

Elective Date: April 25, 2025
Customer Responsibility

CrackmyBookie Odds customers should make themselves aware of all of the SportsPrediction Rules affecting any market on which they wish to place a pick.

## **Customer Disputes**

Any CrackmyBookie Odds customer who has any concerns or questions regarding the Sports Prediction Rules or regarding the settlement of any Crackmybookie Odds market should contact CrackmyBookie Odds Customer Service.

The **General Rules** apply to all picks, unless otherwise specified in the **Specific Sports Rules**. In case of any conflict between the Specific Sports Rules and the General Rules, the Specific Sports Rules will take precedence. The General Rules will govern any categories of picks or markets not covered by the Specific Sports Rules.

#### **General Rules**

- 1. Once a pick is submitted, it cannot be canceled.
- 2. Overtime or extra innings are counted in the final score for totals, moneyline, and point spread predictions, unless specified otherwise, except for soccer lines that include a draw option.
- 3. For half-time picks, overtime is included in the second half.
- 4. Period and quarter picks are for that specific period or quarter only. Overtime picks cover the entire overtime period, regardless of the number of overtimes played.

5. All minimums, maximums, and payout odds may change without prior notice. 6. For suspended games, protest games, or overturned decisions, CrackmyBookie follows Las Vegas gaming rules for picking purposes. Otherwise, CrackmyBookie does not recognize suspended games, protests, or overturned decisions in prediction outcomes.

7. Sporting events must take place on the scheduled date unless otherwise noted. If an event is postponed, rescheduled, or moved to a dilerent venue, it will be considered 'no action,' and all virtual funds for that event will be refunded (unless stated otherwise in sport-specific rules). Parlays will be recalculated, excluding the alected selection (e.g., a 3-team parlay becomes a 2-team parlay). *Note: This rule does not apply to Same Game Parlays*. Individual tennis matches are considered 'no action' if not completed due to withdrawal, incapacity, or disqualification.

8. Payouts are calculated based on the odds at the time of submitting the pick. 9. If there is an obvious error in the posted line, scheduled time, or maximum risk amount, picks will be deemed 'no action,' and virtual funds will be refunded accordingly. An 'obvious error' will be determined by CrackmyBookie, supported by discrepancies in market odds at the time of submission.some text

- "Error" refers to any mistake, misprint, misinterpretation, mishearing, misreading, mistranslation, spelling mistake, technical issue, registration error, transaction error, manifest error, force majeure, or any similar occurrence. Examples of errors include, but are not limited to:some text
  - 1. Picks accepted during technical issues that would not have been accepted under normal circumstances.
  - 2. Picks placed on events or olers that have already been decided.
  - 3. Picks made with incorrect participants listed in the odds.

- 4. Picks placed at odds that diler significantly from those available in the general market at the time of the pick.
- 5. Picks olered with odds based on an incorrect score or situation.
- 6. Odds that are clearly incorrect based on the probability of the event occurring at the time the pick was placed.
- 10. In case of a settlement error or correction to in-game scores or stats, picks will be adjusted to the correct outcome.
- 11. Game scores and in-play event times are displayed for informational purposes only. We do not guarantee their accuracy and recommend using other sources to verify details when placing picks. Discrepancies or inconsistencies in score displays will not result in voided or refunded picks.
- 12. For other sports, any contest with a scheduled time limit must be played to completion or have five minutes or less remaining when it ends to be considered o"cial for prediction purposes.
- 13. A straight pick is a single selection on a single event with a point spread, total, moneyline, or other market options.
- 14. A parlay pick combines two or more selections, and all selections must win for the parlay to succeed. If one of the selections results in a PUSH or NO ACTION, the parlay will be settled at reduced odds based on the remaining selections (e.g., a 3-selection parlay becomes a 2-selection parlay).

15. A Same Game Parlay (SGP) combines selections from the same event. A Same Game Parlay Extra (SGPx) combines selections from the same event and from other events. If any of these selections result in a PUSH or NO ACTION, the entire SGP or SGPx will be considered a PUSH, regardless of the other selections' outcomes.

