customer's responsibility to be aware of all our rules prior to placing a wager.

Some events, and markets have different rules and these are listed below in the specific event/market betting rules for each specific event or market/bet type. The following are the general rules of betting applicable to all events and markets/bet types.

## 1. General Betting Rules and Regulations

1. General
  - A. 5Dimes holds no liability for errors or omissions in respect to dates, times, venues, competitors, odds, results, statistics, jersey or other betting information despite our every effort to ensure total accuracy. 5Dimes reserves the right to correct any obvious errors and shall take all reasonable steps to ensure that markets offered on all event, are administered with integrity and transparency. 5Dimes reserves the right to make the final decision regarding these.
  - B. Dates and kick-off times of matches displayed on our website should be considered for guidance only. If an organized sports match or event between two teams or between individuals, begins before the scheduled time, then only bets placed before the start of the event (excluding specified live betting) will be considered valid. If a Market is not closed or suspended at the correct time, 5Dimes reserves the right to void all bets placed after the actual start time (excluding specified live betting).
  - C. If a team plays a different opponent to the one stated, that selection will be void at our discretion.
  - D. At all times, it is the customer's responsibility to be aware about the match score and all relevant match information and it is advised that the customer verify match status before placing a bet.
  - E. 5Dimes reserves the right to amend these Rules at any time for any reason(s). Any such revision will be binding and effective immediately upon posting on the website.
  - F. Markets shown during live trading refer to the entire match, except where otherwise stated. For example, Asian Handicaps in Soccer are always traded from current score indicated next to the market name.
  - G. Accumulative bets involving different contingencies within the same event, where the outcome of one affects the other, are not allowed. Where we believe that the outcome of one event directly

affects the outcome of another event in a multiple bet (related contingency), we reserve the right to settle the bet as singles. The stakes will be equally divided where they clash and made into separate bets.

- H. Where there is evidence of price, race, match or event rigging, we reserve the right to make bets void or withhold payment of returns pending the outcome of any subsequent investigation. In addition, if we believe that a deliberate attempt has been made to gain a pecuniary advantage in the bet placement process we reserve the right to void the wagers or withhold payment of returns pending the outcome of any investigation.
  - I. No claims or disputes will be considered more than one week after the bet is finalized, or 2 weeks after the event is completed. In the first instance, all claims/disputes should be reported through the Customer Service department, who will refer to the platform's support team.
  - J. In the case of any obviously incorrectly displayed or calculated prices, we reserve the right to void all wagers. This includes a deviation of more than 100% in the payout compared to the market average.
2. Abandonments and Postponements
- A. If an event does not begin on the scheduled start date, or within 36 hours of the scheduled start time, and is not completed within the originally scheduled completion date, all bets will be void.
  - B. Any Event abandoned before the completion and not continued within 36 hours will be void, except for those bets which outcome has already been determined at the time of abandonment. The market must be fully determined for bets to stand. For example, 'First Team To Score' or 'Time Of The First Goal' bets will stand provided a goal has been scored at the time of abandonment, same as any bet on 'Half time', 'Quarter', 'Inning' or any other period which already had been decided.
  - C. If an event is not completed within the originally scheduled completion time and an official result is declared, or a result is declared by the particular event's relevant governing body, 5Dimes reserves the right to consider the match officially valid. This decision is final and binding in this regard.
3. Change of venue and events not played as listed.
- A. Where important, home team is always listed first, except in cases where teams are divided by @ sign. In event Arsenal – Liverpool, Arsenal is considered as a home team. In event Chicago Bulls @ Miami Heat, Miami Heat is considered as a home team

- B. Unless otherwise stated, if a match is scheduled to be played on neutral ground but is played on non-neutral ground or vice versa, all bets will still be considered valid. In the event of a change of venue where home team plays away or vice versa, all bets on the match will be considered void.  
Bets will also be considered void if the home and away team names are wrongly stated in reverse.
- C. Competitions hosted by one, or in some cases more than one teams/countries/federations, are considered played on neutral ground. If host team is listed as the away team, all bets will stand.  
For example, in the event of Argentina – Germany, played on the World Championship hosted by Germany, all bets accepted on such event will stand.
- D. For all non-team events, if the scheduled venue is changed after the market has been opened, all bets will still be considered valid except where stated within the individual sport rules.
- E. If the players/teams are incorrectly displayed, we reserve the right to void betting. In the event of a change of opponent from the one advertised, all bets for that match are void.

