

Sports Rules (Betlive.com)

Placing a Bet

Totalizator betlive.com accepts current bets on various sports events based on its published program:

Bets are accepted in national currency (GEL) and minimum bet amounts to 10 tetri (0.1 GEL). Maximum winning on the website is 100000 (one hundred thousand) GEL. The winning exceeding 100000 (one hundred thousand) GEL is not granted. If the winning exceeds 100000 (one hundred thousand) GEL, (regardless of the amount), only 100000 GEL is granted.

Information about any bet is kept in the database of www.betlive.com and in case of discussing a controversial issue, the information kept in electronic archive of www.betlive.com has determinative importance.

If a player places several identical tickets, www.betlive.com reserves a right to cancel similar ones and consider the ticket placed first as active.

The product of ticket and coefficient must not exceed 10000 (ten thousand), otherwise, totalizator reserves a right to consider 10000 (ten thousand) as a product of ticket and coefficient.

Placing a bet is possible on guessing one or several results.

If a bet is placed on guessing several results, winning coefficient equals to the product of each match coefficient.

Using the same pair in various forms in one ticket is not allowed. In such case, betlive.com reserves a right to cancel one of the pairs at its own discretion.

Cancelling a Bet

A bet is considered cancelled and considered returned if:

- ✓ It is placed after the start of an event indicated in a ticket;
- ✓ The bet placed on one ticket is less than 10 tetri (0,1GEL);
- ✓ Host team was changed in the pair indicated in the ticket (in case of two-match tournaments, the bet placed on team's passing to the next level is considered as valid), except friendly and one –round cup games.
- ✓ The event was cancelled/suspended/delayed and not conducted during 24 hours, except tennis (in case tennis game is cancelled/suspended/delayed, the bet is active till the end of a tournament, until the player who passes to the next level from the pair depicted in the ticket is identified). If baseball match is delayed or suspended, all the bets placed are cancelled and returned to the player, except already played positions. (Technical result is

not taken into account).

In case of suspended game, all played positions will be reported: for example, if football match was suspended with the score 1:0, goals more than 0.5 are considered as a win; the first team scores the first goal, etc.

- ✓ A team or player is mistakenly depicted in the pair shown in the ticket;
- ✓ If friendly football game was conducted in a different form from standard 2 halves (1, 3 or more halves) and there is no information about it in the heading, all the bets placed on such games equal 1; if the length of halves in 2-half (two-half) match is changed, positions are not cancelled and the bets placed are valid.
- ✓ The bet is placed on the number of goals scored and the results of one or several games were not reported for any reason: delay, cancellation, suspension, etc. Technical result is not taken into account.

If controversial situation arises due to technical staff's mistake in creating and publishing lines, when a customer has an opportunity to win the amount of money without risk, the company is authorized to cancel above-mentioned lines or/and games (regardless of the fact whether a program receives a bet on these positions or not).

- ❖ Mistake in coefficients - when 118 is written instead of 1.18, or vice versa, etc.
- ❖ Mistake in totals – when 55.5 is written instead of 5.5, or vice versa, etc.
- ❖ Mistake in odds – when “-“ is written instead of “+” or vice versa.
- ❖ Mistake in handicap –when (1:0) is written instead of (0:1) or vice versa, etc.

If the match ends and result is reported, but then it is cancelled, changed or re-game is planned, only first result will be taken into account while revealing the winning bets (it does not include technical result when bets are considered as equal to 1 (one). Only the bets placed until the first match are considered valid and it means team's passing to the next level in 2-match tournament.

In case a player has chosen the positions of the same game which cannot be put together, such positions are annulled (considering as equal to 1).

A bet stays in force if the match is held at different stadium of a city, or on a neutral field. The status of a host in friendly meetings or in the meetings held on neutral pitch is not taken into account.

Special Terms

Totalizator reserves a right to cancel a bet in case of any technical/mechanical fault. After publishing the list of coefficients, totalizator is entitled to change (increase/decrease) or cancel any coefficient at its own discretion. In such case, a coefficient which is depicted in a computer program of a totalizator is considered as active. A bet is accepted within the frames of money on a customer's account. After registering a bet, the amount is charged off the customer's account. Any transaction connected to client's account is deemed authentic.

All the information regarding the accuracy of translation of the names of teams, players in sports competition lists (or tournament stage, neutral field, etc.) has informative nature and the company does not bear responsibility for its accuracy. Therefore, any inaccuracy in this information or translation cannot become the cause of bet cancellation. Georgian translation has priority over others.

In case there is a mistake in reporting a coefficient or result and an extra winning was granted to a player, totalizator has a right to re-count the result and charge this extra amount off the player's account.

When sports tournaments are held in specific country or city, for instance, the world and Europe championship, Olympic Games and others, it is possible that teams or players in a pair are indicated in accordance with championship net, as a result of which host team or player might be named as second team or player, even though it is the host of a tournament.

If there is a change in game format, totalizator "betlive.com" is authorized to cancel bets or some of them. In case of controversial situations, totalizator betlive.com makes a final decision.

All claims and disputes are accepted no later than 30 calendar days since the bet placement.

Deliberation of controversial issues not envisaged by the present rules will be conducted in accordance with current Georgian legislation.

The present rules enter into force upon publishing and they are obligatory for all players:

- The company is obliged to keep any information on players and bets confidential.
- Above-mentioned rules are valid upon publishing and all the other rules existing before are considered void.
- Totalizator reserves a right to amend or/and add something to the present rules – by notifying LEPL Revenue Service in a written form.

General Rules of Sport

The results are determined by totalizator according to the information published on the websites indicated in the rules. In case any controversial situation arises, "betlive.com" gives preference to the videotape recording of a game. (If videotape cannot report a specific result, the result already reported is valid).

If more than one participant/team is announced as the winner of a tournament/contest, then the winning coefficient is divided into the number of winners.

In play-offs, if there is a draw in 2-match competitions and additional time is decided, (extra time; overtime; golden set, etc.), the main result of a re-match is taken into account. For instance: if the score of first match of basketball is 81-71, and re-match result is 91-101, the overtime on second match is not considered as the overtime of this one and it does not impact on the main result of a match.

On a position: "who will compete better" (H2H), a player must guess the sportsman (team), which will occupy a higher place according to the final protocol. If both sportsmen (teams) gets away from the distance or one of them refuses to compete, then the bet on abovementioned position is considered cancelled and returned to the player.

The Rules of Football and Sport Generally

Main result: 1X2: 1 – means the win of first team, X means a draw, and 2 means the win of second team.

Double result: 1X-12-X2: 1X -match ends either by the first team winning or with a draw, 12 – match ends with either the win of first or second team, X2-match ends either with a draw or with the second team winning.

Draw: (0)1 – (0)2: (0)1 means that the match ends with the first team winning and in case of a draw, the bet placed is annulled and returned to a player, 0(2)-second team wins the match and in case of a draw, the bet placed is cancelled and returned to a player.

The result of a first half: 1X2: 1 means that the first team wins the match, X-means draw and 2 means the winning of second team.

Time ball

1/1 – the first team wins the first half and the whole match;

1/X – the first team wins the first half and the whole match ends with a draw;

1/2 – the first team wins the first half and the second team-the whole match;

X/1 – the first half ends with a draw and the first team wins the whole match;

X/X – the first half ends with a draw and the whole match as well;

X/2 – the first half ends with a draw and the second team wins the whole match;

2/1 – second team wins the first half and the first team- the whole match;

2/X – second team wins the first half and the whole match ends with a draw;

2/2 – second team wins both the first half and the whole match;

Handicap 0:1: 1 – the first team wins the match with the goal difference of 2 or more, X-the first teams wins the match with the 1 goal difference, 2-second team doesn't lose the match.

Exact score: upon placing a bet, one must guess the exact result of the main time of a match.

For example, if the bet was placed on 2-1, then the match must end with the same score, otherwise, the bet is considered as lost.

Who will start the game: the bet is placed on the guess of the starter team. On above-mentioned position, bets are accepted until ten minutes before the start of a match.

Who will throw in first? People who place bets in this category must guess which team will throw in first in a match. If the moment of first throw-in is not shown in a match relay and the result of abovementioned bet is not reported by official website as well, this bet is cancelled and returned to the player.

Who will pass the first corner kick? The person who places a bet in this category must guess which team will pass the first corner kick in a match. If the moment of first corner kick is not shown in a match relay and the result of abovementioned bet is not reported by official website as well, this bet is cancelled and returned to the player

The number of corner kicks: The bet is placed on the guess of difference in the number of corner kicks passed in the main time of a match. If corner kick is awarded, but time expires

and the referee does not allow it, then this corner kick is not depicted on a score.

More corner kicks: the person placing such bet must guess which team will score more corner kicks in the main time of a match.

“If corner kick is awarded, but time expires and the referee does not allow it, then this corner kick is not depicted on a score”.

Time interval of first corner kick: This position includes the guess of time interval from the start of a game to a given time. For example, time interval during first corner kick is 1-7 minute, 8-90+ main result, if corner kick is passed in 07:00 minutes from the start of a match, 1-7 minutes position is considered as the winner, and in case corner kick was passed from 07:01 to 90+ main time, 8-90 position is the winner. If corner kick is not passed, both positions lose.

Handicap in corner kicks: This position is about the guess of corner kick results with given handicap (for instance, 1.5 – this position wins if the team having 1.5 passes at least 2 more corner kicks). The same handicap rules apply to the positions of cards, spots on goal, offside and penalties.

Who will pass 3 corner kicks earlier? Who will pass 5 corner kicks earlier? Who will pass 7 corner kicks earlier? Who will pass 9 corner kicks earlier?

These positions include 3,5,7,9 and not 3rd,5th, 7th, 9th corner kicks passed by any team first during 90+ main time of a match (for example, 3 -1- in such case, the bet is placed on a team which passed 3, and not 3rd corner kicks, e.g.: 2:1; the same principle applies to the remaining positions).

Which half will be more corner kicks in? The person placing a bet on this position must guess which half more corner kicks will be passed in: first, second or the same number in both.

Corner kicks in first (second) half: this position is about the number of corner kicks passed in first (second) half.

First (second) team corner kicks: the person placing a bet on this position must guess how many corner kicks will be passed in the main time by the first (second) team.

First (second) team corner kicks in first half: the person placing a bet on this position must guess how many corner kicks will be passed by the first (second) team in first half.

First (second) team corner kicks in second half: the person placing a bet on this position must guess how many corner kicks will be passed by the first (second) team in second half.

First (second) team passes a corner kick at X minute: the person placing a bet on this position must guess whether the first (second) team pass corner kick in given time interval or not.

The player who scores the first (last) goal: this position is about the first (last) goal scored by a footballer in a match. All the bets on this position are valid regardless of the fact whether a player participates in a match or not. Own goal is not taken into account.

+ will score a goal: this position is about minimum one goal scored by a footballer in the main time of a specific match. All the bets on this position are valid regardless of the fact whether a player participates in a match or not.

The number of cards: the person placing a bet on this position must guess how many cards will both teams receive in a match. Yellow card, shown by a referee is considered as 1 (one) card, red card- as 2 (two) cards. Second yellow card for the same player does not count. One player can get maximum 3 cards (one red and one yellow). The cards given to team trainers and substitute footballers, and also, the cards received after final whistle are not taken into account.

More cards: all the rules shown in 22nd paragraph (number of cards) apply to abovementioned bets. The person placing a bet must guess which team from match participants will receive more cards.

Time interval of the first card: all the rules set in 22nd paragraph (number of cards) apply to mentioned bets. This position is about the guess of time interval of first card from the start of a match to the given time. For example: time interval of the first card is 1-28 min, or 29-90 min. If the first card is shown at 25th minute, 1-28 min. position wins, and the card shown at 28:01 is considered as the card shown in 29-90 min time interval.

Which half will more cards be in: all the rules set in 22nd paragraph (number of cards) apply to mentioned bets. The person placing a bet on this position must guess where more cards will be shown: first half, second half, or the same number in both halves.

Whether there will be a penalty or not: the person placing a bet on this position must guess if a penalty will be awarded in the main time of a match. Penalty is the only category which referee allows even if main time has expired. So, penalty is depicted on the score. (It is about the penalty awarded before extra time and not the penalty awarded in extra time).

Red card: the person placing a bet on this position has to guess whether a footballer will get a red card during the match or not. The cards given to team trainers and substitute footballers, and also, the cards received after final whistle are not taken into account.

Red card and penalty: this position is about the red card and penalty awarded during the course of a match, from the start of a match to 90+ main time. It does not matter whether

they-red card and penalty-are awarded at the same time or separately. For instance, there is a penalty at 22nd min of a match, and red card at 57 min, or both simultaneously. In both cases, bets are considered as winners. The red card shown to team trainers and substitute footballers are not taken into account. The cards given to team trainers and substitute footballers, and also, the cards received after final whistle are not taken into account.

First (last) goal: while placing such bet, a person must guess which team will score the first (last) goal in the main time of a match.

Goal in compensated time of second half: the person placing a bet must guess the goal in 90+ time, for instance: 91min, 92 min, etc. (without extra time).

First/last substitution: this position is about the substitute players from the start of a match to 90+ main time, and which team will substitute first/last. In case both teams substitute first/last players at the same time, winner is the player of a team who entered the pitch first (the result is reported based on the information indicated in the rules of website, and if controversial situation arises, video recording of a match is definitive. If video recording can't report the result, already announced result is valid). If both teams substituted first/last during the break, bets on this position are cancelled and considered as equal to 1 (one).

Whether substitute player scores a goal or not: this position is about the goal scored by a substitute player during the match.

1-10 min. result

1-10 min. goals

1-10 min. corner kicks

1-10 min. cards

These positions include the result reported from the start of a match to 10:00 min. Events after 10:01 does not have impact on such positions.

1-15 min. result

1-30 min. result

1-60 min. result

1-75 min. result

These positions are about the result from the start of a match in a given time interval. For example, if the score for 30:00 min. is 1:0, the bet placed on first team in 1-30 min time interval wins. The same principle applies to all remaining positions.

1-5 min. goal

1-5 min. corner kicks

1-5 min. cards

These positions are about the result reported in first five minutes of a match. The events after 5:01 min don't impact on such positions.

1-15 min. corner kick

16-30 min. corner kick

31-45+ min. corner kick

46-60 min. corner kick

61-75 min. corner kick

76-90+ min. corner kick

These positions are about the corner kicks reported from the start of a game in a given time interval. For example, corner kick in 1-15 min. means corner kick passed in the first 15 minutes of a match. And in case of corner kicks passed from 15:01 to 30:00, the bet placed on 16-30 min. time interval wins. The same principle applies to all remaining positions.

First (second, both) teams' corner kick 1-15 min.

First (second, both) teams' corner kick 16-30 min.

First (second, both) teams' corner kick 31-45+ min.

First (second, both) teams' corner kick 46-60 min.

First (second, both) teams' corner kick 61-75 min.

First (second, both) teams' corner kick 76-90+ min.

These positions are about the corner kicks by first (second, both) team reported from the start of a game in a given time interval. For example, corner kick in 1-15 min. means corner kick passed in the first 15 minutes of a match. And in case of corner kicks passed from 15:01 to 30:00, the bet placed on 16-30 min. time interval wins. The same principle applies to all remaining positions.

1-15 min. card

16-30 min. card

31-45+ min. card

46-60 min. card

61-75 min. card

76-90+ min. card

These positions are about the cards reported from the start of a game in a given time interval. For example, card in 1-15 min. means card shown in the first 15 minutes of a match. And in

case of card shown from 15:01 to 30:00, the bet placed on 16-30 min. time interval wins. The same principle applies to all remaining positions.

First (second, both) teams' card 1-15 min.

First (second, both) teams' card 16-30 min.

First (second, both) teams' card 31-45+ min.

First (second, both) teams' card 46-60 min.

First (second, both) teams' card 61-75 min.

First (second, both) teams' card 76-90+ min.

These positions are about the cards of first (second, both) teams reported from the start of a game in a given time interval. For example, card in 1-15 min. means card shown in the first 15 minutes of a match. And in case of card shown from 15:01 to 30:00, the bet placed on 16-30 min. time interval wins. The same principle applies to all remaining positions.

Goal 1-15 min.

Goal 16-30 min.

Goal 31-45+ min.

Goal 46-60 min.

Goal 61-75 min.

Goal 76-90+ min.

These positions are about the goals scored in a given time. For example, goal scored in 1-15 min. means goal scored in the first 15 minutes of a match. And in case of a goal from 15:01 to 30:00, the bet placed on 16-30 min. time interval wins. The same principle applies to all remaining positions.

Who will concede the first goal and win the game: the person placing a bet on this position must guess the team which will concede the first goal and win the game.

Team will win and won't concede a goal: the person placing a bet on this position must guess the team which will win the match and won't concede a goal.

The first (second, both) teams score a goal in first half: this position is about the goal scored by the first (second, both) teams in the first half of a match.

The first (second, both) teams score a goal in second half: this position is about the goal scored by the first (second, both) teams in the second half of a match.

The first (second, both) teams score a goal in both halves: this position is about the goal scored by the first (second, both) teams in both halves of a match.

How many goals will the first (second) team score: this position is about the number of goals scored by the first (second) teams participating in a match.

Own goal: this position is about the goal scored by a footballer in his own goal line.

Double: this position is about exactly two goals scored by one of the players against an opposing team. (In case of 3 and more goals, the bet loses).

Hat-trick: this position is about 3 or more goals scored by one of the footballers against an opposing team.

Effective draw: this position is about the match ending with a draw, except the score 0:0.

Officially added time to the second half by a referee: this position is about the time added officially to the second half by a referee.

The time added to the first half by a referee: this position is about the time added officially to the first half (45min.) by a referee.

The number of offsides: this position is about the number of offsides reported by a referee in the main time (90min+).

The number of offsides of the first/second team: this position is about the number of offsides by the first/second team reported by a referee in the main time (90min+).

The number of spots on goal: this position is about the number of goal kicks by both teams in the main time of a match (90min+).

The number of spots on goal by the first/second team: this position is about the number of goal kicks by the first/second team in the main time of a match (90min+).

The number of free kicks: this position is about the number of free kicks awarded to both teams reported by a referee in the main time of a match (90min+).

The number of free kicks of the first/second team: this position is about the number of free kicks awarded to the first/second team reported by a referee in the main time of a match

(90min+).

The number of throw-ins: this position is about the number of throw-ins by both teams in the main time of a match (90min+). (Reported by a video recording).

The number of throw-ins by the first/second team: this position is about the number of throw-ins by the first/second team reported in the main time of a match (90min+).

The number of throw-ins is reported through a video-relay of a match.

The number of substitutions: this position is about the number of substitutions by both teams in the main time of a match (90min. +).

Draw in the first half: (0) 1 -it means that the first team wins first half. In case of a draw, the bet placed is cancelled and returned to the player. (0)2 means that second team wins the first half. In case of a draw, the bet placed is cancelled and returned to the player.

More than 1.5 goals in both halves: this position is about the fact whether minimum 2 goals will be scored in each half or not.

Less than 1.5 goals in both halves: this position is about the fact whether maximum 1 goal will be scored in each half or not.

First team won't concede a goal: the person placing a bet on this position must guess whether the first team will concede a goal in the main time of a match (90min +) or not. "Yes" means the first team won't concede a goal, and "No" means that it will.

Second team won't concede a goal: the person placing a bet on this position must guess whether the second team will concede a goal in the main time of a match (90min +) or not. "Yes" means the second team won't concede a goal, and "No" means that it will.

Both teams will score + the number of goals X: this position is about whether both teams will score a goal or not and also, about the number of goals indicated in the ticket.

First half/main result (exact score): this position is about the exact results of first half and main time of a match.

First half -1X2 + both teams will score: this position is about the result of the first half and whether both teams will score a goal in it or not.

First half -1X2 / the number of goals X: this position is about the result of the first half and

the number of goals in the first half, indicated in the ticket.

First/second team will win both halves: this position is about whether the first/second team will win both halves or not.

First/second team will win one half: this position is about whether the first/second team will win one (first or second) half or not.

Will one of the halves end with a draw: the person placing a bet on this position must guess whether first or second half will end with a draw or not.

First/second team will score a goal at X minute: the person placing a bet on this position must guess whether first/second team will score a goal in indicated time interval or not.

Cards in first/second half: the person placing a bet on this position must guess how many cards will be in first/second half.

The card will be shown at X minute: the person placing a bet on this position must guess Whether a card will be shown in an indicated time interval or not.

First/second team will get a card at X minute: the person placing a bet on this position must guess whether first/second team will get a card in an indicated time interval or not.

Will score the first goal and win: the person placing a bet on this position must guess the team which will score the first goal and reported result of a match.

1X2/ number of goals: the person placing a bet on this position must guess the score of a match and also, how many goals will be scored.

Match result + both teams will score: the person placing a bet on this position must guess match result and also whether both teams will score a goal or not.

The first team will win and won't concede a goal: the person placing a bet on this position must guess whether first team will win the match and won't concede a goal as well.

The second team will win and won't concede a goal: the person placing a bet on this position must guess whether second team will win the match and won't concede a goal as well.

Passing to the next stage: the bet is placed on team's or player's passing to the next stage.

The winner of a league/tournament: the bet is placed on the winner of specific league/tournament or any cultural event.

Leaving a group: The bet is placed on a team's or player's leaving a group.

Leaving a group (in any sequence): the bet is placed on several teams or players leaving a group regardless of their place in it.

Leaving a group (I-II places): The bet is placed on teams' or players' leaving a group, considering the exact sequence of places.

Group winner: the bet is placed on the winner of a group.

The best goal-scorer: the bet is placed on the best goal-scorer of a league/tournament. Official website of a tournament names the winner sportsman in this category (penalties after the match are not taken into account).

The number of goals scored in a group: the bet is placed on the number of scored goals.

Day's total: the bets are placed on the statistics of games in one championship or competition (time period and the number of matches must be indicated). In case the number of games is changed and delayed match is not conducted in 24 hours, then the coefficient equals to 1.0 (one), except already played positions.

The first/second team won't concede a goal in first half: the person placing a bet on this position must guess whether first/second team will concede a goal in first half. "Yes" means that first/second team won't concede a goal in first half and "no" means they will.

The first/second team won't concede a goal in second half: the person placing a bet on this position must guess whether first/second team will concede a goal in second half. "Yes" means that first/second team won't concede a goal in second half and "no" means they will.

Handicap in first/second half: the person placing a bet on this position must guess the result of I/II half considering determined handicap (odds).

The winning of first team: The person placing a bet on this position must guess one of two results (X2). If first team wins, the bet is cancelled.

The winning of second team: the person placing a bet on this position must guess one of two results (1X). If second team wins the match, the bet is cancelled.

Both teams will score in first/second half: the person placing a bet on this position must guess whether both teams will score a goal in I and II halves or not. The bet wins if both conditions are met.

Passing to the final: the person placing a bet on this position must guess which team (player) will pass to the final of given tournament.

Final pair: the person placing a bet on this position must guess which two teams (two players) will pass to the final of a given tournament. If one of them won't, the ticket loses.

The number of scored goals in a tournament:

The bets are placed on the number of scored goals in a tournament (including or excluding extra time, according to the position title). The series of penalties after a match is not taken into account.

The penalties awarded in a tournament: the bets are placed on the number of penalties awarded in a tournament (including or excluding extra time, according to the position title). The series of penalties after a match is not taken into account.

The number of cards in a tournament: the bets are placed on the number of cards shown by a referee in a tournament (including extra time and penalty series, or without them, according to the position title). The cards shown to a substitute player or a trainer are not taken into account.

The number of red cards in a tournament: the bets are placed on the number of red cards shown by a referee in a tournament (including extra time and penalty series, or without them, according to the position title). The cards shown to a substitute player or a trainer are not taken into account.

The group with most goals: the bets are placed on the group where most goals are scored in group tournaments. In case of the same number of goals, the winning coefficient is divided into the number of winners.

The team with most goals: the bets are placed on the team which will score most goals in a tournament. In case of the same number of goals, the winning coefficient is divided into the number of winners. The series of penalties after a match is not taken into account.

The number of goals scored by the best goal-scorer: the bets are placed on the number of goals scored by the best goal-scorer. The series of penalties after a match is not taken into account.

Tournament organizer names the best goal-scorer.

The number of goals scored by a team: the bet is placed on the number of goals scored by a team in a tournament. The series of penalties after a match is not taken into account.

The best goal-scorer of a team: the bets are placed on the footballer of a specific team who will score the most goals in a tournament. In case of the same number of goals, the winning coefficient is divided into the number of winners. The series of penalties after a match is not taken into account.

Who will score the fewest goals: the bets are placed on a team which will score the fewest goals in a tournament. In case of the same number of goals, the winning coefficient is divided into the number of winners. The series of penalties after a match is not taken into account.

Who will concede the fewest goals: the bets are placed on a team which will concede the fewest goals in a tournament. In case of the same number of goals, the winning coefficient is divided into the number of winners. The series of penalties after a match is not taken into account.

Who will concede the most goals: the bets are placed on a team which will concede the most goals in a tournament. In case of the same number of goals, the winning coefficient is divided into the number of winners. The series of penalties after a match is not taken into account.

The best team (continent): the bets are placed on a team which will have the best result from the teams of specific continent, according to the place occupied in a tournament.

II place in a group: the bets are placed on a team which will occupy second place in a group.

III place in a group: the bets are placed on a team which will occupy third place in a group.

Last place in a group: the bets are placed on a team which will occupy last place in a group.

Prize place (TOP 3): the bets are placed in a team which will enter the top 3.

The best goal-keeper: the bets are placed on the goal-keeper who will be named as the best one in a tournament by an official website.

Final match referee: the bets are placed on the final match referee of a tournament.

The best of two (according to the occupied place): the bets are placed on a team which will

show the best result in a tournament. In case of the same result, the bet is cancelled.

Player's total: the bets are placed on the number of goals scored by a player in a tournament (including or excluding extra time, based on the position title). The series of penalties after match are not taken into account.

Points in groups: the bets are placed on the number of points accrued by a team in a group.

Team's total (group stage): the bets are placed on the number of goals scored by a team in a group.

Winner and the best goal-scorer: the bets are placed on the winner and best goal-scorer of a tournament (both conditions must be met).

The number of corner kicks in a tournament: the bets are placed on the number of corners passed in a tournament (including or excluding extra time, based on the position title).

The number of free kicks in a tournament: the bets are placed on the number of penalties awarded in a tournament (including or excluding extra time, based on the position title).

The number of offsides in a tournament: the bets are placed on the number of offsides in a tournament (including or excluding extra time, based on the position title).

The number of spots on goal in a tournament: the bets are placed on the number of goal kicks in a tournament (including or excluding extra time, based on the position title).

Corner kicks in first half/match: the bets are placed on which team will pass more corners in I half and match. The bet wins if both conditions are met (without extra time).

Cards in first half/match: the bets are placed on which team will receive more cards in I half and match. The bet wins if both conditions are met (without extra time).

