Winnex
Betting Rules

Sportsbook, esports, racing and market settlement provisions

Prepared: 18 February 2026 · Version 1.0

Operator: Winnexplay N.V. · Company registration no. 104951 · Willemstad, Curaçao

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Part I — General Betting Rules

1. Application and interpretation

These rules explain how bets offered through the Winnex sportsbook are accepted, priced, calculated and settled. They apply only to betting products and markets actually displayed and made available to an eligible player. The rules are intended to be read together with Winnex's Terms and Conditions, any bonus terms, the market description shown on the betslip, and the requirements of applicable law.

A bet is recorded only when the system confirms acceptance and assigns a transaction or bet identifier. Merely selecting an outcome or submitting a betslip does not establish an accepted wager. The displayed time, price, stake and selections in the accepted bet record are the primary transactional details.

For interpretation, a specifically displayed market condition controls how that market is scored, followed by the sport-specific rule and then these general rules. Where a conflict remains with mandatory law or a legally binding operator term, that higher requirement governs. Definitions expressed in the singular include their plural forms when the context permits.

2. Terms used in betting

Term	Meaning
Bet / wager	An accepted prediction placed for a stated stake against an offered market.
Stake	The amount risked by the player; it excludes any potential winnings.
Odds	The price used to calculate the return on a winning selection, normally shown in decimal form.
Return	The amount paid on a successful settled bet, including stake except where a free-bet promotion specifies otherwise.
Market	A defined question concerning the result or occurrence within a sporting event.
Selection	One available predicted outcome in a market.
In-play / live	A market offered once an event has begun, potentially subject to acceptance delay.
Void	A selection or bet settled without profit or loss, normally at decimal odds 1.00.
Push	A refund outcome where the final result equals a whole-number line under the applicable rules.
Dead heat	A tie between two or more runners or participants in a market with a limited number of winning places.
Settlement source	The accepted official record or approved statistics source used to resolve a market.

3. Eligibility, jurisdiction and account integrity

Only eligible adults who satisfy the age, identity and territorial restrictions applicable to their account may bet. The player must use their own account and authorized payment methods and must not obscure location, place wagers for another person, coordinate prohibited activity or use automated betting methods without permission. Winnex may suspend acceptance while verifying account details or investigating suspicious conduct.

4. Bet types and calculations

Available bet structures depend on the sportsbook interface and may include single bets, accumulators and system combinations. The return displayed at placement is an estimate until every relevant leg is decided and any applicable rounding, void leg, dead-heat reduction or promotion is applied.

Bet form	Settlement basis
Single	One selection. With decimal odds, the standard return is stake multiplied by the accepted odds.
Accumulator / parlay	Several selections combined into one bet. Each selection must win; losing legs normally lose the bet. A void leg is normally repriced at 1.00.
System	A collection of smaller combinations made from a specified set of selections. Returns are the sum of winning combinations.
Each-way	Where offered, two component stakes are placed: one for the win and one for a qualifying place. Place terms must be shown.
Free bet / bonus stake	Promotional bets follow the specific promotion. A free stake may be excluded from the payout as expressly stated.

Illustration: a stake of USD 20 at decimal odds 2.50 returns USD 50 if successful, of which USD 30 represents profit. A USD 20 push returns USD 20. These examples do not authorize any product or promise any particular market.

5. Acceptance, odds and maximum stakes

Offered odds and limits can change before acceptance. In-play requests may be queued or rejected when a score, match status, market availability or price changes. The player must check the final accepted ticket. Requests not confirmed by the sportsbook are not accepted bets. Winnex may set maximum or minimum stake and return limits where displayed or otherwise permitted by the Terms and Conditions.

Selections on outcomes that are materially dependent on one another may be unavailable together in an accumulator unless the system explicitly supports their combination. Odds displayed in information widgets or third-party commentary are not binding unless accepted on the final ticket.

6. Outcomes, settlement records and corrections

Unless the market explicitly provides otherwise, settlement uses the official result for the scheduled portion of the event and available approved data. The initial declared result ordinarily controls settlement; any permitted correction, regrading window or exception in the Terms and Conditions takes precedence. Subsequent disciplinary proceedings or statistical revisions do not automatically reopen a settled ticket.

Data feeds can be incomplete or delayed. An unsettled ticket may remain pending while the outcome is verified. When official records differ, settlement follows the source associated with the market; the player may seek a settlement

explanation from Customer Support.

7. Cancellation, suspension and abandonment

If an event is cancelled before it starts, bets on that event are void. If it begins but does not finish, any market already conclusively decided may be settled while unresolved markets are void, subject to sport-specific rules. For postponements, the governing time limit is the applicable Winnex Terms and Conditions or an expressly displayed event rule. Replays, rematches, changed venues and substitutions may alter the settlement status as described for the sport.

A market is not treated as conclusively decided merely because an outcome currently appears probable. For example, a pre-match total that has already exceeded its upper line may be decided even if play ends early, whereas the final match winner may not be.

8. Live betting and technical issues

Live prices reflect rapidly changing information and may be subject to an acceptance countdown. If a request arrives during a materially relevant incident, the sportsbook may reject the request or suspend the market. A displayed timer does not guarantee acceptance. An apparent odds display error, reversed team designation, incorrect score or failed data connection must be investigated before any corrective action is taken.

Winnex records the original ticket, the relevant data incident and the settlement adjustment. Corrections must be consistent with these rules, the Terms and Conditions and applicable law.

9. Common market definitions

Market	How to interpret it
Match winner 1X2	Home or listed-first side (1), draw (X), or away or listed-second side (2), over the period defined in the offer.
Two-way winner	A selection between two participants; draw treatment must be stated or follows the sport-specific provision.
Draw no bet	If the specified contest ends level, the stake on that selection is returned.
Double chance	One selection covers two of the three 1X2 results.
Over / under	Compare the official counted total with the market line. An integer tie normally causes a push if offered in a two-way market.
Handicap	An agreed notional score adjustment is applied to the specified side before deciding the result.
Correct score	The score must match exactly at the end of the market's stated period.
Both teams to score	Both named sides must record at least one qualifying score in the specified period.
Odd / even	Whether the relevant count is an odd or an even integer; zero counts as even.
First / next / last	The indicated occurrence is counted in chronological order, subject to the event feed and exclusions.
Outright / tournament	A participant's position in a competition, subject to participation and tie rules shown in the offer.
Player proposition	A player-specific count, action or result according to applicable participation and statistics rules.

