

# XLive - Accounting Guidelines

Accounting and calculation of XLive bet slips

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# 1 Guideline for the accounting of XLive bet slips

The comments below define the general betting terms of the CBCX betting application XLive.

Case-by-case distinctions in procedures of individual instances between pre-match and in-play events (eg canceled or interrupted games, irregular game formats) are dealt with separately in paragraph 1.6 "Accounting particularities of in-play events".

By submitting his tip, the player agrees to the guidelines below and accepts their validity and applicability. In particular, upon submitting his bet the player acknowledges the validity of the terms of use set out in paragraph 1.2.

## 1.1 Betting - definition

### 1.1.1 General

Betting describes submitting a tip on one or several (sports-)events which at the time of placing the bet do not have an outcome yet. At the time of placing the bet, the odds for the market is fixed. The result of the event and all of its associated markets is not determined at the time of placing the bet.

### 1.1.2 Pre-match betting - characteristics

Betting on sports events implies placing money on the outcome of an event which has not started yet. The respective odds describes the factor which, together with the stake of the bet, determines the possible winning amount.

Odds for pre-match betting events are generally rather stable but underlie the bookmaker's risk management. Odds changes and updates are therefore possible. In general, the overall betting offer underlies changes and updates; it is possible that odds or certain events are temporarily or persistently removed altogether from the available betting offer.

Odds which are put on an odds sheet correspond the current odds at the time of printing out the odds sheet. The displayed odds on an odds sheet does not necessarily match the actual odds at the time of placing the bet.

Odds on confirmed and placed bet slips do not underlie any changes.

### 1.1.3 Live (In-play) betting - characteristics

Live betting means placing bets on events which at the time of submitting the bet have already started/are ongoing. Odds on live/in-play events are constantly being updated and adapted according to the run of play.

Contrary to pre-match odds, live odds underlie constant changes. Depending on the current score, the run of play and further event-relevant circumstances, the odds of certain or all markets can be subject to frequent changes.

In addition to the changes, odds are also subject to temporary or persistent removals. The bookmaker reserves the right to temporarily or persistently remove odds on certain markets or the entire event at will. The reasons for removing odds are caused by the run of play, the current scoring or other event-relevant circumstances as well as the bookmaker's risk management and do not have to be communicated or explained to the player.

## 1.2 Terms of use for the player

Upon placing the bet, the player states that at the time of submitting the bet he has no knowledge of the result of the tipped event/market.

If at the time of placing the bet the result of the event/market in question is already reasonably or beyond all doubt known, the player gives his consent that the affected tip is accounted for with an odds of 1,0. He furthermore agrees that any such corrections may happen retrospectively.

Furthermore, upon placing the bet, the player declares being of legal age in accordance with the jurisdiction of his country and that he possesses legal capacity.

Upon submitting the bet, the player also agrees with the general bet terms and conditions.

## 1.3 Tip selection and placing the bet

Based on the respectively available betting offer and odds, the player can compose the bet slip by tapping on the selected tips, defining the desired stake and placing and thus confirming his bet.

On SSBTs (self-service betting terminals), the player is solely responsible for the selection of tips and the entry of the desired stake. Upon confirming the bet, he receives the bet slip directly on the terminal or, in case Loyalty Card functionalities are available and set accordingly, can see the bet details within his own player account.

When placing the bet on a terminal which, due to Loyalty Card settings, does not allow any printouts of bet slips, the bet is stored on the Loyalty Card of the player. It is not possible for a player to place any bets without preliminarily signing in on the terminal with his unique Loyalty Card login data.

At points of sale which are operated by cashiers or other authorized personnel, the player relays his desired tips and the desired stake to the cashier (verbally or written). The cashier enters the tips into the system and confirms the bet by entering the stake and printing out the bet slip.

The bookmaker reserves the right to decline bets or stakes without further justification. The bookmaker also reserves the right to limit stakes.

The bookmaker is not subjected to control the accuracy of the placed bets - it is in the sole responsibility of the player to validate the accuracy of all tips on the bet slip. Subsequent complaints at any later stage (after receiving the bet slip) cannot be considered.

If a winning bet slip is not redeemed within 60 days of the accounting of the bet slip, the payout entitlement of the player exceeds, irrespectively of whether or whether not the the player is not to blame for missing out on the deadline.

## 1.4 Stake and winning amount ascertainment

### 1.4.1 Stake

The player determines his desired stake within bounds set by the bookmaker. The bookmaker's limits cannot be exceeded or exceeded.

In case of Loyalty Card usage: irrespective of the limit bounds defined by the bookmaker, the stake cannot be higher than the available credit on the player's Loyalty Card.