The product of corners in I and II halves: the bets are placed on the product of corners passed in I and II halves.

The product of cards in I and II halves: the bets are placed on the product of cards passed in I and II halves.

The number of card points: the bets are placed on the number of card points, which are calculated as follows: 1 yellow card equals 10 points, 1 red card -25 points. 1 yellow and 1

directly received red card by a player amounts to 35 points. Also, 2 yellow cards received by one player totals 35 points: 10 points from the first yellow card and second yellow card, which automatically means red card (25 points). One footballer can get maximum 35 points. If a footballer gets red card directly, only 25 points are considered, if he has not received a yellow card before.

The sum total of minutes of scored goals: the bet is placed on the total of minutes of scored goals. For example, if goals were scored at 32nd and 77th minutes, their total is 109. (If the goal is scored in a time compensated by a referee, the time of this goal will be 90th minute.

What will happen in first 5-minute interval: the bets are placed on the following cases:

Goal – the bet wins if a goal is scored;

Throw-in: the bet wins if a throw-in is taken and not if it is just passed;

Free kick – the bet wins if a free kick is awarded and not if it is used;

Corner kick-the bet wins if corner kick is granted and not if it is passed;

Card -the bet wins if the card is shown;

Kick from the goal: the bet wins if a goal-keeper brings the ball into game from a penalty spot, except the free kick passed from penalty spot itself;

In case neither of above-mentioned incidents occur in a specific 5-minute interval, (for example, what will happen from 00:01 to 05:00 minutes), the ticket on this position equals to 1.

Which team's goalkeeper will touch the ball first in first (second) half: the position is considered played in case a goal-keeper touches a ball in any way in first (second) halves.

More spots on goal: the bet is placed on which team will kick more balls in an opponent's goal line;

More offsides: the bet is placed on which team will be in the offside more;

Get more free kicks: the bet is placed on which team will be awarded more free kicks to.

The number of saves: the bet is placed on the number of saves in a match.

A footballer will receive a card, individual goal kicks, individual offsides and individual penalties: it is a must that a footballer starts in first composition of a team, otherwise, coefficient equals to 1.

First (second) team indicator: the person placing a bet on this position must guess first (second) team's point indicator. The system of counting points: each scored goal + 10 points,

no conceded goals +5 points, each passed corner +3 points, each red card -10 points.

Player X (point, rebound, pass): the person placing a bet on this position must guess player's point, rebound, pass. If a player does not participate in a match, coefficient will equal to 1.

Live (live match) game rules

Placing bets on live matches (live) is conducted based on the sports rules on www.betlive.com.

The result of any live match (regardless of the sport) is reported considering the main time of a match, if other is not indicated on specific match position.

Special terms

Football:

In case of amendment in a game format (if this change has not been depicted in a program in advance), the bets equal 1.0 (one), except already played positions. Paying for positions during the live is conducted considering the main time, if other is not indicated (for example, including overtime). During live (live game), totalizator reserves a right to cancel a bet or equal it to 1.0 (one) in case any force-majeure situations arise:

- A) Technical fault, when real coefficient can't be given on certain positions and therefore, there is irrelevant coefficient left on abovementioned positions for that moment.
- b) If a bet is placed after a reported event (for example, if on position: who will score first?" the bet was placed after a goal was scored).
- C) The line of odds or title was depicted in a wrong way.

During the live, the time and statistics shown on screen bear informative nature and totalizator is not responsible for its accuracy.

Tennis:

Any tie-break or match tie break is considered as one game. For instance, if the score in set is 6-6 and set tie break ended with the score 14-12, then the score in set will be 7-6. Thus, the number of games in a set is $7+6=13$.

We encounter match tie break mostly in doubles category meetings if other format is not determined by organizers of specific tournament. For example: first set ends with the score 7-5, second – 0-6, and there is a match tie break 10-5 in third set, the number of games is

$$7+5+0+6+1=19.$$

Hockey:

Positions, where it is indicated “including overtime and penalties” are calculated including overtime and the series of penalties. In penalty series, one goal is added to winning team’s score. For example, if the score before penalty series was 3-3 and penalty series ended with 3-2, the final result of a match including overtime and penalty series will be 4-3. Therefore, “goals (including overtime and penalties) more than 6.5” are considered as winning.

Baseball:

In baseball, one inning is divided into half-innings. The players must play 9 innings (18 and a half-inning). Second team starts the match all the time. In case second team with its final half-inning (in 9th inning) can’t equal the score, first team won’t play its half-inning (in 9th inning). Thus, the game ends and this fact can’t arise any controversial issue.

	R	1	2	3	4	5	6	7	8	9
First team	4	0	0	2	0	2	0	0	0	X
Second team	0	0	0	0	0	0	0	0	0	0

Handball:

In a handball match, the result of all positions live are calculated considering the main time, if other is not indicated in the position title. For example, “which team will score Xth goal (including overtime)”; “which team will score X goal earlier (including overtime).

In China championships and some tournaments, the match is announced ended if any team will have 15-goal advantage. In such case, the reported score is considered as the final result of a match.

Snooker:

Break – the points accrued at a snooker table in a single visit by a player. For example, “X frame – who will perform the highest break?” the winner will be the one who has accumulated more points than his/her opponent after a specific frame in a single visit at

the table.

Darts:

“Checkout” – specific leg of darts must end with a darts thrown in inner (double) ring. For example, if a player has 77 points left to be charged off, in order for him to annul the score in a leg, it is a must to land the final dart in the inner (double) ring.

As an example:

1. A player can hit number 15 in triple ring and end with darts landing in number 16 in double ring. $\ggg 77 - 3 \cdot 15 - 2 \cdot 16 = 0$
2. In case dart hits number 15 in first (outer) ring, a player is enabled to throw the next dart in triple ring, number 10 and end with a dart landing in number 16 in double ring. $\ggg 77 - 15 - 3 \cdot 10 - 2 \cdot 16 = 0$
3. If a player lands a dart in number 19 of middle (triple) ring, he/she can throw the next dart with a 10 landing in inner (double) ring. $\ggg 77 - 3 \cdot 19 - 2 \cdot 10 = 0$

In darts, in a single visit at a darts (3 darts thrown), a player can accrue maximum 180 points, which is called “180s”. Performing 180s is possible by landing all three darts in number 20 of middle (triple) ring.

Official and Informative Websites

If there is an apparent mistake in results and statistics on the website (websites) indicated by the company, the company depends on a video recording. And if a specific incident can't be seen in a video, already reported result stays valid.

In case more than one website is indicated next to the country's championship/tournament, first website has priority over others, with the following sequence: a, b, c... if indicated websites are temporarily out of order, the company reserves a right to depend on video recording. If video recording can't be found, the company will follow the information on alternative informative sites.

If there is no information found regarding positions depicted in a bet, the bet is returned to a player.

Football

In football: In Germany, Italy, Spain, France and England championships/cups, additional positions such as spots on goal, fouls, ball possession percent and the number of offsides are calculated according to the website www.espnfc.com and considered as official result.

In case information can't be gained from www.espnfc.com, official websites of specific countries (Germany, Italy, Spain, France and England) tournaments will be used.

1) Teams

Europe a) <http://www.uefa.com/> b) <http://www.espnfc.com/>

North and Central America <http://www.concacaf.com/>

South America <http://www.conmebol.com/>

Asia a) <http://www.the-afc.com/> b) <http://www.espnfc.com/>

Africa a) www.cafonline.com b) <http://www.espnfc.com/>

Oceania a) <https://www.oceaniafootball.com/> b) <http://www.espnfc.com/>

World Championship a) www.fifa.com b) <http://www.espnfc.com/>

2) UEFA Champions League, Europa League <http://www.uefa.com/>

***www.uefa.com – During Champions League matches, the company relies on the press report of these websites.**

3) Concacaf Champions League <http://www.concacaf.com/>

4) Africa Champions League <http://cafonline.com/>

5) Asia Champions League <http://www.the-afc.com/>

6) Georgia <https://www.gff.ge/ka>

7) England a) <http://www.skysports.com/football> b) <https://www.premierleague.com/>

8) Argentina <http://www.afa.org.ar/>

9) Australia a) <http://www.footballaustralia.com.au/> b) <http://www.a-league.com.au/>

VPL League	http://www.footballfedvic.com.au/
10) Austria	http://www.bundesliga.at/de/
11) Armenia	http://www.ffa.am/
12) Belarus	http://abff.by/
13) Belgium Belgium, Second division	http://www.sport.be/ http://www.belgianfootball.be/fr/homepage
14) Bolivia	http://federacionbolivianadefutbol.org/
15) Bosnia	http://www.nfsbih.ba/bih/index.php
16) Brazil	a) http://cbf.com.br/ b) http://esporte.uol.com.br/
17) Hungary	http://www.mlsz.hu
18) Venezuela	http://www.federacionvenezolanadefutbol.org/
19) Germany	a) www.bundesliga.de b) http://www.espnfc.com/
20) Greece	a) http://www.epo.gr b) http://www.superleaguegreece.net
21) Honduras	http://www.lnphn.com/
22) Holland	www.foxsports.nl
23) Denmark	http://www.dbu.dk/
24) Egypt	http://www.efa.com.eg/
25) Israel	http://eng.football.org.il/
26) India	https://www.the-aiff.com/
27) Indonesia	http://ligaindonesia.co.id/
28) Iran	a) http://www.persianleague.com/ b) http://iranleague.ir/

- 29) Ireland <http://www.sseairtricityleague.ie/>
- 30) Iceland <http://www.ksi.is/>
- 31) Spain a) <http://www.espnfc.com/> b) <http://www.marca.com/>
- 32) Italy a) <http://www.raisport.rai.it/> b) <http://www.gazzetta.it/>
- Italy, Serie B <http://www.legab.it/>
- Italy, Lega Pro C1-A/B, C2-A/B <http://www.lega-pro.com>
- Italy, Serie D <http://www.lnd.it/home>
- 33) Kazakhstan a) <http://pflk.kz/> b) <http://www.kff.kz/>
- 34) Canada <http://canadiansoccerleague.ca/>
- 35) Qatar a) <http://www.qsl.com.qa/> b) <http://www.qfa.qa/>
- 36) China <http://sports.sina.com.cn/csl/>
- 37) Cyprus <http://www.cfa.com.cy/>
- 38) Costa Rica <http://www.unafut.com/>
- 39) Columbia <http://www.ligapostobon.com.co/>
- 40) Kuwait <http://www.kfa.org.kw/>
- 41) Latvia <http://www.lff.lv/>
- 42) Lithuania a) <http://lff.lt/> b) <http://alyga.lt/>
- 43) Macedonia a) <http://ffm.mk/> b) <http://www.macedonianfootball.com/>
- 44) Malta <http://www.mfa.com.mt/>
- 45) Morocco <http://www.frmf.ma/>
- 46) Mexico a) <http://www.ligabancomer.mx/> b) <http://www.femexfut.org.mx>

- 47) Moldova <http://www.fmf.md/>
- 48) New Zealand <http://www.nzfootball.co.nz/>
- 49) Norway <https://www.fotball.no>
- 50) Emirates <http://www.proleague.ae/>
- 51) Panama a) <http://lpf.com.pa> b) <http://www.fepafut.com/>
- 52) Paraguay <http://www.apf.org.py/>
- 53) Peru <http://www.adfp.org.pe/>
- 54) Poland <http://www.ekstraklasa.org/>
- Poland, II division <https://www.pzpn.pl/>
- 55) Portugal a) <http://www.ligaportugal.pt/> b) <http://www.fpf.pt/pt/>
- Portugal, II division <http://ligaportugal.pt/>
- 56) Russia a) <http://rfpl.org/> b) www.championat.com
- Russia, fnl I division <http://www.1fnl.ru/>
- Russia, II division <http://www.pfl-russia.com/>
- 57) Romania <http://www.lpf.ro/>
- Romania, II division <http://www.frf.ro/>
- 58) Saudi Arabia <http://www.spl.com.sa/>
- 59) North Ireland <http://nifootballleague.com/>
- 60) Serbia <http://www.superliga.rs/>
- 61) Singapore <http://www.sleague.com/>
- 62) Slovakia a) <http://futbalsfz.sk> b) <http://www.fortunaliga.sk/>

- 63) Slovenia a) <http://www.prvaliga.si/> b) <http://www.nzs.si/>
- 64) The USA MLS <http://www.mlssoccer.com/>
- The USA NASL <http://www.nasl.com/>
- 65) Thailand <http://www.thaileague.co.th/official/index.php?r=Site/Index>
- 66) Tunisia <http://www.ftf.org.tn/fr/>
- 67) Turkey <http://www.tff.org.tr/>
- 68) Ukraine <http://www.fpl.ua/>
- 69) Wales <http://www.welshpremier.co.uk/>
- 70) Uruguay <http://www.auf.org.uy/>
- 71) Finland <http://www.veikkausliiga.com/>
- 72) France a) <http://www.lequipe.fr/> b) <http://www.lfp.fr/>
- 73) Croatia <http://prvahnl.hr/>
- 74) The Czech Republic a) <http://www.epojisteniliga.cz/> b) <https://www.fotbal.cz/>
- 75) Chile <http://www.anfp.cl/>
- 76) Switzerland <http://www.football.ch/>
- 77) Sweden <http://svenskfotboll.se>
- 78) Scotland <http://spfl.co.uk>
- 79) Ecuador <http://www.ecuafutbol.org/>
- 80) Estonia <http://www.jalgpall.ee/>
- 81) South Africa <http://www.psl.co.za>

- 82) South Korea, K League <http://www.kleague.com/>
- South Korea, National League <http://www.n-league.net>
- 83) Japan <http://www.jleague.jp/>
- 84) Vietnam <http://www.vnleague.com/>
- 85) Uzbekistan <http://www.pfl.uz/>
- 86) Trinidad and Tobago <http://www.ttproleague.com/>
- 87) Pakistan <http://www.footballpakistan.com/>
- 88) Oman <http://www.opl.om/>
- 89) Liechtenstein <http://www.lfv.li/>
- 90) Malaysia <http://www.fam.org.my/>
- 91) Jordan <http://www.jfa.com.jo/>
- 92) Jamaica <http://www.premierleaguejamaica.com.jm/>
- 93) Cote D'ivoire <http://www.ligue1-ci.com/>
- 94) Hong Kong <http://www.hkfa.com/>
- 94) Ghana <http://www.ghanafa.org/>
- 96) Faroe Islands <http://www.fsf.fo/>
- 97) El Salvador <http://primerafutboles.com/>
- 98) Bahrain <http://www.bfa.bh/>
- 99) Algeria <http://www.lnf.dz/>
- 100) Bangladesh <http://www.bff.com.bd/bff/>

- 101) Cameroon <http://fecafutbol-officiel.com/>
- 102) Gibraltar <http://www.gibraltarfifa.com/>
- 103) Guatemala <http://guatefutbol.com/>
- 104) Kenya <http://www.kpl.co.ke/>
- 105) Nigeria <http://www.npfl.ng/>
- 106) San Marino <http://www.fsgc.sm/>
- 107) Copa Libertadores <http://www.conmebol.com>

Tennis

- 1) ATP: <http://www.atpworldtour.com>

WTA: <http://www.wtatennis.com>

ITF Men, women: <http://www.itftennis.com>

- 4) Federation Cup <http://www.fedcup.com>
- 5) Davis Cup <http://www.daviscup.com>

Basketball

- 1) FIBA tournaments <http://www.fiba.com/>
- 2) FIBA-America <http://www.fiba.com/americas>
- 3) FIBA-Europe <http://www.fibaeurope.com/>
- 4) Europa League ULEB <http://www.euroleague.net/>
- 5) Euro Cup <http://www.eurocupbasketball.com/>
- 6) Euro Cup FIBA <http://www.fiba.com/eurocup/>

- 7) Champions League, Europe <http://www.basketballcl.com/>
- 8) NBA <http://www.nba.com>
- 9) WNBA <http://www.wnba.com>
- 10) NCAA <http://www.ncaa.com>
- 11) ABA Adriatic League <http://www.abaliga.com>
- 12) Balkan League <http://www.balkanleague.net>
- 13) BBL Baltic league <http://www.bbl.net/>
- 14) South-East Asia League <http://aseanbasketballleague.com/>
- 15) VTB League <http://www.vtb-league.com>
- 16) Georgia <http://www.gbf.ge/>, <http://superleague.ge/>
- 17) Argentina <http://www.lnb.com.ar>
- 18) Australia:
- Waratah League New South Wales League www.waratah.basketball.net.au
- QBL Queensland league <http://qbl.basketballqld.com.au/>
- Premier League Central Australia League <http://www.premierleaguesa.com.au/>
- SEABL South-East Australia League <http://www.seabl.com.au/>
- Big V League <http://www.bigv.com.au/>
- Australian Championship -men <http://www.nbl.com.au/>
- Australian Championship - women <http://wnbl.com.au/>
- 19) Austria <http://www.oeb1.at/>
- 20) Belgium <http://www.scooreleague.com/>

21) Brazil men	http://lnb.com.br/
Brazil women	http://ligadebasquetefeminino.com.br/
22) Bulgaria	http://bgbasket.com/
23) Canada	http://www.nblcanada.com/
24) China	http://sports.sina.com.cn/cba/
25) Croatia	http://www.hks-cbf.hr/
26) Cyprus	http://basketball.org.cy/el/page/home
27) The Czech Republic	http://www.cbf.cz/
28) Denmark	http://www.basketligaen.dk/
29) Estonia	http://www.basket.ee/
30) Finland	http://www.basket.fi/
31) France men	http://www.lnb.fr/
France women	http://www.basketlfb.com/
32) Germany	http://www.easycrredit-bbl.de/de/
33) Great Britain	http://bbl.org.uk/
34) Greece	http://www.esake.gr/
35) Hungary	http://www.kosarsport.hu/
36) Indonesia	http://www.nblindonesia.com/
37) Iran	http://iranbasketball.org/
38) Israel	http://basket.co.il/

- 39) Italy Championship men <http://www.legabasket.it/>
- Italy, II division men <http://www.legapallacanestro.com>
- Italy, III division men <http://www.legapallacanestro.com/>
- Italy Championship women <http://www.legabasketfemminile.it/>
- 40) Japan B League <https://www.bleague.jp/>
- 41) Latvia <http://basket.lv/>
- 42) Lithuania <http://www.lkl.lt/>
- 43) Mexico <http://www.lnbp.mx/>
- 44) Holland <http://www.basketballleague.nl/>
- 45) New Zealand <http://www.basketball.org.nz/>
- 46) Norway <https://basket.klubb.nif.no/Sider/Hjem.aspx>
- 47) Peru <http://www.ligadelima.com/>
- 48) Philippines
- PBA <http://pba.inquirer.net>
- PBA D League <http://pbadleague.inquirer.net/>
- 49) Poland men <http://www.plk.pl/>
- Poland women <http://www.basketligakobiet.pl/>
- 50) Portugal <http://www.fpb.pt/>
- 51) Puerto Rico <http://www.bsnpr.com/>
- 52) Romania <http://www.frbaschet.ro/>
- 53) Russia <http://www.russiabasket.ru/>

54) Serbia	http://www.kls.rs/
55) Slovakia	http://www.basketliga.sk/sk/
56) Slovenia	http://www.kzs.si/
57) South Korea men	http://www.kbl.or.kr/main/main.asp
58) South Korea women	http://www.wkbl.or.kr/
59) Spain men	http://acb.com/
Spain II League men	http://www.feb.es/index.aspx
Spain women	http://www.feb.es/index.aspx
60) Sweden	http://basketliganherr.se/
61) Switzerland	http://www.swissbasketball.ch/fr
62) Turkey	http://www.tbl.org.tr/
63) Ukraine	http://fbu.ua/
64) Venezuela	http://www.lpb.com.ve/
65) Algeria	http://www.basketalgerie.com/
66) Bahrain	http://www.asia-basket.com/Bahrain/basketball.asp
67) Belarus	http://bbf.by/
68) Bosnia	http://www.basket.ba/
69) Egypt	http://www.afrobasket.com/Egypt/basketball.asp
70) Kazakhstan	http://nbf.kz/home.php
71) Macedonia	http://www.basketball.org.mk/

- 72) Qatar <http://www.qatarbasketball.qa/en/>
- 73) Emirates <http://www.basketballuae.com/>
- 74) Uruguay <http://sportstg.com/>

Handball

- 1) IHF Tournaments (International Federation) <http://ihf.info>
- 2) EHF Tournaments (Europe Federation) <http://eurohandball.com>
- 3) Europa Champions League <http://ehfcl.com/>
- 4) WHRL (Women, Regions league) <http://www.wrhl.info/>
- 5) SEHA (Men, South-East League) <http://www.seha-liga.com/>
- 6) Austria <http://oehb.sportlive.at/>
- 7) Belarus <http://handball.by/>
- 8) Bulgaria <http://www.bulgarianhandball.eu/>
- 9) Bosnia <http://rsbih.com/>
- 10) Hungary <http://www.keziszovetseg.hu/>
- 11) Germany men <http://www.dkb-handball-bundesliga.de/de/>
- 12) Germany women <http://www.hbf-info.de/>
- 13) Greece <http://www.handball.org.gr/>
- 14) Denmark <http://www.dhf.dk>
- 15) Israel <http://www.handballisr.co.il/>
- 16) Iceland <http://www.hsi.is/>
- 17) Spain <http://asobal.es/>

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|------------------------|---|
| 18) Italy | http://www.figh.it |
| 19) Qatar | http://www.qatarhandball.com/ |
| 20) Latvia | http://www.handball.lv |
| 21) Lithuania | http://www.rankiniolyga.lt/ |
| 22) Luxemburg | http://www.flh.lu/ |
| 23) Macedonia | http://macedoniahandball.com.mk/ |
| 24) Norway | https://www.handball.no/ |
| 25) Poland | http://zprp.pl/ |
| 26) Portugal | http://portal.fpa.pt |
| 27) Russia | http://www.rushandball.ru |
| 28) Romania | http://www.frh.ro/ |
| 29) Saudi Arabia | http://sahf.org.sa/ |
| 30) Serbia | http://rss.org.rs/ |
| 31) Slovenia | http://www.rokometna-zveza.si/si/ |
| 32) Slovakia | http://www.slovakhandball.sk |
| 33) Turkey | http://www.thf.gov.tr |
| 34) Ukraine | http://www.handball.net.ua/ |
| 35) Finland | http://finnhandball.net/ |
| 36) France | http://www.ff-handball.org/ |
| 37) Croatia | http://www.hrs.hr/ |
| 38) The Czech Republic | http://www.chf.cz/ |

- 39) Switzerland <http://www.handball.ch/>
- 40) Sweden <http://www.svenskhandboll.se/>
- 41) Estonia <http://www.handball.ee/>
- 42) South Korea <http://www.handballkorea.com/>
- 43) Algeria <http://www.dzhand.net/>
- 44) China <http://handball.sport.org.cn/>
- 45) Iran <http://www.irhf.ir/>
- 46) Montenegro <http://rscg.co.me/>
- 47) Tunisia <http://handball.tn/>
- 48) Emirates <http://www.uaehandball.com>

Hockey

- 1) Teams <http://www.iihf.com/>
- 2) NHL <http://nhl.com>
- 3) AHL <http://theahl.com/>
- 4) KHL <http://khl.com>
- 5) VHL <http://www.vhlru.ru>
- 6) MHL <http://mhl.khl.ru>
- 7) MHL, Division B <http://mhl2.khl.ru/>
- 8) OHL <http://www.ontariohockeyleague.com>
- 9) QMJHL <http://www.theqmjhl.ca>

- 10) WHL <http://www.whl.ca>
- 11) Asia League <http://www.alhockey.com/>
- 12) Austria <http://erstebankliga.at>
- 13) Belarus <http://hockey.by>
- 14) Great Britain <http://eliteleague.co.uk>
- 15) Germany <http://del.org>
- 16) Germany, Bundes league 2 <https://www.del-2.org/>
- 17) Denmark <http://ishockey.dk/>
- 18) Italy <http://www.hockeyghiaccio.net/>
- 19) Norway <http://hockey.no>
- 20) Slovakia <http://www.hockeyslovakia.sk/sk>
- 22) Finland <http://liiga.fi/>
- 22) Finland, League2 <http://www.mestis.fi/>
- 23) France <http://www.hockeyfrance.com/>
- 24) The Czech Republic <http://hokej.cz/>
- 25) Switzerland <http://www.sihf.ch/de/>
- 26) Sweden <http://www.swehockey.se>
- 27) Sweden, League 2 <http://www.hockeyallsvenskan.se/>
- 26) Australia <http://www.theaihl.com/>
- 27) Kazakhstan <http://www.icehockey.kz/>

- 28) Poland <http://www.hokej.net>
- 29) Hungary, MOL League <http://www.icehockey.hu/>
- 30) Ukraine <http://fhu.com.ua/>

Volleyball

- 1) Teams <http://www.fivb.com/>
- 2) Euro Cups <http://www.cev.lu/>
- 3) Middle European League <http://mevza.volleynet.at/>
- 4) Algeria <http://www.afvb.org/>
- 5) Argentina <http://www.aclav.com/web>
- 6) Austria <http://www.volleynet.at/>
- 7) Azerbaijan <http://avf.az>
- 8) Belarus <http://bvf.by/>
- 9) Belgium <http://www.volleyvzb.be>
- 10) Brazil <http://www.cbv.com.br>
- 11) Bulgaria <http://bgvolleyball.com>
- 12) Croatia <http://www.hou.hr/>
- 13) China <http://www.volleychina.org>
- 14) Cyprus <http://www.volleyball.org.cy/>
- 15) The Czech Republic <http://www.cvf.cz/>
- 16) Denmark <http://www.volleyball.dk>

- 17) Estonia <http://www.volley.ee/>
- 18) England <http://volleyballengland.org/>
- 19) Finland <http://www.mestaruusliiga.fi/>
- 20) France <http://www.lnv.fr/>
- 21) Germany <http://www.volleyball-bundesliga.de/>
- 22) Greece <http://www.volleyleague.gr/>
- 23) Hungary <http://www.hunvolley.hu/>
- 24) Iran <http://iranvolleyball.com/>
- 25) Israel <http://www.iva.org.il/>
- 26) Italy, men <http://www.legavolley.it/>
- 27) Italy, women <http://www.legavolleyfemminile.it/>
- 28) Japan <http://www.vleague.or.jp/>
- 29) Kazakhstan <http://www.volley.kz/>
- 30) Latvia <http://www.volejbols.lv/>
- 31) Lebanon <http://v4.lebvolley.com/>
- 32) Lithuania <http://ltf.lt/>
- 33) Montenegro <http://www.oscg.me/>
- 34) Holland <http://www.volleybal.nl/>
- 35) Peru <http://fpv.com.pe/>
- 36) Philippines, V League <http://sports.abs-cbn.com/vleague>
- 37) Philippines, Super league <http://philippinesuperliga.com/wp/>