10. Quarter lines and Asian-style markets

A quarter handicap or total divides the stake equally between the two adjacent half- or whole-number lines. For example, a total Over 2.25 is half of the stake on Over 2.0 and half on Over 2.5. If exactly two qualifying units occur, the first half pushes and the second half loses. A market settled by two or more component lines must show the component settlement clearly on the ticket or transaction history.

11. Participation and starting requirements

For head-to-head and player markets, market terms should state whether a participant must start, take part or complete a minimum portion of play. A substituted or non-starting player does not automatically void every market: goalscorer, player points and statistical propositions can have different eligibility rules. An event participant who is not listed, never participates or is replaced before the event should be handled under the applicable specific market rule.

12. Special returns and reductions

Dead-heat reductions, each-way fractions, non-runner adjustments and promotional enhancements must be disclosed with the relevant market or promotional offer. Winnex must not apply a provider-specific deduction schedule until that schedule has been approved, published and correctly implemented by the sportsbook. In the absence of a valid published rule, the affected market should be suspended or voided rather than settled by an undisclosed calculation.

13. Bet history, disputes and consumer information

Players should use their bet history and the accepted ticket identifier when raising a settlement query. Questions can be directed to support@winnex.bet. Requests are assessed against market wording, event records and the governing Terms and Conditions, including any complaint or dispute time limit. A reported discrepancy should receive a reasoned response and, where applicable, a correction of the account ledger.

Part II — Rules by Sport

The following provisions apply where Winnex actually offers the named sport or market. The exact tournament format, session duration and market period shown in the betting offer must always be read carefully. Overtime, extra innings, tie-breaks and shootouts are not included by default unless the market states that they count.

14. Football (soccer)

Unless a market specifies qualification or advancement, match bets normally concern the two scheduled halves plus referee-added stoppage time. Extra time and penalty shootouts are separate phases. A friendly or abbreviated game requires clear format information, and a material deviation from the published format can justify voiding unresolved pre-match markets.

Goals and statistical incidents are attributed under the recognized official competition record or approved statistics supplier. A corner awarded but not taken and a disciplinary card shown after the relevant match period should not be counted unless the market says otherwise.

Market or situation	Settlement method
Full-time result	Settle on the result after the scheduled regulation period, not extra time or shootout.
Goals / total goals	Use goals scored by both teams within the market period; own goals affect team totals but not an own-goal scorer's personal goals tally.
Scorer selections	An own goal does not normally qualify as a named player goal. Non-participation and substitute provisions must follow the market shown.
Corners, cards, shots	Count only incidents within the specified period and from the approved statistics definition; booking points require a published scale.
Qualification	Use the team advancing after all relevant extra time, shootouts or tie-break procedures as described.

Where xG, expected assists or complex tracking statistics are offered, the authoritative data supplier and whether later model recalculations count must be identified in the market details.

15. Basketball

The competition may use four quarters, two halves or another approved format. The market description determines whether overtime is included. Regular-time and full-game-inclusive-overtime markets are distinct and must not be settled interchangeably.

An official score correction may be considered only within the applicable regrading framework. Team scores, fouls and player box-score statistics follow the event's approved record.

Market or situation	Settlement method
Game winner	Normally includes overtime when required to produce a winner, unless labeled regulation-time only.
Quarter / half result	Use the score in the specified period without scoring in later periods.

Market or situation	Settlement method
Points total / handicap	Count points within the stated scope; a whole-number line can push.
Player points, rebounds and assists	Settle from the official box score and any stated minimum participation rule.

16. Tennis

Tennis matches may be best of three or best of five sets; some tournaments substitute a deciding match tie-break. The format visible at bet placement is important, particularly for totals, set betting and handicap selections.

For retirement, walkover or disqualification, markets already conclusively determined can stand. Match winner and undecided set markets require the retirement or completion treatment specifically published for tennis; no ordinary match may be assumed complete solely because a participant retires.

Market or situation	Settlement method
Match winner	Use the officially completed result and applicable retirement provision.
Set winner / set score	Only the named set is evaluated; an unfinished set cannot establish an unresolved prediction.
Games total	Count games completed under the tournament format; match tie-break treatment must be displayed.
Aces / double faults / break points	Use recognized official statistics for the specified players and period.

17. American football

Regulation football consists of the scheduled quarters. Overtime participation depends on the market: full-game winner and regulation-only propositions should be distinguished. Penalty enforcement, possession changes and scoring are determined from the official play-by-play.

Team and player statistics refer to official recorded yards, completions, touchdowns, turnovers and similar data. A scoring change may be relevant to a final tally but a statistical correction after the defined result window is not automatically incorporated.

Market or situation	Settlement method
Moneyline	Use the official game result, with overtime if the offered market includes it.
Quarter / half markets	Settle using only the indicated portion of play.
Total points and spread	Include safety, conversion and kicking points according to official scoring rules.
Player passing / rushing / receiving	Use official credited statistics and the stated participation criterion.

18. Ice hockey

Ice hockey offerings may distinguish 60-minute results from match winners including overtime or a shootout. Different leagues and tournaments have different overtime structures. The offer must identify the market period.

A shootout winner can decide a match-winner market but shootout attempts are not automatically counted as regular goals or player scoring statistics.

Market or situation	Settlement method
Three-way result	Use regulation time only where marked 60 minutes or three-way.
Two-way winner	Include the league's winner-deciding phase if that is how the market is described.
Goal totals	Count the number of official goals in the qualifying period; exclude shootout goals unless specified.
Player props / shots / saves	Settle from the approved official team or league statistics.

19. Baseball and softball

Scheduled games can involve differing innings, shortened doubleheaders or mercy rules. The sport-specific market must identify whether official-game minimums and extra innings apply. Weather and suspended-game provisions require matching the governing competition rules.

Runs, hits and errors follow the official scorer. A player's box-score props are decided using the announced scorecard and stated participation requirement.

Market or situation	Settlement method
Moneyline / run line	Settle on the official game outcome provided the required official-game status is met.
First five innings	Only runs recorded during the first five innings qualify; unfinished innings may cause a void.
Team / game totals	Use final official credited runs for the stated innings scope.
Pitcher and batter props	Use the relevant official box-score counts; lineup changes may cause the affected props to be void.

