



## **RULES OF FIXED ODDS BETTING IN RESPECT OF FOOTBALL MATCHES PLAYED OUTSIDE MAURITIUS**

### **SMS PARIASZ LTD**

**Approved by the Gambling Regulatory Board, under section 45 of the  
Gambling Regulatory Authority Act**

#### **1. DEFINITIONS**

1.1 In these Rules, unless the context otherwise requires –

“Act” means the Gambling Regulatory Authority Act;

“bearer” means the person who presents a valid ticket for payment;

“bookmaker” means a bookmaker conducting fixed odds betting in respect of football matches played outside Mauritius;

“fixed odds bet” means a fixed odds bet placed on football matches played outside Mauritius;

“Rules” means these rules, as may be amended from time to time with the approval of the Gambling Regulatory Board;

“ticket” includes receipt;

“unpaid funds” means unclaimed winnings, unclaimed refunds, or any amount unpaid in respect of lost or stolen or mutilated or torn tickets;

“valid ticket” means an official betting ticket issued by a bookmaker and which qualifies for payment of a winning or a refund;

“Winning” means the amount payable to the bearer of a winning ticket;

1.2 Any term used in these Rules shall have the same meaning as in the Act unless the context otherwise requires.

#### **2. GENERAL RULES**

##### **2.1 Approved bets, football leagues and cup tournaments.**

2.1.1. A bookmaker may only accept such bets as are specified in the First Schedule on:

- (a) Football Leagues specified in the Second Schedule; or
- (b) Cup Tournaments specified in the Third Schedule.

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## 2.2 Bet Acceptance

2.2.1 Where a bet is accepted, the odds pertaining to that bet shall be the odds at the time that bet is confirmed.

2.2.2 If an accumulator or multiple bet is reduced by void selections the bet shall stand, for example:

- (a) a 6-fold shall be reduced to a 5-fold; or
- (b) a 5-fold shall be reduced to a 4-fold; or
- (c) a 4-fold shall be reduced to a 3-fold; or
- (d) a 3-fold shall be reduced to a 2-fold; or
- (e) a 2-fold shall be reduced to a 1-fold.

2.2.3 Payments shall take place after publication of the official result by the bookmaker.

2.2.4 Any paid, refunded or cancelled ticket shall be kept as part of the records of the business of the bookmaker.

2.2.5 Adjustments to settlement shall not be made for any changes or adjudications made by governing bodies after the event.

2.2.6 The only acceptable proof of a bet is the valid ticket generated by the electronic equipment of the bookmaker and recorded in its computer system.

2.2.7 All bets accepted shall be on a cash basis.

2.2.8 A ticket shall be issued to a punter at the time a bet is accepted.

2.2.9 A bet shall be deemed to have been accepted once a ticket is issued to a punter in exchange of monetary value.

2.2.10 The receipt of a bet shall contain the following:

- (a) name of bookmaker;
- (b) date of receipt (day – month – year);
- (c) time of issue of receipt (hour – minute);
- (d) receipt number;
- (e) date and time of matches;





- (f) type or types of bet ;
- (g) odds offered;
- (h) amount staked;
- (i) betting tax;
- (j) winnings; and
- (k) validity of ticket;

2.2.11 No complaint regarding the correctness of a ticket, the payment of a winning or a refund shall be entertained unless that complaint is made before the punter leaves the counter.

2.2.12 No bet shall be cancelled after a punter leaves the counter of a bookmaker where a bet has been placed.

### 2.3 Match Betting

2.3.1 The term 'match result' or 'match betting' means the outcome of the match in normal time played, namely home win, draw or away win. This is sometimes denoted as 1 | X | 2.

2.3.2 The term 'normal time' or 'full time' means the period of play and includes any injury or stoppage time added on by the match official at the end of normal time. Extra time and penalty shoot-outs do not count unless otherwise stated.

2.3.3 Where a match is scheduled to play for a shorter duration (such as 60, 70 or 80 minutes), as agreed by the laws of the competition or by both sides prior to kick-off, bets placed on these matches shall be settled at the end of the agreed match length. The agreed match length includes any injury or stoppage time added on by the match official at the end of normal time but excludes extra time and penalty shoot-outs, unless otherwise stated.

2.3.4 Where a match is played at a neutral venue, the team listed on the left shall be classed as the home team for settlement purposes.

### 2.4 League Outright, Cup, and Tournament Betting

2.4.1 League winners shall be determined by the official rules of the respective league, including a play-off or any other process which is used to determine the league winner.

2.4.2 Bets placed shall be settled based on the official competition rules, immediately after the completion of all matches on the final day of the season or end of season play-off, if applicable.

2.4.3 No adjustments to payment shall be made for any changes or adjudications made by governing bodies after the event, including changes or adjudications made by governing bodies, pools panels or player committees.

2.4.4 Where odds are affixed for a team to qualify from a group within a tournament or cup competition, bets placed on that tournament or competition shall be settled following the completion of all matches in the respective group in accordance with the official rules of the respective governing body.