- 38) Poland, men <http://www.plusliga.pl/>
- 39) Poland, women <http://www.orlenliga.pl/>
- 40) Portugal <http://www.fpvoleibol.pt/>
- 41) Qatar <http://www.qvba.org/>
- 42) Romania <http://www.frvolei.ro/>
- 43) Russia <http://www.volley.ru/>
- 44) Slovakia <http://www.svf.sk/sk/titulna-stranka>
- 45) Serbia <http://www.ossrb.org/>
- 46) Slovenia <http://www.odbojka.si/>
- 47) South Korea <http://kovo.co.kr/main.asp>
- 48) Spain <http://www.rfevb.com/>
- 49) Sweden <http://www.volleyboll.se/>
- 50) Switzerland <http://www.volleyball.ch/>
- 51) Turkey <http://www.tvf.org.tr/>
- 52) Ukraine <http://fvu.in.ua/>
- 53) Vietnam <http://www.vfv.org.vn/>

Water polo

- 1) Teams: <http://www.fina.org>
- 2) Euro Cups: <http://www.len.eu>
- 3) Hungary: <http://www.mvlsz.hu>
- 4) Greece: <http://www.koe.org.gr>

- 5) Spain: <http://www.rfen.es>
- 6) Italy: <http://www.federnuoto.it>
- 7) Russia: <http://www.waterpolo.ru>
- 8) Serbia: <http://www.waterpoloserbia.org>
- 9) Croatia: <http://www.hvs.hr>

Snooker

<http://www.worldsnooker.com/>

Rugby

- 1) World Cup <http://www.irb.com>
- 2) Amlin Challenge Cup: <http://www.ercrugby.com>
- 3) Currie Cup: <http://www.sarugby.co.za>
- 4) Heineken Cup: <http://www.ercrugby.com>
- 5) ITM Cup: <http://www.itmcup.co.nz>
- 6) LV Cup: <https://lv.com/atheart/sport>
- 7) Rabo Direct PRO12: <http://www.rabodirectpro12.com>
- 8) Georgia <http://rugby.ge/>
- 9) Australia: <http://www.nrl.com>
- 10) Europe Super League: <http://www.superleague.co.uk>
- 11) England: <http://www.premiershiprugby.com>

12) Co-operative Championship <http://www.rugbyleaguechampionships.co.uk>

13) France: <http://www.lnr.fr>

Futsal

1) World Cup: <http://www.fifa.com/futsalworldcup/>

2) UEFA Futsal Cup <http://www.uefa.com/futsalcup/>

3) The Czech Republic: <http://www.fotbal.cz>

4) Italy: <http://www.divisionecalcioa5.it/>

5) Japan: <http://www.fleague.jp>

7) Poland: <http://futsalekstraklasa.pl>

8) Brazil: <http://ligafutsal.com.br/>

8) Spain: <http://www.lnfs.es/>

9) Portugal: <http://resultados.fpf.pt/>

10) Russia: <http://www.amfr.ru>

11) Romania: <http://www.frf.ro/>

12) Georgia GFL Futsal League <http://sbm.ge/gfl/>

13) Georgia SBM League <http://sbm.ge/>

Darts

<http://www.dartswdf.com/>

Velo Sport

<http://www.uci.ch/>

<http://www.usacycling.org/>

Curling

1) International: a) <http://www.worldcurling.org/>

2) b) <http://competitions.royalcaledoniancurlingclub.org/>

2) Russia: <http://www.curling.ru/>

Beach Handball

<http://www.ihf.info/IHFCompetitions/BeachHandball/MensBeachHandballWorldChampionships>

Badminton

<http://bwfbadminton.org/>

Australian Football

<http://www.afl.com.au/>

Auto Racing

Formula 1: <http://www.formula1.com/>

American Football

The USA: <http://www.nfl.com/>

Beach Volleyball

1) International: <http://www.fivb.org>

2) Russia: <http://www.volley.ru/>

Chess

1) International: <https://www.fide.com>

2) Russia <http://ruchess.ru>

3) Georgia: <http://www.gcf.org.ge>

Sumo

1) Japan: <http://www.sumo.or.jp/En>

2) International: <http://www.ifs-sumo.org/ifs-schedule.html>

3) Europe: <http://www.europeansumofederation.com/>

Baseball

- 1) The USA MLB: <http://mlb.mlb.com/home>
- 2) Japan NPB: <http://www.npb.or.jp/eng/>
- 3) Mexico LMP: <http://www.lmp.mx>

Beach Soccer

- 1) International: <http://www.beachsoccer.com/>
- 2) Russia: <http://www.beachsoccer.ru/>

Table Tennis

- 1) Challenge: <http://challengerseries.net>
- 2) International: <http://www.ittf.com>
- 3) Europe: <http://www.ettu.org>
- 4) Germany: <http://www.ttbl.de/>

Field Hockey

- 1) Teams: <http://www.fih.ch>
- 2) Euro League: <http://ehlhockey.nl/>
- 3) England: <http://www.englandhockey.co.uk>
- 4) Germany: <http://www.hockeyliga.de>
- 5) India: <http://hockeyindia.org>
- 6) Italy: <http://www.federhockey.it>
- 7) Holland: a) <http://www.hockey.nl> b) <http://www.knhb.nl/default.aspx>

Ball Hockey

- 1) Teams: <http://www.worldbandy.com>
- 2) Russia: <http://www.rusbandy.ru>
- 3) Finland: <http://www.finbandy.fi>
- 4) Norway: <http://www.bandyforbundet.no>

5) Sweden: <http://www.svenskbandy.se>

Floor ball

1) Teams: <http://floorball.org/>

2) Denmark: <http://floorball.dk/>

3) Finland: <http://floorball.fi/>

4) The Czech Republic <https://www.ceskyflorbal.cz/home>

5) Sweden: <http://www.innebandy.se/>

6) Switzerland: <http://www.swissunihockey.ch/de/>

Types of Sport and Their Rules

The description of types of sport has general informative nature and a technical fault or any inaccuracy due to the amendments made by sport federation in a specific sport can't become a reason for dispute, except the rules regarding bets.

Football

Football is the most common and popular team sport. Official matches are held on grass pitches, in exceptional cases, on closed fields. The pitch is bordered with 15 cm wide, white-colored touch and goal lines, and divided into two equal parts by center line. Center circle is marked in the middle of a pitch. A goal is fixed with a net in the middle of goal lines. From 11 m penalty spot there is a semicircle drawn outside penalty area. Round football is made of leather. Footballer's essential equipment consists of a shirt, shorts, socks, shin pads, footwear. In each team, including the goal-keeper, there are 11 players (a match is not conducted if there are less than seven players in any team). Game can be played with any part of a body except a hand. Only a goal-keeper can play with hands and only within the frames of penalty area. It is allowed to substitute the players (the number of substitutions is defined by provision). The length of a game is 90 minutes mainly (2 halves, 45 minutes in each and 15-minute break). A match can end with the winning of one team or a draw. The goal is scored if it crosses the goal area circumscribed by posts and cross-bar.

Referee controls the course of a match and ensures following the rules with his two linesmen. Referee's decision is final. In football, "offside" is one of the main positions. A footballer is in offside if he/she is closer to an opponent's goal line than the ball or next-to-last player of an opposing team. This rule does not apply to kicks from the goal, throw-in and corner kick, also, in cases where a footballer receives a ball from an opponent or is in passive position and does not have advantage due to it.

In case of a foul, using prohibited maneuvers and unsporting behavior, penalty or free-kick is awarded to the team.

Free kick is awarded when a player commits any of the following: tackles an opponent, pushes with hand or leg, strikes (or attempts to strike), catching with a hand, wrongly performs slide tackle, handles the ball deliberately. If a player violates any of the above-mentioned rules within the penalty area, 11m free kick is awarded.

Indirect free kick (free kick in penalty area) is awarded in following situations: playing in a dangerous manner, blocking the progress of an opponent attacking a goalkeeper. An indirect free kick is awarded to a goal-keeper if he/she holds the ball for more than seconds, touches the ball again with his/her hands after he/she has released it from his possession, takes a ball with his hands after it has been kicked to him by a partner, procrastinates deliberately.

Free kicks and indirect free kicks are conducted from the spot of foul. The goal scored directly by a free kick is counted, and in case of an indirect free kick, it is obligatory that the ball touches any player on the pitch or goalkeeper.

A player is punished with a red card (caution) in case of unsporting behavior, demonstrative appeal of referee's decision, systematic violation of rules, impeding the restart of a game deliberately, not keeping the determined distance (9, 15 m) during free or indirect free kick, leaving or entering the pitch without referee's permission.

A player is punished with a red card (sending off the pitch) in case of serious foul play, aggressive conduct, denying an opponent a goal by deliberately handling a ball, stopping an opponent in an obvious goal-scoring opportunity by forbidden method, which is the cause of free kick or penalty, using offensive behavior and abusive language, receiving a second caution in one match.

The kick from a goal is awarded if the ball crosses the goal line (on the ground or in air) and it was last touched by an offensive team player. The kick is conducted from any place at goalkeeper's area. If defensive team footballer touches the ball leaving the goal line, corner kick is awarded, which is performed from the nearest corner flag sector. If the ball crosses goal line wholly, an opposing team has a right to throw in. the ball from throw-in is brought back in the game from the cross place at the goal line.

In women, adolescent (under 16) and veterans (35+) tournaments and also, in some friendly matches, it is allowed to modify the rules such as the sizes of a ball, pitch and goal, the length of a match, the number of substitutions).

Football tournaments are held in circular, Olympic or mixed system.

If a friendly match was conducted in a different format from the standard one (1, 3 or more halves instead of 2) and there was no information about it in the title, all the bets on such matches are cancelled and considered as equal to one. And if the length of halves is changed in 2-half friendly match, positions are not annulled and bets stay valid (except the case when the length of one of the halves does not exceed 30 minutes and there is no information about it in the title. In such case, bets equal to 1.

If a match is suspended or delayed for more than 24 hours, all the bets equal 1(one).

The bets are accepted on the following positions: winner of a match(matches), performance of a team or an individual footballer, winning by odds, the number of goals scored in a match, and others indicated in "the rules of football and generally, sports".

Tennis

The task of tennis players is to throw the ball in the opponent's half with a racket. A server can serve the ball twice. He/she uses second serve if he is not able to throw the ball in service box first time or the ball can't cross the net. Tennis field is called a court. There are singles, doubles and mixed doubles games. A match consists of 3 sets (until one of the players wins 2 sets). In important tournaments, men play 5 sets (until one of the players win 3 sets). Set comprises games. The winner of a set is the one who wins 6 games first, with a minimum of 2-game difference. If both players win 6-6 games, tie break is awarded until 7 winning points are accrued (2-point difference is a must). A player gets 15 points for the first game win, another 15 for second game winning, and 10 points for third win (i.e. 15, 30, 40 points) and if a player wins in fourth, he/she wins the game. When the score is 40:40, "deuce"(D) is announced and the play continues with the principle "advantage" (A) – "less" till 2-point difference. In some Grand Slam Tournaments, the decisive set lasts till 2-point difference winning without tie break. For example, 6:2; 3:6; 14:12; the number of games in a match will be $6+2+3+6+14+12=43$.

In doubles matches (sometimes in singles matches, too) super tie break continues until 10 points are accrued in decisive set.

Super tie break in a decisive set lasts until one of the players accrues 10 points and is counted as 1 (one) game. For instance: if a match ends with 6:0, 0:6, 10:5, match result is 2:1, and total $13(6+6+1=13)$. Other additional positions and bets placed on them are calculated in accordance with the same rule.

If one of the player terminates the game (retirement/disqualification), the bets on all

positions equal to 1 (one), except already played positions. For example: N. Djokovic vs R. Nadal 6:3; 1:6; 4:4 -if a match is terminated at this score, the game total will be $9+7+8=24$, also, all the positions of first and second set and already played positions of third set will be wholly paid. In such case, "the number of games in third set -more than 7.5" will be considered as winning and "the number of games in third set -8.5-more or less" will equal to 1 (one). Also, the positions "winner of a match" / "winner of the third set"/"handicap of match games" and all the positions which have not been played, etc. will equal to 1 (one). And the position "number of sets more than 2.5" will be considered as winning in case at least one point is played in third set.

In case match is delayed or suspended (mainly due to the bad weather) the bet is valid till the end of a tournament, until the fate of a specific match is decided.

In case one of the players retires, the bets placed on passing to the next stage and the winner of a tournament stay in force. If the bet on position "the winner of a tournament" is placed on a player who does not participate in a tournament, the bet equals to 1 (one).

The bets are accepted on the following positions: player's winning; loss; win with a handicap; the number of games, aces, double mistakes in a match/set; first set winning; the number of first set games; exact set score; number of sets; sets odds; whether there is a tie break in a match or not; whether there is a tie break in I set; the number of player's individual games; whitewash; whether a player wins at least one set or not; double result (I set result/match result); exact score of I set; handicap win in I set; the number of individual aces and double mistakes in a match/set by a player; I ace; I double mistake; player's first winning percentage; one of the sets end with 6:0 or 0:6.

Basketball

Basketball is a popular team sport. The goal of rivals is to put the ball into opponent's basket and defend own one through dribbling, maneuvers, feint and combination. The team which accrues more points wins.

Game rules: official competitions are held indoors. The court has rectangular shape, length - 28m, width - 15m. Central line divides central circle into 2 parts. Pillars with backboards are located at goal lines. In front of them, on both parts of a court, there is so-called bordered area for free throws marked. Free throw line is 3.6 m long and there is a 3-point throw curve as well. The basket consists of a hoop and bottomless net. In each team's application, there should be no more than 10-10 players or maximum 12-12. Partners pass balls to each other with one or both hands. After carrying a ball, before shooting it in the basket or passing to a

partner, a player can only make 2 steps (touch the field twice). The moment of getting a ball and holding it already counts as one step. A player can make one step after possessing the ball. Carrying a ball starts when a player drops the ball and touches it with a hand again. Jumping with a ball is a foul (dash), which is particularly frequent during the start and finish of dribbling. At the beginning of carrying a ball, it is impermissible to move a leg until player holds a ball. Carrying finishes when a player takes a ball in hands or touches it with both hands. There is no foul if a player holding a ball falls on the floor or controls the ball himself/herself while sitting (lying) on the floor.

During playing time, there are 5-5 players from each team on the court. The number of substitutions is not limited. All substituted players can return to the court. The match consists of 10 or 12-minute quarters (pure time), I half comprises I and II quarters, while II half consists of III and IV quarters. The length of break between II and III quarters is 15 minutes. The teams change the playing areas before starting III quarter. The game starts with a contest throw of a ball by 2 players in a central area of a court. If main time ends with a tie, 5-minute overtime is awarded until the winner is revealed. Each scored free throw means 1 point, scoring from a 2-point area means 2 points, from 3-point area-3 points. If a player puts the ball in his/her own net accidentally, the captain of an opposing team gets the points. Basketball is played only with hands. Foul is a situation when a player kicks or punches the ball, deliberately blocks it with a leg. Personal foul is awarded when a player impedes an opponent, pushes, trips, attacks, or hinders his/her movement by moving a hand, shoulder, knee, thigh or foot, etc. Technical foul is awarded to a player when he/she rudely addresses or physically touches the referees, commissar or rivals, uses abusive phrases or gestures, leaves the court with inadequate reason, etc. Technical foul can be awarded to a substitute player, trainer or team's accompanying person. For outrageous unsporting behavior of a player, trainer or accompanying person, there is disqualifying foul awarded. After 5 (6 in some tournaments) fouls (individual or technical) a player is no longer allowed to participate in a game and he/she is substituted. When a team has 4 fouls in one quarter, for each next foul (except situations envisaged by the rules) there is free throw awarded. Offensive team must move the ball in opponent's half in 8 seconds and finish the offense in 24 seconds. If a ball stays in opponent's bordered area more than 3 seconds (when clock is ticking and his/her team controls the ball), the ball is given to an opponent. When a player controls a ball in opponent's area, he is forbidden to move the ball in his/her own territory.

The position "quarter with the most points" – the quarter where most points are accrued wins (for example, I-17:20; II-22:15; III – 22:27; IV-15:23, III quarter wins. If 2 or more quarters are the most effective, the choice of "equal" in a ticket wins. The same principle applies to the position "quarter with the least points".

Basketball results and all the positions are calculated considering overtime (if no other is

indicated in a program). The bet on “winner of a game”1X2 where there is an option “tie” - the bet is on the main time only (without overtime). If a game is suspended and not restarted in 24 hours, only the bets whose results were reported before suspending a match are calculated. Other bets are considered as equal to 1 (one). The match and all positions are cancelled if game format was changed and there was no information about it in the title.

If a bet is placed on a player's individual performance in a certain game and this player does not participate in a match, the bet equals to 1. If a player takes part in the match for any period of time, the bets will be calculated respectively.

The bets are accepted on following positions: match result, odds win; total; the results and total of I half, II half and quarters; teams' individual performance; which team will accrue an indicated number of points; number of points in a match and quarters; odd/even; tie in I half, II half and quarter; I half/game result (main time); match result + total; the quarter with most points; win by difference; whether there will be overtime; total (without overtime); player's individual performance.

Biathlon

Biathlon is a winter sport – skiing race with small-bore rifle shooting at several shooting positions (prone, standing). Shooting position and penalty loop are positioned on central field of race stadium. Shooting range is divided into lanes of 2.5 -3 m width from right to left. 50 meters from the firing line, there are 5-target boards. For prone shooting, the diameter of mechanical target ring is 45mm, for standing position – 115mm. Participants are dressed in race clothes and footwear and are equipped with standard race skis and poles, 22-caliber mechanical rifle (minimal weight-3.5kg) and cartridges. While passing a stage, rifle must not be loaded. It is permitted to repair or change faulty rifle.

Olympic disciplines of biathlon are:

Men: sprint 10km, pursuit -12.5 km, individual race – 20km, relay – 4X7.5km;

Women: sprint-7.5km, pursuit – 10 km, individual race – 15km, relay – 4X7.5km.

The participants of men and women sprints start within 30-second or 1-minute intervals. For men, there are 2 firing boundaries 2.5 and 7.5 km from the start, for women – also 2 firing boundaries 2.5 and 5 km from the start. Biathletes in prone position shoot 5 cartridges in order to damage 5 targets on first boundary and the ones in standing positions shoot on second boundary. For each miss, a sportsman has to run 150m penalty loop. In pursuit, biathletes start in the same sequence as they come to the sprint finish. In men's competition, 4 firing boundaries are located at each 2.5 km, in women's contests – at each 2 km. Biathlete in prone position shoots 5 cartridge at I and II firing line, and in following series -5 shots in standing position as well. For every miss, 150m penalty loop sprint is awarded. Participants

of individual race start within 30-second or 1-minute intervals and shoot at mechanical targets from 50 meters. For men, between 4th and 18th kilometers, in 3 km interval, there are 4 firing lines positioned; for women, there are also 4 firing lines located but between 3rd and 12th km. in each series, a participant can use 5-5 cartridges. For every miss, a participant is punished with 1-minute penalty time. In relay races, men and women teams consist of 4 members. One player from all teams start together. Each team member has to run 7.5 km and shoot 2 series-one in prone and one in standing position. The first firing boundary is located at 2.5 km from the start, the second-at 5km. for each series, sportsman is given 8-8 cartridges to damage 5 targets. If all cartridges are used, but not all targets are damaged, a biathlete must run additional 150m as a penalty for each undamaged cartridge. Relay is given to a team member in specially designated 30m area. For this, one must touch a team member receiving relay on his/her back.

Position “who will compete better” (H2H) a person placing a bet must guess the sportsman or team which will take higher place based on final protocol (final protocol will be published on official website of a tournament. If both participants get away from the distance or one of them refuses to compete, then the bet placed on this position is cancelled and returned to the player.

Position “winner” – winner is the participant who will take the first place according to final protocol.

The bets are accepted on the following positions: “winner”, “the best in two” (H2H).

Formula 1

The championship is held in a circular auto racing, World championship is conducted annually and consists of separate stages. The winner of a championship is announced at the end of a year. Both individual pilots and teams compete in this championship. Pilots compete for the title of world champion and teams - for constructors' cup. Participating racers are enabled to use “pit-stop” during the course of a race, while they add fuel to race car bodies or change its parts.

Position “winner of a race” is the racer who takes the first place based on the final protocol of abovementioned race. Final protocol will be published on the official website of a tournament. If a racer is removed from a race, then the bet placed on his/her win loses.

Position “the best of two” (H2H) – in this pair, the racer taking a higher place wins. If both racers are removed from the race, then the one who passes more circles wins. If both racers are knocked out of the race at the same circle, then the bet placed on this position is cancelled and returned to a player.

Bets are accepted on the following positions: race winner(racer); race winner (stable); I-III place (racer); I-IV place (racer); winner (racer) in qualification; best of two (H2H); won't finish the race.

Baseball

Baseball is a team sport with a ball and a bat. Two teams, each composed of nine or ten players participate in a competition. The number of substitutions is unlimited. Substituted player cannot return to the game. At the beginning of a game, visiting team is offensive team. Baseball field has diamond shape and is divided into two parts -infield and outfield.

Pitcher (P) -i.e. ball thrower, stands in the center of a mound.

Catcher (C) -crouched player whose duty is catching a ball.

Basemen- the place where the main events in baseball match occur has diamond shape. In each corner, there is a "base" located. South of the diamond is home, where catcher is crouched. East base is called base №1, north base- base №2 and west – №3.

One baseman is placed on each base. Bases themselves are little square cushions located in the corners of a diamond on the ground. Baseman are called B1, B2, B3 (respectively to their disposition). Shortstop (SS) which freely moves among bases helps basemen due to the situation on the field. However, in most cases, shortstop moves between first and second bases, since first offense and therefore, offensive team's major hit happens on these ones.

Exactly this diamond, which includes bases, is called "infield". Thus, outer part of a diamond, including rostrum, represents an outer field (outfield), where so-called "outfielders" (outer field defenders) are positioned. There are 3 basemen – right, central and left.

Pitcher, catcher, shortstop, 3 infielders and 3 outfielders – 9 people in total are defenders. Offensive team is comprised of batters i.e. hitters.

If a match is delayed or suspended, all the bets placed are cancelled and returned to the player, except already played positions.

Bets on baseball matches are accepted considering additional innings (overtime) if no other is indicated in a program.

The bets are placed on following positions: winning a match, loss, win by odds, total, even-odd.

Rugby (Union)

Rugby is a team sport with oval-shaped ball. Each player from both teams tries to score a try beyond opponent's goal or score it in H-shaped goal by passing the ball to each other using

hand and leg. The aim of a game is for two 15-men teams following the rules in a sport competition to take the ball, pass it by a hand or leg, kick or try and therefore, accrue as many points as possible. The team which accrues more points than an opponent is considered as a winner. Points are accrued by scoring a try or kicking (penalty or drop kick) precisely. A try is scored if a player enters an opposing team's area and tries a ball. The team gets 5 points for a try.

The kick is depicted on a score if the ball flies through opponent team's goalposts, above the crossbar. There are three types of kick which get points:

Drop kick – kicking a ball while playing. It brings 3 points.

Penalty – it is awarded when a team commits a foul it brings 3 points.

Conversion – it is awarded after scoring a try and kicked along a try line from any distance. It gets 2 points.

A match is divided into 2 halves. The length of each is 40 minutes. It is forbidden to pass the ball forward. In any situation, there is offside position rule, which implies the following: no team player can be in front of a co-team attacker who holds a ball. A team can progress by compelling an opponent, ball playing and kicking with a leg. Defense team can tackle an opponent with a ball and drop him. There are standard situations during the course of a game. In case of kicking in front or hindering a ball, scrum is awarded, where 8-8 hookers from each team participate. When ball is out of play, so-called "lineout" is set up. In case of tackling a player holding a ball, team fight - ruck or maul starts. For aggressive playing, a player can be sent off the game for 10 minutes or till the end of a game.

If a game is suspended or delayed for more than 24 hours, all the bets accepted are considered as equal to 1 (one).

The bets are accepted on following positions: win, draw, loss; win by odds; total; most effective half; time ball; individual totals of teams; number of tries; even-odd; 1 half result, total, odds; passing to the next stage; first try; first point, which team will gain certain number of points first; win by a certain point difference.

7s Rugby

7s rugby is a team sport with oval-shaped ball, which is played with the same principle as rugby union.

A try- A try is scored if a player enters an opposing team's area and tries a ball. The team gets

5 points for a try.

Drop kick – kicking a ball while playing. It brings 3 points.

Penalty – it is awarded when a team commits a foul it brings 3 points.

Conversion – it is awarded after scoring a try and kicked along a try line from any distance. It gets 2 points.

There are just some different rules in 7s rugby:

1. Teams composed of 7 players play it.
2. A match consists of two 7-minute halves. Final matches include 10-minute halves. Break between halves lasts 1 or 2 minutes.
3. A referee can send off match participants for 2 minutes or till the end of a game.

If a game is suspended or delayed for more than 24 hours, all the bets accepted are considered as equal to 1 (one).

The bets are accepted on following positions: win, draw, loss; win by odds; total; most effective half; time ball; individual totals of teams; number of tries; even-odd; 1 half result, total, odds; passing to the next stage; first try; first point, which team will gain certain number of points first; win by a certain point difference.

Rugby League

Rugby league (13s rugby) is a variety of rugby which is played by two teams, each composed of 13 players. Match is divided into two 40-minute halves. The system of charging points is different from rugby: try means 4 points, conversion and penalty -2, drop kick (drop goal, field goal) -1. The strategy and tactics of a game is also different. There is no lineout and thus, kicking a ball with a leg at the edge of a field in order to gain territory does not make sense. Also, for this type of rugby, it is not distinctive to conduct a team scrum for gaining a ball in standard situation – maul and ruck. Team member cannot help a tackled co-member. After a tackle, the game must stop temporarily – behind tackled ball, the ball is passed to team members and new phase of attack starts. There are 6 tackling rules to limit the number of attacks: if an attacking team cannot get points after 6 attacks, the ball is given to an opponent. There are 6 hookers and 7 backs, however, ordinary positioning of players happens only in one standard situation – during a scrum. In an open game, there is no big difference between hooker's and back's functions.

If a game is suspended or delayed for more than 24 hours, all the bets accepted are considered

as equal to 1 (one).

The bets are accepted on following positions: win, draw, loss; win by odds; total; most effective half; time ball; individual totals of teams; number of tries; even-odd; I half result, total, odds; passing to the next stage; first try; first point, which team will gain certain number of points first; win by a certain point difference.

Bets are accepted on all positions and winning is granted only according to the main time result of a match (if no other is indicated).