20. Volleyball

Volleyball uses sets to a target points total with a two-point margin, subject to competition rules. A deciding set may have a lower target than preceding sets. Match markets are normally resolved by sets won, whereas set markets refer to the selected set only.

A team withdrawal, interrupted set or altered match format may require voiding unsettled markets. Completed set markets are not automatically invalidated by a later abandonment.

Market or situation	Settlement method
Match winner	Team winning the required number of sets.
Set winner	Winner of the specified set.
Points handicap / total	Apply the offered line to the qualifying set or match-point total.
Correct set score	Use the number of sets won by each side at official completion.

21. Handball

Normal-time handball markets ordinarily cover both regulation halves. Overtime and seven-metre throw-offs are excluded unless the offer explicitly includes them. Competitions with shorter or modified periods require market-specific identification.

Official scores and player statistics apply. For abandonment, settle only determined markets, subject to the governing competition and general postponement provisions.

Market or situation	Settlement method
Match result	Use the regulation score when offered as 1X2.
Qualification / winner	Include the official tie-breaking procedure where the market requires advancement.
Goals and handicap	Count official goals in the period described.
Player goals	Use the official scorer tally and eligibility conditions.

22. Rugby union

Rugby union scoring includes tries, conversions, penalties and drop goals. Match totals use the official points credited, and regulation-only offerings do not include extra time unless specifically stated.

Penalty tries and disciplinary incidents should be counted according to the published market definition and official record; they are not automatically credited as named-player tries.

Market or situation	Settlement method
Match winner / handicap	Official points in the market's stated period.
Total tries / team tries	Count official tries, including penalty tries for team totals.
First try scorer	Only the qualifying player-crediting event counts; a penalty try requires explicit treatment.
Half result	Use points accrued by the end of the indicated half.

23. Rugby league

Rugby league uses its own scoring values and playing-period rules. Regular time and the competition's golden-point or other overtime arrangements must be distinguished in the market description.

Try, conversion, penalty goal and field goal markets are settled from official competition records. Markets already decided can remain valid if a fixture is abandoned.

Market or situation	Settlement method
Match winner	Official match result for the stated timeframe.
Totals / handicap	Use points scored in the qualifying period.
Try scorer	Count officially attributed tries only.
First half / second half	Settle each period as a stand-alone market.

24. Australian rules football

AFL scoring differentiates goals and behinds; an official match score combines them into points. The fixture format and overtime for finals are governed by the relevant competition.

Scoring-shots markets count goals and behinds as described; named-player scoring propositions depend on the official final statistics.

Market or situation	Settlement method
Match winner / margin	Use official match points and the offer's overtime treatment.
Goals and behinds	Keep each scoring category separate from the points total.
Quarter markets	Only the indicated quarter score qualifies.
Player disposals / marks	Use official published statistics with any participation conditions.

25. Badminton

Matches commonly use a best-of-three-games format, although event regulations may differ. Scoring thresholds and deuce extensions are determined by the official competition.

When a player retires, completed games may be settled while unresolved match markets follow the specific walkover and retirement rule.

Market or situation	Settlement method
Match winner	Competitor declared winner under the tournament's applicable format.
Game winner	Result of the named game, if completed.
Points handicap / total	Count rally points in the stated game or match.

Market or situation	Settlement method
Correct games score	Official games won by each side.

26. Table tennis

Table tennis matches may use best-of-five or best-of-seven games and can include deuce play. An event or team-competition format can differ from a standard singles match.

The accepted market determines whether the prediction concerns the individual match, a specified game or a team tie.

Market or situation	Settlement method
Match winner	Official match result after completed games.
Game winner / game points	Only the indicated game or games.
Correct match score	Number of games won by each participant.
Handicap	Apply the offered game or point adjustment as stated.

27. Darts

A darts match may be scored in legs, sets, or both. The event format determines the race-to target and whether a leg ends on a double. Checkout, maximums and other propositions rely on official match statistics.

A player who withdraws or is disqualified causes unresolved match propositions to be reviewed under the abandonment and participation conditions.

Market or situation	Settlement method
Match winner	Winner of the scheduled legs or sets.
Most 180s	Player recording the most official maximum-score visits.
Highest checkout	Highest official checkout credited during the stated match or stage.
Leg / set handicap	Apply the stated line to qualifying legs or sets won.

28. Snooker and pool

Snooker markets may concern frames, breaks and match progression. Pool markets may refer to racks, frames or games depending on the discipline. A displayed format controls whether a race-to or fixed-length target applies.

A maximum break, century break or particular shot only counts if recognized in the official competitive record.

Market or situation	Settlement method
Match winner	Player declared winner after the required frames or racks.

Market or situation	Settlement method
Frame / rack winner	Winner of the indicated individual segment.
Century break / high break	Use qualifying official break statistics.
Handicap and totals	Apply the line to completed or officially awarded frames or racks.

29. Cricket

Cricket includes Test, first-class, one-day, Twenty20, The Hundred and other formats, each with distinct innings length and tie-breaking procedures. Innings totals, wickets and delivery markets depend on the specified format. Weather-adjusted targets and reductions must be handled with the approved official scoring method.

A declaration, all-out innings, target achievement, shortened match or abandoned fixture can change whether a market has a determinable outcome. For player markets, participation and inning scope must be explicit.

Market or situation	Settlement method
Match result	Official result, including the relevant limited-overs tie-break method only when included.
Innings runs / wickets	Runs and wickets in the expressly named innings.
Fours / sixes	Count qualifying boundaries from the bat under the market definition; overthrows and extras are treated separately.
Over / delivery propositions	Count the indicated legal or actual balls as stated; no-balls and wides require clear treatment.
Player runs / wickets	Use the credited innings statistics and participation condition.
Top batter / bowler	Determine from official scorecards, with tie treatment declared for shared rankings.

If weather adjustments affect a line or scheduled number of overs, the market should display a clear completion or reduction requirement rather than applying an undisclosed threshold.

30. Golf

Golf markets may concern an individual round, a completed tournament, match play or a group. Scheduled holes can be reduced by an organizer; the status of each market depends on the number of holes actually completed and whether the outcome is final.

Official scorecards and tournament rulings determine stroke counts and rankings. Playoffs for the tournament winner are distinguished from placing or each-way markets.

Market or situation	Settlement method
Tournament winner	Official event champion, including a playoff where needed.
Round leader / group winner	Official score after the specified round or grouping.