#### 4. Periods of Time

- A. The posted duration of an Event is for reference purposes only. Bets will be valid despite the change in scheduled duration except where otherwise stated within the individual sport rules.
- B. Any score or incident occurring while on injury or stoppage time of an event, is deemed to have occurred during regular time, i.e. a goal scored in first half's injury time of a soccer match is deemed to have been scored during the 45 minutes regulation time.
- C. If the general implied rules of a sport are violated, we reserve the right to void any market, i.e. unusual period length, different counting procedure, altered format of a match etc.
- D. In the case of the rules or format of a match differing from our implied information, we reserve the right to void any market.

#### 5. Results

- A. Where relevant, podium positions will count as the official result, regardless of any subsequent disqualification or amendment to the results. If there is no podium ceremony, results will be determined in accordance with the official result of the relevant governing body at the time of the market settlement, regardless of any subsequent disqualification or amendment to the results. If no

official result is available, the result and final decision will be determined by Management with reference to the available evidence known at the time of market settlement.

- B. Markets are generally settled shortly after the conclusion of an event.
  - C. In the Event of uncertainty over any result, 5Dimes reserves the right to suspend settlement of any market. If the outcome of a market cannot be verified officially, we reserve the right to void it.
  - D. 5Dimes will not recognize any amendments or changes to results made 72 hours after the conclusion of the event, for bets that have already been settled.
  - E. Unless a specific reference is made in the individual section that covers a sport, settlement of all markets will be based on the official competition rules.
  - F. Unless a specific reference is made in the individual section that covers a sport, opponents must start the match for 'head to head' match bets to stand.
  - G. When no price is quoted for a tie and the official competition rules do not determine a clear winner, or the official result is a tie, dead heat rules will apply. In a 'Dead Heat', the stake money on a selection is divided by the number of runners involved in the dead heat. Full odds are then paid to the divided stake, with the remainder of the stake money being lost.
6. Over Ask or Bet Delay Acceptance
- A. For certain events or bets determined by the platform provider, a customer may place a bet only using our timed Acceptance feature. Each bet placed using the timer acceptance will have its own countdown timer, the duration of which will be at the sole and exclusive determination of platform provider.
  - B. Bets placed during a 'Live Betting' event will almost certainly be subject to a delay, which will vary by sport & competition. We reserve the right to refuse the whole or part of any bet without offering any explanation.
7. Time of Acceptance
- A. If, for any reason, a bet is accepted after the event or match has started, the selection(s) affected will be voided. The only exception would be if our 'in running' or live service covers the event in question.
  - B. We reserve the right to amend obvious errors. If at the time the bet was placed, the race or event was resolved or at a stage where the client could have had any indication of the outcome, we

reserve the right to void that selection. Any bet inadvertently accepted after an event has finished will be void.

- C. In the event of there being a dispute over the time at which a bet was placed, then the time at which it was recorded on our Servers will govern the settlement.

## 2. Live in Play or In-Running Betting

- Live or In-Running Betting is, by nature, subject to large and sudden changes in odds as the event unfolds. For this reason, we cannot guarantee that prices will always be available, and reserve the right not to offer odds throughout the entire match at our absolute discretion.
- In addition, we reserve the right to refuse or void bets, even when prices are displayed on our website, if due to circumstances outside of our control the prices shown are wide of the Industry Market price at the time the bet is placed. Our decision regarding this is final.

## 3. Bet Type Rules

- A. Outright (Future Bets): Defined as betting on the winner of an event, race or tournament. If a competitor/player does not start an event, race or tournament, then all Outright bets on that competitor/player will be voided.
  - If there are two or more winners, or a "Dead Heat" is declared in any Outright Market, each stake is divided by the number of winners, and this new amount will be settled at full odds, not including the stake. For example, if there are multiple winners of the English Premier League Top Goal scorer market. In our example two players were declared as winners. Your bet of 1,000 on Sergio Agüero (one of the Winners) at odds of 3.50 would be settled as follows:  $(1,000/2) \times 3.50 = 500 \times 3.50 = 1,750$  returns.
  - The term "Any Other Player" (or Any Other Team, Score etc.) refers to all competitors or options not named in the market.
  - The term 'Others on Request' refers to any unquoted Player, Team or Score etc. Should you require a price for a selection not named in the market please contact our Customer Service & we will submit your request to add such selection(s). In all instances, we will attempt to offer all obvious outcomes. For markets that refer

to 'Others on Request' where a selection not named is the Winner, all bets would be settled as losers.