Volleyball

Volleyball is a team sport played on a court divided into two parts by a net. The length of a court is 18m, and the width – 9 m. There are 12 players in each team and 6 of them from each participate in a game, including libero, who wears different color shirt. The ball is served by hitting with an open hand at upper or below part, it is a mistake if the ball touches net or any member of serving team while serving. Also, it is a mistake if during a serve or after an attack the ball (without touching opponent) falls beyond the court territory. While serving/attacking, team members occupy certain positions and violating it means a mistake. When a team is enabled to serve, players move clockwise and take new positions. After a referee's whistle is blown, volleyball player, who is in a back right corner of a court, brings the ball into play. Serving team continues serving in case it scores a point. The team scores a point if: a. the ball is successfully grounded in opponent's area; b. the ball touches an opponent and leaves the court; c. an opponent makes a mistake; d. opposing team gets a caution because of the foul.

The ball is considered out of play if it touches the floor or any object outside the court. The team receiving a serve can touch the ball maximum three times before throwing it to an opponent's half. If two or more co-members touch the ball at the same time, it is deemed as double touch". The Match continues until one of the teams wins 3 sets (from 5 possible). Each set lasts up to 25 points. In some tournaments, set continues until 21 points are accrued and it is indicated in the title. Fifth set lasts up to 15 points. Also, in order to win a set, it is a must to show 2-point difference (i.e. in I-IV sets, if the score is 24:24 and in V set it is 14:14, the game lasts until 2-point advantage is gained. Teams change places on the court after each set.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

The bets are accepted on following positions: winning a match, I, II, III, IV and V set win, win by odds (in a match or set), total (match/set), individual total of teams, exact set score, number

of sets and win by odds based on sets, which team will accrue indicated number of points, odds and totals are reported in accordance with game points.

Handball

Handball is a team sport played by two teams, each composed of seven players. They play only with hands (only a goal-keeper can touch the ball with a leg) and try to score more goals in opponent's goal. Matches are held indoors, on a rectangular field circumscribed by touch and goal lines. The length of a court is 40m and width – 20m. Central line divides the court into two parts. A goal with a net is fixed between goal lines: width – 3m, height – 2m. There is 6m radius semicircle in front of each goal, which is goal-keeper's area and 9 radius semicircle which represents a free throw line. Handball is played with a round ball made of leather, for women, its circumference is 54-60cm, weight -325-375 g, for men circumference of a ball is 58-60cm, and the weight – 425-475g.

Match consists of two 30-minute halves (pure time). A break between halves lasts 10 minutes. There are 7 main and 5 substitute players, including a goal-keeper in each team. The number of substitutions is not determined. The goal is scored if it wholly crosses goal line (area). After each goal, the game starts again from the center. It is allowed to pass the ball with one or both hands, carrying (dribbling) with one hand, throwing into the goal and in a leap, blocking the road for an opponent, seizing the ball released from an opponent while passing or dribbling, blocking the ball thrown into a goal, etc. playing with a leg, carrying a passive ball for more than 3 seconds, leaping up and down with a ball, running an opponent's or own goal-keeper's field in order to choose a position, tackling an opponent, pushing roughly, tripping and any unsporting behavior are prohibited. In case of a foul, team is punished with taking the ball away, 7m penalty throw, and a player -with a caution (yellow card), sending off the game for 2 minutes or till the end of a match, disqualification (red card). Penalty is awarded even when a court player passes a ball to his goal-keeper in 6m area. In case the ball crosses the touchline, throw-in is awarded (the ball is brought into game with a hand, from the crossing point of a line). If a defense team player touches the ball leaving goal line last, corner is awarded (the ball is brought back into game with a hand, from the crossing point of touch and goal lines. Goal-keeper, who repulses the ball leaving a goal line, brings it back to the game.

In China championships and some tournaments, match is announced as finished if any team has 15-point advantage. In such case, reported score is taken into account as final score of a match.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are accepted on all positions and winning is granted only based on the main time result of a match (in other cases, other condition will be indicated along a certain match title or pairs).
Bets are accepted on the following positions: win, draw, loss; double result; total; win by odds; I half result; I half double result; draw in I half; draw in II half; number of goals in I half; even-odd goals in I half; even-odd goals in II half; II half result; II half double result; which time will more goals be in; win by difference; individual totals of teams; even-odd.

Water polo

Water polo is a team sport. There are 7 players in each team. The objective of players is to defend their own goal and score goals in opponent's goal. Competitions are held in 50m pool. The sizes of playing field are 30X20m (for women -25X17m), while the depth of a pool is at least 2m. One team members wear white, and another team players – blue caps. Goal-keepers play with red caps. Numbers are written on caps. The game consists of four 8-minute periods (pure time), first break lasts 2 and second- 5 minutes. The number of substitutions is not determined. Before starting a match, teams are positioned at their goal line. At this time, the ball is in the center of a field, on a special float. Upon referee's whistle, the float sinks and ball stays on water surface. The fastest swimmers from both teams will swim toward the center. The one who grasps the ball attacks first. In order to finish an attack, i.e. throwing the ball into goal, players get 35 seconds. If they cannot throw a ball during this time, the ball is given to opponents and they start an attack. The goal is scored if it wholly crosses goal line. Players must float on water surface for the whole match. It is prohibited to stand at the bottom and touch boards. It is also forbidden to touch the ball with both hands (except a goal-keeper), stop the ball underwater, attack an opponent who does not have a ball, push with hands or legs. Penalty is awarded if a foul is committed in 5m area of defense. For a foul, a player can be sent off the pool for 20 seconds (until scoring a goal or losing the ball). The player who has been sent off three times has to leave the pool with the right to be substituted later. The team which scores more goals in opponent's goal wins.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are accepted on all positions and winning is granted only based on the main time result of a match (in other cases, other condition will be indicated along a certain match title or pairs).

Bets are accepted on the following positions: win, draw, loss, total of balls, double result, quarter results, total and handicap, team total.

Futsal

Futsal is also known as indoor football. The rules of futsal resemble football rules, but there are some peculiarities. There are several types of a game. The size of a field and the number of players (there can be 5-11 players in one team) are different. The length of a field is 38-42m, width-18-22m. Penalty area is bordered with 6m radius circle. One benchmark of a penalty area is located at 6m from the middle point of a goal, and second – from 10m. the height of a goal is 2, and width -3 meters. Two teams compete in a match. Mainly, there are 5 players in each, including one goal-keeper. No more than 7 players can serve as substitutes. The number of substitutions is not limited. Match consists of two 20-minute halves. Break lasts 15 minutes. A team can take 1-minute break in each half. There is no offside in futsal.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are accepted on all positions and winning is granted only based on the main time result of a match (in other cases, other condition will be indicated along a certain match title or pairs).

Bets are accepted on predicting match result (win, draw, loss); double result; win by odds and total of scored goals.

Beach football

Beach football is a team sport. The same rules as in traditional football apply here. Matches are held on sand-covered field, length of which is 37 m and width - 27m. The height of a goal is 2.2m, width-5.5m. the diameter of a ball made of plastic material or leather is 68-71cm, weight-396-440g. Two teams, each composed of 5 members (1 goal-keeper and 4 field players) participate in a match. Maximum 5 players can serve as substitutes. The number of substitutions is unlimited. Players wear shorts, shirts and light sports footwear. It is allowed to play barefoot. Match continues for 3 periods, each lasting for 12 minutes, with 3-minute break.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are accepted on guessing match results (win, draw, loss), double result, win by odds and total of scored goals. Bets are accepted on all positions and winning is granted only based on the main time result of a match (any different condition will be indicated along a certain match title or pairs).

American Football

Two teams, each composed of 11 players participate in a match. They play with oval-shaped

ball on right-angled pitch (length-120 yards/109.728 meters, width -53.3 yard/48.738 meters, with two goals, which are identical to rugby goals and their height is 3 meters, the distance between goal posts is 5.7 m. The objective of a game: a team must accrue more point (points) than an opponent does and win, player must catch the ball and run until being tackled and fallen on the playing field. There is a limit of attacks – each team is enabled to 4 attacks at one time. The duty of offensive player and a team is to cross 10-yard section. Each such attempt is called “down”. If an attacking player passes 10-yard section, he gets a right of 4 attempts for the next 10 yards. In case of not using this opportunity, the ball is given to an opponent. If a team crosses 10-yard line and performs a touchdown, a team gets 6 points and 1-point kick is awarded (conversion). Conversion while playing (without touchdown) means 3 (three) points. If ball is played again or there is another touchdown instead of conversion, it brings 2 (two) points to the team.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

The results are calculated considering overtime (if no other is indicated in a program). In exceptional cases, the results of some tournaments are calculated considering main time (4 15-minute quarter). In such case, a new bet position “draw(X)” is added to major positions (position “1”-“2”) and it is like this:”1”-“X”-“2”. Therefore, all the positions will be reported in accordance with main time result.

Bets on this type of sport are accepted on main result of a half, quarter, win by odds, match total, individual totals of teams, overtime total, quarter with most points.

Australian Football

Two teams, each composed of 18 players participate in a game. The objective of a team is to advance, invade opponent’s goal and accrue as many points as possible. Each team has 2 goals. The goal in large goal is considered as 1 (one) point, while a goal scored with a leg in relatively narrow (inner) goal brings 6(six) points. The height of a goal is not limited. A player can run 10 steps with a ball in hands, after which he/she must either pass a ball or continue moving after dropping it on the ground. Passing a ball is conducted by a leg or hand in any direction. Main time consists of four 20-minute periods.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets in this sport are accepted both on main time and period result, win by odds and total considering overtime (if no other is indicated in a program).

Badminton

Badminton is a sport game played with a shuttlecock and a racket. The goal of a player is to hit a shuttlecock in a way that it crosses the net and touches opponent's field. The game is conducted between two competitors. Each participant is represented by one (in singles) or two (in doubles) player (players). Competitions are held indoors. There are three types of badminton court: a. for singles matches, b. for doubles, c. mixed. The court is divided into two parts by a net. To serve, one may hit the shuttlecock only from below so that the frame of a racket won't miss server's belt line. Upon serving, neither server nor receiver can lift legs from ground and change position. A player (doubles) wins the match if an opponent makes a mistake (commits a foul) or shuttlecock touches opponent's field. A player (double) who wins the play gets one point and continues serving. It is a foul if: shuttlecock stops at the net or passes below it, falls beyond the court border, does not cross the net, touches player's body or clothes, touches any body beyond court border, is caught or stopped at the racket and then it is hit, was repulsed by two consecutive hits by the same player. It is also a foul if a player touches a net or net post, moves to opponent's area with his/her body or racket, impedes an opponent at the net from hitting, distracts an opponent with shouts and gestures.

A match continues until winning 2 sets (from 3). A set lasts till 21 points. If there is a draw (20:20), the game resumes until 2-point advantage is gained.

In case one of the players (team) terminates playing for any reason and refuses to participate, the bets placed on all not played positions are annulled: main result -win, loss (1 2), any odds and exact set scores - the winnings of these bets are granted by considering a coefficient which equals to 1.0. the bets on title and sets which have already been played for the moment a match is terminated (surrender, disqualification), the winnings are granted based on reported result.

Bets are placed on player's(team's) winning, loss, odds and number of points (if no other is indicated in a program). If a match is temporarily suspended, not finished the same day or delayed till indeterminate time, the bet is valid until the end of a match or a tournament.

Ball Hockey (Bandy)

Ball Hockey (bandy) is a competition between two teams on ice-covered court (length-90-110m, width-45-65m). Match participants stand on skates and hold polo sticks (except goal-tender). Each team consists of 11 players. All players move with skates on the icing. Goal-tenders can play with hands on their penalty area. The width of a goal is 3.5m, while height is 2.1m. Ball diameter is 6cm and weight-58-62g. The objective of players is to score a goal using polo sticks in opponent's goal. Match comprises two 45-minute halves (sometimes, by

referee's decision, there are three 30-minute halves due to undesirable weather conditions).

If a match is delayed/terminated and not conducted for 24 hours, winnings are calculated considering a coefficient which equals 1.0. match and all its positions are considered as void if game format is changed (if no other is indicated in a program).

Bets are accepted both on main and half results, win by odds and total, double result, I half total, I half odds, individual total of teams.

Beach Volleyball

Beach volleyball is a type of sport which is played on sand-covered field (sand-minimum 40cm, length-27m, width-12m. Sizes of a goal: width-3m and height-2m. Two teams, composed of 6 players each (and 2 substitutes in each) start a match. They play only with hands and attempt to score more goals in an opponent's goal. It is forbidden for all players to wear any type of footwear. Match consists of two 10-minute periods with 5-minute break. A goal is scored if: a. the ball crosses goal line and no rules are violated by hitter or his/her co-members. B. defense team member commits a foul when the ball is entering a goal, c. An item or a person not participating in a game hinders the ball from crossing a goal line. Spectacular and exceptionally beautiful goal scored brings 1 additional point, a goal scored from 6 meters gets 2 points and if a goal-tender scores a goal in an opponent's goal, the team gets 2 points. If there is a draw at the end of a period, there is "golden goal" rule applied. The winner of each period gets 1 point. If a team has won both periods, it becomes a winner with the score 2:0. And if each team wins one period and score is 1:1, round is awarded (one player against a goal-keeper), where teams throw a ball in turns (initially, 5 times each) until the winner is revealed. Each team must have minimum 4 players on the court (3 field players and 1 goal-keeper). If the number of team members becomes less than 4, game stops and an opposing team wins.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

The results are calculated considering main time (if no other is indicated in a program). Only the bets whose results are reported before the game stops are calculated. Match and all its positions are deemed as annulled if game format is changed.

Bets on this sport are accepted on following positions: main result of a match, win by odds, double result, periods' results.

Chess

Chess is an intellectual game which is played by two players (white and black pieces) on square, dark and light colored 64-square chessboard. Each partner has 8 pieces (king, queen, two rooks, two knights, two bishops and 8 pawns). Each piece moves on the check-board according to certain rules and an opponent's piece can capture them (except king). Capturing a piece is not obligatory except the case when it is impossible by any other move to defend a king from an attack. "Whites" start a game, moves are made in turns. The objective of a game is to checkmate an opponent's king, i.e. place it under an inescapable threat of capture, when it is not possible to move the king to other, safe square or covering it with a piece in order to defend from opponent's attacking piece. In official competitions, the time of making moves is regulated and controlled by a chess clock. If a player exceeds the time provided for certain moves, he/she loses. There is a draw in following situations: a. stalemate – when a player whose turn it is to move cannot move, b. when players don't have enough pieces for checkmate, c. if both players have made last 50 moves without killing or moving a pawn, d. if players agree on a draw, e. upon referee's decision (after one of the player's request).

The types of a chess are: a. fast chess, where a player has from 15 (fifteen) minutes to 1 (one) hour to play a round and b. blitz chess, when playing time is decreased to 3 minutes (adding certain amount of time on each move).

The player(team), who is written first and indicated by digit 1 (one) in a pair depicted in a program plays with white pieces, irrespective of the place a match is held. Result of a round is calculated based on an official result, while match result is counted according to all the rounds in a match. If a match is temporarily terminated and delayed for undetermined time, the bets are valid until a match or a tournament end.

Bets are placed on the following positions: player's (team's) win, draw, loss, winner of a championship (tournament).

Curling

Curling is a winter sport, a variety of skittles. It is a team sport where 4-men teams compete against each other on the sheet of ice in sliding 20kg stone. The objective of players is to place a stone at the end of a field, in the middle of a drawn circle. Players must throw a stone and slide it in a way that it stops in the center of a circle or as close as possible, also, not to slide more than 1.83 meters. Team gets a point for each thrown stone if it gets closer to the circle in the center than an opponent's one. The game consists of ten independent periods, also called "ends". In the course of each end, team throws 8 stones in turns. Stones are thrown from a "hack" (throwing line). Players follow the stone and slide on the ice until the next line (also called "hog"). Until a stone reaches the hog, players can correct already slid

stone (accelerate, decelerate, change trajectory) using special brushes (called “brooms”). The team which accrues more points in total at the end of ten ends wins. If there is a tie, additional “extra end” is awarded. Bets are placed on the following positions: main result, win by odds and number of points. The results are calculated considering extra ends if no other is indicated in a program.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are placed on the following positions: main result, win by odds and number of points. The results are calculated considering extra ends if no other is indicated in a program.

Cycle Sport

Major types of cycle sport are: track racing, highway racing, downhill mountains biking, group race, individual race, team race, multi-day race, mountain biking, criterium cycling and couple's racing. There is also figurative biking, cycle ball and cycle polo. Races are held both among men and women.

Track racing: official international competitions are held on wood-covered track, where the length of oval track is 250 (short track), 333.33 or 400 (long track) meters. It is prohibited to use the equipment which increase the speed artificially. Main disciplines of track racing are: men-hit from 1000m place, sprint -3 circles, pursuit -individual racing -4km, pursuit -team racing 4km, points race-40km, keirini, team i.e. Olympic sprint, Madison, scratch 15km; women – hit 500m, sprint -3 circles, pursuit individual racing - 3km, point race -24km, scratch-10km.

In hit, time is the only rival of a cyclist. Race participants enter the track separately, attempt to develop maximum speed at the start and continue so till the finish line. The one covering the distance fastest wins. Two sportsmen stand at sprint start at the same time. The one who gets first place in a ballot starts the distance. The sportsman who crosses the finish line first wins. Sprint consists of 3 starts. The one who wins 2 races wins the whole race. If opponents have the same result, an advantage is given to the one who passed the last circle faster.

Pursuit team racing rules are generally identical to individual racing. Opposing teams start on opposing sides of a track. There are four sportsmen in each team. Overall time is counted when third member of a team crosses the finish line. Race can be terminated until the end of a distance if advanced team's third racer catches up with an opponent team's third player. The number of participants in points racing is not limited. After passing the first circle, four best racers on the next 10 circle finish line get points worth considering -5,3,2 and 1(these points are doubled on the final circle of a distance). Final places are assigned according to the

sum total of accrued points. If two or more sportsmen have the same number of points, the one taking more first places (second, third, etc.) on interim finishes has an advantage. If this performance is also the same, the racer who gets to the finish earlier wins.

Keirini is held on 2000m distance. Racers follow a biker who gradually increases the speed up to 50km/hour and on referee's signal, when there is 600-700m left, leaves the track. This is followed by race participants' sprint. The one crossing finish line first wins. Team sprint is conducted in three circles. Two 3-men teams start at opposing sides of a track. After each circle, the sportsmen from each team who arrive at finish line first leave the race. Stopwatch stops when team's third member crosses finish line. If opponents have the same result, the team which needed less time for passing the last circle wins.

Madison is couple's competition. The race consists of interim finishes, whose number is determined by the length of a track. One team member actively participates in a race, and the second moves slowly and spares power. Relay happens when tired sportsman touches his/her partner with a hand and hints to continue the race. On each interim finish, top-4 teams get points to be counted – 5,3,2 and 1 points. Final places are distributed in accordance with the sum total of accrued points.

Scratch is an individual race with simultaneous start. The number of participants must not exceed 24. Racer leaves the race if he/she lags behind opponents with one circle. If any sportsman outstrips the major group in one circle, race stops and he/she wins it. If 3 racers outstrip major group in one circle at the same time, they must cover the whole distance. The remaining ones leave the competition.

Highway racing: competitions are held at safe car roads. Circular, open and mixed tracks are used for 1-day races. The length of circular track must not be less than 12km. Main disciplines of highway cycling are: group race (men-250-280km, women-80-120km) and individual racing (men-40-50km, women-20-30km), multi-day race, winter cross. Highway group race begins with a mutual start, while individual race participants start in 90-second intervals.

Multi-day cycling consists of several stages and last at least 2 days. There is group race, individual and team race on time, also called "prologue" (individual race at the distance of no more than 8 km) and semi-stages. The winner of an individual race is revealed according to the sum total of time gained at separate stages. If time is equal, they take the number of wins at stages and total time of all stages into account. Team point scoring comprises three best times of team members at separate stages and on the whole distance. If less than three sportsmen are in a team during the course of a race, the result of this team is not considered in total point counting.

In downhill racing, they use particularly strong-structured bike, which is equipped with a speed switch, front and back brakes, amortization, relief protector.

Winter cross is held on open place. The route shall be selected in a way that it leads to forest, field, paths and roads. There must not be any serious obstacles on a distance, maximum length of which is 24 km. If this race is conducted in a circle, then its length must exceed 3km.

In order for a bet on position” who will compete better “(racer, team) to be active, both racers must compete, otherwise, the bet placed is canceled and returned to the player. If any racer leaves the contest while competing for any reason, an opponent wins. If both leave the competition, then the position “who will compete better is cancelled and returned to the player.

The bets are accepted on the following positions: “who will compete better?” tournament winner, tour winner (racer, team), if no other is indicated in a program.

Darts

Darts (darts -in English, an arrow, a javelin) – is a game where players throw darts at a dartboard fixed on the wall. Competitors throw the arrows from 2.37m distance at a round, vertically positioned target, whose center is 173cm far from the floor. Target is divided into 20 same size sections. Sectors are numbered from 1 to 20. Besides, there are three, co-centered rings drawn on a target. Landing a dart in first (outer) ring gives the points equal to section number. If a dart lands in middle (i.e. triple) ring, the points are calculated in a following way: section number is multiplied by six. If a player lands dart in inner (double) ring, section number is multiplied by two. One of the most popular darts game is 501 (however, there is 301, 701, 1001). Initially, all players have the same number of points, say, 501. The objective of a game is to charge off or annul these points by throwing darts. The one who manages to do this first is announced as the winner. A player can throw three darts at one visit at the board. The main difficulty in darts is that a player must achieve exactly zero points. Darts consists of legs. The length of a match is determined by pre-defined number of sets by specific tournament organizers. A specific set comprises pre-determined legs, also predefined by organizers. There are 1-set darts tournaments where the length of a match is determined by the number of legs directly.

In darts, we meet “checkout” – when a specific leg must end with a dart thrown at inner (double) ring. So, if a player has 77 points left to be charged off, in order for him to annul the score in a leg, it is a must to land a dart in inner (double) ring.

For example:

1. A player can hit number 15 on triple ring and finish by a dart in number 16, double ring. $77-3*15-2*16=0$

2. In case a dart lands in number 15, first (outer) ring, a player is enabled to throw at triple ring, 10 and finish by landing a dart in double ring, 16 points. $77-15-3*10-2*16=0$
3. By landing a dart in middle (triple) ring, a player can throw the next dart at inner (double) ring, number 10. $77-3*19-2*10=0$

In darts, by a singular visit at the board (throwing 3 darts) a player can accrue the highest 180 points, which is known as “180s”. Performing 180s is possible by landing all three darts in number 20, middle (triple) ring.

If a match is terminated/delayed, the bet stays valid until the end of a tournament.

Bets are accepted on the following positions: player's win, loss, win by odds in sets/legs, number of 180s, checkout colors (red/green), number of legs/sets, H2H (who will compete better). The odds and number of legs/sets are calculated according to the legs/sets, if no other is indicated in a program.

Field Hockey

Field hockey is a team sport with sticks and small-size ball. Partners pass the ball using sticks and advance toward an opponent's goal. The objective of a game is to invade an opponent's goal and defend one's own. It is played on grass-covered field. Right-angled field is bordered with white touch and goal lines. The field is divided into two equal parts by middle line. Each half of a field is divided by a goal line. There are goals with nets in the middle of goal lines and there is a semi-circle (hitting line) drawn from its middle point. 6.4 meters from a goal, there is a penalty benchmark. The radius of a hitting semicircle marked in front of a goal is 14.63m.

In each team, there are 11 hockeyists, including a goal-keeper. During the whole match, it is allowed to substitute 3 players. Players touch the ball only with sticks. A goal-keeper is an exception as he/she can repulse using hands and legs within the frames of a hitting semi-circle. A goal is scored if it wholly crosses goal line (area) bordered by posts and crossbar. It is prohibited to lift a stick at shoulder height, trip with a stick, stop or catch a ball using a hand, deliberate throw of a ball into the air with the purpose of landing it in a semi-circle. If an attacker commits a foul on opponent's field, there is a free throw awarded to this opponent, which is performed from the spot of a foul. If both parties commit fouls at the same time, the ball is played to resolve this. Penalty is awarded in favor of an attacking team in case of deliberate or accidental foul, if it prevents a probable goal, also, in case when opposing team members do not follow the determined positions during penalty corners. During the course of a penalty, a goal-keeper must stand at a goal line. After a penalty performer and goal-keeper are in position, referee blows a whistle, and a goal-keeper is forbidden from leaving the goal line and moving until hitting. At this time, the remaining players stand beyond 22.87m line.

In case any hockeyist accidentally passes the ball from goal-line (22.87) or more meters, corner is awarded. If a defense player deliberately passes the ball beyond the same line or commits a foul in hitting area (if there is no penalty for such foul), penalty corner is

awarded. Penalty corner is kicked from any place of goal line, but the distance between goal post must not be less than 9.1 meters. At this time, the remaining players of an attacking team must be beyond hitting semi-circle borders. 5 players (at most) of an opposing team can stand behind a goal line of their own field. Other members shall be positioned behind central line. A goal-keeper cannot leave goal-line or move before hitting. Hockeist is in offside if he/she is on opponent's half. Also, there are at least two rivals standing between him and goal line, and his/her own team member has a ball beyond the line. Match consists of two 35-minute halves, with 10-minute break.

If a match is terminated or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are accepted in the following positions: main result, half result, win by odds and match total, double result. The results are calculated considering main time if no other is indicated in a program.

Floor ball

Floor ball is a team sport with a ball, which resembles ball and field hockey, but it is played on wooden floor indoor field.

Floor ball is played on a rink (40X20m) which is bordered with 50cm boards. A team has 6 players simultaneously on the rink and one of them is a goal-keeper. A goal-keeper does not have a stick. The ball he/she brings into game must touch the floor, board or any player before touching the middle line. It is forbidden to swing the stick above knee high, touch an opponent's stick (striking, blocking, or lifting), leap on the rink, play or stop a ball above knee high with other body parts. There is free kick awarded in case of any abovementioned cases. A player is sent off for 2 minutes if: he/she plays without a stick, plays roughly or knocks down an opponent; attacks a goal-keeper or attempts to stop him with a hand; stops or hits the ball with a head or a hand; in prone or standing position, tries to fail the pass; violates the determined number of players. In case of throwing a stick or deliberate knocking down an opponent, a player is sent off for 5 minutes.

If a match is terminated or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are accepted on following positions: main result, double result, win by odds and match total. The results are calculated considering main time (if no other is indicated in a program).

Snooker

Snooker is a variety of billiards. The objective of a game is to sink as many balls as possible and score as many points as possible according to the game rules. A set consists of frames. At the beginning of a game, there are 15 balls, put in pyramid form on a table and 6 colored balls, each placed at certain area of a table. White ball is used to pot colored balls. Players must put red and white balls into pocket in sequence. If players have accrued the same

number of point (after sinking all the balls), frame is finished with one black ball. The points are assigned as follows: red-1 point, yellow-2, green-3, brown-4, blue-5, pink-6, black-7.