Market or situation	Settlement method
Top-N finish	Qualifying official finishing position, with any dead-heat reduction.
Head-to-head	Compare the players over the identical specified rounds or event scope.

31. Boxing

Boxing results may be by decision, stoppage, disqualification or draw. Markets can distinguish the official winner from the method of victory and the round in which the contest ends.

An event declared a no contest, a late replacement or a change in the scheduled number of rounds may affect unsettled bets. The authoritative decision is the officially announced bout result under the event rules.

Market or situation	Settlement method
Fight winner	Official winner; a draw in a two-way market requires the stated push or loss rule.
Method of victory	Official decision, knockout, technical knockout or disqualification classification as offered.
Round of stoppage	Round where the event is officially ended.
Total rounds	Settle with reference to the stoppage time and any half-round line definition.

32. Mixed martial arts (MMA)

MMA bouts may end by decision, knockout, technical knockout, submission, disqualification or no contest. A scheduled three- or five-round structure may differ by promotion and event.

Where a bout is officially ruled a no contest, unresolved markets are normally void unless specific conditions were established and disclosed. A fighter substitution or major format change requires review of affected selections.

Market or situation	Settlement method
Fight winner	Athlete officially credited with victory.
Win method	Official method category recorded by the sanctioning event.
Round betting	Round in which the official end occurs.
Fight to go distance	Whether the bout reaches and completes the full scheduled time.

33. Cycling

Cycling bets may concern a stage, an overall general classification, sprint points or a head-to-head contest. Neutralization, abandoned stages and time penalties can affect the settlement of position markets.

Results are based on official classification at the market's defined time. Later doping adjudications are outside the initial settlement unless the operator's governing rules require a correction.

Market or situation	Settlement method
Stage winner	Official winner of the named stage.
General classification	Overall standings for the relevant completed race.
Head-to-head	Compare the designated riders in the same specified classification.
Podium / top finish	Qualifying place according to official results and any tie rules.

34. Motorsport

Motorsport covers formula, touring car, motorcycle and endurance competitions. The timing and classification rules may distinguish qualifying from the race and completed laps from distance covered.

A driver who starts but retires is not necessarily void in finishing-position markets. Official stewards' classification and any stated minimum participation rule determine settlement.

Market or situation	Settlement method
Race winner	Officially classified winner of the stated race.
Qualifying / pole position	Classification from the named qualifying session.
Head-to-head	Better finishing classification among the named competitors under the offer.
Fastest lap / pit stop	Official lap timing or pit-event records for the specific event.
Safety car / retirement	Occurrence as defined by the series and market wording.

35. Formula racing

Formula racing may offer practice, qualifying, sprint and main-race markets. These sessions are different events for settlement purposes unless a market expressly combines them.

Post-race steward classifications can affect results during the accepted settlement window. A technical disqualification, start from pit lane or grid penalty should be treated under the market's stated conditions.

Market or situation	Settlement method
Pole position	Official qualifying outcome, not necessarily the later starting grid.
Sprint winner	Winner of the separately designated sprint race.
Race podium	Official race classification and top-three positions.
Race finishers	Participants satisfying the competition's classified-finish requirement.

36. Athletics

Athletics wagers may concern heats, semi-finals, finals, distances, jumps or throws. Advancement markets differ from final winner markets, and wind-assisted or non-ratified performances require event-specific handling.

An official disqualification may affect classification. A runner that fails to start, a false start and an event that is cancelled should be considered under participation rules.

Market or situation	Settlement method
Event winner	Official winner of the stated heat or final.
Qualification	Athlete advancing to the round named by the market.
Time / distance lines	Use recognized valid performances from the specified round.
Head-to-head	Compare officially recorded placements within the same stage.

37. Winter sports

Winter-sports markets can involve timed runs, point systems, pursuit standings or direct elimination. The scoring and qualification format varies significantly across skiing, biathlon, skating, curling and sledding.

Official federation results should be used for classification. Event relocation, weather interruption and shortened formats require market-specific review.

Market or situation	Settlement method
Race / event winner	Official winner after all qualifying runs, rounds or stages.
Top finish	Place in the specified classification.
Head-to-head	Relative ranking of listed competitors within the same stage.
Total / penalties	Use the official sport-specific counted metric.

38. Water polo

Water polo normally uses four periods and may add overtime or a shootout for knockout matches. A regulation-time three-way market excludes such deciding phases unless otherwise stated.

Official scoring and exclusions are determined from match records. Player-specific propositions need corresponding statistics availability.

Market or situation	Settlement method
Regulation result	Score at the end of scheduled periods.
Winner / advancement	Include the required decider where clearly indicated.
Total goals / handicap	Apply the offered line over the stated periods.

Market or situation	Settlement method
Period winner	Use goals scored only in the named period.

39. Field hockey

Field hockey may use quarters and, in knockout play, a shootout. Markets on standard game time must not include the shootout unless a market specifically names qualification or advancement.

Penalty-corner and card markets are interpreted from the official event record; an awarded but unexecuted corner should be treated under the published counting definition.

Market or situation	Settlement method
Match result	Scheduled period score.
Qualification	Winner after the relevant deciding procedure.
Total goals / handicap	Official goals scored during qualifying periods.
Penalty corners / cards	Count incidents under the approved official statistics standard.

40. Chess

Chess markets can refer to an individual game, a match or a tournament. The betting offer must distinguish a draw from victory, and time-control format can affect how an individual result is declared.

A resignation, flag fall, checkmate, stalemate or agreed draw follows the official game result. A forfeit before any legal move may be treated differently from a game that begins, depending on the market.

Market or situation	Settlement method
Game winner / three-way	Use the officially recorded 1-0, 0-1 or draw result.
Checkmate / stalemate	Only count the corresponding officially recorded ending.
Moves / captures / promotions	Use the official game score and a published counting convention.
Tournament placement	Official final event table, with stated tie-break criteria.

41. Other sports and new products

Sports that are not specifically named here can be offered only when the operator has approved a corresponding sport supplement or an unambiguous market description. Possible examples include lacrosse, futsal, beach volleyball, floorball and combat disciplines with different round structures.

In the absence of a sufficiently clear settlement basis, Winnex should not offer the affected market. The general rules do not themselves define an undisclosed scoring format.