- 16. If a player, team, or other competitor participates in a sporting event after it has o"cially started and then fails to complete the event for any reason, any picks placed on that player, team, or competitor will be considered live (i.e., the picks will not be voided). Sport specific rules override this rule (e.g. baseball).
- 17. In the case of any settlement disputes, CrackmyBookie Odds' decision is final.

# Football

• Wager settlement is based exclusively on the results and statistics provided by the relevant league's governing and their o"cial data suppliers. If statistics from the

o"cial source are unavailable or there is substantial evidence suggesting the o"cial source is incorrect, we will use independent sources to verify and settle the picks. If consistent independent evidence is unavailable or there is significant conflicting evidence, picks will be settled based on our own statistics.

- At least ten minutes of o"cial time must elapse in the fourth quarter for picks to stand.
- If a game starts but is suspended before the required time and is not completed within 24 hours, all picks that are not clearly determined will be voided.
- Overtime counts for all markets unless otherwise stated.

• Abandoned or postponed games must be resumed or rescheduled within 60 hours of the original kicko! time for picks to stand; otherwise, picks will be voided. The original kicko! time is based on the NFL's scheduled time during the current week and does not account for any prior rescheduling.

- All settlements are based on the results and statistics provided by the governing body of the relevant league.
- We reserve the right to suspend any or all picking on a game at any time without notice.

• Point Spread (Handicap): In Point Spread (Handicap) and Total Points, if the market value is a whole number, picks will be void and refunded if the final score lands exactly on that number.

- All outright markets include playo!s where applicable.
- For olensive player prop markets, the player must participate in at least one olensive snap for the pick to be valid.
- For defensive player prop markets, the player must participate in at least one defensive snap for the pick to be valid.
- For touchdown scorer markets, the player must take part in at least one snap for the pick to be valid.
- Markets revised at halftime for the second half of the game will include overtime.

• Wager settlement is based exclusively on the results and statistics provided by the relevant league's governing body and their o"cial data suppliers. If statistics from the o"cial source are unavailable or there is substantial evidence suggesting the o"cial source is incorrect, we will use independent sources to verify and settle the picks. If consistent independent evidence is unavailable or there is significant conflicting evidence, picks will be settled based on our own statistics.

• If play is suspended in any NBA game and the game is not fully completed (48 minutes played) within 24 hours of the original scheduled start time, all wagers will be void unless the outcome of a specific market or selection has already been determined. If the game is not completed within 24 hours or not completed at all, but the governing body declares a winner, wagers will still be void unless already determined.

• If play is suspended in any Men's or Women's NCAA game and the game is not fully completed (40 minutes played) within 24 hours of the original scheduled start time, all wagers will be void unless the outcome of a specific market or selection has already been determined. If the event is not completed within 24 hours or not completed at all, but the governing body declares a winner, wagers will remain void unless already determined.

• If a game does not begin on the scheduled start date and is postponed (based on the time zone of the original venue), all wagers will be void.

• If a game's venue is changed, all wagers placed before the notification of the change will be void.

• The void rule applies to all markets where a draw/tie price is not olered.

• Overtime counts for all markets unless stated otherwise.

• All outright markets, unless specified, include playols. Any o"cial tie-breaks by the governing body, where applicable, are included in the settlement.

• If a season or tournament is unexpectedly shortened, all futures markets/picks will be settled according to the o"cial ruling of the relevant governing body, provided the ruling is made within 90 days of the scheduled completion date, or if the outcome has not already been determined before the interruption of the season.

• 2nd Half Picks include overtime unless otherwise specified.

• The first half must be completed for first-half picks to be valid. If a game is postponed or canceled after it has started, for game and second-half picks to have action, there must be 5 minutes or less remaining in the game, unless the settlement of picks has already been determined.

• Quarter Picks: The entire quarter must be completed for picks to be valid, unless the settlement of picks has already been determined.

• If a player participates in the game, all picks will be ACTIVE. If a player is inactive or does not appear in the game, all picks on that player will be VOID.