- B. Full Time Result: Full Time Result is a three way bet on the outcome of a sports event and is subject to regulation time only for a specific sport. This includes any added injury or stoppage time but does not include extra-time or penalty shootout.
- C. Moneyline: Defined as betting on one competitor or team to defeat another in an event, or to be placed higher in an event match-up. Remaining Moneyline rules are set out in the Specific Event Betting Rules. The term "The Field" refers to all competitors other than the competitor named in the Moneyline match up.
- D. Handicap & Total markets:
- A Handicap is defined as betting when one competitor or team receives a virtual head start, meaning it is effectively leading by that head start before the event begins. The winner is the competitor or team with the better score after adding the given handicap to the result. For both, totals and sides betting, all stakes are returned when the final score falls on the handicap line, or as regularly termed in America, 'push'. Remaining Handicap rules are set out in the specific Sport Betting Rules.
  - Over/Under betting is determined by the total number of points (or goals, games etc.) in the result of an Event. If the total is more than the Over/Under pre-designated line, the winner is the Over. If the total is less than the Over/Under pre-designated line, the winner is the Under.
- E. Odd/Even: Odd/Even refers to a market that is determined by whether the total number of points (or goals, games etc.) in the final result of an Event is Odd or Even. For all Odd/Even markets, Zero is considered Even for settlement purposes. Any extra-time or Overtime added in the match will not be counted for purposes of determining the full-time score, except otherwise stated either in the market or the individual sport rules.

F. Multiple Bets / Parlays: Defined as a combination of two up to 20 selections placed in one single wager. If all selections should win, the Multiple bet will be a winner & will be paid at the combined odds of all selections.

- If one (or more) selections should fail to win, the multiple bet loses. If one or more selections are postponed or void for any reason, then the odds for that selection will revert to 1.00 odds.
- During a Match or Event (in play) if any part of the bet is rejected the whole multiple will be rejected. In play Events and pre-match events may be included in the same multiple.
- Multiple bets are not accepted where the outcome of one part of the bet contributes to the outcome of another. E.g. No Goal scorer and 0-0 Correct Score in the same Match. Our system should reject such bets but if accepted by error, the stakes will be equally divided and settled as single bets. If you are unsure if your bet is related please check with Customer Service prior to placing your wager. The decision of 5Dimes as to whether selections are related will be final.
- On occasion, we will offer special prices for related bets E.g. Scorecast – First Goalscorer and Correct Score double. These two bets would not be acceptable as a multiple bet, but we offer a special price for this eventuality.

## 4. Specific Sport or Event Betting Rules

### Alpine Skiing

- For head to head matchups, players are paired for betting purposes only.
- Both competitors must start (leave starting stand, make jump, start course, etc) for bets to have Action.
- At least one of the participants must complete the entire event/all races for the bet to stand.
- The winner will be determined by the best result of the competitors listed at the end of the competition.

### American Football

- All bets on game and second half will be settled on the final result including overtime (unless otherwise stated in these rules or the market rules). In case of any delay (rain, darkness etc) all markets will remain unsettled and the trading will be continued as soon as the match continues.

- First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime that may be played.
- Fourth Quarter results, Quarter with the most points & Double Result markets DO NOT include any Overtime that may be played.
- The Home/Away venue for NCAA matches are provided as a reference only.

### **Bandy**

- Unless otherwise stated, all wagers are for regulation time only and DO NOT include overtime.
- If the format of a match is changed for whatever reasons from 2 x 45 minutes to 3 x 30 minutes, all bets stand except bets that refer to either the first or the second half.