Market or situation	Settlement method
Winner	Officially recognized result of the specified event and period.
Total / spread	Officially scored quantity, with any completion condition.
Individual statistic	A defined participant metric from an approved source.
Format change	Suspend or void affected unresolved selections when the original terms cannot be honored.

Part III — Esports Betting Rules

42. Esports: general eligibility and settlement

An esports event can be played online or on a physical stage and may consist of maps, games, rounds or a series. The offered tournament identifier, contestants, best-of format and relevant map are important parts of the bet. Data is verified against the organizer's official match result or other provider-approved records.

A match that is paused, abandoned, forfeited, replayed or reassigned may not be treated like an ordinary completed match. Completed map or round markets may be valid if officially confirmed, while undetermined match markets may be void. The existing Winnex Terms and Conditions contain a 72-hour provision for some postponed esports events; any separate market rule must be checked against that provision before publication.

43. Player names, rosters, substitutions and technical wins

Name spelling differences do not automatically invalidate a bet if both competitors can be identified reliably. A replacement player, changed team name, server restart, match remake or administratively awarded map should be evaluated according to the recorded official outcome and the conditions offered at placement. An unplayed map must not be deemed to have statistics that did not occur.

44. Maps, objectives, rounds and totals

Esports market	interpretation
Match winner	Side officially winning the full series.
Map winner	Side winning the selected map; if the map is not played, unresolved bets are void.
Map handicap / total	Winning maps within the scheduled series, adjusted by the offered line.
Round winner / round total	Qualifying rounds played in the defined map or part.
First objective / special event	Official first occurrence of the named objective according to the game version and data feed.
Player kills / assists / deaths	Recognized in-game totals for the player and map or match specified.
Game time	Clock or duration measured under the particular title's accepted event data definition.
Correct series score	Exact completed maps won by each side.

45. Counter-Strike 2

Counter-Strike 2 can include regulation rounds, overtime, pistol rounds and maps with distinct win conditions. The market must state whether overtime rounds are included in team round totals and similar propositions. An official replay or rollback may invalidate rounds that the tournament does not count.

Map winner, series winner, first pistol round, round handicaps, total rounds, bomb plants and player statistics are determined from the authoritative match server or tournament data. When a map never starts, markets specific to that map are void unless their outcome was otherwise established before cancellation.

46. Dota 2 and League of Legends

MOBA markets may address map wins, first blood, towers, inhibitors or barracks, Roshan or Baron objectives, dragons, total kills, game time and individual player statistics. Objective names are interpreted according to the relevant game version and official recorded event log.

A surrender, remake or server failure must not be resolved by fabricating scores for unplayed objectives. If a match is officially awarded without game play, only markets with clearly defined administrative-win treatment should be settled.

47. VALORANT and tactical shooters

VALORANT and similar tactical shooters have round-based scoring, possible overtime and map series. Team and player kill totals, plants, defuses, pistol rounds, map winner and correct map score are tied to the officially completed game segments. A technical round award counts only where the tournament's record includes it and the market definition allows it.

48. Rocket League, EA SPORTS FC and virtual team sports

Sports-simulation esports may use shortened periods, custom game rules, overtime or penalty shootouts. The specific competition format published for the match, not the duration of its real-world sport, determines settlement. Each event's market must define whether extra time and shootouts count toward goals and totals.

For Rocket League, a winner may be established by golden-goal overtime; for virtual football a tournament may end on a two-leg aggregate or sudden-death shootout. Do not infer that all competitions use the same structure.

49. NBA 2K, fighting games and other esports

Basketball simulations can use abbreviated quarters and overtime. Fighting games can use rounds, sets, characters, damage statistics and in-game special actions. The betting offer should make clear which game title, ruleset and scoring method applies. Markets with mechanics unavailable in a game version must not be treated as valid.

50. Esports integrity, streaming delay and disputes

Streaming video can lag behind the official game server. Bet acceptance depends on the sportsbook system clock, and a stream delay does not establish that a wager was accepted before an incident. Suspected match fixing, unauthorized software, competition manipulation or material feed errors should be escalated through documented compliance and settlement procedures.

Part IV — Racing and Special Markets

51. Horse racing, greyhound and harness racing

Racing markets may include win, place, each-way, forecast, exacta, quinella, trifecta, starting price and head-to-head selections. Actual availability depends on the approved sportsbook offering and local betting permissions. The relevant race identifier, course, scheduled start, runner and market type must match the accepted ticket.

The race result is based on the official stewards' declaration made for settlement at the event. A later appeal or disciplinary ruling does not routinely reopen settled wagers, subject to mandatory law and the accepted regrading policy. A no-race declaration or the withdrawal of all runners produces a void event.

52. Withdrawn runners and non-runner treatment

Whether a selection is void or subject to a deduction depends on the event market and the confirmed time of withdrawal. A runner declared a non-runner before betting acceptance should not form part of the eligible market. For a late withdrawal, reductions are calculated using the Racing Deductions Schedule contained in these rules.

For scratches after publication of a race field, win, top-two and place wagers may be subject to a percentage reduction calculated from the withdrawn runner's quoted odds. The detailed deduction bands appear in the Racing Deductions Schedule of this document.

53. Dead heats, places and each-way

Where two or more runners share a finishing position, the portion of a stake associated with the tied result may be reduced according to a disclosed dead-heat formula. Each-way bets have separate win and place components; place fractions and place counts vary by race and must be displayed before bet placement.

54. Start time, delays, voids and race errors

Any single pre-race wager inadvertently accepted after the official race start is void; when that runner is a leg of an accumulator, that leg is void and the remaining legs remain active. Delayed starts, false starts, changes to race distance and incorrect runner details require an incident review against the accepted ticket and published racing rules.

55. Racing settlement schedules and terms

Racing provision	Application
Non-runner deductions	Apply the percentage schedule in the Racing Deductions Schedule to the affected winnings.
Each-way fractions	The accepted market specifies any distinct win and place proportions and qualifying places.
Starting price	Settle at the price accepted or officially reported for the specified price type.
Dead heat	Split the winning entitlement between the tied runners in equal shares unless stated otherwise.
Race inquiry	Settle according to the stewards' official declaration on the day of the race.
Racing postponements	At the same venue within 48 hours, bets stand; otherwise void affected races unless otherwise stated.