2.4.5 Where odds are affixed for a team to qualify for the next round of a given tournament, bets placed on that tournament shall be settled on completion of the full duration of the match, based upon the events that occur during the match, including normal time, injury or stoppage time added on by the match official at the end of normal time, extra time and penalty shoot-outs, should the tie progress as such.

2.4.6 Where odds are affixed for a team to qualify for the next round of a given tournament over two legs, bets placed on that tournament shall be settled on completion of the second match based upon the events that occur during both matches, including normal time, injury or stoppage time added on by the match official at the end of normal time, extra time, away goals if applicable, and penalty shoot-outs, should the tie progress as such.

2.4.7 Adjustments to settlement shall not be made for any change or adjudications made by governing bodies after the event, including changes or adjudications made by governing bodies, pools panels, goal committees or other relevant bodies.

## 2.5 In-Play Betting

It is recognised that where in-play betting, also known as live betting, is available there is generally a delay in satellite transmission. Therefore the company reserve the right to settle any bet placed within the five second period after a goal has been scored or a penalty awarded at revised odds that reflect the state of play when the bet was struck or void the bet if the market has already been determined.





## 2.6 Postponed or abandoned matches

2.6.1 A match shall be considered as void for settling purposes if it is:

- (a) called off;
- (b) abandoned;
- (c) postponed,
- (d) cancelled; or
- (e) suspended and does not resume within 3 hours.

2.6.2 Where void matches reduce an accumulator, a bet shall be settled on the remaining selections. Under no circumstances shall the judgement of any 'Pools Panel' be accepted as a result.

2.6.3 Where a match is abandoned prior to the completion of normal time or full time play, all bets shall be void, unless a winning bet has already been established prior to abandonment (for example, first goal scorer, time of first goal or half time result). For a walkover game, where a winner is declared, all bets shall be void. Where void matches reduce an accumulator, the bet shall be settled on the remaining selections.

## 2.7 Winning Selection Established in the Market

2.7.1 A winning selection is deemed to have been established in the market as soon as the time played in the remainder of the match cannot affect the outcome of the bet.

2.7.2 Where a match is abandoned and a winning selection has been established in the market, bets placed on that market shall stand win or lose.

2.7.3 Where a match is abandoned and a winning selection has not been established in the market, bets placed on that market shall be void as the match did not play for the full duration.

## 2.8 Change of Venue

Where a venue is changed and is not published at the time the prices or handicaps are advertised, bets placed on that match shall stand provided that the match is not moved to the opponent's ground, in which case bets placed on that match shall be made void.

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## 2.9 Match Kick-Off Times

2.9.1 Bets shall be accepted up to the scheduled kick-off time. In-play bets that are accepted after the actual start time of an event shall be settled at the current in-play price or terms at the time the bet was struck. These odds or terms shall apply even if they are different to the price initially advertised when the bet was first presented.

2.9.2 Where in-play betting is not available, any bet that is accepted after actual start time of an event shall be void. Where an accumulator or multiple bet is reduced by void selections the bet shall stand, for example:

- (a) a 6-fold shall be reduced to a 5-fold; or
- (b) a 5-fold shall be reduced to a 4-fold; or
- (c) a 4-fold shall be reduced to a 3-fold; or
- (d) a 3-fold shall be reduced to a 2-fold; or
- (e) a 2-fold shall be reduced to a 1-fold.

2.9.3 Where a bet is accepted after a match or event has started, the bet shall be void even if a valid bet receipt is issued.

## 2.10 Related Bets within the same event

2.10.1 Related bets occur when combining two or more markets into an accumulative bet where the outcome of one market wholly or partly impacts upon the outcome of another, such as Man Utd to win 2-0 and Man Utd to win the match.

2.10.2 Accumulative bets involving related bets, also referred to as related contingencies, within the same event shall not be accepted.

2.10.3 Where a bet is inadvertently accepted combining two or more bets if the outcome of one market wholly or partly impacts upon the outcome of another, the stakes shall be equally divided into separate bets where they clash.

2.10.4 Where the related parts of a bet are resolved at different times, unless special price double or special price accumulative odds are





available, bets shall be settled as instructed with the odds for the second or subsequent legs being determined at each individual stage.

## 2.11 Club and International Friendlies

Friendly matches will not necessarily indicate a home and away team. For the purpose of accepting bets, the teams listed on the left shall be deemed to be the home team and the team listed on the right shall be deemed to be the away team.

## 2.12 Lost or Mutilated Tickets

No claim shall be entertained in respect of a lost or mutilated ticket.

## 2.13 Unclaimed Funds

2.13.1 Unpaid funds shall:-

- (a) in the case of an unclaimed refund, pay that unclaimed refund into the National Solidarity Fund within 7 days after the expiry of 30 days from the date an event or contingency is declared void; and
- (b) in the case of an unclaimed winning or an amount unpaid in respect of lost, stolen, mutilated or torn ticket, pay that unclaimed winning or amount unpaid into the National Solidarity Fund within 7 days after the expiry of 30 days from the announcement of the result relating to an event or contingency.

2.13.2 Every bookmaker shall, at all times when his premises are open for betting activities, display in a conspicuous place at the premises, a notice informing public that the time limit to claim any winnings or refund, is 30 days from the date such winning or refund becomes payable.