### 1.4.2 Winning amount assessment

In case of single bets, the winning amount is calculated by multiplying the transaction stake and the tipped odds.

In case of an accumulator bet, the winning amount is calculated by multiplying the transaction stake with all tipped odds.

In case of a system bet, the winning amount is calculated by multiplying the correctly tipped odds with the stake(s) per row. The winning amount for each correctly tipped row is calculated separately; the total winning amount is calculated by adding up the winning amounts of the correctly tipped rows.

The winning amount for a system bet can be lower than the transaction stake.

## 1.5 Calculation of pre-match bet slips

1. Calculation and accounting of the tip is made on basis of the official match result - all markets of the match, including i.e. 3-way, rest-of-the-match, handicap bets, totals, results etc, are affected by this rule. All calculations are subject to possible corrections (i.e. in case of calculation errors or changes of the official match result).

2. The team/starter/participant of an event is labelled and accounted for as "winner" if at the end of the day on which the event took place he/she/it is officially declared as "winner" (i.e. Motor Sports or Alpine Skiing - result according to award ceremony is applicable). Any subsequent changes of the ranking, whatever their reason, do not affect the calculation of the event and the winning amount assessment.

3. Particularly for team sports, the result after the regular time is applicable (i.e. Football/Soccer: 90 minutes including added/injury time, Ice Hockey: 60 minutes etc). Any overtime or penalty shoot-out does not bear any influence on the calculation of the event, unless otherwise stated.

4. Sports which do not allow for draws (i.e. Basketball, American Football, Baseball etc) are marked with the note "including overtime". For events labelled with this note, the result including any applicable overtime is decisive for the calculation of the bet.

5. Calculation and accounting happens as quickly as possible, at any rate not before the official end of the event and official confirmation of the result of the event or the bet market.

6. In case the tipped-upon event does not take place as indicated in the odds sheet (i.e. change of venue, change of opponent etc), the bet is marked as invalid and stakes are paid back. This also applies for events which, without the bookmakers knowledge, have a game format which differs from the official/regular game rulework (see also paragraph 8 of this section).

7. Invalidity of a bet is not principally given in case the home team forgoes its home right and voluntarily accepts the game to be held at any other venue, in case the home venue is banned and in case the game is staged at a neutral venue.

8. Games held with an irregular game format (i.e. Football/Soccer - 2x40 minutes, 3x30 minutes etc) are accounted for as "cancelled" and calculated with an odds of 1,0. The bookmaker does not principally and necessarily have knowledge of game times/formats and therefore can re-calculate and cancel bets on any such event subsequently.

9. Tips on cancelled events, unless played within 2 calendar days (local time) will be declared as invalid and accounted for with an odds of 1,0.

10. This also applies for events which are abandoned during the actual game-play. If the game will not be replayed or completed within 2 calendar days (local time), tips will be declared as invalid and accounted for with an odds of 1,0. Markets of such abandoned events which can be accounted already will be accounted according to game-play (i.e. first-half markets for events which are abandoned at some stage in the second half).

11. If an event is cancelled or postponed and not played or completed within 2 calendar days (local time) but at a later time, the bet on the newly started event applies.

12. This applies for all markets of such games which cannot be calculated at the time of the actual abandonment or cancellation of the event.

### 1.5.1 Tied rankings ("Ex aequo")

Tied rankings occur when an event has 2 or more winners/same rankings (i.e. Alpine Skiing - i.e. 2 or more participants end up with the same fastest time or finish 3rd with the same metered time)

## 1.6 Accounting particularities of in-play events

In-play (live) bets are exclusively offered throughout the run of an event within the XLive platform (live events are dyed in green and bronze in the interface). The odds on live events are subject to constant changes and adapted in accordance with the current result and/or course of play. This also means that at any given time, odds on certain markets or the entire event may be temporarily or persistently unavailable.

In principle, odds changes are displayed within the program's interface.

The bookmaker reserves the right to either limit or suspend the bet offer of a specific event when fraudulent behaviour or match fixing is suspected. The bookmaker moreover reserves the right to nullify bets on events/markets in case the suspicion proves true and the integrity of the match/event is not or no longer given. Odds on any such events/markets are calculated with 1,0.

Calculation and accounting of markets happens as quickly as possible, at any rate not before the official confirmation of the result of the market.

### 1.6.1 Interval-related cancellations

The bookmaker reserves the right to cancel events or bet markets for specific intervals and calculate them with odds of 1,0 if for the affected interval wrong information (i.e. odds, current result, current minute of play) were displayed and the bet offer and/or the available odds were therefore distorted or available erroneously.