Part V — Additional Market Rules and Schedules

A. Extended bet combinations and accepted wagers

In addition to singles, accumulators and ordinary systems, the sportsbook can present combination bets built from multiple shorter coupons. Each combination is settled on its component selections, and the final ticket identifies the wagered stake and number of lines.

Combination	Structure
Trixie	3 doubles and 1 treble made from 3 selections.
Patent	3 singles, 3 doubles and 1 treble from 3 selections.
Yankee	6 doubles, 4 trebles and 1 fourfold from 4 selections.
Canadian / Super Yankee	10 doubles, 10 trebles, 5 fourfolds and 1 fivefold from 5 selections.
Heinz	15 doubles, 20 trebles, 15 fourfolds, 6 fivefolds and 1 sixfold from 6 selections.
Super Heinz	21 doubles, 35 trebles, 35 fourfolds, 21 fivefolds, 7 sixfolds and 1 sevenfold from 7 selections.
Goliath	28 doubles, 56 trebles, 70 fourfolds, 56 fivefolds, 28 sixfolds, 8 sevenfolds and 1 eightfold from 8 selections.

Where the stake shown is a stake per line, total cost equals the per-line stake multiplied by the number of lines. Winning returns are calculated for each surviving line and added together. A void selection in a combination is priced at 1.00 rather than treated as a lost selection.

B. Time limits, availability and regrading

A scheduled event that has not begun within 12 hours of the stated starting time is void for general event markets. Sport-specific exceptions, especially completed results and different postponement windows, supersede this rule. Dates, clocks and live score panels provide guidance but do not replace official settlement evidence.

Ordinary match markets exclude additional overtime unless the market or sport rule expressly includes it. An explicitly named qualifying, to-advance or including-overtime market can include the necessary extra periods. Live wagers may be delayed while a high-risk event is taking place. Bets affected by an obvious price or score error can be voided under the error provision; decisions must be based on the recorded ticket and the relevant event information.

C. Football market-specific interpretation

Market	Counting and settlement
First goalscorer	A substitute who enters before the first goal may qualify; a named player who never enters does not qualify for scorer selection settlement.
Last goalscorer	Players may qualify after substitution; a scorer who leaves before the eventual last goal is treated under the relevant player participation conditions.
Anytime scorer	Only the named player's official goals in the stated match period count.
Player assists	Assists follow the designated official statistics; a foul leading to a penalty does not by itself create an assist unless the market source records one.
Cards	Player and team booking markets count only the card types and periods in the offered market.
Corners	Use the officially awarded and taken corners counted by the settlement source.
Half time / full time	Both the first-half result and the regulation-time result must match the selected combination.
Winning both halves	The named team must outscore its opponent separately in each half; a level half is not a win.
Own goals	Count toward team score but not toward a named player's goalscorer tally.

D. Basketball, American football and baseball exceptions

Basketball: for match markets that explicitly include overtime, every completed overtime period is included. If a game stops and restarts within 36 hours of its originally scheduled starting time, remaining markets retain their action unless a stated exception applies. Player statistic markets use the final official box score, and the player participation rule applies to each proposition. NBA, NCAA and EuroLeague games can have different official statistical sources.

American football: unless a bet names overtime, the settlement period is regulation. A suspended or postponed NFL fixture retains bets only when played within the designated weekly NFL schedule and any specific player-proposition exception. Offensive, defensive and special-team scoring propositions use the participant or unit defined in the accepted offer. If no further touchdown occurs, a next-touchdown-scorer market is void.

Baseball: whether extra innings and listed starters count depends on the market. Runs, hits, errors, innings, first five innings and player propositions are separately identified. A game that is shortened or suspended is handled by the sport-specific rule and whether the specific market was already decided. For an individual pitcher prop, a substituted or absent player is not assumed to have played.

E. Rackets, cue sports and squash

Squash, badminton, table tennis, tennis, darts, snooker and pool distinguish match, set, game, frame and point markets. A specific nth-point selection is void when play ends before that point occurs. Where a participant retires or is disqualified, markets not yet decided are void unless a market-specific participation or retirement rule states another outcome. Official penalties are included in unfinished score markets, while outcomes conclusively decided before a penalty remain settled.

Tennis and table tennis set totals normally require the relevant set or game to be completed. A match-winner outcome does not imply that a selected total-games market was played to conclusion. In darts, a leg, set and match are separate counting units; a missed double is not a completed leg. In cue sports, a frame winner and highest-break selection are determined from the official scoring record, not from the displayed provisional tally.

F. Fight rules, scoring and stoppages

Situation	Settlement
Boxing no contest	Unsettled fight markets are void.
MMA no contest	Unsettled fight markets are void.
Fight winner with no draw selection	The selection is void where the official result is a draw.
1X2 fight result	An officially declared draw is resolved as the draw selection.
Boxing half-round line	The halfway point occurs 90 seconds into the relevant three-minute round.
MMA half-round line	For a five-minute round, the halfway point is 2 minutes and 30 seconds.
Failure to answer next round	The stoppage is recorded in the round just completed.
Round count changed	Affected round, exact-round and method propositions are void when the announced format changes.
Winner and exact round	Requires both the correct winning fighter and the recorded finishing round.
Method of victory	KO/TKO, submission and decision markets depend on the officially declared finish classification.

G. Cricket: competition formats and result prerequisites

Cricket markets are tied to the match format, innings and overs offered. In limited-overs games, many undetermined totals and player statistics are void where external interruptions prevent at least 80 percent of the originally specified overs from being played, unless the selected outcome was already settled. First-class drawn games may require 200 overs in the match or a separate minimum for the applicable innings; declarations count as an innings being completed. An official no-result declaration is distinct from a completed tie or draw.

A super over is a separate tie-break procedure. Statistics from a super over do not join first-innings or ordinary match totals unless the market says otherwise. A batter temporarily leaving the field through injury is not automatically a dismissal; a recorded retired-out result is handled as a wicket. The Hundred uses five legal balls per over in its betting

format. Changing a fixture from one match type to another invalidates markets whose advertised scoring basis differs from the actual game.