## 2.14 Display of Odds

Odds offered shall be conspicuously displayed for the information of punters.

## 2.15 Matters not provided for under these Rules

Any matter not provided for under these rules shall be resolved by the bookmaker after consultation with the Gambling Regulatory Authority.

### **3. SPECIFIC RULES**

#### **3.1 Minimum Stake**

The minimum stake shall be **twenty rupees (Rs 20.00)**.

#### **3.2 Maximum Stake**

The maximum stake limit for any type of bet shall be **ten thousand rupees (Rs. 10,000.00)**.

#### **3.3 Maximum Payout**

The maximum payout for any type of bet shall be **two million rupees (Rs. 2,000,000)**.







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### First Schedule – Approved Bets

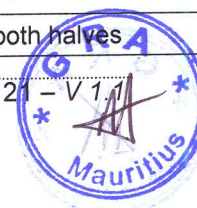
Sn.	Type of Bet	Explanatory Notes
1	Handicap (Asian Handicap)	A "Handicap" means that a team receives a virtual head start, effectively leading the match by differing goals before it actually begins.
2	Half Time Handicaps (Asian Handicap)	
3	In-Play Handicap (Also called Running Ball)	
4	Over / Under Goals (Full time)	Predict whether the total number of goals will be over or under the indicated goal line.
5	Half Time Over / Under Goals	Predict whether the total number of goals will be over or under the indicated goal line at half time
6	In-Play Over / Under Goals	Predict whether the total number of goals will be over or under the indicated goal line during the match
7	Single Team Over / Under Goals	Predict whether the total number of goals by a single team will be over or under the indicated goal line.
8	Full Time 1 X 2 (Match Betting)	Predict the outcome of the match. 1 = Win, X = Draw, 2 = lose
9	Half Time 1 X 2	Predict the outcome of the match. 1 = Win, X = Draw, 2 = lose)
10	In-Play 1 X 2	Predict the outcome of the match during the match. 1 = Win, X = Draw, 2 = lose)
11	Odd / Even	Predict whether the total number of goals scored will be odd or even
12	Half Time / Full Time	Result of a match at half time or full time
13	Double Chance(First half/Second half/Fulltime)	Bet on two out of the three options (1 = Win, X = Draw, 2 = lose) available in a match. The market is available for both first half, second half and full time result.
14	Draw No Bet	Team to win the match. If the match is draw all bets will be refunded.
15	Total Goals – Full Time	Total number of Goals at full time
16	Total Goals – Half Time	Total number of Goals at half time
17	Single Team Total Goals	Total number of Goals by a single team
18	Correct Score - Full Time	Predict correct Score at full time
19	Correct Score - Half Time	Predict correct Score at half time
20	Anytime Correct Score	Predict correct Score at a range of time during the match
21	Winning Margin (Half/Full Time)	The score difference after the full time is played, excluding extra time or penalty shoot-outs
22	First Team / Last Team to Score	First team to score a goal
23	Both / One / No Team to Score	Bet on whether both, one or no team will score a goal
24	Both Teams to score first/second half/both halves	Both team will score at least a goal in (i) first half(ii) second half (iii) both halves
25	To Score in Both Halves	A Team will score a goal in both halves

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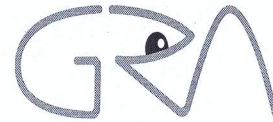
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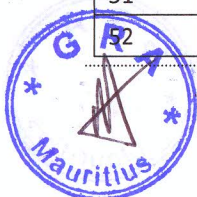
26	To win to nil	Team will win but will not concede any goal
27	To win not to nil	Team will win but will concede one or more goals
28	Next Team to Score (In-Play)	Who will be the next team to score in the game
29	Half with Most Goals	Half that will have the most number of goal over full time play
30	Race to 2 Goals / 3 Goals	Predict the first team in the match to score two goals / three goals within the full time play
31	First Goal Method	Method of goal can be free-kick, penalty, own-goal, header, etc.
32	Time of First Goal	Predict the time of range of time in the match for the first goal
33	First / Last Goal Scorer	The player to score the first or last goal of the match. Own goals do not count
34	Anytime Goal Scorer	The player to score at any time in the specific match. Own goals do not count
35	Goal Scorer Head to Head	Which participant will score the most goals out of the two participants chosen
36	Winning Method	The winning method of a team( full time play, extra time and penalty shootouts are possible markets)
37	Qualifying Method	Aggregate score from both legs of the match are accumulated over home and away match
38	To Win Both Halves	Predict whether the selected team can score more goal than his opponent in each halves
39	To Win Either Half	Predict whether the selected team can score more goal than his opponent in one of the two halves
40	Total Shots on Target	Sum of the shots on target by both teams
41	30 Minute Over / Under Goals	Total number of goals will be over or under the indicated goal line at a given time of the match
42	Corners: Handicap (Asian Handicap)	Which team will have taken the most corners with the indicated handicap
43	Total Corners	Total number of Corners by both teams
44	Corners: Over / Under (Totals)	total number of corners taken will be over or under the indicated line
45	First Corner / Last Corner	Team to take the first Corner or the last Corner
46	Half with Most Corners	Which half will have the most corners
47	Bookings: Handicap (Asian Handicap)	team to receive the most bookings with the indicated handicap applied within the full time play
48	Bookings: Over / Under (Total)	Predict whether the number of bookings for a team will be over or under the indicated line
49	First Booking / Last Booking	Team to receive first or last booking
50	Team to Receive Most Bookings	Which team to receive most bookings
51	Time of the First Booking	Time or time range of first booking
52	Red Card in the Match	Whether there will be a red card in the match