In case a match is delayed-terminated, a bet stays active until the end of a match or tournament.

Bets are accepted on the following positions: win, loss, win by odds, number of points, number of frames, winner of a tournament, who will compete better (H2H). In snooker, odds and total are calculated according to frames (if no other is indicated in a program).

Sumo

Sumo is one of the most ancient types of Japanese wrestling. There is a hierarchy of wrestlers in sumo, at the top of which is the great champion-iokozuna. Sumo ring (dohio) is a square platform of clay, with a side length of 7.24m. Rice-straw bales draw 4.55m diameter circle, inside which there is a combat. Dohio is covered with sand. Wrestlers wear special loincloth (mawashi). Wrestling rules are very simple: the one who forces an opponent out the circular ring or makes him touch the ground inside the ring with anything other than a foot, wins. Any strike with a hand or a leg, seizure by a throat and pulling hair. A sumo wrestler whose mawashi opens is forced out of basho and gest disqualified. At the same time, it is forbidden to deliberately open an opponent's mawashi. A referee, giodzi, strictly punishes a player for such action. Sumo wrestler wears a top knot hair, which, in case of falling or falling from dohio, decreases the hitting power and protects a player from a nape trauma. In professional sumo, there are no weight categories, that's why sumo wrestler often has to compete against the player whose weight is twice as much as his.

If a match is terminated/not held due to any participant's reason, all the bets are considered void, except the bets placed on "winner of a tournament" position.

Bets are accepted on win, loss, winner of a tournament, who will compete better (H2H) if no other is indicated in a program.

Table Tennis

Table tennis is a game with a wooden racket covered with rubber and a celluloid or plastic lightweight ball. The objective of a player is to throw a ball with one hit on opponent's field in a way that it cannot return. Necessary stuff for a game includes a table, net, racket and ball. Competitions are held in 6 disciplines: singles men, women; doubles' men, women; mixed doubles, mixed team.

Playing for each point starts with serving. In singles, ballot determines the server. A server throws the ball up minimum 16cm high with an open palm of a free hand and hits with a racket when the ball comes down. The ball must first land on server's half and then move to an opponent's area. If a player throws a ball up but cannot hit, a serve loses. A serve is re-played if a ball touches the net or pillar and falls on opponent's half. After each 2 points, an opponent gets a right to serve. Striking a ball in response is allowed when the ball falls on defense side and bounces. Repulse is possible with a racket or a hand, which holds a racket.

Playing continues if a ball hits a net or a pillar but falls on opponent's half. If the stuck ball falls near the net on opponent's half, returns back and crosses the net again, the player who can't succeed to repulse the ball with a racket loses point. A player gets a point even if an opponent touches table surface with a free hand, moves a table or touches the net while the ball is in play, an opponent strikes the ball two consecutive times, a rival wrongly or mistakenly serves.

Match consists of 3 (or 5) sets. In most tournaments, set continues up to 11 points (if the score is 10:10, set resumes until 2-point difference, if no other is indicated in a program. In some tournaments, a decisive set lasts up to 7 points, if the regulations of specific competition stipulate it.

In doubles' matches, table is divided into zones (one side into 2). The serve must be performed from right zone of a table to right zone of an opponent (the ball must be served diagonally). Partners must repulse the ball in turns.

Bets on this sport are accepted on following positions: player's (team's) match (set) winning; win by odds; total; number of sets, odds and total are calculated based on the points. If a match is temporarily terminated or delayed for indeterminate time, the bets stay valid until the end of a meeting or tournament.

Beach Volleyball

Beach volleyball is a team sport. A match is conducted on sandy field, divided into two equal parts with a net of certain height. Players try to throw the ball across the net so that it lands on opponent's field and he can't repulse it. There are 2 players in a team, who can't be substituted. The ball is served from back line of a field, from below or above, by hitting with an open palm or forearm. One team players serve the ball in turns. One may repulse a ball with any part of a body. Each team has a right to touch the ball three times (including blocking or covering) before throwing it on opponent's half. But it is a mistake if one player touches the ball twice. The team loses a probable point if the ball lands on their own field or falls beyond the field without touching an opponent during attack or repulse. Winning two sets is necessary for winning the match. A set continues up to 21 points, and the third decisive set – until 15 points. Also, in order to win a set, minimum 2-point difference is a must (i.e. if the score in I-IV sets is 20:20 and in V set -14:14, game continues until 2-point advantage is gained. Playing one ball out brings 1 point. The team which wins the playing-out gets a point, and also, a right to serve.

In case of a change in game format, the bets on specific matches will equal to 1 (one) if there is no information regarding it in the title.

If a match is terminated for any player's reason, all the bets placed equal 1, except already played positions.

If a match is temporarily terminated and delayed until indeterminate time, the bets stay valid until the end of a match or tournament.

Odds and total in this sport are pointed out with points. Bets are accepted on the following positions: match (set) win, loss, win by odds, total, number of sets.

Hockey

Hockey is a team sport which is played on ice. The match is conducted between two teams. There are 6 players from each team on the rink (one of them is a goal-tender). So, the substitution of field players and a goal-tender is allowed at any point during the game, without limits. The objective of a game is scoring as many goals as possible in opponent's goal. The goal is scored if a puck crosses a goal line. Hockey players stand on standard skates (it is prohibited to use figure skating and high-speed racing skates) and hold sticks. Goal-tender's stick is different with its below section of hooked and straight parts. The game is played with a puck. Hockey players enter the rink in sportswear, gloves, helmets (goal-tenders wear goalie masks additionally). Goal-tender's one glove is for catching a puck in the air and the back of second glove is kind of a shield. The game consists of three 20-minute periods (only the time when puck is in play counts). After each period, teams change the goals. If it is necessary to announce a winner in play-off system (some tournaments), additional time (10 minutes) is awarded, where the game starts as soon as a goal is scored. If an additional period can't reveal a winner, penalty shot series is awarded. After penalty shot series, winning team gets 1 point. All the teams can take 30-second timeouts during the game. In ice hockey, any power fight is allowed. For an infraction of rules and rough playing, a referee punishes an offending player. Punishment is various: minor penalty (sending off the field for 2 minutes); major penalty (sending off for 5 minutes). If the same player gets second major penalty, he is sent off till the end of a match (a substitute can enter the game after 5 minutes) or awarded a disciplinary penalty (sending off an offending player for 10 minutes or till the end of a game).

Penalty shots-penalty shots are performed as follows: a referee places a puck on a central point and gives signal to a player. A player starts moving with a puck towards penalized team's goal and attempts to score a goal. After shooting, penalty shot is considered as performed.

Position: "the most efficient period" - the period with most goals scored wins (for example, I-1:0; II-2:0; III-2:3) -option: III period wins). If II and III periods are most efficient, the choice of "equal" (for instance: I-1:0; II-2:0; III-1:1) wins.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Hockey results are calculated considering main time if no other is indicated in a program.

Bets are accepted on the following positions: match result; double result; handicap; win by odds; total; even/odd; periods results; periods total; double result of periods; even/odd in periods; tie in periods; both teams' scoring in periods; odds in periods; first goal in periods; last goal in periods; win by difference; individual total of teams; whether both teams will score or not; which team scores the first goal; which team scores the last goal; the number of individual

goals by teams; most efficient periods which team will score certain number of goals earlier; tie; team will win/number of goals.

Clay Target Shooting

Clay target shooting is a variety of shooting. It includes shooting with a smooth-barreled gun at flying targets thrown from special device on the field (stand). There are 5 firing points and 15 thrower machines on the field designated for trench stand. The distance between firing points is 3.20 m, while the distance from firing line to thrower machine – 15m. Machines are positioned in 5 groups, 3 for each firing point.

The height of a target is 25-27mm, diameter-110mm, weight-100-110g. There is the same colored target for each shooter (it can be orange, white, yellow or black). There are three thrower machines in each group. According to the scheme, it throws targets in various directions, the scheme is chosen in a way that nobody knows in advance which machine will turn on for a particular moment. Technical staff, which puts targets in a machine, is positioned in a special pit and is protected with special screen.

It is allowed to use all kinds of pellets in 12-caliber shotguns, including automatic one. It is prohibited to use compensators which impede a shooter. Maximum length of a cartridge is 70mm, maximum diameter of a pellet is 2.5mm, maximal weight of a charge is 24g. It is impermissible to use black gunpowder, incendiary and traced cartridges.

A team composed of 6 members shoots. 5 players stand on firing point, 6th is ready to occupy №1 firing point. One target is thrown for each firing point. After shooting, 5th shooter goes back and is ready to occupy №1 firing point. Shooting continues until the whole circle (round) finishes. Each round consists of 25 shots for each participant. Shooter loads a shotgun with two cartridges and gives readiness signal. The target is thrown from the thrower machine at the same moment. If a shooter misses first, he/she can shoot at the same target from second barrel.

In international competitions, each team is composed of 3 shooters. In individual ones, 125 targets are thrown and the best team is revealed based on the result of first 3X125 shots.

In order to announce the winner, there is a final series conducted among 6 best shooters, each having 25 shots. The results of this final series are added to previous ones. The one with most points wins.

There are 8 firing points placed on the field designated for round stand, also, there is “tall house” on the left and “low house” on the right. Targets from high house are thrown 3.05 meters from the ground, from low house – it is 1 meter. Targets must fly above the central field and stay in the air at 65.2 meters. Timer mechanism throws targets 0-3 seconds after shooter’s signal. The targets are the same as in trench stand competitions. Maximum length of a cartridge is 70mm, pellet diameter-2mm, weight of charge-22g). They have circular form and are made of a bullet or its alloy. It is prohibited to use black gunpowder, incendiary and

traced cartridges.

Shooters shoot alternately from each firing point. They are thrown one target from high, and one from low house. Double targets must appear exactly at the same time. A player must shoot at target from №8 firing point before it crosses center line. Points are accumulated the same way as in trench stand.

Bets are accepted on: winner; TOP 3, best of two.

Rowing with kayak and canoe

Rowing with kayak and canoe is a variety of rowing, a race with forkless single or double-oar boats. International canoe federation unites six technical disciplines, including two Olympic ones: sprint and slalom.

Competition with kayak and canoe are held in still water aquatoria in natural or artificial reservoirs. The length of race track is 1000m, width-150m, width of lane -9m. Lanes are separated from each other by floats.

Single kayak sizes: length-5.2m, width-51cm, weight-12kg; 2-person kayak- length-6.5m, width-55cm, weight-18kg; four-men kayak: length-11m, width-60cm, weight-30kg.

Single canoe sizes: length-5.2m, width-75cm, weight-16kg; two-men canoe: length-6.5m, width-70cm, weight-20kg; four-men canoe: length-11m, width-70cm, weight-50kg.

Kayak oars has 2 wings, canoe oar-1. Sportsmen wear shorts and shirts with distinctive marks and numbers.

Major official competitions are held in 9 disciplines of men and 3 of women.

Men: single man kayak -500 and 1000m; two-men kayak -500 and 1000m; four-men kayak-1000m; single canoe-500 and 1000m, two-men canoe-500 and 1000m.

Women: single kayak-500m, two-men kayak-500m, four-men kayak-500m.

The boats participating in a competition are assigned places based on ballot system and they start rowing at referee's signal. For two false starts, a crew is removed from the competition. The boat finishes distance when its edge goes between 2 red flags of a finish line. The one who covers the distance in less time wins.

Bets are placed on winner, TOP 3 and best of two.

Bullet Shooting

Bullet shooting is a type of shooting sports which involves shooting at moving or still targets by firearm and pneumatic barrel rifle or a pistol.

Sportsmen shoot from firing line, in front of which there is a little flag, marking direction,

fixed at 10 and 30 meters. Targets are divided into 10 concentric zones, which corresponds to the points determined by rules. Maximum weight of any small-caliber rifle is 8kg for men, and 6 kg for women. Maximum caliber is 5.6 mm. maximum weight of standard small caliber rifle is 5 kg, maximum caliber-5.6mm.

Maximum caliber of any large-caliber or standard rifle is 8mm, the weights coincide with the weights of relevant small-caliber rifles. Maximum caliber of pneumatic rifle is 4.5mm. during competition, it is permitted to use any gun which shoots through contracted air or CO₂.

Rifle is shot from 3 positions:

1. lying(prone), when a shooter holds the rifle with both hands, one shoulder and strap;
2. standing, when a shooter stands with both legs on the ground. Left (or right) hand and elbow leaning on chest or hip, but it is forbidden to use a strap. A shooter holds a rifle with both hands, one shoulder and chest, also with a cheek.
3. kneeling, when the tip of right leg, right knee and left leg lean on the ground. Sportsman holds a rifle in a similar way as in standing position shooting, but here, he/she leans on left knee with an elbow. For fixing a position, it is allowed to use a strap and bolster which is placed under the right shin. The barrel diameter of competing pistol is 5.6mm, caliber-0.22. Sportsman must hold the rifle with one hand. It is prohibited to use buttress and optical devices.

Olympic disciplines of shooting are:

Men:

1. Shooting with small-caliber rifle. Distance -50m. 60 shots in prone position.
2. shooting with small-caliber rifle. Distance -50m, shots-120(3X40). Three positions: 40standing, 40 kneeling and 40 prone.
3. shooting from a pneumatic rifle. Distance-10m, 60 shots in standing position;
4. shooting from small-caliber pistol. Distance -50m, 60 shots;
5. fast shooting from small-caliber pistol. Distance-25m, 60 shots (2X30);
6. shooting from pneumatic pistol. Distance-10m, 60 shots.

Women:

1. Shooting from small-caliber rifle. Distance-25m, 60 shots (3X20). Three positions: 20 standing, 20 kneeling and 20 prone;
2. Shooting from pneumatic rifle. Distance-10m, 40 shots;
3. Shooting from small-caliber pistol. Distance-25m, 60 shots (2X30);
4. Shooting from pneumatic pistol. Distance-10m, 40 shots.

8 best shooters according to the reported results in major competition finish final series -10 shots. The final winner is announced according to the points accumulated in major and final series.

In comparison with Olympic disciplines, world and Europe championships program is relatively diverse. One of the traditional disciplines of these competitions is shooting at moving target. Shooting range is an open field where firing area is roofed.

The distance from firing line to target is 50-52.5m, the width of open space-10m. Shooting at moving targets is an imitation of boar hunting. A boar is depicted on a target and it has concentric circles on the back. The animal which is fixed on special device moves in an open space with both directions. During slow moving, target crosses an open space in 5 seconds, in fast moving -the time is 2.5 seconds. Hitting a target with a bullet gets from 1 to 10 points. The weight of a rifle and optical devices must not exceed 5.5 kg. a sportsman shoots standing without any buttress. Using straps is prohibited. The participant who accumulates the most points wins.

Bets are placed on following positions: winner, TOP 3, best in two.

Triathlon

Triathlon is a complex type of sport which involves cycling, swimming and marathon race. Competition is held at three different distances: short distance -swimming 1.5 km, cycle racing -40km, and sprint -10km.; long distance- respectively, 2.5km, 80km and 20km. "Iron man" distance is 3.8km, 180km and 42.195km (marathon).

Competition starts with swimming. Sportsman wears elastic costume which is useful in all three sports in triathlon. Its thickness must not exceed 3mm. it is prohibited to use any additional devices (fins and others). Participants start from shallow water. The route is marked by floats which are placed at 50m distance from each other. If water temperature is lower than normal, competition is not held. The boat sails 25 m in front of the leader and it shows moving direction to competitors. A sportsman should raise a hand in order to ask for help.

Cycle racing starts as soon as swimming stage finishes. Racing is the final stage of a competition. Its finish means the finish of the whole competition.

Bets are placed on: winner, TOP 3, best of two.

Horse Riding

Horse riding is a sport competition of horses and equestrians in various disciplines (dressage, steeple chasing, triathlon, long-distance race, horse-race, etc.)

Classical types of horse riding are: dressage (horse training), steeple chasing (overcoming obstacles) and triathlon.

In dressage, official competitions are held on sand-covered, smooth surface manege, the sizes of which are 60X20m. the distance between manege and spectators must be at least 20, the height of manege fence - 30cm.

During the competition, the harmony of horse development and its abilities are checked. Participants do obligatory exercises – various horse moves, stops, turns, pieces, etc.

In the time set by competition rules, a horse must perform some technical tricks which get relevant points. If an equestrian makes a mistake, a bell rings, after which a task is resumed from the point where a sportsman has made a mistake. For each mistake, there are penalty points awarded: first time-2, second-4, third-8. For fourth mistake, a player is knocked out of competition and loses place.

5 (five) referees are positioned at 5 different spots on manege assess the competition with 10-point system.

Steeple chasing, i.e. overcoming obstacles is the most common discipline of horse-riding. Competition is held on bordered field, where up to 15 obstacles of different types are placed. The distance of a route is determined by the number of obstacles and the conditions for competing. An equestrian who can't cope with obstacles in a certain time gets penalty points. There is a penalty awarded for all other mistakes. During an ordinary steeplechase, the height of obstacles must not exceed 1.70m and the width of 4.50m. maximum length of a route from start to finish line, measured in meters, must equal to the number of obstacles multiplied by 60. In official competitions, 12-15 obstacles are used, whose height varies from 1.30 to 1.60 and the width – from 1.5 to 2.0m. The length of water jumps(obstacles) is at least 4m. The participant who gets the least penalty points and covers the route fastest is a winner.

Triathlon involves three separate competitions: manege move (dressage); field exams and overcoming obstacles (steeple chase). Competitions are held for 3 consecutive days. An equestrian must compete in all three competitions with 1 horse. There is personal and team first place included in competition program. As a rule, there are 4 equestrians in a team and three best results are considered in total counting. Each member of a team is also an individual participant and the points accrued by him/her goes to his/her personal results as well. Field exams, which are held on second day of a competition, are conducted in 4 sections: a) roads and lanes b) steeple chase; c) roads and lanes; d) cross. Steeple chase includes the distance from 1800 to 3000 meters, where there are three, 120cm high and 2m wide obstacles placed in each kilometer. Cross distance is 4500-7000m, with four, 120cm high and 3m wide obstacles placed in every kilometer.

Bets are accepted on: winner, TOP 3, best of two (H2H).

Swimming

Swimming is one of the oldest and most popular types of sport. Competitions are held at various distance with crawl (freestyle), breaststroke, butterfly (dolphin) and backstroke.

A competition in sport swimming is held in 25 or 50m pools. The participants of an Olympiad compete in 50m pool. The pool is divided into eight 2.5 m wide lanes.

Major disciplines of competitive swimming are: crawl 50, 100, 200, 400m (men, women), 800m (women), 1500m (men); backstroke 100, 200m (men, women); breaststroke 100, 200m (men, women); butterfly 100, 200m (men, women); mixed style 200, 400 m (men, women);

relay crawl 4X100, 4X200m (men, women); mixed relay 4X100m (men, women).

Swimmers wear short, untransparent swimming suit while competing. It is permitted to wear swimming goggles and caps. Sportsman is allowed to swim only on a lane designated for him/her. Swimmers in all disciplines (except backstroke) start at audio signals, by jumping from starting block fixed on pool board into water.

Backstroke races start with swimmers already in the water, each in his/her own lane, facing pool board. It is allowed to hold on board or handrail and use underwater part of a pool to lean on with legs. Upon start signal, sportsmen move from walls and start backstroking.

Crawl (freestyle)-sportsman has a right to use any style, except breaststroke, butterfly and backstroke. Usually, crawl is used as the fastest style of swimming. Sportsman lies face-down on water surface and swims horizontally, with cyclic moves of hand and legs.

Breaststroke-in this style, swimmer lies on water surface breast-down and moves legs and hands symmetrically and simultaneously. A swimmer moves the hands placed near breast forward, then opens them and strokes – opens them arch wise on the side, palm facing out, elbow joint bent and joined in front of face. Legs bend in knee joint and open arch wise – sportsman pushes with legs. After this whole cycle, a swimmer moves his/her head above the water.

Butterfly-this style somehow resembles breaststroke as it is developed version and modification of it. While swimming with this technique, a sportsman lies belly-down on water surface and moves hands and legs simultaneously and symmetrically – moves hands from water simultaneously, circles a semicircle in the air and goes back into water, where he/she circles a semicircle at the same time again. At this time, legs move simultaneously. Stroking hands in turns is prohibited.

Backstroke-Sportsman lies with his back on the water surface in this style and moves horizontally by cyclic movements of hands and legs. At this time, a technique similar to crawl is used. According to the rules, sportsman can only turn, turn over and make a somersault underwater. Besides, it is allowed to swim underwater at 15 meters after start and each turn.

Complex swimming-this discipline involves individual competition at determined distance, which must be swum in four different styles with the following sequence -butterfly, backstroke, breaststroke, crawl.

Relay- in this discipline, each member of all teams must swim the determined distance in one style. In such case, the sequence is as follows: backstroke, breaststroke, butterfly, crawl. Sportsman gets disqualified if he/she hinders an opponent in swimming, is late to start, behaves in unsportsmanlike way, does not obey referee's decision, touches the bottom of a pool while swimming, uses helpful devices (for example, fins). On the very first false start, a swimmer is disqualified.

Bets are accepted on the positions: winner, TOP 3, best of two (H2H).

Weight-lifting

Weight lifting is a type of sport. A competition is held in weight lifting in accordance with strictly set rules.

Weight lifters compete on square, 5-15cm high wooden board (4X4m). For men competitions, barbell is 20kg, with the length of 2.2m and diameter-2.5cm. For women, barbell weights 15 kg, its height is 2.01m and diameter-2.5cm. In order to add weight to the barbell, various color and weight plates are used-25kg (red), 20kg (blue), 15 kg (yellow), 10 kg (green) 5 kg (white), 2,5kg (black), 0,5 and 0.25 kg (chrome).

A participant must wear special costume, under which he/she can have short-sleeved shirt on. Maximum width of a belt is 12cm. The thickness of the shoe soles must not exceed 0.5cm, and the height of edge-13cm. It is allowed to put an elastic bandage on wrists, knees and palm. It is also permitted to put a plaster on fingers in a way that fingertips are seen well. Sportsmen compete in two exercises – snatch and jerk. While performing a snatch, sportsman must lift the barbell above head non-stop on straight hands, squatting, then stand up and straighten up fully. A jerk consists of 2 major phases: taking a barbell to chest and jerking it above head, on straight hands. A weight lifter can put the barbell down after referee gives a signal.

Competition is held in following weight categories: men-56, 62, 69, 77, 85, 94, 105, +105kg; women-48, 53, 58, 63, 69, 75, +75kg. participants are weighed 2 hours before the start of a competition. Each weight lifter has 3 chances to lift each weight. He/she must announce in advance which weight he/she will compete in. After overcoming each weight lifting, sportsman can order next weight.

During the course of a competition, it is allowed to change announced weight and move to bigger one. Each next weigh must be at least 2.5 kg more than the previous one. An attempt to break a record is an exception, as the weight can be increased by 0.5kg only. A sportsman who is called to the arena has 1 minute to get ready. After 30 seconds pass, a warning signal is heard. If a sportsman can't move a barbell from wooden board for 1 minute, all three referees consider this move as a failure. The one who lifts more weight in each exercise (snatch and jerk) wins. In biathlon, the winner is announced based on the totaling of these two results. If two sportsmen lift the same weight, the participant who weighs less wins. If their weight is the same as well, an advantage is given to the one who used less tries to lift the last weight.

Bets are received on positions: winner, TOP 3, best of two (H2H).

Judo

Judo (in Japanese, dzu means flexible, light, and do- road) is one of the most common sport in martial arts. It is allowed to use painful and choking methods besides throwing.

International competitions are held indoors, on a special square form flooring called tatami. General sizes of tatami are 16X16m and the size of fighting area is 10X10m. Competition and

safety zones are marked by red line. Judoists wear judo costume (judogis), linen gown (kimono) and trousers (zuboni). Kimono is blue and white, tied with relevant color belt (obi). Opponents enter tatami barefoot. In order for a judoist to manage effective gripping, kimono must be well-put in a belt and the belt must be fastened around the body. During a pause, judoists have to quickly correct kimono and belt. Competition may be personal, team, personal-team and mixed team (three men: 73, 90, 90+ kg) and three women: 57, 70, 70+ kg). In separate weights, the summing process for revealing a winner lasts a day. In order to announce prize holders, Olympic system is used (with additional fights). The winner gets gold medal in finals, while loser gets silver one. The competitors who lose in semi-finals and so-called "consoling group" judoists compete against each other for bronze medal (there are two consoling groups, each composed of only the judoists who lose against one of the semi-finalists). Weight categories: men -60, 66, 73, 81, 90, 100, 100+ kg, absolute; Women -48, 52, 57, 63, 70, 78, 78+ kg and absolute (judoists from any weight category participate in absolute competing). The length of a meeting between both men and women is 4 minutes (main time). There are tackling (osae-komi-waza), painful (ude-kvansetsau-waza) and choking (shimewaza) methods. Tackle is performed if a rival lies forcedly on tatami and all his/her actions are controlled. Painful maneuver is performed on elbow joint (bend, twist) and an opponent has to stop combatting. As a result of choking method, rival surrenders or faints. Effective throw is assessed with waza-ari or ippon (pure winning). Throw is performed if an opponent loses backing and touches tatami while falling down with any body part except foot. Ippon is awarded to a judoist if: 1. he/she throws an opponent on the back with great force, speed and amplitude; b. tackles a rival for 20 seconds; c. for painful or choking method, when an opponent gives surrender signal (maitta). A judoist scores an ippon for 10-second tackle of an opponent. In main time, the judoist performing an ippon and having more waza-aris wins. If there is no effective throw or opponents have same number of throws, the match continues in an additional time (golden score). All the throws and cautions reported in main time move to additional time. After three warnings (shido), a competition stops and a judoist gets disqualified "hansoku-make (losing due to foul). The correlation of shidos in main time (2:0, 2:1, 1:0) does not affect the result and reported correlation is depicted in additional time. In order to win in additional time, it is essential to perform a throw or advance with a shido. If the shido score in main time is a. 1:0 and the same judoist gets second shido in additional time (shido score becomes 2:0), an opponent wins; b. tie (0:0, 1:1 or 2:2) in additional time. The one getting first shido in additional time is declared as the loser; c. 1:0 and second judoist gets a shido in additional time – shido score becomes 1:1 and the judoist who gets second shido loses; d. 2:0 and the same judoist gets one more shido (shido score becomes 3:0), the match is over. If at the score 2:0 second judoist gets two consecutive shidos, correlation of shidos becomes 2:2 and the one getting next shido loses; e. if the score is 2:1 and the judoist who is lagging behind in additional time, gets a shido, the match is over, but advanced judoist gets two consecutive shidos, then he/she loses with the score 2:3. Gripping on a belt while standing is punished with a shido if it happens for the first time and if it is repeated -hansoku-make is awarded. Sportsman is immediately knocked out of a match if he/she touches an opponent's leg twice in one fight.

Bets are placed on the following positions: winner, TOP 3 and best of two.