## 1.7 Additional terms - Web/BetStore/API

The bookmaker in principle reserves the right to retrospectively cancel/nullify winning bets if the bet was submitted based on wrong scoring information or technical defects at the time of the user placing the bet. This also applies if the player had no knowledge of any dysfunctional or erratic behaviour of the application.

In case a winning bet placed on a web platform is affected by errors of any suchlike sort, the winning amount is subtracted from his player account and the original stake is added back to the player account. No time limit applies for such revoking procedures.

## 1.8 Sports-related specifics

Due to the dynamics of the various sports, below listed specifics for individual sports and how they are treated in terms of accounting and calculation are exemplary and do not claim any completeness.

Instead, this section describes the most common cases and is subject to ongoing adaptations and additions.

### 1.8.1 Soccer

"Official injury time": bets on the official injury (added) time refer to the officially indicated (i.e. by referee team) injury time rather than the actual added time.

Goalscorer - regular time: own goals are not taken into consideration for this market.

First goalscorer - regular time: own goals are not taken into consideration for this market. Players of both teams who had no actual chance to score the first goal of the match (since they were not part of the matchday squad or have not yet played in the game at the time of the first goal) are accounted for as "cancelled". Players of both teams who were no longer on the pitch at the time of the first goal are accounted for as "lost" since they have had a factual chance to score the first goal. Players of both teams who at the time of the first goal were on the pitch but did not score the goal are also accounted for as "lost".

For the accounting of goalscorer-related markets, only the officially quoted scorer is considered. Any deflected shots which lead to a goal are not taken into consideration.

Above deliberations are also applicable for all Scorecast markets (i.e. "result and first goalscorer player X - regular time").

### 1.8.2 Baseball

All games must take place as stated in the betting offer (designated calendar day, designated time, designated venue).

If not explicitly stated otherwise, bets are accounted for based on the official result including any extra-innings ("Overtime" or similar).

In case of double header events (same match-up twice on the same day), the first game to take place counts for the accounting unless explicitly stated otherwise.

### 1.8.3 Basketball

If not explicitly stated otherwise, bets are accounted for based on the official result including any extratime ("Overtime" or similar).

### 1.8.4 Motor Sports (Formula 1, Motorcycle, etc.)

If not explicitly stated otherwise, the result according to the official award ceremony counts as basis for the accounting and calculation of bets.

### 1.8.5 Winter Sports (Alpine Skiing, etc.)

All bets are accounted and calculated according to the official result at the time of public result announcement.

In case a race is suspended or postponed but held or finished on the same venue within 2 calendar days (local time), all bets remain valid and the accounting is done in accordance with the official end result.

If a race is won by a participant for whom no bets were offered, all listed, for betting purposes available participants are accounted for as "lost". Exception: if the bet option "any other" (synonymous) is offered, that option will be accounted for as won whereas all other participants are accounted for as "lost".

In case two congenial events of the same discipline on the same venue are held on the same day (i.e. 2 subsequent, independent downhill races), all bets, if placed prior to the start of the first event, are accounted for on the basis of the result of the first event if not explicitly stated otherwise.

### 1.8.6 Tennis

If a Tennis match ends with one player surrendering, the bet is accounted for as "cancelled" and will be calculated with an odds of 1,0, irrespectively of which participant gets promoted to the next round according to the official judging.

If a Tennis match is suspended or removed within the tournament, all bets on the event remain valid throughout the course of the event until the game is completed. In case the tournament gets abandoned, the respective match is accounted for as "cancelled" and calculated with an odds of 1,0.

For all bets which refer to the official end result of the tournament, the principle "All Bets Stand" is applicable.

Champions Tie Break:

If a game is decided by a Champions Tie Break (played until first player achieves 10 points) instead of a decisive set, the Champions Tie Break is treated as and accounted for a set and not as a Tie Break

### 1.9 Ticket Rebuy

The ticket rebuy button puts the currently available rebuy-offer for XLive tickets at display. Upon tapping the „Refresh“ button, the rebuy offer is updated. Ticket Rebuy is an optional feature.

NOTE: Rebuy offers are not necessarily available. Depending on a variety of parameters (i.e. availability of odds or betting offer), a rebuy quotation might not be offered temporarily or persistently. In such situations, no ticket rebuy can be conducted.

### 1.10 Antepost

If a participant of a sports event is disqualified, all bets on that participant remain valid and are accounted for as "lost".

If a participant of a sports event does not factually participate, all bets on that participant are accounted for as "lost" if not explicitly stated otherwise.

In case a sports event is won by a participant who was not available for betting purposes (i.e. no odds were on offer for that particular participant), the bet option "any other" (synonymous) is accounted for as the winning option provided that option was available for betting purposes. If this is not the case, then all participants that were on offer for betting purposes are accounted for as "lost".