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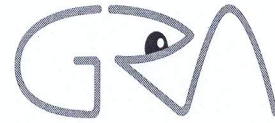
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53	Free Kicks: Handicap (Asian Handicap)	Team to take the most free kicks with the indicated handicap
54	Free Kicks: Over / Under (Total)	Total number of free kicks taken will be over or under the indicated line
55	First Free Kick / Last Free Kick	Which team to take the first or last free kick of the match
56	Team to Receive Most Free Kicks	Which team to take the most free kicks in the match
57	Time of the First Free Kick	Time/Range of time at which the first free kick will be taken
58	Goal Kicks: Handicap (Asian Handicap)	Forecast the team to take the most goal kick with the indicated handicap
59	Goal Kicks: Over / Under (Total)	Forecast total number of goal kicks taken will be over or under the mentioned line
60	First Goal Kick / Last Goal Kick	Team to take the first or last goal kick in a match
61	Team to Receive Most Goal Kicks	Which team will take the most goal kicks
62	Time of the First Goal Kick	Time/time range of the first goal kick of the match
63	Penalty Awarded	Predict if a penalty will be awarded in a match
64	Penalty Shootout: Handicap (Asian Handicap)	Forecast the team to win the penalty shootout with the indicated handicap
65	Penalty Shootout: Over / Under	Forecast total number of penalties scored in the shootout will be over or under the mentioned goal line
66	League: Group Betting	Forecast which team will finish in the highest league position
67	League: Top 4, 6, 10, etc. Finish	Forecast which team will finish in the top 4, 6, 10 etc. positions
68	League: League Winner without Team X	Forecast the team to finish top in the league given that the stated Team or Teams are not considered
69	League: Team to Finish Bottom/Rock Bottom	Team to finish bottom of the league
70	League: Team to be Relegated	Team to be relegated
71	League: Team to Stay Up	Team will not be relegated
72	League: Team to be Promoted	Team to be promoted
73	League: Top Newcomer	Team recently promoted will finish in the highest position
74	Top Goal Scorer	Which player will be the top goal scorer in a competition as determined by the governing body
75	Top Team Goal Scorer	Forecast the player who will score most goals for his team during the competition. Own goals do not count
76	Top Goal Scorer / Competition Winner Double	Predict the player to score the most goals and which team will win the stated competition. Own goals do not count.
77	Highest Scoring Group	Forecast the group with the most goals



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78	Competition - Highest Scoring Team	Team with the most goals
79	Competition - Team to Concede the Most Goals	Team that will concede most goals
80	Competition - Total Goals	Total goals in a competition
81	Competition - Will a Hat-trick be Scored?	Player to score a hat trick
82	Competition - Total Hat-tricks	Number of hat tricks in a competition
83	Competition - Total Red Cards	Number of Red Cards issued in a competition
84	Competition – Straight Forecast Finishing Order	Two selections will finish in 1st and 2nd, in the order specified
85	Competition – Winning Group	Team group from winning team will emerge
86	Competition - Team to Finish Bottom of Group	Team will finish bottom of the group
87	Competition – Origin of Winner	Continent, Region, Country, etc of the winning team
88	Competition – Stage of Elimination	At which stage the team will be eliminated
89	Competition - Nominate the Finalists	Teams that will be finalists of the competition
90	Competition Winner	Who will win the competition
91	Match Winner	Team to win the match
92	Competition - To qualify for next round	Team/s that will qualify for next round
93	Total Home and Away in a Particular League: Handicap (Asian Handicap)	Results of all the home teams against all the away teams with the indicated handicap
94	Total Home and Away in a Particular League: Over / Under (Total)	The total number of goals for both selections will be over or under the indicated line.
95	GOALS HANDICAP	Forecast the result after the goal handicap has been applied
96	SECOND HALF HANDICAP	Predict result once the handicap spread has been applied to the goals scored by each team in the second half.
97	FIRST GOALSCORER COUPLED	Predict the pair of players that will contain the first goal scorer.
98	NEXT GOALSCORER	Predict who will score the next goal in the match. Own goals do not count.
99	ANYTIME WINCAST	An Anytime Wincast requires you to select a player to score anytime and their team to win in a double
100	PLAYER Vs PLAYER MATCH BETS	This bet requires you to select a player to score more goals than his opponent
101	SCORER OF TWO OR MORE	Whether a player will score two or more goals in a match. Own goals do not count.
102	HAT-TRICK SCORER	Whether a player will score three or more goals in a match. Own goals do not count.
103	HAT-TRICK TO BE SCORED	Will there be a hat trick during the match
104	ANYTIME OWN GOAL	Whether there will be an own goal in the match
105	FIRST GOAL TO BE AN OWN GOAL	Whether the first goal scored will be an own goal
106	ANYTIME GOALSCORER DOUBLED	Two players who will each score at least goal in a match