# Tennis

• In the event of a retirement or disqualification at any point after the match has started, picks on completed service games and points will stand. For match outcome, regardless of the match stage, picks on the retiring player or pair will be void, while picks on the player or pair advancing to the next round (or winning the tournament in the case of a final) will be settled as the winner, across all levels of tennis. All other markets will be void unless already clearly determined or otherwise specified. Markets that have been decided will be settled accordingly.

• All tennis picks, including specials and statistics-based wagers, will be settled based on the o"cial website of the relevant tournament's governing body. Please note that some tennis matches may have dilerent formats (e.g., 4-game sets, championship tie-breaks, etc.). It is the customer's responsibility to understand the format of a match before placing a pick CrackmyBookie Odds is not liable for any incorrect

## picks

placed under the assumption that a match would follow a certain format.

• In case of settlement disputes, CrackmyBookie Odds' decision will be final.

• If the number of sets (or games per set) changes during a match, picks on match outcome markets will stand (except if the number of sets is reduced to one from a higher number, in which case those markets will be voided). All other markets will be void. If the format of the final set changes (e.g., the number of games in the set changes) but the number of sets remains the same, match outcome markets will still stand.

• If a tennis event does not take place, or if a player receives a walkover, all picks on that event are void (note: "event" refers to a single match-up between players, not the

entire tournament).

- If there is a delay in the start or suspension of a match due to weather or other reasons, all picks will stand as long as the event is completed within the same tournament.
- All picks will stand if there are changes to the following:

Change in court type (indoor to outdoor, or vice versa) Change in venue Changes to the scheduling alecting the time or date of the match

Change in playing surface (before or during the match)

If a player, pair, or team withdraws from a tournament before their first match, all picks involving that player, pair, or team (including outright, quarter, or special picks) will be void, and stakes will be refunded.
 Total Games/Point Spread (Handicap)

## Markets: In these markets, a tie-break

counts as one game. Forfeited points or games are included in the final settlement. For Total Games markets, if a player retires or is disqualified, the pick will be settled as Win/Loss based on the minimum possible games if the match had been completed (e.g., if a player retires at 6-4, 3-2, Total Games will be settled as if the match had continued to 6-4, 6-2 in a 3-set match or 6-4, 6-2, 6-0 in a 5-set match).

## Baseball

• All wagers are settled based on the o"cial results published by the relevant league's governing body (e.g., Major League Baseball).

• If a game does not begin on the o"cially scheduled day (local time), as published by the governing body, due to a rain delay or other deferral, all picks will be void.

• If a game has started but is suspended due to a rain delay or other reason, and then resumes within 48 hours of the originally scheduled start time (local time), all picks will stand. If the game is suspended and rescheduled to resume more than 48 hours after the original start time, all picks will be void, unless they were determined before the suspension.

• If a player starts the game, outcomes will be determined based on the player's stats at the end of the game, even if the player is substituted or leaves early due to

injury. • If the player does not start, any selections involving that player will be considered

No Action.

• In the case of a shortened game, the results are o"cial after at least 5 innings of play, or 4.5 innings if the home team is leading when the bottom of the 5th inning begins (the "4.5 Innings Rule"). If the visiting team has made 15 outs and the home team is ahead when the game is called early, the result will be determined by the score at the time the game was halted. If the game is called while tied or during an inning where the visiting team has taken the lead, the game is considered "suspended" and will follow the rules for suspended games.

• Unless otherwise specified, results will only be o"cial after at least 9 innings of play, or 8.5 innings if the home team is leading at the start of the bottom of the 9th inning (the "8.5 Innings Rule"). This rule automatically applies unless stated otherwise, as in the section titled "Overview of Specific Baseball Markets" (which takes precedence over this section). If the game is shortened due to a rain delay or other deferral, pre-live and live picks that have already been determined will stand, regardless of the 8.5 Innings Rule or whether an o"cial result has been confirmed by the league.

**Money Line Picks:** Results are o"cial after 5 innings (or 4.5 innings if the home team is leading).

**All Other Picks** (e.g., Total Runs, Run Line): Results are o"cial only after 9 innings (or 8.5 innings if the home team is leading), unless the outcome has been definitively determined.