H. Cricket: innings and team markets

Market family	Reference for settlement
Match result / draw / tie	The official match result, including rules for no-result, tie-break and declared draw.
Team innings runs	Total runs credited to the named team in the specified innings.
Team innings wickets	Wickets recorded in the named innings, omitting non-dismissal retirement.
Innings 4s / 6s	Official boundaries hit off the bat; overthrows and extras are not qualifying boundaries.
First innings lead	Difference between the completed first innings of each side.
Top team run scorer	Named team with the higher match or innings run total.
Highest scoring over	Official runs in the highest completed over of the specified innings.
Runs in powerplay	Official team runs during the defined field-restriction overs.
Both teams X runs	Both named sides must separately reach the stated threshold.
Either team X runs	At least one named side must reach the relevant threshold.
First team X runs	The team whose official cumulative innings score crosses the threshold first.
Total sixes / fours	Qualifying boundaries across the scope named in the market.
Most wickets / highest score	The applicable team or player statistic from the official scorecard.
Player of the match	The individual formally awarded the named distinction.
Super-over winner	Result of the designated super over, not the underlying regulation match score.

I. Cricket: batter and bowler propositions

Market	Resulting rule
Match top batter	Compare batsmen by officially recorded match runs under the market's participation rules.
Match top bowler	Compare wicket counts; where necessary, use runs conceded or the stated dead-heat rule.
Batter runs total	Official individual total in the stated innings, including only runs credited to the bat.
Batter boundaries	Qualifying fours and sixes struck by the designated player.
Batter 50 / 100	The player must reach or exceed the listed run milestone.
Batter to be dismissed	A wicket must be officially attributed; retiring hurt is not itself a wicket.
Method of dismissal	The official scorecard's named dismissal type governs.
Bowler wickets total	Recognized wickets credited to that bowler, excluding non-credited run-outs.
Bowler runs conceded	Official bowling figures including scored runs and applicable extras.
Bowler maiden over	An officially recorded maiden under that competition's scoring convention.
Named batter and bowler matchup	Count the specified legal deliveries, runs or dismissal within their encounter.
Pair combined runs	Add the two designated individual totals within the named innings.
Either / both milestones	At least one, or both, designated players satisfy their own stated target.
Top scorer team / top bowler team	The team containing the highest qualifying batter or wicket taker.

J. Cricket: delivery, over and wicket markets

Market	Resulting rule
Runs off delivery	Count runs registered against the nominated ball as defined by the official event log.
Six or four off delivery	Only a qualifying boundary off the bat settles the named result.
Wicket off delivery	A wicket must fall on the specified scored delivery.
Runs in over	Add runs credited to the specified over, including relevant extras.
Wicket in over	Any recorded wicket in the over, including run-outs, qualifies.
Odd / even runs in over	Classify the over's final run count; zero is even.
Four or six in over	At least one official batting boundary of the stated type must occur.
Runs off next ball	The next countable delivery after accepted placement determines the market.
Next wicket method	The kind of dismissal recorded for the next qualifying wicket.
Next batter dismissed	The named player must be the next qualifying dismissal.
Next boundary type	The next batting boundary must be the stated four or six.
Next dismissal over	The wicket must occur during the selected official over.
Wickets in powerplay	Count recorded dismissals during the officially designated powerplay.
Runs in consecutive deliveries	Apply the offered run conditions separately to each named delivery.
Winning over	The official over in which the winning score is reached.
Race to X runs	The first named batter or team to reach the specified tally.

K. Cricket: match interruption and special settlements

A delivery or over not played cannot generate a qualifying statistic. When an innings ends during a scheduled over through ordinary completion, that partial over can be treated as finished for settlement; an interruption imposed from outside the game may instead void undecided markets. Extras are included in team-run totals but not in personal batting runs. A wide or no-ball can affect the delivered-ball indexing used by a particular feed. Penalty runs attributed after a previous innings has finished are not retrospectively added to that innings for market settlement.

If an incomplete first-class contest is declared drawn, minimum-overs conditions may prevent bets on unresolved match and individual markets from being settled. A substitution, concussion replacement or tactical change is reflected according to the official records of the participants who played. A named player who does not participate is void for individual player propositions. If a market is already mathematically determined at the time a match is shortened, it retains its previously determined outcome.

L. Chess: game and tournament markets

Chess games are settled from official notation and competition result sheets. Moves are counted according to the named official move metric. The match result can be win, loss or draw; a checkmate market is different from a game-winning selection because a player can resign or lose on time without checkmate.

Chess market	Official metric
Checkmate	The recorded game ends by checkmate rather than resignation, timeout or a draw.
Number of castlings	Count kingside or queenside castling executed by either player.
First move / first piece	Determine from the official algebraic game record.
First capture	Identify the first actual capture and the piece type captured.
Pawn promotion / en passant	Count only when the recorded move sequence contains the named action.
Stalemate	A draw officially caused by stalemate.
Remaining pieces	Compare all pieces on the board at the game's conclusion.
Number of moves	Apply the published game-move counting convention.
Tournament highest finish	The officially ranked table after the tournament tie-break process.
Wins with White / Black	Count each player's victories played with the specified pieces.
Total tournament points	Win 1, draw 0.5 and loss 0 per finished game, with official technical scores included.
Player to start 3-0	First three tournament games must each be recorded as wins.

M. Motorsport: qualifying and racing micro-markets

Market	How it is resolved
Qualifying session result	Results of the specific qualifying segment named on the ticket.
Starting grid rank	Grid status after recorded penalties and pit-lane starts where the market uses starting grid.
Team head-to-head	Compare best classified participant from each team for the named market.
Driver head-to-head	Official finishing rank; a tied retirement lap can result in a void market.
Fastest lap	Lowest valid official lap time in the specified interval.
Overtakes	Recognized permanent position passes, omitting excluded formation and pit sequences.
First retirement	The first qualifying retirement according to official laps and exit record.
First pit stop	The competitor entering pit lane first for a counted stop.
Total pit stops	Official count of permitted pit-lane stops.
Total finishers	Number of drivers officially classified as finishers by the named event rules.

N. Esports competitions, interruptions and disconnects

A postponed esports fixture that is not rescheduled within 24 hours of its planned start is void for unresolved markets. A replacement name or official team rebrand does not alone make a bet invalid. Results of completed maps can stand even if a series later ends early. An administrative walkover before play, a materially different match format or an official remake can make undecided affected markets void.

For five-a-side titles that require ten participants, a map beginning with fewer than ten can be void. Counter-Strike 2 and VALORANT technical restarts use the official accepted score, while a persistent 4-versus-5 condition can invalidate an affected map. In MOBA titles such as Dota 2, League of Legends and King of Glory, the first ten minutes of play may be decisive for disconnection and administrative-win treatment: early unresolved cases can be void, while an official award after that interval may stand under the competition rule.