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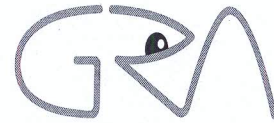


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107	GOALS X CARDS	Predict both the range of goals scored and the number of cards
108	CORNERS X CARDS	Predict both the range of Corners and the number of cards
109	MATCH TREBLES	Predict the team to win the match, the correct range of corners taken and the correct range of cards issued
110	STATS TREBLES	Predict the correct range of total goals scored, total corners taken and total cards issued.
111	MATCH X GOALS	Predict the team to win the match and the range containing the total number of match goals scored.
112	SECOND HALF CORRECT SCORE	Correct score in the second half
113	HOME TEAM TO SCORE IN BOTH HALVES	Home team will score at least one goal in each half of the match
114	AWAY TEAM TO SCORE IN BOTH HALVES	Away team will score at least one goal in each half of the match
115	WILL BOTH TEAMS SCORE	Whether both teams will score at least a goal in match
116	TOTAL GOALS ODD/EVEN	Predict whether the total goals in the match will be an odd or even number.
117	TOTAL GOALS UNDER/OVER	Forecast whether there will more or less goals scored in a match on an indicated line
118	FIRST HALF TOTAL GOALS UNDER/OVER	Forecast whether there will more or less goals scored in a match on an indicated line in the first half
119	HALF WITH MOST GOALS	Predict the half with most goals
120	HOME TEAM UNDER/OVER GOALS	Forecast whether there will more or less goals scored in a match on an indicated line by the home team
121	AWAY TEAM UNDER/OVER GOALS	Forecast whether there will more or less goals scored in a match on an indicated line by the away team
122	TEAMS TO SCORE	Whether a team will score in a match
123	HALF OF FIRST GOAL	Predict whether the first goal will be scored in the first or second half.
124	FIRST HALF TOTAL GOALS ODD/EVEN	Whether the total goals in the first half will be an odd or even number
125	SECOND HALF TOTAL GOALS ODD/EVEN	Whether the total goals in the second half will be an odd or even number
126	LAST GOAL	Team that will score the last goal
127	HALF OF FIRST GOAL	In which half the first goal will be scored
128	HALF OF FIRST HOME TEAM GOAL	The half in which the home team will score the first goal
129	HALF OF FIRST AWAY TEAM GOAL	The half in which the away team will score the first goal
130	TOTAL FIRST HALF GOALS	Total number of goals in first half
131	TOTAL SECOND HALF GOALS	Total number of goals in second half
132	SECOND HALF FIRST GOAL	Team to score first goal in second half







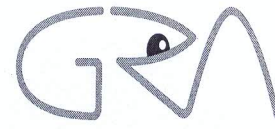
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133	TOTAL HOME TEAM GOALS	Total number of goals to be scored by the home team
134	TOTAL AWAY TEAM GOALS	Total number of goals to be scored by the away team
135	FIRST HALF HOME TEAM TOTAL GOALS	Home team total goals in first half
136	FIRST HALF AWAY TEAM TOTAL GOALS	Away team total goals in first half
137	SECOND HALF HOME TEAM TOTAL GOALS	Home team total goals in second half
138	SECOND HALF AWAY TEAM TOTAL GOALS	Away team total goals in second half
139	TOTAL MATCH CORNERS	Range of total corners taken in a match
140	TOTAL MATCH CORNERS ODD/EVEN	Total number of match corners will be an odd or even number
141	TEAM WITH MOST CORNERS	Which team to take most corners
142	CORNERS DOUBLE RESULT	Bets predicting the corners double result must indicate the result at half time and full time
143	TEAM WITH MOST FIRST HALF CORNERS	Team that will take the most corners in first half
144	TEAM WITH MOST SECOND HALF CORNERS	Team that will take the most corners in second half
145	FIRST HALF CORNERS	Total number of corners taken in first half
146	SECOND HALF CORNERS	Total number of corners taken in second half
147	TOTAL HOME TEAM CORNERS	Total number of corners taken by home team
148	TOTAL AWAY TEAM CORNERS	Total number of corners taken by away team
149	FIRST HALF HOME TEAM CORNERS	Total number of corners taken by home team in first half
150	FIRST HALF AWAY TEAM CORNERS	Total number of corners taken by away team in first half
151	SECOND HALF HOME TEAM CORNERS	Total number of corners taken by home team in second half
152	SECOND HALF AWAY TEAM CORNERS	Total number of corners taken by away team in second half
153	TOTAL MATCH CARDS/BOOKINGS	Total number of cards or bookings
154	TOTAL BOOKINGS (NUMERIC VALUE ASSIGNED TO EACH COLOR OF CARDS)	Total bookings(a numeric value is assigned to each type of card)
155	TOTAL YELLOW CARDS	Total number of yellow cards by both teams
156	FIRST HALF CARDS	Total number of cards issued in first half
157	SECOND HALF CARDS	Total number of cards issued in second half
158	CARDS SHOWN IN A SPECIFIED TIME PERIOD	Whether a card will be issued within a time range
159	TOTAL HOME TEAM CARDS	Number of cards issued to the home team
160	TOTAL AWAY TEAM CARDS	Number of cards issued to the away team
161	TOTAL MATCH CARDS ODDS/EVEN	Total number of cards issued will be odd or even number
162	PENALTY AWARDED, SCORED OR MISSED	Predict whether a penalty awarded is scored or missed
163	PENALTY SHOOT-OUT WINNER	Predict the team which will win the penalty shoot-out