Diving

Diving involves jumping from a springboard, platform and synchronized diving.

Competition is held from specially designed constructions: a platform and a springboard. The height of a platform is 10m, of a springboard-3m. The length of starting platform is 6m, width-2m, while the length and width of a springboard, respectively, are 4.80 and 0.5m. Springboard is flexible and moves in vertical way. While diving, sportsmen create various forms in the air. There are various dive types – forward – front dive, backward – back dive, backward- front dive, twisting dive, armstand dive, which is performed only from a platform, etc. Every dive has its degree of difficulty. While approaching water surface and entering the water, sportsman must hold his/her body in a vertical, straight position and feet must be stretched. Before entering the water with a head, the hands stretched forward must be in a straight line with the body. Also, there must be the as few splashes as possible upon diving.

Major diving disciplines (men, women) are: 1. Individual dive from a springboard; 2. Individual dive from a platform; 3. Synchronized dive from a springboard; 4. synchronized dive from a platform.

A competition is held in several stages. At initial stage, men have 6 tries and women -5. 18 sportsmen with the best results pass to the next stage. At second, semi-final stage, both men and women get 4 dive tries from a platform and 5 from a springboard. The points scored are added to initial results. 12 best sportsmen pass to the next stage. At third, final stage, all the results are annulled and sportsmen have the same number of dive tries as on previous stages. Referees take into account the difficulty degree and accuracy of a dive. 10-point system is used for assessment. 7 referees announce their estimations, which are later summed up and average result is calculated. The one who accrues the most points at final stage is declared as a winner.

Bets are accepted on: winner, TOP 3, best in two.

Fencing

Fencing is a variety of combat sport and involves three disciplines – fencing with foil, epee and sabre.

A combat is held on flat surfaced, uniformly-lit fencing track which is covered with metal net. The length of a track is 14m, width-1,5-2m. Official competition program includes three disciplines – fencing with foil, epee and sabre. The weapon for all three types is made of solid steel and has flexible blade. Foil and epee end with a tip. Foil weighs minimum 500g. The length of a rod is maximum 90cm, total length – 110cm. The diameter of hand guard is 12cm. Stabbing area is bordered with electric jacket. Epee looks like a foil, its weight is minimum 770g, length-110cm, guard diameter-13.5 cm, rod profile-triangular. The entire body is a valid target. Sabre weighs maximum 500g, blade length-88cm, total length-105cm. 15-cm diameter guard joins sabre handle by horn. It is allowed to stab and strike on head, hands and upper body.

A fencer wears white protective costume, made of hard material – jacket and trousers, also, white stockings, rubber sole sport shoes and metal-head mask. Each effective attack is reported by special electronic device. Both men and women fence with sabre, foil and epee.

Personal tournaments are held in three stages. On initial stage, sportsmen are divided into 5-7-men groups and they fence in a circular system. A combat continues until 5 stabbings, but if no winner is announced in 3 minutes, so-called “decisive stab” is awarded. On second stage, direct knock-out of competition tour, opponents couple according to the ranking. Combat continues until 15 stabs. Three 3-minute periods are held. After this tour, participants (4 or 8 fencers) fight until a champion is declared with Olympic system. There are 3 major and 1 substitute members in a team. First couple combats until 5 stabs, second – till 10, third-till 15 and so on. Last match continues up to 45 stabs. At the beginning of a combat, fencers stand facing each other 2 meters from the center of fencing track. Main referee’s major commands are: en garde! (for fight), allez! (start), halte (stop). A stab is scored in foil and sabre fencing if the sequence of fencing phase is followed. For example, a fencer must first repulse opponent’s attack and then respond with stabbing. Offender is the one who is ready to stab first with an open hand holding a weapon. In mixed attack (the series of movements used for confusing an opponent) a defense fencer can perform a suspensive stab if he/she achieved a goal until the start of final attack stage. According to this rule, the actions of fencers must follow certain plan (fencing phase): attack, repulse, responding stab, defense. In epee, there is no such rule and the one who stabs first gets a point. Moreover, if opponents stab each other in less than 1/25 second interval, it is considered as two-way stab. A fencer must hold a weapon in one hand. It is forbidden to use unarmed hand and a fencer gets a warning first time it happens and if it is repeated, his/her points are charged off. Crossing the line in order to avoid stabbing is a cause for warning and if a fencer does it again, his opponent gets one stab.

Bets are accepted on: winner, TOP 3, best in two.

Taekwondo

Taekwondo (in Korean –“tae”-kick, “kvan”-fist, “do” -art, way) is a modern Korean martial art, which represents an unarmed defense type.

Competition is held on an elastic mat-covered square (12X12m) area, where 8X8 square so-called “combat zone” is marked with blue color. Sportsman’s equipment includes dobok (white uniform), protectors of a body, forearm and shin, helmet, mouth guard and groin guard. In Olympic games, there are 4 weight categories for men and women: (women: 49, 57, 67, 67+kg; men: 58, 68, 80, 80+kg). Other competitions are held in 8 categories for men and women (women: 47, 51, 55, 59, 63, 67, 72, 72+ kg; men: 54, 58, 62, 67, 72, 78, 84, 84+ kg). A combat consists of two 2-minute sets. There is 1-minute break between sets. It is allowed to strike with a hand (front fist) and leg (foot) – in an area covered with trunk protector (except backbone), also with a leg (foot) in face area, including ears. A fighter gets 1 point if he/she performs a strong, clear hit, 2 points for punching in the face, 1 additional point if an opponent is knocked down after a hit. A sportsman gets a warning (kiongo) or penalty

(gamjo) for a foul. 2 kiongos or 1 ganjo corresponds to 1 penalty point (sportsman is considered as a loser if he/she gets 4 penalty points). Kiongo is awarded to a sportsman for the following fouls: crossing penalty line; leaning forwards or turning back to the opponent; falling down; escaping the combat; gripping, tackling or pushing; attack below waistline; attacking after combat stops (kalio); attacking fallen opponent; deliberate slap in the face; intentional impeding and calling off a match; shouting or abusive exclamations.

The results of a combat can be: a. winning by knockout (when sportsman touches the floor with whole body or some part of it; staggers and cannot continue with fighting; after a strong strike, referees stop the match); b. winning by referee's decision; c. win by points or advantage; d. winning by opponent's removal; e. win by opponent's disqualification; f. winning by getting a warning. Loser sportsman is removed from the competition.

Bets are accepted on: winner, TOP 3, best in two.

Gymnastics

Gymnastics is one of the ancient kinds of sport. Competition types: uneven bars, floor exercise and vaults.

Official competitions of gymnasts are held only indoors. In big international tournaments (Olympic games, world and continent championships, Grand-prix, etc.), as a rule, they use 90-110cm wooden board, whose total area is approximately 1000m². The program of a competition involves 6 disciplines for men (floor exercise, horse, rings, vault, parallel bars, bar) and four disciplines for women (floor exercise, vault, various height parallel bars, balance beam). The parameters of gymnastic apparatus are determined in international rules.

Floor exercise is performed on elastic, mat-covered wooden board -12X12m. men have 70 seconds to show the program, while women have a minute and a half.

Rings are placed on a console or metal, rectangular frame. The distance between hooks fixed on upper bars of a frame and floor is 575cm, between hooks – 50cm, outer diameter of rings-18cm, profile diameter – 2.8cm. Wooden rings (total length of s set-300cm) which are hung on steel cable and strap are fixed with moving hinges. The distance between rings and mat on the floor is 255cm.

The height of parallel bar made of strong wooden material is 175cm (from mat surface). The distance between bars (42-52cm) is regulated by a gymnast. The length of a bar is 350cm, vertical profile-5cm, horizontal profile-4cm.

The distance between parallel pillars of a bar is 240cm, between mat surface and bar -255cm, bar diameter-2.8cm. a bar is made of solid metal and fixed on the floor.

Upper balancer of various height parallel bar is 215-260cm from the floor, below balancer-

140-180cm from floor. Horizontal distance between bars, in accordance with gymnasts' desire, varies between 90-160cm. A bar has round form, is made of wood and its diameter is 5 cm.

Balance beam is made of wood and is fixed horizontally on a firm pillar. Its length is 500cm height from floor to surface -120cm, upper and below edge width-10cm, middle width – 13cm.

In official tournaments, two teams of referees -A and B -serve each discipline (except vault). A assesses the difficulty of exercises, B -technique and aesthetics. Maximum assessment for the exercises on each apparatus is 10 points (including encouraging points). Initial assessment (upon performing all obligatory requirements) is 8.6 points for men and 9.0 for women. There are prize points awarded for enriching the program and performing difficult exercises and penalty points -for rough technical mistake and compositional fault.

There are three kinds of competition: a. personal; b. team; c. personal-team. In team competition, winner is announced by the sum total of accumulated points by team members in separate disciplines, in some cases-namely, multisport results. In multisport and singular varieties, personal places are distributed according to the results reported in finals. (in certain cases, the results of qualification tournaments are considered).

Vault (men, women) is performed on a horse whose length is 160cm, width-35cm. the length of sprint track is 25m, width-1m, height of jump shock absorber -20cm. In women's competition, horse stands transversely, 125cm high from mat surface; for men -it stands lengthwise, 135cm high from mat.

Sizes of handled horse (men) body are identical to a skipping rope. Height from mat to horse surface is 105cm, handle height-12cm.

In official competitions, 14 sets of medals are distributed: 8 in men (separate apparatus-6, multisport – 1, team-1), 6 in women (separate apparatus-4, multisport-1, team-1).

Large international competitions are held in 4 stages: 1. Qualification (preliminary) stage for gymnasts and teams. The results of this stage determine the list of finalists; 2. Team finals with 6 best teams (separately held between men and women); 3. Absolute championship, 36 best sportsmen participating; 4. Final in singular exercises among 8 best sportsmen revealed in qualification tournament on each apparatus.

The participants of individual and team championships (both qualification and final tournament) have just one try on one apparatus. Women vaults are exceptional since two tries are allowed.

Bets are accepted on following positions: winner, TOP 3, best in two.

Softball

Softball is a team sport similar to baseball. Two teams, composed of 9 players (men, women) each play this game. A match is held in 90-degree sector, the size of sides is 67.06m. sector arc is bordered with a barrier. The whole playing field is divided into 2 sections: inner, infield and outer, outfield. The length of a side of infield square is 18.29m. there are 4 bases positions on their joining point and fourth one is called "home plate". In the center of a square, there is a place of pitcher (batter), which is 13.11 m far from the home plate. A ball has sphere form and is made of leather. Its circumference is 30.2-30.8cm, weight-166.5-173.6g. While playing in defense, gloves with leather pockets are used. A catcher and first base player can use gloves without finger holes. Offending team members wear helmets, and a catcher wears a mask, chest and knee protectors besides a helmet. The bat is prepared of metal, graffiti or ceramics. The length of it is 86.4cm, diameter-5.7cm and weight-1077g.

Teams alternate in offense and defense. Offending team player tries to bat the ball as far as possible while repulsing, quickly run around the bases, return to fourth base (home plate) and get 1 point this way. The objective of defense team is to catch the batted ball and make an opponent get out of play, so that they can't score a point. When both teams get 3 outs each, one inning (period) ends. The match consists of 7 innings. The team which accumulates more points wins. If the number of innings is the same, the game continues until one team gains an advantage,

If a match is suspended or delayed for more than 24 hours, all the bets accepted are considered as equal to 1 (one).

Bets are accepted on following positions: winner, TOP 3, best in two.

Synchronized Swimming

Synchronized swimming is a kind of water sport for women. Solo, duet and team competitions are held in performing acrobatic exercises in the water, with compulsory and free program, accompanied by music.

Competition is held no less than 12m² pool. During compulsory exercises, the depth of water is 3 meters and in free program -1.7m. Minimal water temperature is 24C. In the course of compulsory exercises, sportsmen wear black swimsuit and white caps, while during free program, participants are allowed to choose untransparent clothes.

There are solo, duet and team competitions in a program (8 sportsmen in a team). Swimmers perform compulsory and free programs with music accompaniment. Compulsory program includes 6-exercise compositions, which are chosen through an open ballot system. Each exercise in a program has its degree of difficulty. The degree of minimum 3 exercises must exceed 1.8. While assessing a sportsman, referees take into account the speed, accuracy, artistry and synchronicity. Exercises are assessed with the precision of half point, from 0 to 10-point system. The highest and lowest assessments are not considered. The remaining ones are summed up and divided into the number of referees, and then subtracted by 2. The

number received is multiplied by the degree of exercise difficulty. Penalty points are subtracted from each exercise assessment and final result is received. Sportsman is awarded 2 penalty points, if: a. an exercise is first performed in a wrong way, and then- in a right way (if such mistake is repeated, the exercise is not assessed); b. a sportsman stops an exercise at her discretion and requests a permission to repeat.

In the performance of a free program, technique and artistry techniques are separately assessed with a decimal accuracy. In both cases, points are summed up by subtracting high and low assessments. The points received for performing techniques are multiplied by 6, the points in artistry – by 4. The result received is divided into the number of referees and then subtracted by two. The final result is calculated by the sum total of points accumulated in performance technique and artistry. Sportsman gets 1 penalty point if: a. exceeds the 20-second limit set for exercise above water, on the pool edge.; b. exceeds the whole amount of time assigned for an exercise. 2-point penalty is awarded in case: a. a swimmer touches the bottom of a pool in order to perform an exercise or help a team member; b. stopping exercises on the edge of a pool.

The length of solo program is 3,5 minutes, duet-4, team -5. The deviation of +-15 seconds is allowed.

Bets are accepted: winner, TOP 3, best in two.

Yachting

Yachting is one of the ancient and common types of water sport – a competition in skillful handling of sailboats, a race using wind power on determined distance and selected route.

A competition is held at the sea or lake according to the rules set by international yacht racing union. Regatta organizers are allowed to determine the average length of race distance (30-40km). the points of a start, swerve and finish are marked with colorful buoys. During strong or light breeze, upon referees' decision, the length of distance or direction can be changed and the race can be terminated or delayed. By classes, yachts are of various sizes and weights. Hull is made of glass-plastic or wooden material, and the mast – of duralumin. Sail is sewn from dacron fabric. Yacht equipment includes an anchor, so-called “protest flags”, guessing marks on a sail and rescue gear. Yacht parameters must comply with the requirements set in rules. If these norms are violated, it means disqualification.

Regattas are held in different classes. Olympic classes include: windsurfing (men, women), 470 (men, women), fin (men), star (men), Europe (women), yaling (women), tornado (mixed), laser (mixed). Crew must be composed of a helmsman (windsurfing, fin, Europe, laser), helmsman and rope man (470, star, 490) or helmsman and two rope men (yalling).

Participants start at the signal of colored flags. They are given 3 signals in 5-minute intervals -warning, preparatory and starting. If a yacht crosses starting line before the signal, the crew has to go back and start again. Maintaining, increasing and decreasing of yacht speed happens only due to wind power, by regulating the hull of yacht and sail. Competitors must

pass the buoys which show direction in exact sequence and from pre-determined side. There is one of the most important rule for giving the way: 1. when yachts are on different tacks (tack is the condition of a yacht towards wind), the way is given by yacht on left tack; 2. If both yachts are on the same tack, the back one has an advantage; 3. When one of the yachts changes tacks, it should give the way to an opponent; 4. When both yachts change tacks at the same time, the crew member who is on the left of a yacht board has to give the way; 5. When two yachts sail in concurrent tacks, the one which moved on right tack has an advantage. At the end of all races, a sailor is obliged to acknowledge his/her mistakes. At the same time, he/she has a right to protest opponent's action. For acknowledged fouls, 2 penalty points are awarded to a crew. If a crew does not admit its mistakes, appealing jury starts analyzing the situation. The yacht which caused a clash immediately leaves the race. Regatta includes 7 races. In each race, a crew gets 1 penalty point for I place, 2 for II place, 3 for III and so on. In final scoring, 6 best results are included. The crew which has the least number of penalty points wins.

Bets are received on: winner, TOP 3 and best in two.

Artistic gymnastics

Artistic gymnastics is women sport. It involves sporty gymnastics, acrobatics and choreography elements, the complex of exercises with and without objects. It develops flexibility, movement coordination and plastics, the ability to control the body, contributes to overall physical readiness and aesthetic upbringing.

Competition is held on square, 12X12m mat. The height of a hall must be minimum 8 meters. Exercises are done with musical accompaniment. In individual exercises, the following items are used: skipping rope, hoop, ball, Indian club and ribbon. Skipping rope is made of a hemp or any synthetic material. It does not have handles and can be knotted at the end (in order to hold better). The length of skipping rope must be proportional with the height of a sportsman. Hoop is made of wood or plastic material. Its weight is minimum 300g, diameter-80-90cm. Ball is prepared from rubber or any synthetic material, it weighs 400g and diameter is 18-20cm. Indian club is made of wood or any synthetic material. It weighs 150g and length is 40-50cm. the ribbon which is made of satin or any synthetic material is attached to a club, whose length is 50-60cm, profile diameter-1cm. The length of ribbon is 4-6m, width-4-6cm, weight-35g.

Only women compete in artistic gymnastics. Competition program includes individual and team exercises. Individual lasts 75-90 seconds. Sportsman chooses the music herself. In team competitions, 5 sportsmen perform at the same time. Team performance lasts 120-150 seconds. Team competes twice: first, sportsmen exercise with the same type of items, second time, with different ones. For example: 3 hoops and 2 balls. Referees assess sportsmen's movement – accuracy of exercises performed with separate items and artistry. Maximum point granted is 10. Final winner is declared based on the sum of points in separate disciplines. Major moves of gymnasts are: jumps and vaults, moves to maintain balance, circles, elements showing flexibility, various forms of movement, turns and body waves.

Bets are accepted on following positions: winner, TOP 3, best in two.

Track and Field Athletics

Track and field athletics is one of the oldest types of sport. It involves sprints on various distance and race walking, jumping, throwing and multisport.

Important international competitions are held on a major stadium area, which is equipped with running tracks, jumping and throwing sectors. The length of standard oval running track is 400m, number of tracks -8, width-125cm. There are special tracks installed for race walking on marathon and long distances beyond stadium borders.

Major disciplines of track and field athletics are: sprint -100, 200, 400m (women, men); middle distance (800, 1500m (women, men); long distance -5000m (men); 1000m (women); relay – 4X100m, 4X400m (women, men); hurdle race -100m (women), 110m (men), 400m (men and women); steeplechase (with obstacles) -2000m (women), 3000m (men and women); marathon (men, women), race walking – 10km (men), 20, 50 km (men); throwing; javelin throw (women, men); discus throw (women, men); hammer throw (women, men); shot put (women, men); jump – high jump, wide jump, pole jump, triple jump (women, men); multisport (decathlon (men) and heptathlon (women)). The same rules apply in all types of jumps and throws: if less than 8 sportsmen participate in a competition, each of them has 6 tries; if the number of participants exceeds 8, section stage reveals 12 strongest (or more, if others followed set qualification norms). Each of them has 3 tries and 8 best players are selected from them who will try three more times then. Prize places are assigned based on the results reported in finals.

Sprint. At the first stage of a relay race, so-called “low start” and special foot-buttress, which are attached to false start fixator are used on sprint distances (100, 200, 400m), also 4X100 and 4X400. If necessary, preliminary sprint is awarded. Tracks are distributed by ballot system here, and in following sprints-according to reported results. Participants start at start signal. False start is followed by new start. Any sportsman who is the reason for repeating false-start leaves competition. On short distances, start is marked by perpendicular 5cm wide straight white line on the track. On the remaining distances, start line has arc form and sprint line is marked with additional lines so that racers have the same distance to cover till finish. On 800m and longer distances, it is allowed to have only high start. The direction of a sprint is such that sportsman stays on the left side of a stadium center. The distance up to 800m is started and finished on the same track. Sportsman who leaves his/her own track and moves to another leaves the competition. The one who crosses finish line first wins.

Relay race; women and men competitions are held on the same distances (4X100m and 4X400m). Each team member has to run and give relay to co-member in a 20m zone designated for it. Team members (except first runner) have right to start running no more than 10 meters from relay transfer zone. In 4X100m relay, there is separate track for each team, in 4X400m relay race, it is allowed to move on inner mutual track from second stage (passing a section marked by arc form line), therefore, get the next relay n this track. If a runner drops a pole, he/she can take it and continue running. In order to take a pole, one can

leave his/her own track but not hinder an opponent from receiving relay. Upon giving or receiving a relay, a runner is obliged to stay on his/her track or zone for the whole cycle.

Steeplechase. Standard distances are: 2000m (women) and 3000m (women, men). Obstacles are made of wooden four-angled bar, which is attached to metal pillar. The width of an obstacle is 3.96m, height-91.4cm (for men) and 76.2cm (for women). Four such obstacles are positioned on oval track, fifth one-on the top of water hole. Hole has square form (3.66X3.66m). Maximum depth of water is 70cm. Runners on 3000m must overcome 28 usual and 7 water obstacles, 2000m runners -18 and 5 (it is allowed to stomp on an obstacle). There are no obstacles on first 400 meters.

Hurdle race. Distance -110 and 400m (men), 100 and 400m (women). Hurdle pillar is made of metal, upper crossbar -of wood. The whole construct must weigh maximum 10kg. it is compulsory to meet the following condition: one must push the center of a crossbar with 3.6-4kg power to make the hurdle fall. There are 10 hurdles place on each track. Their width is the same, 1.20m and the height depends on the length of distance and sex of participant: for the men running on 110m distance, height is 1.067m, for women on 100m-0.840; on 400m distance-the height for men is 0.914m and for women-0.762m. After overcoming the first obstacle, making any hurdle fall is not considered as a mistake, but a sportsman must not do it deliberately.

Marathon. The distance of marathon race is 42195meters. Start and finish are mainly arranged on the stadium, while the remaining parts -on specially bordered and protected track. On the very first requirement of doctors' committee, participant is obliged to leave the distance. To provide participants with water, there are special points placed on the track. First such point is 11km far from the start, the remaining ones -on each 5 kilometers. Sportsmen must not drink anything but what it is provided in food points.

Race walking. A competition is held on a stadium or specially designated track: stadium-20 and 50 km (men), 5 and 10km (women), Track-20 and 50 km (men), 10 km (women). While walking, sportsman must maintain a visible, permanent contact with ground: back leg must not leave ground until front leg touches it. Also, at every step, it is necessary to open the leg wholly in knee joint. If this rule is violated during race walking, which is noticed by at least three referees' visual monitoring, a sportsman gets disqualified. Until being removed from a competition, sportsman must be warned. He/she is shown yellow card in case of warning, and red – in case of disqualification. Only referee can do this. Disqualified sportsman must leave the running track and in case the competition is held on the road, take off his/her number.

High jump. Minimal sprint distance is 15-25m. Lath must be placed on clips in a way that even with slight touch, it falls down easily. Starting height of lath is announced by referees until the set starts. While passing to next round, lath is lifted at least 2cm up. A jumper has a right to enter the competition from any height announced by referee in advance. Sportsman, who can't jump over lath placed on the same height three times, leaves the competition. Participants choose the time for performing a jump themselves from a time limit assigned to them and they decide when to omit this or that height. Sportsman can refuse to perform a

jump for second or third time and continue with competition from any following height. An attempt is unsuccessful if a sportsman drops the lath, touches the mat before jumping or jumps with both legs. The height is measured from the surface of running track to the upper surface of a lath. Referees check new heights until jumps start. In case of a record, height is measured again.

Pole jump. Competitors use flexible pole to jump over the lath which is placed on 2 bars. Sportsman is allowed to have his/her own pole made of any material. The length and diameter of a pole is not determined by rules. Bars are made of solid material. Upon participants' request, they can be moved in any direction, but not more than 40cm on sprint side and 80cm on mat side. A lath must be placed in a way that even with a slight touch, it falls down easily. Minimal length of running track is 40m, width-1.22m. Starting height of a lath is announced by referees until the round starts. Upon passing to the next round, a lath is lifted up at least by 5cm. Participants choose the time for performing a jump themselves from a time limit assigned to them and they decide when to leave this or that height out. The height is measured from the surface of running area to upper surface of a lath. Referees check new heights before the jumps start. In case of a record, referees measure the height once again. If a pole breaks, sportsman gets another try. After three unsuccessful attempts on one height, sportsman leaves the competition.

Long jump. Jump sector consists of a running track, jump bar and a hole full with sand. Minimal length of a track marked by white line is 40m, width-1.22m. jump bar is made of 20cm wide wood material and ends with penalty zone, the width of which is 10cm. it is made of modelling clay, so that footprint is visible in case participant steps on it. The length of sandy hole is 9m, width-2.75-3m. participants of a competition rush, jump from wooden benchmark and vault as far as possible in sandy hole. An attempt is unsuccessful if sportsman steps on penalty zone upon vaulting over, touches ground with any part while vaulting down, and a hole, goes back on sand or vaults from jump benchmark.

The length of a jump is measured from the edge of jump zone to the nearest point of footprints on sand. Distance is measured with 1cm accuracy. If two sportsmen show the same results, the next best result determines first place winner.

Triple jump. A vault, step and jump performed in a consecutive order. There is the same sandy hole and jump bar in triple jump as in long jump, but, there should be at least 13m for men and 11m for women from jump benchmark to the hole. Competition rules are also identical, with the difference that in triple jump, additional attention is paid to the composing parts of a jump: vault, step and jump. In the course of a vault, a sportsman must land with the same leg he/she jumped with, and in case of a step -vice versa. If two sportsmen show the same results, the next best result determines first place winner.

Javelin throw. There is separate sector for javelin throwers on the field and it has 30-36.5cm long and 4m wide sprint line and 100m long, 29-degree grounding zone. The length of a javelin for men is 260-270cm, for women-220-230cm. A javelin is thrown with one hand. If a sportsman touches throwing line or any parallel line which marks the track during running, the result of a thro is not taken into account. Before a javelin thrown lands, a thrower cannot

leave running track. A javelin must land in certain sector and touch the ground first with tip (it is not compulsory for it to enter the ground). The remoteness of a throw is measured by 2cm accuracy, from the nearest visible footprint made by a javelin on a sector to inner edge of a throwing line.

Shot put. Shot is made of solid metal. It has sphere form. For men, its weight is 7.26kg, diameter-110-130mm. for women-4kg and 95-110mm. The shot is thrown with one hand from the circle marked by white line (diameter-2.135m, throw area-45 degree). An attempt is not taken into account if a sportsman leaves the circle while throwing a shot; after throwing a shot, exceeds the area of a circle with any body part or touches restraining arc with hand. As soon as shot touches the ground, sportsman must go behind the dividing line of a circle.