### **Baseball**

- If pitcher names are listed on a Baseball event, all bets are based upon listed pitchers starting the game. Both pitchers must start the game and throw at least one pitch for bets to have 'Action'. If either pitcher fails to start the game for any reason, all bets will be deemed to have 'No Action' and the stakes will be returned. In-Play bets placed stand. In the event that there is a Pitching Change prior to the Game, prices will be adjusted and updated, if it is brought to our attention in time to price up a new book. Any bets placed at odds based on the Pitchers prior to the change will be voided.
- All Full-Time markets, including Live betting, will be settled on the final result including extra innings. However a game must go at least 5 full innings (or 4½ innings if the team batting second is ahead) for bets to have action, except those which have been unconditionally determined. In the event of a Mercy rule (see explanation below) being called, all bets will stand on the score at the time. Please note that suspended games do not carry over. If a game finishes in a draw, Money Line bets will be refunded.
- Live Markets - Game must go 8½ or more innings and be concluded with a winner determined.
- If a game is 'called' or suspended and not completed during the same calendar day (game local time), all wagers will be voided, except those which have been unconditionally determined.
- Double Header Games - 7 inning game, extra innings apply, must go 7 innings (6½ if home team is winning) for totals & run-lines to have action (Applies for 2020 Season due to Covid-19).
- Mercy Rule: This rule brings an event to an early end when one team has a very large and presumably insurmountable lead over the other team.

### **Basketball**

- All Full-Time markets, including Live betting, will be settled on the final result including overtime (unless otherwise stated).



- First-Half results are the sum of the First and Second Quarters. Second-Half results are the sum of the Third and Fourth Quarters, including any Overtime.
- Fourth Quarter results DO NOT include Overtime.
- The Home/Away venue for NCAA matches are provided as a reference only.
- Unless odds are listed for Tie, any market that results in a tie will be void.

### **Cricket**

- All match betting will be settled in accordance with official competition rules.
- If a match is affected by external factors (such as bad weather), bets will be settled based on the official competition rule. This includes matches affected by a mathematical calculation such as the Duckworth-Lewis method (DL) or the Jayadevan system (VJD)\*).
- Duckworth Lewis method / Jayadevan system: These are systems used to adjust the scores in the event of a rain delay during one-day matches and T20 matches, in order to leave the balance of the match unaltered. The systems use the number of overs each team have still to receive and the number of wickets they have in hand in order to reach an official result.
- If a match is abandoned due to outside interference, bets on the outcome for the total of the game will be voided, if no winner is declared from the official site all bets on the winner of the match are voided.
- Where no price is quoted for the tie and the official competition rules do not determine a winner, in case of a tie all wagers will be cancelled. In competitions where a bowl out or super over determines a winner, then bets will be settled on the official result.

### **Cycling**

- All bets are settled based on the classification that is published immediately after the race. Results overturned later via protests, doping tests, or other means will not be taken into consideration.
- For head to head matchups, if there is a race rule that adjusts the time of the competitors due to a fall, puncture, mechanical incident, etc. in the last few kilometers of a race, the rider with the fastest time in the official standings will win the match up.
- In single-race matchups between riders, both riders must start and at least one of them complete the race for bets to stand.

- If a matchup against "The Field" is offered, the listed competitor must beat every other athlete for a bet on that competitor to win. If any athlete beats all the competitors, bets on "The Field" will be settled as winners. If the competitor ties for 1st place, wagers on the matchups will be refunded.

### **Darts**

- Moneyline and markets refer to the winner of the match. Handicap and Over/Under markets are based on the number of sets (unless otherwise stated).
- If a player does not start a tournament or match, then all bets on that player will be voided.
- If a match starts but is not completed or is shortened, the player progressing to the next round or being awarded the victory will be deemed the winner for settlement purposes.

### **Esports**

- Moneyline refers to the winner of an Esports match-up who may be a team or individual competitor that defeats another (progress to next round) or places highest in a match-up.
- All markets will be settled on the official results declared by the relevant Esports association or organizing body as may be posted in its official website. Any subsequent disqualifications or changes to the results will not be considered for grading purposes.
- If a match is not completed because of a player retirement or disqualification, all bets on the outcome will have action and will be scored based on the official declared winner. All bets on the spread or total will be canceled and monies refunded. Counter-Strike matches are exceptions to this rule, for which all moneyline, spread and total bets will be canceled if a team retires or is disqualified before all scheduled map rounds are played.
- If a match-up was replayed due to a draw, player disconnection or power interruption, then all bets will be voided. In case of replay, the replayed match-up will be considered as a separate and new market.
- If the number of rounds/maps is changed from the original schedule, handicap and over/under bets will be voided while moneyline bets will still be considered valid.
- If the name of a team is misspelled, all bets will stand unless it is obvious it is the different object.

### **Formula 1**

- All bets will be graded according to Formula1.com.

- The start of any race is defined as the signal to start the warm up lap. Drivers must start the race in order for wagers to have action.
- In race matchups, both drivers must start the race in order for the wager to have action. In the event neither driver finishes, the driver completing more laps will be deemed the winner. If both drivers have completed the same number of laps, bets will be voided. Subsequent penalties or demotions will not affect the grading of bets.