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GAMBLING REGULATORY AUTHORITY

164	DIVISIONAL BETTING	Predict the league winner at the end of the season. League winners will be determined by the official rules of the respective league.
165	DIVISIONAL HANDICAP BETTING	Predict the league winner once the handicap spread has been added to the actual points accumulated by each team at the end of the season
166	TOP GOALSCORER IN THE DIVISION	Predict the top goal scorer in a division
167	SEASON MATCH BETS	Select a team out of a group of teams that will achieve the highest position at the end of the season
168	MAN OF THE MATCH	Player that will be nominated man of the match as determined by governing body.
169	TO WIN IN EXTRA TIME	Team will win in extra time
170	SECOND HALF BETTING	Predict the result of a half time play in the second half.
171	COME FROM BEHIND AND DRAW	Predict whether your selection can be losing at any stage of the match but draw at the end of normal time
172	COME FROM BEHIND AND WIN OR DRAW	Predict whether your selection can be losing at any stage of the match and either win or draw at the end of normal time
173	TO LEAD AT HALF TIME AND NOT WIN	Predict whether your selection can lead at half time but not win the match.
174	COME FROM BEHIND AND WIN	Predict whether your selection can be losing at any stage of the match but still win at the end of normal time
175	CLEAN SHEET	None of the teams to score in the match
176	MARGIN OF VICTORY	Margin of Victory
177	NAMED PLAYER TO BE BOOKED	Predict whether a named player will be booked.
178	NAME PLAYER TO BE SENT OFF	Predict whether a named player will be sent off.
179	NAMED PLAYER TO BE SUBSTITUTED	Predict whether a player will be substituted
180	NAMED PLAYER TO SCORE IN BOTH HALVES	Whether a named player will score at least a goal in both halves
181	NAMED PLAYER TO SCORE ONLY IN FIRST HALF	Whether a named player will score at least a goal only in the first half
182	NAMED PLAYER TO SCORE ONLY IN SECOND HALF	Whether a named player will score at least a goal only in the second half
183	TOTAL NUMBER OF SUBSTITUTION	Total number of substitutions within the match
184	FIRST/LAST SUBSTITUTION	Team that will make the first and last substitution of the match
185	TOTAL OFFSIDE	Total number of offsides in a match
186	FIRST/LAST OFFSIDE	Team that will make the first and last offside of the match



*(Handwritten marks)*

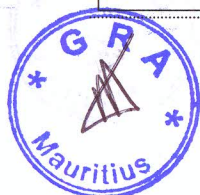




GAMBLING REGULATORY AUTHORITY

187	SCORECASTS - FIRST PLAYER TO SCORE/CORRECT SCORE DOUBLES	Predict the first goalscorer and the correct score of the match
188	SCORECASTS - LAST PLAYER TO SCORE/CORRECT SCORE DOUBLES	Predict the last goalscorer and the correct score of the match
189	HALF TIME SCORECAST (HALF TIME CORRECT SCORE AND PLAYER TO SCORE FIRST)	Predict the first goalscorer and the correct score of the match at half time
190	ANYTIME SCORECAST (CORRECT SCORE AND PLAYER TO SCORE ANYTIME)	Predict the goalscorer at any time of the match and the correct score of the match
191	WINCAST (TEAM TO WIN AND PLAYER TO SCORE FIRST)	Predict the first goalscorer and the team to win the match
192	COMPANY SPECIAL/ COMBINED BET/ COMBINATION OF BET	Bookmaker will provide a selection
193	GOALS GALORE	Select a group of three to ten matches where both team will score
194	TRIXIE	4 bets comprising of 3 selections. (3 Double, 1 Treble)
195	DOUBLE-3	4 bets comprising of 3 selections. (2 singles, 1 Double)
196	PATENT	7 bets comprising of 3 selections. (3 singles, 3 Doubles, 1 Treble)
197	YANKEE	11 bets comprising of 4 selections. (6 Doubles, 4 Trebles, 1 4-fold)
198	LUCKY 15	15 bets comprising of 4 selections. (4 singles, 6 Doubles, 4 Trebles, 1 4-fold)
199	CANADIAN	26 bets comprising of 5 selections. (10 Doubles, 10 Trebles, 5 4-folds, 1 5-folds)
200	LUCKY 31	31 bets comprising of 5 selections. (5 singles, 10 Doubles, 10 Trebles, 5 4-fold 1 5-folds)
201	HEINZ	57 bets comprising of 6 selections. (15 Doubles, 20 Trebles, 15 4-fold, 6 5-folds, 1 6-fold)
202	LUCKY 63	63 bets comprising of 6 selections. (6 singles, 15 Doubles, 20 Trebles, 15 4-fold 6 5-folds, 1 6-fold)
203	SUPER HEINZ	120 bets comprising of 7 selections. (21 Doubles, 35 Trebles, 35 4-fold, 21 5-folds, 7 6-folds, 1 7-fold)
204	GOLIATH	247 bets comprising of 8 selections. (28 Doubles, 56 Trebles, 70 4-fold, 56 5-folds, 28 6-folds, 8 7-folds, 1 8-folds)
205	LUCKY 127	127 bets comprising of 7 selections. (7 singles, 21 Doubles, 35 Trebles, 35 4-folds, 21 5-folds, 7 6-folds, 1 7-folds)
206	LUCKY 255	255 bets comprising of 8 selections. (8 singles, 28 Doubles, 56 Trebles, 70 4-folds, 56 5-folds, 28 6-folds, 8 7-folds, 1 8-folds)