Discus throw. The body of a discus is made of wood. It has rounded metal arcs on the edges. Gravity center is in the middle of a discus. For men, weight of a discus is 2kg, for women-1kg. Competition in discuss and hammer throwing is held in the same place, as, for safety reasons, a protective net is necessary in both sports. The diameter of throwing circle is 2.5m, throwing area-40 degree. Throwing circle is circumscribed with 6m metal net. A discuss must land in a sector marked with lines. Sportsman can use any technique of throwing. Before discus lands, thrower stays in a circle. After discuss touches the ground, sportsman goes behind the dividing line of a circle. 5 referees serve the competition. 2 of them stand at metal net and pay attention to a sportsman, while remaining ones control the landing of a discus in a sector in order to precisely determine the spot where it touches the ground. The distance flown by a discus is measured from the nearest point of visible footprint on a ground to the inner edge of circle, with 2cm precision.

Hammer throw. Steel handle is attached to the metal sphere (diameter-110-113mm for men, 95-110 for women) with 3mm diameter wire. Overall length of a hammer is 117.5-121.5mm (men) and 116.0-119.5mm (women); weight-7.257kg (men), 4 kg (women). Throw is performed from a firmly positions concrete circle, which is bordered with protective iron net. A hammer must land in a sector which starts from throwing circle and widens in a diamond way. A thrower wears a glove on left hand (left-handed sportsman-on right hand). Before spinning, sportsman can land a sphere on the ground in a circle and beyond it. A try is not taken into account if a participant exceeds the birder of a circle. Before thrown hammer lands on the ground, a thrower cannot leave the circle. After a hammer touches the ground, sportsman goes behind a dividing line of a circle. 5 referees work in this competition, similar to discus throw. The distance covered by a hammer is measured from the nearest point of a footprint on the sphere to the inner edge of a circle. Distance is measured by 2cm precision.

Multisport: men compete in decathlon, women in heptathlon. Multisport for men includes 10 disciplines of track and field athletics. Competition is held for two days with the following sequence: first day -sprint 100m, long jump, shot put, high jump, sprint 400m; second day-110m hurdle race, discus throw, pole jump, javelin throw, sprint 1500m. Women heptathlon involves 7 track and field athletics. The sequence is the following: first

day-100m hurdle race, high jump, shot put, sprint 200m; second day-long jump, javelin throw, sprint 800m.

The rules in separate types of multisport are the same as in individual competitions, with the difference that in long jump, shot put, discus and javelin throws sportsmen get 3 tries. Besides, there is special rule of charging points in each discipline. Final places are assigned according to these points. If a sportsman leaves out any discipline of multisport, all his/her results are annulled and he/she is removed from a competition.

Bets are accepted on the following conditions: winner, TOP 3, best in two.

Archery

Archery is one of the ancient types of shooting. Competition is held in using a bow to shoot arrows at targets. It is conducted at 110m long open shooting range, which is divided into 4m wide lanes and has transverse lines, which depict the distance of a shooting: 30, 50, 60, 70, 90m. The objective of a shooter is to hit the target precisely and score as many points as possible. A target is fixed on a wooden bar. 10 concentric colored circles of the same width are drawn on a target – each corresponds the points from 1 to 10. The number of points increase in the direction of target center. There are two standards of target prepared by international archery federation – 122 and 80cm. The width of each stripe of first target is 6.1, of the second- 4cm. A target, whose diameter is 80 cm, is used on short -50 and 30m distance. There are three types of a bow: recurve, compound and bare. Only recurve bows can be used at Olympiads. On world championships, the usage of bows made of various material is permitted. Sportsman gets points if an arrow hits the target. The lanes designated for women and men are separated from each other with 10m stripe. There are two targets on each track. Archers shoot at them from shooting line. There is waiting line 5 m far from the shooting line. Sportsmen wait for their turn there. Both individual and team competitions are held. A team is composed of three members. Archers shoot arrows in a standing position, without any buttress. After three consecutive shots, a participant gets back to the waiting line. Sportsman must shoot three times in 2.5 minutes. After 2 minutes pass, warning signal goes off. Referees count the points after 6 shots from long distance and three shots from short one. The one who accumulates more points wins. International archery federation established a rule of holding competition in the 1950s and it was called “exercise M-1”: sportsmen shoot in turns from the following distances: men-90, 70, 50, 30m, women-70, 60, 50, 30). On the first day, they shoot at long distance (90 and 70m), the next day-at short distance (50 and 30m), women, respectively, shoot 70 and 60m distances on the first day and 50 and 30 -on the next day. Sportsman shoots 36 arrows from each distance. Maximum number of points is 1440, an exercise which is repeated twice is called “M-2” (maximum number of points is 2880). In the 90s, the rules of conducting international competitions were changed. At FITA’s proposal, they established an exercise called “Olympic circle”, which involves two stages: on the first stage, every competitor comes out on shooting line, exercise “M-1” is done or instead of it, shots at 70m distance are performed. Each archer shoots 72 arrows here. On second stage, 64 sportsmen with best results continue the competition, which is conducted according to an Olympic system. Since 2000, Olympic

competitions have been held only at 70m distance in individual and team categories separately for women and men.

Bets are accepted on following positions: winner, Top 3, best in two.

Boxing

Boxing is one of the most widespread and popular kinds of sport combat. It is a hand-to-hand fight using soft gloves on specially placed arena-ring. As a rule, boxers' official competitions are held on the ring in a hall.

Square ring (6.10X6.10m) is fenced with 4 ropes. Two opposing corners of a ring are indicated by red and blue colors. Boxers are divided into 11 weight categories: 48, 51, 54, 57, 60, 64, 69, 75, 81, 91, 91+kg. A referee, 5 umpires who count the points and judges assess the match. In amateur boxing, a combat consists of three 3-minute rounds. Fight starts at gong signal. There is 1-minute break between rounds. Each "pure punch" scores one point. The team of umpires report these punches and count points. The one with more points wins. A boxer is in knockdown when after a punch or series of punches, he/she touches the floor with third part of a body, except foot; after a punch or series of punches, hangs on the ropes lifelessly; he/she stands but can't continue with fighting, in referee's opinion; as a result of a punch or series of punches, he/she is wholly or partially beyond the ropes. In case of a knockdown, referee counts to 8. If a boxer is still in a knockdown after 8 seconds, counting continues up to 10 and with a word "out", referee announces a knockout. A boxer is considered as a loser even when a referee stops the combat in favor of the opponent due to an obvious advantage, also, in case of disqualification or trauma, or when his second throws a towel on a ring as a sign of surrender. If a referee thinks that the boxer in knockdown can resume boxing, he gives a command after 8 second: "box!". A knocked down boxer can escape a knockout with a gong sound only in the last round of final combat. If a referee reports 4 knockdown of one boxers, he stops the fight and declares the opponent as a winner. Generally, referee gives four commands: "box"-a signal of starting boxing, "stop"-stopping fight, "break" -separating intertwined boxers, "out"-knockout.

It is prohibited to punch below belt, from the back on a neck or nape, in the kidneys, also, punching with open glove, wrist, head, shoulders or elbow. It is forbidden to turn back to the opponent, push, make dangerous head movements, wrestle, etc. A boxer must not bow a head to opponent's belt, punch after gong, punch fallen opponent and grip on the rope. For such fouls, there is a remark of warning awarded, which means losing a point. In case of three warnings in one fight, a boxer gets disqualified. Amateur boxers' tournaments of all ranks are held in an Olympic system: the winner from a pair passes to the next circle, and the loser leaves the competition. Semi-final winners conduct final fight for a championship, while losers get bronze medals.

Professional boxing, it can be said, is an independent type of boxing. The major difference between professional and amateur boxing is the following: the number of rounds in professionals' combat is not limited (most frequently, 10 or 12-round fights are held); in

professionals' combat, it is a knockdown only when a boxer touches the surface of a ring with at least three points of a body. In professionals' matches, boxers do not wear protective masks and shirts. Professional boxers cannot participate in amateurs' combats and vice versa.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are accepted on following positions: winner, TOP -, best in two.

Modern Pentathlon

Modern pentathlon is a contest featuring five types of sport: shooting, fencing, swimming, cross country race and horse riding. Competitions are held in this sequence and the final place is assigned according to the rules accumulated in all 5 events. Olympic games program involves 2 disciplines: 1. Individual contest for men; 2: individual contest for women. The whole tournament ends in one day (in non-Olympic competitions -in two days).

Shooting: the diameter of a target is 15.5cm, includes 10 rings and a central circle. The caliber of pneumatic pistol designated for a competition is 4.5mm. its weight must not exceed 1500g. 20 bullets are fired in standing position, from 10m distance. A sportsman gets 40 seconds for each shot. If a gun fails, a shooter has a right to request 5 minutes to correct the fault. 172 points accrued in shooting corresponds 1000 points in overall points, and each additional point -12 points in overall scoring.

Fencing: standard fencing track and equipment is used for a competition. Participants meet each other in a circular system (everyone - everyone). The fight lasts 1 minute. The one who stabs an opponent first wins. If a match ends without result, both participants are declared as losers. For the win of 70% fights of the total number of combats, a sportsman gets 1000 points worth-considering. For each following win and loss, the number of points increases or decreases in accordance with a special schedule. There are 5 groups of a fowl, so, in different cases, a participant can get yellow, red or black card and therefore, penalty points or disqualification.

Swimming: distance-200m, style-free. 2.30 minutes for men and 2.40 for women are the results which correspond to 1000 points in overall scoring. For improving or worsening the result by each 0.33 seconds, sportsman gets (or loses) 4 points. False start is punished with 40 penalty points.

Horse riding: the length of a track is 350-400m. There are 12 obstacles of different height placed on the route, including double and triple system. Horses are distributed by a ballot. For each 2 participants, there is one horse, for each 8 sportsmen-1 reserve horse. Each equestrian has 20 minutes to get familiar with the horse and warm up. The time limit for covering the track is determined according to the length of distance. Participant can get maximum 1200 points which are depicted on the score in case he/she covers the route in set time without penalty points. For each exceeded second, an equestrian loses 4 points; failing

an obstacle, a horse turning stubborn, falling from a horse, or falling down with a horse means deducting 40 points from competitor's results.

Cross: the length of distance is 3000m. the route is marked with white flags on the right side, and with red flags on the left. On a competition day, participants look around the route and get familiar with a scheme map. Runners start with a handicap, according to the points accumulated in four previous events. Each 4 points accrued before cross corresponds to 1 second. The one who has the most points starts first. If a second-place sportsman has 20 points less than a leader does, he/she starts with 5 second interval. The one who crosses finish line first gets final victory.

Bets are accepted on following positions: winner, TOP 3, best in two.

Freestyle Wrestling

Freestyle wrestling is a variety of sport combat – fight between two opponents using technical methods (gripping, exposure, takedown, reversal, etc.) Official competitions are held on a wrestling mat (12X12m) in halls. The diameter of wrestling circle is 9m and it is fenced with 1m red stripe (passive zone). Wrestlers wear over-knee, flat footwear and red or blue singlets. Men and women participate in a competition and are divided based on weight categories. Contest is held in Olympic (direct removing) system, until two wrestlers are left. A decisive fight between them will reveal a champion. The winner gets gold medal, loser-silver one. The wrestlers who lose in semi-finals and the winners from so-called “comforting zone” meet each other for 2 bronze medals. There are two such comforting groups created for the wrestlers who lose against one of the finalists at different stages. A team of referees, composed of three men, judges the match. a combat consists of two 3-minute periods, with 30-second break between them. If wrestlers have no points accumulated in first 2 minutes of a first period, referees declare passive wrestler. A period is terminated immaturely and an opponent wins, if: a. there is a pure win-a wrestler takes down the opponent (one of the wrestlers exposes the back of an opponent to the mat); if one gains 10-point advantage; an opponent gets three warnings (wrestler receives a warning for running from the mat or stunt, using prohibited method and unsportsmanlike behavior). Each action is assessed with 1, 2, 3 and 5 points respectively. If wrestlers have the same number of points after a period, the one who has performed the highest point trick gains an advantage. If this result is also the same, the one who scored last point wins. Differently from Greco-Roman wrestling, it is allowed to grip below waist, trip, use legs actively in any action in freestyle wrestling.

Bets are accepted on the winner of a tournament, being in a TOP 3 and who will compete better.

Greco-Roman Wrestling

Greco-Roman wrestling is a variety of sport combat – fight between two opponents using technical methods (it is prohibited to grip below waist or use a leg while performing a trick or counter-trick). Official competitions are held on a wrestling mat (12X12m) in halls. The diameter of wrestling circle is 9m and it is fenced with 1m red stripe (passive zone).

Wrestlers wear over-knee, flat footwear and red or blue singlets. Men and women participate in a competition and are divided based on weight categories. Contest is held in Olympic (direct removing) system, until two wrestlers are left. A decisive fight between them will reveal a champion. The winner gets gold medal, loser-silver one. The wrestlers who lose in semi-finals and the winners from so-called "comforting zone" meet each other for 2 bronze medals. There are two such comforting groups created for the wrestlers who lose against one of the finalists at different stages. A team of referees, composed of three men, judges the match. A combat consists of two 3-minute periods, with 30-second break between them. A period is terminated immaturely and an opponent wins, if: a. there is a pure win-a wrestler takes down the opponent (one of the wrestlers exposes the back of an opponent to the mat); if one gains 8 or more points advantage. Each trick gets a corresponding number of points. After the first minute of every period, opponents are made to stand in kneeling position in turns.

If wrestlers have the same number of points after a period, the one who has performed the highest point trick gains an advantage. If this result is also the same, the one who scored last point wins, and if the period ended in a draw 0:0, the sportsman who was more active in final stage wins. It is strictly prohibited to grip below waist, trip, use leg actively in any action. If a sportsman commits a foul, he/she is given a technical warning and an opponent gets 2 points. It is also forbidden to use painful and choking methods.

Bets are placed on the winner of a tournament, being in TOP 3 and who will compete better.

Trampolining

Trampolining is an acrobatic sport variety, a competition with compulsory and free program. Trampoline: frame -520X305X115cm; net-4X6mm, size: 426X213cm, 118 springs; 2 safety table.

Disciplines: individual trampoline, synchronized trampoline, acrobatic track, double mini-trampoline.

Individual trampoline is an exercise which consists of 10 stages: competitions for adult sportsmen are held in the following stages: selection stage, which includes a compulsory exercise; free exercise; semi-final and final stage consists of just 1 free exercises.

Synchronized trampoline: competitions are held in synchronic couples: 2 men and 2 women. Synchronized trampoline includes 1 compulsory exercise, 1 free exercise on selection stage and 1 free-at final stage.

Acrobatic track: it includes 2 free exercises on selection stage, 2 free on final stage, composed of 8 elements in each.

In double mini-trampoline, it is allowed to use more acrobatic skills than in other disciplines. Sportsmen is assessed based on the technique shown, time of being in the air and the sum total of difficulty coefficient of the tricks performed.

Bets are accepted on the winner, TOP 3 and best in two.

Academic Rowing

Academic rowing is the most popular and developed type of rowing, which involves racing with academic (sweeping, sculling, coxswain, coxless) boats.

Competition rules: a competition is held in still water, on the area of a river or lake, coastal waters or artificial water reservoirs. In large international competitions, the length of rowing road is 2000m, width-no less than 120m, the width of each rowing track-12.5-15m. The lanes are separated from each other with floats. At the beginning of a road, there are start platforms placed. A boat can be of any form and size, but the weight must not exceed the limit determined by rules. The average weight of crew members is also regulated by the rules: for men, it is up to 70kg, for women -up to 57. Besides, the weight of a coxswain must not be less than 50kg, woman coxswain- not less than 45kg. if this rule is violated, there is additional load placed on the boat.

Official competitions are held in 8 disciplines for men and 6 for women.

Men: 1. Single-man sculling; 2. Two-men sculling; 3. 4-men sculling; 4. Two-men sweeping without coxswain; 5. Two-men sweeping with coxswain; 6. Four-men sweeping without coxswain; 7. Four-men sweeping with coxswain; 8. eight-men sweeping with coxswain.

Women: 1. Single-man sculling; 2. Two-men sculling; 3. 4-men sculling; 4. Two-men sweeping without coxswain; 5. Two-men sweeping with coxswain; 6. Eight-men sweeping with coxswain.

According to the number of crews participating in a competition, preliminary, semi-final and final races are held. 6 crews go to finals. Race is suspended if a boat gets a mechanical damage in first 150m. Before start, it is possible to change half of crew members. Coxswain is considered as a crew member, so woman can't serve as a coxswain of men's crew and vice versa. If any rower falls from the boat, crew has a right to continue racing, but if coxswain falls, race stops.

Crews get to start line minimum 4 minutes before the race starts. Audio signal can serve as the sign of start. In case of a false start, a gong bell rings and crews go back to start. Two false starts are punished with disqualification. Also, a crew might be punished if it crosses the borders of its own track while racing and hinders the movement of another boat. Finish is over from the moment boat tip crosses the finish line. If two or more crews get to the finish at the same time, an additional start can be appointed.

Bets are placed on the following positions: winner' TOP 3, best in two. Results are calculated based on the official protocol of a tournament.

Bowls

Bowls is one of the ancient English sports. It is played on a square lawn covered with green grass, the length of its side is 36.58-40.23m.

20.3-38.1cm wide and 5.1-20.3cm deep ditch circumscribes the field. The ball is made of synthetic material, its diameter is 11.7-13cm, weight-maximum 1.59 cm. it is dyed in black or brown. The target is "jack", a ball dyed in white color its diameter is 6.27-6.43cm, weight-22679-283.49g. bowls is played by singles, doubles or teams (composed of 2 or 3 members).

In singles category, a player gets 4 balls, double-2, three-men team-3, four-men team-4. Initially, a jack is thrown, then other balls in its direction. The objective of a game is to get the balls as close to jack as possible. For each ball, which is closer to jack than an opponent's one brings 1 point to the player. The game continues until one of the participants accumulate 21 points.

If a match is suspended or delayed for more than 24 hours, all the bets accepted equal to 1 (one).

Bets are placed on the following positions: match/I set winner, match/I set total, match/I set handicap, exact score of sets.

Bobsleigh

Bobsleigh is a variety of sledge-riding, a fast descent with 2 and 4-men bobsleds on a specially arranged road in ice gutter. Competition is held on artificially built area -ice-coated concrete gutter, the length of which is 1200-1300m, 1200m from it must be downhill, and last 1000m uphill (in order to stop running a bob), but its inclination must not exceed 12 degrees. Overall inclination of a track is 8-15 degree, the number of curves – at least 14. The radius of a curve must not exceed 18 meters. Participants compete with a bob, special metal sled, whose parts include: 4 skates, aerodynamic composite body, operating system, brake system. Bobsled can be 2 or 4-men. It is compulsory for sportsmen to wear goggles, mask and gloves on the track. Both men (2 and 4-men sled) and women (2-men sleds) participate in a race. Track has a starting block (wooden section, where the bobsled stands) and starting zone. On starter's audio signal, when red light is switched off and green -on, crew must bring the bobsled to track, run it at first 15 meters using hands and then sit in it. The crew which can't manage in time gets disqualified. A team must cover the track four times. The one who shows the best time results wins.

Bets are accepted on the positions: winner, TOP 3, best in two.

Alpine skiing

Alpine skiing is a popular winter sport variety, which involves descending slopes on special courses where gate is marked. Mountain skiing involves several disciplines: speed skiing, slalom, giant slalom, super giant slalom. Competition is held also in mountain-skiing biathlon, which involves speed skiing and slalom. Competitions are held in personal and team scorings.

Speed skiing course is arranged on straight, descent slope, where there are no visible rugged

places. The length of a course is 3-6km, the difference between heights: 800-1000m for men and 500-700m for women, width- at least 30m. The skiing course is marked with red flags on the left and with right ones-on the right. Extremely dangerous points are flagged with yellow. There are controlling gates in the curves of a course and distance between them must be at least 8m. 2 skiing poles form a gate, between which there is rectangular form fabric. On men's course, the fabric is red, on women's-blue-red. The length of speed skiing skis is 208-215cm. a skier wears goggles, mask, shin protectors and special mountain skiing clothes. The one who covers the distance fastest wins.

Slalom is conducted on snow-covered slope, the inclination of which is 20-27 degree. The difference between heights: 180-220m for men and 130-180m for women. The length of a course is ---m, minimal width - 40m. The course is arranged so that skiers can change the directions swiftly and slide in a zigzag way. Two poles form a slalom gate and their diameter is 3-4cm, height from snow surface-180cm. Poles are red and blue. Red ones have red flag attached, blue ones-blue flags. Minimal distance between two gates is 0.75m, maximal-15m. Minimal width of a gate is 4, maximal-6m. The sequence of gates on slalom course is various. In men's competitions, there must be 55-75 gates, in women's 45-65. Besides start and finish points, all the gates are numbered. Slalom skis are the shortest in alpine ski types – 180-195cm. Slalom competition involves two slides on two different courses. Sportsmen must pass all the gates on a track. The one who passes both courses in total faster than others wins.

Giant and super giant slalom courses are longer than usual slalom's one and gates are placed relatively farther from each other. Slalom poles form a gate, with red and blue fabric stretched on them. There are flags showing direction on both sides of a course: red on the left and green on the right. The width of giant slalom gate is 4-8m, minimal distance between nearest poles of two different gates-10m. Minimal number of gates is 35 for men and 30 for women. Giant slalom course must include big, middle and small size curves, and the one of super giant slalom-big and middle size ones. There are 2 slides in giant slalom and 1 in super giant. The one who reaches the finish line fastest wins.

In mountain skiing biathlon, the competition lasts 2 days. On the first day, participants compete in slalom, and the next day-in speed skiing. The sportsman who gets better results in total wins.

Bets are accepted on the winner, TOP 3 and best in two.

Freestyle

Freestyle is a mountain skiing multisport which involves ski ballet, aerial skiing acrobatics and mogul.

Freestyle (three disciplines of men and women: ski ballet, aerial-skiing acrobatic flips and mogul). The skis for acrobatic flips are shorter than mountain skis. Mogul skis are no less than 190cm long for men and 180cm for women. Ski ballet skis must be 80% of a skier's height. Upper and below parts of sportswear are of different colors, so that is it easy for referees to pay attention to the sportsman.

Ski ballet – competition is held on flat, snow-covered slope, where there are no hills and obstacles. The length of a course is 150m, width-35m, inclination -24 degree. Sportsman must perform a program which includes spins, flip s, choreographic and acrobatic elements with the music accompaniment chosen by sportsman him/herself. Seven referees assess the performance with two criteria: techniques and artistry.

A competition in aerial skiing is conducted on a course whose initial 55m is a flat slope (inclination 23 degree). It is followed by a straight section, where “kickers” – crooked ramps made of snow and ice, with the inclination of 55-65 degrees are placed. Skier descends the slope at full speed, slides on a ramp and performs acrobatic flip in the air. The next part of a course is a landing zone, whose length is 30m, inclination-37 degree. Sportsman’s performance is judged by seven referees. A flip (in the air, the length ad height), moving in the air (body position, accurate performance, the length of being in the air) and descent in the snow (keeping balance) are separately assessed.

A competition in mogul (mogul means rugged hill on skiing course) is held on the slope where artificial obstacles are arranged – the hills 3.5m far from each other. Sportsman must overcome these obstacles using various movements and tricks. The length of a course is 220-270m, width-25m, inclination-28-32 degrees. Maneuvers performed in mogul are grouped according to the position of skis (together or separately)) and spinning in horizontal space (from 360 to 720 degree). Seven referees assess skiers’ performance with three criteria: the quality of movement (landing zone, crossing hills, flexibility, body position), flips (difficulty, distance, performance technique) and speed (in correlation with standard time on certain course).

Bets are accepted on the winner, TOP 3 and best in two.

Skeleton

Skeleton is a variety of speed skiing using one-man sled-skeleton to descend on ice-covered course.

Skeleton competition is held on bobsleigh course, in a gutter covered with several layers of artificial ice, whose length is 1500m, width-1.4m, inclination-8-15 degree. Sportsman lies on a sled-the board attached to the whole flat frame made of steel or fiberglass and rides it. Its length is 80-120cm, height-8-20cm width-45cm. skeleton weight must not exceed 43kg for men and 35 for women. It is allowed to use a ballast which is firmly fixed on the sled. Sportsmen wear face masks, racing spiked (7mm long) shoes. They wear skin-tight, aerodynamic racing speed suits. If hobs are artificially warmed up, skeleton develops more speed, so, the temperature of hobs is checked before competition and it must not exceed the temperature of operational skeletons with more than 4 degrees.

The sequence of participants in a competition is determined by a ballot (first performers have a certain advantage as the ice is in better condition then). After start, a skier covers approximately 50 meters by running and tries to boost the skeleton as much as possible, because the speed developed at the start affects final results. The sportsman who covers the

track fastest is declared as a winner.

Bets are placed on the winner, TOP 3 and best in two.

Ski jumping from springboard

Ski jumping from springboard is a variety of winter sport, one of the disciplines of ski biathlon.

International competitions are held in three disciplines: individual jumps from 90 and 120m springboards and team contest from 120m springboard. Normal capacity of a springboard is determined by probable optimal length of a jump. It implies the distance from the edge of jumping platform to the point of landing the ground. This distance is set during trial jumps. This point is marked with blue stripe on landing track and is called "standard point". Red stripe marks "critical point" – the place where it is still safe to land. This is a landing point of perfect, theoretically maximally probable jump. (the distance from the point of taking off to critical point can be approximately 180m on 120m springboard). The skis for jumping from springboard are longer and wider than all types of other sport skis -maximal length can exceed sportsman's height with maximum of 80 cm, maximal weight-7.27kg. usage of skiing poles is prohibited. Sportsman wears aerodynamic overalls made of synthetic fabric, gloves, helmet, goggles and number. Each sportsman jumps twice. The sequence of participants for the first jump is determined by a ballot. The sportsmen who had worse results during the first jump perform the second jump first. While landing from a starting platform, a jumper has bent legs, head- lifted up, hands slightly bent in elbows in front and the weight of a body is equally distributed for both legs. When a jumper approaches a jumping platform, he leaves the springboard with a powerful jump and flies into the air. While flying, sportsman holds skis horizontally and in a parallel way, and body-straight, stretched until he/she lands. Hand movement is strictly controlled. Upon jumping on the ground, one leg is slightly frontwards, body is bent forward as well and hands are stretched to keep balance.

5 referees judge the competition. A jump is assessed with two parameters - style and length. Attention is paid to the following things: the accuracy of a jump, ability to control the body, position of a sportsman and skis in the air and upon landing. Sportsman gets maximum 20 points for a jumping style. Any mistake decreases the number of points. The points are assigned in accordance with the length of a jump as follows: sportsman who reaches critical spot gets 60 points. If one shows a result lower than maximum on 90m springboard, 2 points are deducted on each meter, on 120m springboard-1.8 points. The points accumulated in the style and length of a jump are summed up. The sportsman who accrues the most points after two tries wins.

Bets are accepted on the winner, TOP 3 and best in two.

Ski racing

Ski racing is popular and the most popular variety of winter sports. Competition is conducted on specially arranged various length snowy course.