#### **Futsal**

- Unless otherwise stated, all wagers are settled on regulation time only. This includes two periods of play and any time the referee adds on to compensate for injuries and other stoppages. It does not include periods of extra time nor penalty shootouts.

#### **Handball**

- All markets (except first half markets) are considered for regular time only.

#### **Ice Hockey**

- Full-Time markets may be offered as either 'Regular Time Only', 'Including Overtime and Penalty Shootouts', or both. For matches that are decided by a penalty shoot-out, the winning team will have one goal added to their score to determine the final result. Bets will be settled including Overtime and Penalty Shootouts, except where otherwise stated, and the Customer should make themselves aware of this. For NHL betting, any period of overtime & Penalty Shootouts are included in the final result to determine winning team, handicap/puck line and total score. For Non-NHL Ice Hockey, excluding World Cup games, bets do NOT include overtime unless stated and to win outright.
- Third period results do not include any overtime or shoot-outs that may be played.

#### **Rugby League**

- All Full-Time markets, including Live betting, will be settled on the final result at the end of the match. Markets are based on the result at the end of a scheduled 80 minutes play unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death.

- In handicap betting, a tie price will usually be quoted. If the game ends in a draw on the handicap, then bets on each team will be graded losers.
- In bets involving total tries/points, penalty tries count.

### **Rugby Union**

- All Full-Time markets, including Live betting, will be settled on the final result at the end of normal time (80 minutes). Extra-time does not count for full-time markets, unless otherwise stated. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or sudden death. Rugby Sevens markets will be settled at the end of normal time (usually 14 or 20 minutes). Extra-time does not count for full-time Rugby Sevens markets.
- In handicap betting, a tie price will generally be quoted. If the game ends in a draw on the handicap, then bets on each team will be graded losers.
- In bets involving total tries/points, penalty tries count.

### **Snooker & Pool**

- Moneyline and handicap markets refer to the winner of the match. Over/Under and Odd/Even markets are based on the number of frames/racks, unless otherwise stated.

### **Soccer**

- Where matches are scheduled for play other than regular 90 minutes play (e.g. Under 17 Tournaments or special time periods of play on various tournaments or friendly matches) all bets will be settled at the end of that scheduled time. Where less than regular time is played, 5Dimes reserves the right to suspend settlement of all bets pending the official result of that match. Unless non regular time matches are expressly indicated on the website prior to a soccer matches, bets placed on such matches will be considered void.
- If the market remains open when the following events have already taken place: goals, red or yellow-red cards and penalties, we reserve the right to void betting.
- All odds are subject to fluctuation and are based on the result at the end of 90 Minutes play. This includes any added injury or stoppage time but does not include extra-time, time allocated for a penalty shootout or golden goal. Occasionally prices will be offered to qualify in addition to 90 Minute prices.

## **Tennis**

- Moneyline markets refer to the winner of the match or specified set. Handicap markets are based either on sets or games (please refer to market title). Over/Under and Odd/Even markets are based on games (unless otherwise stated).
- If a player or pairing retires or gets disqualified during a match, all bets will be void, except for those on markets which have been unconditionally determined.
- If a match is postponed or suspended, all bets are still considered valid if the match is completed and until official end of the tournament.
- All bets will still be considered valid regardless of any change of venue or court surface (including moving matches from outdoor to indoor courts or vice versa).
- If the scheduled number of sets required to win a match is changed from that originally scheduled then all bets will be void.
- Game Winner markets refer to the winner of a specific game, e.g. Set 1 Game 1; Set 1 Game 2 etc. Should there be a retirement/disqualification during an incomplete game then all bets will be considered void. If a game is completed by the Umpire awarding a 'penalty game' then all bets on that game will be considered void (though if the game is completed by the Umpire awarding a 'penalty point' then all bets are still valid).
- If a match is decided by a Match tie-break then it will be considered to be the 3rd set. Every tie-break or match tie-break counts as 1 game.

## **Volleyball & Beach Volleyball**

- Moneyline markets refer to the winner of the match or specified set.
- Handicap markets are based on either sets or points, please refer to market title.
- Over/Under and Odd/Even markets based on points, unless otherwise stated.
- Unless odds are quoted for tie, in the event of a tie, any means used by the official body to determine the winner will count for settlement purposes.