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GAMBLING REGULATORY AUTHORITY

207	GOAL CRAZY BET	Choose the total number of goals to be scored in a match from the options available
208	BETTING ON MATCH STATISTICS	Betting on some common features of a match that will determine the performance of both teams such as Goals, Corners, Card, etc
209	GOALS WITHIN A TIME RANGE	Whether a goal will be scored within a time range. For settlement purposes, the 1 <sup>st</sup> minute of the match is from 1 second to 59 seconds. The 2 <sup>nd</sup> minute is from 1 minute to 1 minute 59 seconds and so on.

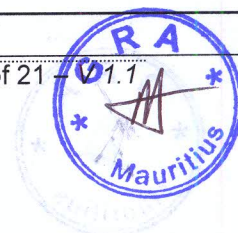
## Second schedule - Approved Football Leagues

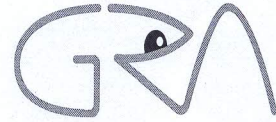
### APPROVED LIST OF FOOTBALL LEAGUES FOR CONDUCTING FIXED ODDS BETTING BY BOOKMAKERS

	COUNTRY	FOOTBALL LEAGUES
1	ALGERIA	DIVISION ONE
2	ARGENTINA	PRIMERA DIVISION
3	ARMENIA	PREMIER LEAGUE
4	AUSTRALIA	A-LEAGUE
5	AUSTRIA	(T-MOBILE) BUNDESLIGA ERSTE LIGA
6	AZERBAIJAN	PREMIER LEAGUE
7	BAHREIN	LEAGUE ONE
8	BELARUS	VYSSHAYA LIGA
9	BELGIUM	PREMIER LEAGUE/ JUPILER LEAGUE SECONDA DIVISION/ EXQI LEAGUE
10	BOSNIA & HERZEGOVINA	PREMIER LEAGUE
11	BRAZIL	CAMPEONATA BRASILIRO CAMPEONATA BRASILIRO B
12	BULGARIA	A PFG
13	CHILE	PRIMERA DIVISION
14	CHINA	CHINESE SUPER LEAGUE
15	CROATIA	HNL ONE
16	CYPRUS	FIRST DIVISION SECOND DIVISION
17	CZECH REPUBLIC	LEAGUE ONE (CZECH LIGA)/ GAMBRINUS LIGA DIVISION 2/ DRUHA LIGA
18	DENMARK	LEAGUE ONE (SUPER LIGA)

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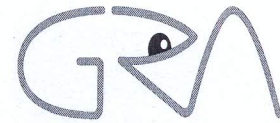


GAMBLING REGULATORY AUTHORITY

		1ST DIVISION
		2ND DIVISION
19	ECUADOR	SERIE A
20	EGYPT	PREMIER LEAGUE
21	ENGLAND	PREMIER LEAGUE
		LEAGUE ONE
		LEAGUE TWO
		BLUE SQUARE PREMIER
		BLUE SQUARE NORTH
		BLUE SQUARE SOUTH
		FA COMMUNITY SHIELD
		CHAMPIONSHIP
		CAPITAL ONE CUP
		SOUTHERN PREMIER LEAGUE
		NORTHERN PREMIER LEAGUE
		ISTHMIAN PREMIER LEAGUE
		FA TROPHY
		JOHNSTONE'S PAINT TROPHY
22	ESTONIA	MEISTRILIIGA
23	FINLAND	LEAGUE ONE (VEIKKAUSLIIGA)
		LEAGUE TWO (YKKONEN)
		ALL KAKKONEN
24	FRANCE	LEAGUE ONE
		LEAGUE TWO
		NATIONAL
25	GEORGIA	UMAGLESI LIGA
26	GERMANY	BUNDESLIGA ONE
		BUNDESLIGA TWO
		BUNDESLIGA THREE
		ALL REGIONAL
		DEB POKAL
27	GREECE	LEAGUE ONE ( SUPER LEAGUE)
		FOOTBALL LEAGUE I
		FOOTBALL LEAGUE II
28	HUNGARY	NB1