It is held in rugged, forested areas. One-third of a course must be uphill, another one-third-downhill and the third part -straight section. Race skis must be narrow and light. Their

length must not exceed 230 cm, and the length of poles-the distance from the surface of a ground to sportsman's armpit. Two styles are used during competition: classic and free (in large tournaments, the number of races in both styles must be the same). Classical style includes: racing alternately, simultaneous racing, fir-like racing without sliding phase, the methods of halting, landing and turning. Turning technique implies the steps and pushes necessary for changing the direction. Single and double ski-like moves are forbidden. Freestyle involves an existing method of moving with skis.

On winter Olympic games and world championships, competitions are held in the following disciplines: individual race (men-15km in classic style, and 50km in classic and free style; women-10km in classic and 30 in classic and freestyle.; race with simultaneous start (men - 30km in classic and freestyle, women -15km in both styles); pursuit race (men-10km in classic, 10km in freestyle, women-5km in classic and 5 in freestyle); relay (men-4X10km in classic and free style and women-4X5km in both styles); individual sprint (men-15km in free, women-1.5km in freestyle).

There are several kinds of start: singles, doubles, group (three or more participants start at the same time), pursuit, mutual, open. In international competitions, it is allowed to have singles, general and pursuit race starts. During singles start, sportsmen enter the race with 30 seconds interval and their sequence is determined by a ballot. Participants of mutual start stand 1.5m far from each other on the line. While racing on long distance, classic and free style are used alternately. Pursuit race lasts one day. A set of medals is drawn. Competition is held first in free, then in classic style. In relay race, classic style is used on first 2 stages and free-on following two. Competitions in sprint are always held with freestyle.

Bets are accepted on the winner, TOP 3 and best in two.

Snowboarding

Snowboarding is a winter sport which includes two disciplines: slalom on snow-covered slope with wide, banded ski - snowboard and so-called "halfpipe" - descending in semi-cylinder gutter while performing acrobatic movements. Snowboard is a wide ski and sportsman stand on it with both legs. Shoe binders are attached to it transversely. Ski poles are not used in descending process. The length of freestyle, i.e. acrobatic snowboard is 134-158cm, width-24cm, and the length of snowboard designated for speed skiing is 145-175cm, with the width of 18-20cm. The narrower the snowboard, the faster it moves and easier it is to swerve. Elastic shoes are attached on freestyle snowboard and rough ones -on speed skiing snowboard. Sportsman's equipment for skiing includes a helmet, goggles, gloves and kneepads.

Freestyle, i.e. acrobatic snowboarding is held in halfpipe, semi-cylinder, half-pipe form gutter, whose length is 100-120m, width-13-17, the height of walls-3-4m, inclination-18 degrees. Sportsman descends in a gutter performing acrobatic elements (jumps, somersaults, spinning in the air). 6 referees assess the performance. Maximal point is 10. Speed skiing involves three main disciplines: parallel slalom, super giant slalom and board cross.

In parallel slalom, competition is held on steep, snow-covered slope, the difference in heights

here is 80-150m. there are two parallel courses arranged on the slope. Using flags to mark, 20 gates are placed on the courses 7-12m far from each other. Sportsmen must pass them. There are two qualification and one final landings.

Giant slalom is held on the slope. The difference in heights is 150-300m. gate is formed by two poles connected to each other. There is triangular red fabric between poles. The height of outer, high pole is 180cm, the distance between poles – 130cm. qualification and final landings are conducted here. The ones taking last places in qualification competition enter the course first in the finals. The one who shows the best time result in both descents wins.

Super giant slalom is held on slope, the difference in heights is 300-500m. the number of gates is not determined and depends on the difficulty of a course.

Board cross is held on the slope where there are a lot of hills and rugged points. 6 sportsmen participate in a descent simultaneously, men and women compete together.

Bets are placed on the winner, Top 3, best in two.

Short track speed skating

Short track is a variety of speed skiing. It is a competition in rapidity held on short race track on ice hockey rink.

Competition is held on ice rink, whose length is 60m, width-30m. the oval of short-track is marked with special signs (there are 5 rubber or plastic red colored discs placed at the beginning and end of the rink, in a semi-circle form). The length of oval, i.e. its circumference is 111.12m, the length of straight section -28.85m. skating is allowed only in the area between boards and discs, the width of which on straight sections is at least 5.71m and in curves-5.77m.

International competitions are held in the following disciplines: individual race for men and women on 500, 1000, 1500, 3000 meters; relay-3000m for women and 5000 for men. No more than 4 participants can compete on 500 and 1000 meters in individual competitions, and no more than 6 -on 1500 and 3000meter distances. The one who reaches the finish first wins. In relay race, each team is composed of 4 skaters. Each member covers the distance assigned for him alternately. Sportsman who is substituted by a co-team member (substitution happens after touching with a hand) immediately leaves the rink in order not to hinder others. Skaters take turns on both sides of a rink center, on the oval, straight, 19m long section marked with blue transverse stripes. As the area designated for skating is limited, participants frequently collide. Falling on the rink does not means disqualification, but in such case, a participant practically loses the chance to win.

Bets are accepted on the winner, TOP 3 and best in two.

Skiing biathlon

Skiing biathlon is a variety of winter sports which involves jumping from springboard and

ski racing. Only men can participate in skiing biathlon.

Individual and team competitions are held. Individual lasts 2 days: first day program covers jumping from 120m springboard and second day – ski racing on 15 km distance. A course must technically be easier than standard ski racing route. Sportswear and skis are the same as in jumping from springboard and ski race. Before the start of a competition, a ballot determines the sequence of participants. Each participant has three tries in jumping from springboard. The best result is depicted on a score. A jump is assessed with the same criteria as in usual jumping from springboard with skis (according to the length of a jump and style). The winner of springboard jump starts first. Second-place winner follows him and so on. The interval of each following start is determined according to the points accrued in springboard jump. Each less point corresponds 5 penalty points (for example, if II place winner in springboard jump lags behind the winner with 2 points, he starts ski race 10 seconds later, etc.). It is allowed to use any style to cover the distance. 4 sportsmen from each team participate in team biathlon (120m springboard jump and skiing relay 4X5km). The sequence of ski race starters is determined using Gunderson system. Final winner is revealed according to the sum total of points accumulated in both disciplines.

Bets are accepted on the winner, TOP 3 and best in two.

Figure skating

Figure skating is one of the most popular and spectacular types of winter sport. It is distinctive for artistic program, diverse technical elements of ice skating and the combination of jumps and spins.

There are four disciplines in figure skating: men, women, pair skating and sport dances. Competition is held on ice-covered rink whose maximal length is 60m and width-30m, minimal, respectively, is 56 and 26m. Exercises are performed with music accompaniment chosen by a sportsman (sport pairs choose the music themselves only in free program); also, participants choose costumes themselves. The skis which are made of steel have special form. Differently from speed and hockey skis, they have front part with jagged teeth. Sport dance skis are also different: their lowest jagged teeth are relatively small. Man and woman create a couple in figure skating. There are no separate women's or men's pairs. During performance, skaters execute jumps (axel, salchow, toe loop, ritberger, flip and lutz), various forms of spins (upright, sit, swallow) and steps. Single skaters and pairs perform 2 programs each: short, which is called original or compulsory program and free one.

The length of time of a short program is 2.50 minutes both for singles and for pairs. Short (compulsory) program consists of 8 essential elements, which are connected to each other with steps. (connecting steps are taken into account while assessing a skater by referees). Non-compulsory and also, the moves performed again are not considered). The length of time in free program is 4.30 minutes (+-10seconds) for men and pairs, and 4minutes (+-10seconds) for women. There are no compulsory elements in free program, however, their number is determined: for men – maximum 7 jumps, 4 spins, alternating with 2 steps, for women-maximum 7 jumps, 4 spins, alternating with 2 steps. In pairs' competition, it is not obligatory to perform the same moves or maintain permanent contact with a partner,

however, pair performance must create harmonious unity.

Competition in sport dances implies two compulsory, one original and one free dance performance. Technical committee of sport dances sets the variety of sport dance annually, from which 2 are chosen with a ballot system. Committee also determines the type of original dance, its rhythm, pace and length. Relevant information is published on an annual basis. International figure skating federation considers the following dances as compulsory: fourteen step, foxtrot, rocker foxtrot, European waltz, American waltz, Westminster waltz, Viennese waltz, Australian waltz, starlight waltz, reeves burg waltz, golden waltz, yankee polka, quickstep, paso doble, rumba, rumba de amor, cha-cha kongelado, silver samba, tango, Argentinian tango, romantic tango, blues, midnight blues. The length of compulsory dance is not determined. A dance must be performed with music beat and according to exact scheme.

Free program must include combinations of dancing steps and moves which will show the character and idea of a chosen melody. Essential elements are listed in regulations. The amendments made by technical committee of sport dances are published annually. While assessing skater's performance of a program, several things are taken into account: on one part, the quality of performing separate tricks (in accordance with the following points scale: -3, -2, -1, 0, +1, +2, +3), on the other part, the skills of skating, connecting steps and moves, performing a program, choreography, interpretation (from 0.25 to 10 points scale).

Bets are accepted on the winner, TOP 3 and best in two.

Speed skating

Speed skating is a winter sport variety, a race using skates on ice, closed circle. The race is held on ice track, important competitions are conducted on 400m distances. Track has two 180-degree curves, the radius of inner circle is 25-26m. Two, 4-5m long lanes are separated from each other with snow line or paint. Skaters wear overalls made of synthetic, elastic material, which covers the head as well. They use special steel skates designated for speed skating.

Both men and women participate in a competition. 2 sportsmen compete at the same time. They wear different color wristbands to indicate the starting lane. Sportsman who skates on inner circles wears white wristband, the one on the outer circle-red. Sportsmen must change lanes at straight, transverse sections of a track (except first transverse section of 1000 and 1500m distance tracks). The length of section assigned for changing the positions on 400m track is 112m. inner circle runner is obliged to pay attention to the fact that he/she must not create dangerous situation arising while changing lanes which may cause an opponent's leaving of a track or clash them. A skater is removed from a sprint if: a. he/she deliberately violates competition rules; b. creates dangerous situation while leaving an inner lane; c. makes two false starts; d. changes lane upon swerving.

Competition is held on the following distances: men -500, 1000, 1500, 5000, 10000m; women-500, 1000, 1500, 3000, 5000m.

On 500m distance, as a rule, two starts are appointed, on remaining ones – one. Also, there is a competition in sprint multisport (500 and 1000m distances for men and women); small

multisport (500, 1000, 1500, 3000m for women) and large multisport (500, 1500, 5000, 10000 m for men). On separate distances, places are distributed according to the time shown, in multiport – according to the accumulated points. The system of charging points is the following: each second on 500m distance corresponds to 1 point, 1000m-half point, 1500m-one-third of a point, 3000m-one-sixth of a point, 5000m-one-tenth, 10000m-one-twentieth. Speed skater develops approximately 60km per hour on track.

Bets are accepted on the winner, TOP 3 and best in two.

Sledding

Sledding is a variety of winter sport, fast descending on special ice track with one or two-men sleds. Competition is held on ice-covered natural or artificial course, maximal length of which is 1500m. individual competition for men is held on 1000-3000, for pairs and women-on 800-1050 meters. There should be straight sections and curves: left, right, zigzag and 180 degrees on the course. Any type of sled can be used to compete as long as they meet the criteria set in rules: must be one or two-men, have one pair of hob, also, the distance between inner edges of a hob must not exceed 45cm. The weight of one-man sled must be maximum 23kg, two-men -27kg. Before each race, the temperature of sled hobs is checked (it is prohibited to increase their temperature artificially). After finish, sleds are weighed. Sportsmen wear aerodynamic overalls and such shoes as well. It is obligatory to use a protective helmet.

In international tournaments, individual (men, women) and pairs (men) races are held. There is team scoring established in world and Europe championships. During competition, sportsman lies on the back, head slightly lifted up in order to see the course well. In order to change the direction of a sled, a skier moves body weight to the side which he/she wants to turn. During individual race, there is just one sportsman on the course. As soon as the course is free, a signal is heard and the next sportsman has 30 seconds till the start. In pairs competitions, skiers have 45 seconds for it. The sportsman who shows the best time result after four tries is announce as the winner.

Bets are accepted on the winner, TOP 3 and best in two.

Auto sport

Auto sport is a technical sport type, the same as automobile sport. It involves individual and group competitions using one or more automobiles. It is considered to be one of the most popular, prestigious and profitable technical sports.

Circular highway race – it is held on closed, hard-covered, curved track with race, sport and serial automobiles from the point or speed start;

Highway race – competition is held between two points on general roads and highways.

Record race- competition on a section with determined length (mainly 1km or 1mile) with various cars (from start point or moving) to develop maximum speed;

Circular race-is held on circular or oval, inclined turn race tracks, racecourse, tracks and special stadiums;

Rally-complex competition with determined route, in the precision of following the set schedule of movements;

Cross- a competition where racers start together and drive on dirt roads or natural surface roads;

Ascending a hill – speed overcoming of an uphill, i.e. ascending a steep, curved uphill as fast as possible;

Kart racing- race with small-capacity mini automobiles (karts) on enclosed, curved, hard surface tracks (kart circuits);

Slalom-competition with light vehicle or trucks in high-speed maneuvering and performing special exercises without mistakes;

Economic driving -competition in spending the fuel economically while maintaining or exceeding the time designated for determined speed.

Multisport-involves 2 or more abovementioned sports;

Bets are accepted on the winner, TOP 3 and best in two.

Motorsport

Motorsport is a variety of technical sports, which involves individual and group competitions held on special, general and other designation roads with the participation of one or more moto cyclists. Tournaments are conducted with serial, sport and record motorcycles, which can be divided into three main types: two-wheeled, cyclecar, tricycles/quadro cycles. Each of them is divided into categories, groups and classes. Main criteria for division is the type of motorcycle and engine capacity.

Nowadays, the following types of motor competitions are widespread:

Circular highway race – held on closed contoured, curved and hard surface road. Participants start from the point;

Moto cross – contest in durability and speed on natural surface roads and in off-road conditions;

Track race – circular race on special arenas (stadiums, racecourses, etc.) covered with grass, gravel and ice;

Multisport – multi-day competition which involves several types of motor sports.

Moto rally – a competition in maintain pre-determined speed and orientation;

Motor ball – playing ball with motorcycles;

Record race – special competition with one or several motorcycles on pre-determined distance (usually, 1 km or 1 mile) in order to break a record developing absolute speed.

Bets are accepted on the winner, TOP 3 and best in two.

Golf

Golf is an individual sport. It is a game with little ball and clubs. The territory of golf clubs is spread on dozens of hectares and frequently includes planted forest, meadow and fleet. The competition itself is held on so-called “golf course”, where 18 (rarely -9) small holes are dug. Hole diameter was conditioned by two cases: in Saint Andrew golf club, one of the golf players did not like the size of natural hole and dug the ground with a pipe found nearby. The diameter of a pipe was 11cm and after this, the size of a golf hole is 11cm. Holes are dug several hundred meters far from each other. So, the length of a road reaches several kilometers. Golf is played with 12 clubs, each designated for strikes of various size, remoteness and method. Clubs are put in special bags and golf player’s companion rolls it with a trolley. Sportsman must hole all the balls in each hole with as few strikes as possible, separately and alternately. Golf clubs determine the number of tries a good sportsman should need to hole all the balls upon arranging the golf course. This pre-determined number of strikes is called “par”. The par is set not only for the whole course, but each hole as well. If holing a ball requires 1 stroke over par, it is called “bogey”. 1 stroke under par is called “birdie”, two strokes under par- “eagle”. The ball is struck from the “station”. The player chooses the club relevant to place and distance and strikes the ball placed on a tee so that it falls as closer as target hole as possible (hole is quite far from the station and that is why it is marked with a flag). Then, a player gets to the point a ball is put with a companion and tries to hole it from there. Competition, as a rule, lasts 4 days -from Wednesday to Sunday. Every day, one circle is played and participants pass the road only once. The most prestigious international team competition is “Riders’ cup”, which has been conducted since 1927. The main personal competitions, like tennis, are four: US Masters, US Open, British Open, US PGA Championship. These are Grand Slam Tournaments. The one who wins four tournaments in one years becomes a champion of Grand Slam tournament.

Bets are accepted on the winner and best in two.

Squash

Squash is racket-and-ball game. There are two main varieties: squash-rackets and squash tennis.

The rules are almost identical, the court is the same as well, but equipment - different. In first type, light rackets (similar to badminton ones) are used, in second one -tennis rackets. The balls are also different. The ball of squash rackets is heavy rubber, squash tennis one – just a usual tennis ball. Two or four men participate in a match. Competition is held on 10X5.5 rectangular court, bordered with various height walls. Opponents play side by side.

The game starts with serving a ball on opponent's half. According to international rules, a server scores points and the defender tries to gain the right of serving. However, according to American (and some European countries) rules, the winner gets one point and continues with serving. Opponents must strike the ball in turns so that it touches the front wall after each hit. The objective is the following: an opponent to make a mistake while serving or not to be able to repulse a ball. A player gets a point if the ball bounces back from the wall and touches the floor twice until being struck by an opponent. Match consists of 5 games (till three wins) or 3 games (until 2 wins). A game can continue a. up to 15 points; if the score is 14:14, the game resumes until 2-point difference is not gained. The one who wins a serve gets a point and continues with serving; b. up to 9 points; If the score is 8:8, server chooses whether a game must continue to 9 or 10 points. If a server gets one point in case of a win, the receiver gets a right to serve without changing a score.

If a match is suspended-delayed, the bet stays active until the end of specific match or tournament.

Bets are placed on the following positions: match/game winner, match/games handicap, match/games total.

Mixed Martial Arts

Mixed martial arts, also called "fight without rules" is a mix of martial art schools, techniques and style. MMA is a full-contact combat using wrestling and hitting, such as standing (clinch) and on the floor (parter). Initial free and strict rules were smoothed due to the development of trick techniques and physical preparation in order to protect participants' health. New rules established weight categories, special gloves. The usage of certain tricks was restricted, time limit was set.

Gloves are thinner, differently from boxing and with open fingers. They were applied to protect fists and decrease the number of splinters, as it often caused suspending a match. the time limit was established due to the fact that participants often spared time and the match was lengthy. Combats consist of 5-minute rounds mostly. Also, in fights for titles, the number of rounds is increased up to 5. Restriction of tricks is different on various continents, however, there are some limitations which are the same for every country. Those restrictions include: biting, hitting in the throat, backbone, eye, twisting finger (fingers), etc.

Bets are accepted on the winner and who will compete better (H2H).

Electronic Sport, i.e. cyber sport (hereinafter: E-sport)

E-sport is a competing in virtual (computer) space which is operated by computer technologies. Bets are accepted on the winner from competing teams (players), also, on other positions according to the types of E-sport.

Each match consists of maps, therefore, final result of a match is reported according to the number of maps won by teams (player), based on the official data of electronic sports league. (ESL, ESEA, Dreamhack, Turner, WESG, Starladder...)

If a match is delayed and not held for 48 hours, bets are cancelled. (coefficient -1.0)

If a match is cancelled/suspended and not finished in 48 hours, bets are cancelled. (coefficient 1.0).

The positions revealed before a match is called off/suspended are reported.

Technical result is not taken into account.

If a participant (participants) refuses to take part in a match or surrender, bets are canceled. (coefficient 1.0)

In case of a surrender, the positions revealed before giving in are reported.

If a match or map is re-played because of a connection cut-off or any other technical problem, which is not affected by a player/team, the bet is valid in case of a pre-match and official final result of a match/map is taken into account. In case of live, all unclear positions are annulled (coefficient 1.0). Also, the bets on re-played match or map are accepted separately and it has no connection with cancelled match or map.

Totalizator reserves a right to consider the bets or some of them as annulled (coefficient 1.0), if:

- a. competing pair changes;
- b. the number or format of map/maps is changed in a match;
- c. in case of various technical faults.

Match result – (1 2) -which team will win the match if final score is draw (match format: best of two” case). The bets on this position are cancelled (coefficient 1.0)

E-sport “Call of duty” pre-match – a series of computer games in shooting. Bets are accepted (considered) including probable overtime. Match result (1 2) -which team will win the match?

E-sport-Counter Strike: global offensive-pre-match/live -official abbreviation is CS> it is a computer games series in so-called first team shooter genre. The idea of a game is in the confrontation between two teams.

Bets are placed (considered) including overtime. Different conditions are depicted additionally. Bets are accepted on following conditions: match result (1 2) -which team will win the match?

Match result (1 2) -which team will win the match or it will end in a draw. (match format: best of two)

Odds, handicap – difference according to final score of maps. Total -number of maps.

The result of relevant map (1 2)-the winner of corresponding map, including the rounds of probable overtime)

Match score according to maps (2, 3, 5-map) -what will the final score be in accordance with maps.

Relevant map-odds-is determined according to the rounds in map, considering probable overtime rounds.

Relevant map -total-the number of rounds in relevant map, including probable overtime round.

Relevant map result (1X2) -relevant map result, without probable overtime rounds.

First map -whether there is overtime-whether there is overtime in first map or not.

First blood- a player has to guess which team will kill the opponent first.

Knife round winner – which team wins the first knife round.

First/second pistol round winner-which team wins first/second pistol round.

Relevant map in corresponding round winner- one must guess the winner of given map in a given round.

Relevant map in corresponding round- whether there is a bomb placed or not- one must guess whether a bomb is placed in a given map, given round.

Relevant map in corresponding round-whether the bomb is defused or not – one must guess whether a bomb is defused or not in given map, given round.

E-sport -dota 2-(pre-match/live)

Dota is an abbreviation of a term “defense of the ancients”.

DOTA is a tactical, strategic computer game where each payer operates one character and it is also possible to operate other creatures. During the course of playing, a player gains experience. The goal of competing teams is to destroy the opponent’s camp.

Bets are accepted (considered) without overtime. They are accepted on following positions: match result (1 2) which team will win the match?

Match result (1 X 2) -which team will win the match or will it end in draw (match format: best of two)

Odds, handicap-difference according to final score of maps. Total -number of maps.

Relevant map result (1 2) - the winner of corresponding map.

Match result according to maps (2, 3, 5-map) – what will the final score according to maps be?

Corresponding map of first aegis -which team will get the aegis of immortality in given map?

Relevant map first tower – which team will destroy the opponent's tower earlier in corresponding map.

Relevant map, first barracks – which team will destroy the opponent's barracks earlier in corresponding map?

The odds of killings in relevant map = which team will kill more opponents in corresponding map?

E-sport – League of legends –(pre-match/live) is a tactical, strategic computer team sport. A participant manages the champion who takes part in a different routine. The goal of participants is to reach and destroy the center of opponent's base -so-called “nexus”

Bets are accepted (considered) without overtime. They are accepted on following positions: match result (1 2) -which team will win the match?

Match result (1X2) which team will win the match or will it end in draw (match format: best of two”).

Odds, handicap -difference according to final score of maps. Total-number of maps.

Relevant map result (1 2) -corresponding map winner.

Match result according to maps – (2, 3, 5-map)-what will the final score be based on maps?

Relevant map first blood – one must guess which team will kill the opponent first in corresponding map (killing of a neutral player is not taken into account).

Relevant map first dragon -which team will kill the dragon first in corresponding map?

Relevant map first tower -which team will destroy opponent's tower first in corresponding map.

Relevant map first baron -which team will kill the baron first in corresponding map?

Relevant map first inhibitor – which team will destroy an enemy's inhibitor first in corresponding map?

Relevant map killing result (1 2) -which team will kill the opponents more) in corresponding map.

Overwatch-pre-match – it is a computer game in so-called first team shooter genre. The game is composed of various characters, where each has unique qualities. The goal of a game is defeating an opponent.

Bets are accepted (considered) without overtime.

Match result (1 2) -which team will win the match?

E-sport -Star Craft II (pre-match) -is a military scientific fantastic and real time strategy genre video game, where the goal of players is destroying the opponent. For this objective, participants can use land and air forces.

Bets are accepted (considered) without overtime on the following positions:

Match result (1 2)- which team will win the match?

Odds -difference between maps according to final score. Total-number of maps.

Relevant map result (1 2) -relevant map winner. Match score according to maps (2, 3, 5, 7, 9-map)- what will the final score be based on maps?

Virtual football

Virtual football league (VBL)-one season consists of 30 tours and 16 teams participate in them. The length of one season is 150 minutes and the length of one match-3 minutes.

Bets are accepted before the beginning of a specific tour in a season and also, on next tour matches.

Any type of bet (single, express, system) can be placed for 24 hours.

Virtual basketball

Virtual basketball league (VBL)-one season consists of 30 tours and 16 teams participate in them. The length of one season is 105 minutes, and the length of one match-3 minutes.

Bets are accepted before the beginning of a specific tour in a season and also, on next tour matches.

Any type of bet (single, express, system) can be placed for 24 hours.

Virtual tennis

Virtual tennis season (VT) consists of 2 parallel tournaments, where 16 tennis players compete in 4 rounds to win. The length of a tournament is 25:30 minutes and the length of each round-3:30 minutes.

Bets are accepted before the beginning of a specific tour in a season and also, on next tour matches.

Any type of bet (single, express, system) can be placed for 24 hours.

Virtual horse race

Virtual horse race lasts from 3 to 5 minutes. It depends on the number of horses, the distance and difficulty of a race.

Bets can be placed on runs before it starts. Also, one can place a bet on any following run.

Bets on virtual horse race can be placed on the following positions: wins; does not win; gets into TOP 3; does not get into TOP 3; direct forecast with specific sequence (for example, fourth horse will be the first and 3rd horse-second); double forecast in any sequence; direct trickist in specific sequence (for instance, fourth horse will be the first, second horse will be second and third will be third); double trickist in any sequence.

Virtual dog race

Virtual dogs race lasts from 45 to 90 seconds. It depends on the number of dogs, the difficulty and condition of a race.

Bets on dog race can be placed before the start of specific race. Also, one can place a bet on the following races.

Bets on virtual dog race can be placed on the following positions: wins; gets into TOP 3; direct forecast with specific sequence (for example, fourth dog will be the first and 3rd dog-second); double forecast in any sequence; direct trickist in specific sequence (for instance, fourth horse will be the first, second horse will be second and third will be third); double trickist in any sequence.

Virtual Betlive Cup

24 teams participate in virtual Europe championship tournament. The tournament consists of 51 matches and lasts 60 minutes. The length of specific match is 2 minutes.

Placing bets on a tour is possible before the start of specific games. Also, one can place bets on any following tour.

In virtual Europe championship, bets can be placed on the following positions: main result (1X2); double result, first half result; handicap; goals; which team scores the first goal; exact score of a match; draw; both teams score; time ball; etc.

The administration of totalizator encourages you to read the rules published on the website of totalizator in advance and if you want to find out more about desirable sport/position/game rules, please contact the hot line on the following numbers: (032) 2 90 44 44; (+995) 591 90 44 44.