- Extra innings, if applicable, count for settlement purposes.
- For a suspended playo! or postseason game, all picks will stand until the game is completed within 90 days of the suspension.

• If a mercy rule is applied, markets (for both pre-match and live picks) will be settled based on the result as determined by the application of the mercy rule. For games scheduled for 7 innings, normal baseball rules apply, and all markets are settled according to the o"cial result published by the relevant league's governing body, as per the following:

**Money Line Picks** will be settled based on the "4.5 Innings Rule." **Unequivocally Determined Markets** (e.g., picks on total runs in the 1st inning) will stand if determined before the game is called early.

**Other Markets** (including but not limited to Run Line and Total Runs) will be void unless at least 7 innings are played, or 6.5 innings if the home team is leading at the start of the bottom of the 7th inning.

• These rules will apply to all scheduled 7-inning games, including those shortened after the first pitch.

## MMA

• Unless otherwise stated, picks will be settled based on the o"cial result announced in the octagon. Subsequent appeals or amendments will not alect the settlement, unless the change was due to a human error when announcing the result.

• If a contest is postponed, picks will stand if the rescheduled event occurs within 48 hours. Otherwise, all picks related to the contest will be void.

• In the event a 'no contest' is declared, all picks will be void, except for those where the outcome has already been unequivocally determined.

• If a substitution occurs for one of the fighters, picks on the original contest will be void.

• If the number of rounds changes (e.g., from 3 rounds to 5 rounds or from 5 rounds to 3 rounds), Match Outcome picks will stand, but all other markets will be void.

• All fights scheduled for December 31st are considered potential unconfirmed events. If the fight does not take place by this date, all picks will be void.

• Unless otherwise specified, a Decision victory does not count toward a winning selection on picks related to specific rounds (e.g., 'Round 3' for a 3-round fight or 'Round 5' for a 5-round fight).

• For UFC-specific markets, including but not limited to:

(i) A given fighter to achieve a certain number of significant strikes,

(ii) A given fighter to achieve a certain number of submission attempts,

(iii) A given fighter to achieve a certain number of knockdowns or takedowns, picks will be settled based on data from UFCstats.com.

#### • Moneyline:

• Prices are olered for each fighter to win the fight, and in the event of a draw, all picks will be void and stakes will be refunded. For these purposes, a draw includes fights that end in a 'majority draw.'

#### Soccer

#### • 90 Minutes Play

All markets are settled based on the outcome at the end of the scheduled 90 minutes of play, unless specified otherwise. This includes any injury or stoppage time but excludes extra time, penalty shootouts, or golden goals. If a match ends before the completion of 90 minutes (unless stated otherwise), picks will be void, except for markets where the result is already determined at the time the game ends. For example, markets like "First Player to Score" or "Time of First Goal" will be settled if a goal has been scored before the game finishes.

#### Extra-Time In-Play Markets

Picks are settled using o"cial statistics from the extra-time period. Goals, corners, or cards from regular time do not count. For player-related markets, any player who participates in extra time will be considered a "runner," unless the pick specifies "Void if player does not start."

If extra time begins but is not completed, picks related to extra-time markets (unless otherwise specified) will be void, except for those where the result has already been decided at the time the match ends.

#### Matches Postponed, Rescheduled, or Abandoned

If a match is postponed or not played, it will be treated as a non-runner unless played within the same week (ending Sunday), in which case the pick will stand unless mutually canceled. If a match is moved to Monday for TV coverage, all picks will still stand.

If a match is played earlier than scheduled, it must be included in the pick if the pick is placed before the revised kick-o!.

If a match is abandoned before completing 90 minutes, all picks will be void, unless the result has already been determined (e.g., "First Player to Score" if a goal has already been scored at the time of abandonment).

An exception applies to South American club matches, where "Full-Time Result" and "Double Chance" markets will be settled based on the score at the time of abandonment if the league allows it.

# Matches Played at a Dilerent Venue

If the venue changes (unless it's the away team's ground), picks will stand as long as the team is still the home team. If the home and away teams are reversed, picks based on the original listing will be void.