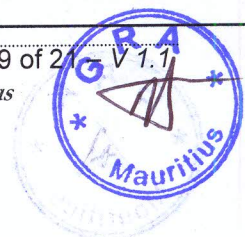


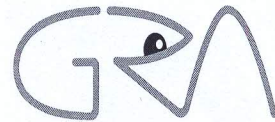




GAMBLING REGULATORY AUTHORITY

29	ICELAND	PREMIER LEAGUE (LANDSBANKADEILD)
		1 DELID DIVISION 1
		2 DELID
30	INDIA	1 LEAGUE
31	INDONESIA	PREMIER LEAGUE
32	IRELAND	PREMIER LEAGUE
		DIVISION 1
33	ISRAEL	LIGAT HA'AL
		LEUMIT LEAGUE
34	IRAN	IRAN PRO LEAGUE
		DIVISION ONE
35	ITALY	SERIE A
		SERIE B
		ALL LEGA PRO C1/A/B
		ALL LEGA PRO C2/A/B
36	JAPAN	J1 LEAGUE
		J2 LEAGUE
37	SOUTH KOREA	K LEAGUE
		NATIONAL LEAGUE
38	LATVIA	LEAGUE ONE (VIRSLIGA)
39	LUTHIANIA	A LYGA
40	LUXEMBOURG	NATIONAL DIV
41	MACEDONIA	FIRST LEAGUE
42	MALAYSIA	SUPER LEAGUE
43	MOLDOVIA	DIVIZIA NATIONALA
44	MALTA	PREMIER LEAGUE
45	MEXICO	PRIMERA DIVISION
		LIGA DE ASCENSO
46	MONTENEGRO	PRIMERA DIVISION
47	NETHERLANDS	EREDIVISIE
		ERESTE DIVISIE
48	NORTHEN IRELAND	IFA PREMIERSHIP
49	NORWAY	DIVISION 2
		TIPPLELIGAEN
		ADECEOLIGAEN
50	PERU	PRIMERA DIVISION





GAMBLING REGULATORY AUTHORITY

51	POLAND	PREMIER LEAGUE (EKTRAKLASA)
		DIVISION 1
		DIVISION 2
52	PORTUGAL	PORTUGUESE LIGA
		LIGA DE HONRA
		TACA DE PORTUGAL
53	ROUMANIA	LIGA 1
54	RUSSIAN FEDERATION	PREMIER LEAGUE
		DIVISION 1
55	SAUDI ARABIA	SAUDI PROFESSIONAL LEAGUE
56	SCOTLAND	PREMIER LEAGUE
		DIVISION 1
		DIVISION 2
		DIVISION 3
57	SERBIA	SUPER LIGA
58	SINGAPORE	S-LEAGUE
59	SLOVAKIA	SUPER LIGA
		PRIVA LIGA
60	SLOVENIA	PRVALIGA
61	SOUTH AFRICA	PREMIER LEAGUE
62	SPAIN	PRIMERA DIVISION
		SEGUNDA DIVISION
63	SWEDEN	LEAGUE ONE ( ALLSVENSKAN)
		LEAGUE TWO (SUPERETTAN)
		DIVISION 1- NORRA
		DIVISION 1- SODRA
		DIVISION 2- SODRA SVEALAND
		DIVISION 2- VORRA GOTELAND
		DIVISION 2- VASTRA GOTELAND
		DIVISION 2- MELLESTRA GOTELAND
64	SWITZERLAND	CHALLENGE LEAGUE
		SUPER LEAGUE
65	THAILAND	PREMIER LEAGUE
66	TUNISIA	LEAGUE PROFESSIONAL ONE
67	TURKEY	SUPERLIGA
		PTT LEAGUE
68	UKRAINE	PREMIER LEAGUE

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		PERSHA LIGA
69	USA	MAJOR LEAGUE SOCCER
		NORTH AMERICAN SOCCER LEAGUE
70	UZBEKISTAN	PROFESSIONAL FOOTBALL LEAGUE
71	WALES	PREMIER

### Third Schedule – Approved Cup Tournaments

1	WORLD CHAMPIONSHIP
2	EURO
3	OLYMPIC TOURNAMENT
4	CLUB WORLD CHAMPIONSHIP
5	UEFA CHAMPIONS LEAGUE
6	UEFA EUROPA LEAGUE
7	AFC CHAMPIONS LEAGUE
8	CAF CHAMPIONS LEAGUE
9	OLYMPIC QUALIFICATION
10	U21 EUROPEAN CHAMPIONSHIP
11	U23 FRIENDLY GAMES
12	ALL CUP TOURNAMENTS
13	AFRICAN NATIONS CHAMPIONSHIP
14	AFRICAN CUP OF NATIONS
15	INTERNATIONAL FRIENDLY GAMES
16	CONCACAF - CHAMPIONS LEAGUE

Issuing Authority *[Signature]*

Date 05<sup>th</sup> December 2019

*for* Chief Executive  
Gambling Regulatory Authority

I Dindyal Mahendranath acknowledge receipt  
of the above.

Signature *[Signature]*

Date 05 Dec 2019