We will make elorts to list matches played at neutral venues on our website. For matches at neutral venues (whether listed or not), picks will stand regardless of which team is designated as "home."

If the o"cial fixture dilers from our listing (e.g., listing reserves, age group, or gender teams), picks will be void. Otherwise, picks will stand.

If a match is played in a non-standard format (e.g., 3 or 4 periods), "Half" related markets will be void.

## • Settlement of Picks

Settlements will be based on o"cial statistics from the Press Association (PA). If PA statistics are not available or are incorrect, independent evidence will be used to settle picks.

For match, team, and player statistics, Opta data will be used, following their definitions for individual stats.

In the absence of consistent independent evidence or in the presence of conflicting data, picks will be settled using our own statistics.

If a team is disqualified from or re-instated to a competition after a match, picks on that match remain unalected.

## • Goal Line

If a match is abandoned before 90 minutes are completed, all picks will be void unless the outcome has already been decided. Below are examples of how picks are settled:

## o Goal Line 2

# § Under 2 Goals

- Picks win if 0 or 1 goal is scored in the match. If exactly 2 goals are scored, the stake is refunded. Picks lose if 3 or more goals are scored.

# § Over 2 Goals

– Picks win if 3 or more goals are scored in the match. If exactly 2 goals are scored, the stake is refunded. Picks lose if 0 or 1 goal is scored.

# o **Goal Line 2,2.5**

# § Under 2,2.5 Goals

- Picks win if 0 or 1 goal is scored in the match. If exactly 2 goals are scored, half of the stake is refunded and half is a winner. Picks lose if 3 or more goals are scored.

## § Over 2,2.5 Goals

- Picks win if 3 or more goals are scored in the match. If exactly 2 goals are scored, half of the stake is refunded and half is a loser. Picks lose if 0 or 1 goal is scored.

## o Goal Line 2.5

## § Under 2.5 Goals

- Picks win if 0, 1, or 2 goals are scored. Picks lose if 3 or more goals are scored.

## $\S$ Over 2.5 Goals

- Picks win if 3 or more goals are scored. Picks lose if 0, 1, or 2 goals are scored.

#### o **Goal Line 2.5,3**

## § Under 2.5,3 Goals

- Picks win if 0, 1, or 2 goals are scored. If exactly 3 goals are scored, half the stake is refunded and half is a loser. Picks lose if 4 or more goals are scored.

## § Over 2.5,3 Goals

- Picks win if 4 or more goals are scored. If exactly 3 goals are scored, half the stake is refunded and half is a winner. Picks lose if 0, 1, or 2 goals are scored.

#### o Goal Line 3

## § Under 3 Goals

– Picks win if 0, 1, or 2 goals are scored. If exactly 3 goals are scored, the stake is refunded. Picks lose if 4 or more goals are scored.

## $\S$ Over 3 Goals

– Picks win if 4 or more goals are scored. If exactly 3 goals are scored, the stake is refunded. Picks lose if 0, 1, or 2 goals are scored.

o Team Goals: This refers to the number of goals scored by the specified team during

normal play (90 minutes only). Extra time and penalties do not count.

o **Goals Odd/Even**: If the match ends 0-0, it will be settled as an even number of goals. For Team Odd/Even markets, if the team does not score, the result will be considered as an even number of goals. In case the match is abandoned, all picks will be void.

o **Both Teams to Score**: If the match is abandoned after both teams have scored, 'Yes' picks will be settled as winners, and 'No' picks as losers. If the match is abandoned or postponed without both teams having scored, all picks will be void.

o **Half Time Result/Both Teams to Score**: This involves predicting the result of the first half and whether both teams will score during that time. If the match is abandoned, the pick will be void unless the outcome has already been determined.

o **Half Time Result/Total Goals**: This involves predicting the result of the first half and the number of goals scored during the first half. If the match is abandoned, the pick will be void unless the outcome has already been decided.

o **Goals Over/Under**: Predict whether there will be over or under 2.5 goals in the match. If the match is abandoned before 90 minutes are completed, all picks will be void unless the outcome has already been decided.

# Player Props

All Player Prop markets are valid unless otherwise specified