O. Competitive esports format catalogue

Game or offer	Match format and settlement period
eSoccer standard	The event may be two halves of 4, 6 or 15 minutes, according to the displayed product.
eSoccer Volta	Two halves of 3 minutes; penalty shootouts are separate.
eSoccer penalty	Five alternating penalties each, followed by sudden death if needed.
eSoccer X-Battle FC	Two halves of 30 seconds without overtime.
eBasketball	Four six-minute quarters, with overtime where specified.
eBasketball Blitz	One one-minute quarter.
eStreetball	The winner is first to 11 points.
Fighting simulation	Individual rounds and health-bar mechanics determine the qualifying outcomes.
eCricket	Two innings of five overs, with six standard deliveries per over.
eCricket Super Over	One designated over per team.
eCricket X-Battle Bats	Ten rounds with one hit per round.
eShooter CS2 MR15	A 15-round short format with first to eight rounds determining the match.
eShooter CS2 BO3	First team to win two maps prevails.
eHorse Racing	The officially simulated race result determines the outcome.
eTennis	Two sets needed to win; short-game scoring and tie-break conditions apply.
eVolleyball	A single 25-point set.
eBoxing	One round of two minutes.
eKabaddi	Two periods of five minutes each.
eVaquejada	Four rounds with attempts subject to the published scoring structure.

The precise virtual or simulated game format is identified in the offered market. It must not be assumed that every competition under the same esports game title has identical match timing. Where a game is abandoned, only already-decided selections can be settled.

P. Special simulated-market interpretations

Simulated market	Settlement principle
First goal and win	The designated team must score first and win the stated contest.
Time interval score	Use only events in the expressly named time span.
Score at end of period	Includes score accumulated through the stated endpoint.
First to X points	The specified participant must be the first to cross the target.
Who scores point X	The participant credited with that exact numbered point.
Team wins all halves	Team must separately lead at the end of each named half or period.
Round winner in fighting	The official character or fighter who wins the individual game round.
First damage / special move	Based on the relevant recorded game action, not commentary.
Game health remaining	Official end-game health of the winning character.
eCricket run per delivery	Count the total run change on the designated registered delivery.
eCricket wicket in over	The given wicket has to be recorded in the named over.
eTennis set winner	Short-set scoring and competition tie-break decide the set.

Q. Racing outcomes and non-runner reductions

For horse, greyhound and harness racing, the stewards' declaration on race day determines results. A win bet requires first place; a place wager generally uses the top three finishing places in races with eight or more declared runners. Top-two markets require at least five eligible starters. When a runner is withdrawn, the stake on that selection is returned, while bets on other runners may incur a deduction.

A race moved to a different venue or track is void, as is a race postponed to a different date. When the same race runs at the original venue within 48 hours of the scheduled start, accepted bets remain valid. Officially reinstated withdrawn runners following postponement can change that handling. Where more than one competitor is withdrawn, the corresponding deduction percentages are combined. Reductions apply to the winning part of the return under the market settlement rules.

R. Racing deductions schedule

The percentages below are organized by the withdrawn runner's decimal price at the time specified for the deduction. Each range is greater than the lower boundary and up to and including the upper boundary. The three values are percentages for Win, Top 2 and Place markets respectively. A runner quoted at higher than 20.00 is assigned a zero deduction in this schedule.

Odds greater than	Odds up to	Win (%)	Top 2 (%)	Place (%)
1.00	1.01	76	40	26

Odds greater than	Odds up to	Win (%)	Top 2 (%)	Place (%)
1.01	1.02	75	40	26
1.02	1.03	75	40	26
1.03	1.04	73	40	26
1.04	1.05	73	40	26
1.05	1.06	73	40	26
1.06	1.07	73	40	26
1.07	1.08	72	40	26
1.08	1.09	72	40	26
1.09	1.10	72	40	26
1.10	1.12	71	40	26
1.12	1.14	71	40	26
1.14	1.16	71	40	26
1.16	1.18	69	40	26
1.18	1.20	69	39	26
1.20	1.22	67	39	26
1.22	1.24	65	38	26
1.24	1.25	65	38	26
1.25	1.26	65	38	26
1.26	1.28	65	38	26
1.28	1.30	65	38	26
1.30	1.35	62	38	26
1.35	1.40	60	37	25
1.40	1.45	56	37	25
1.45	1.50	55	37	25
1.50	1.55	53	36	24
1.55	1.60	51	36	24
1.60	1.65	49	35	24
1.65	1.70	47	34	24
1.70	1.75	46	34	23
1.75	1.80	45	34	23
1.80	1.85	44	33	23
1.85	1.90	43	33	23
1.90	1.95	41	32	22

Odds greater than	Odds up to	Win (%)	Top 2 (%)	Place (%)
1.95	2.00	40	32	22
2.00	2.05	40	32	22
2.05	2.10	39	31	22
2.10	2.15	37	31	21
2.15	2.20	36	30	21
2.20	2.25	36	30	21
2.25	2.30	35	29	21
2.30	2.35	34	29	21
2.35	2.40	33	29	20
2.40	2.45	31	28	20
2.45	2.50	31	28	20
2.50	2.60	30	27	19
2.60	2.70	29	27	19
2.70	2.80	28	26	18
2.80	2.90	27	25	18
2.90	3.00	26	25	18
3.00	3.10	25	24	17
3.10	3.20	24	23	17
3.20	3.30	23	22	16
3.30	3.40	22	22	16
3.40	3.50	22	22	16
3.50	3.60	21	21	15
3.60	3.70	20	21	15
3.70	3.80	20	20	15
3.80	3.90	19	20	14
3.90	4.00	19	20	14
4.00	4.20	18	19	14
4.20	4.40	18	19	14
4.40	4.50	18	19	14
4.50	4.60	16	18	14
4.60	4.80	15	17	13
4.80	5.00	15	17	13
5.00	5.50	13	15	12

Odds greater than	Odds up to	Win (%)	Top 2 (%)	Place (%)
5.50	6.00	12	15	12
6.00	6.50	11	14	11
6.50	7.00	10	13	10
7.00	7.50	9	12	9
7.50	8.00	8	11	8
8.00	8.50	8	11	8
8.50	9.00	7	10	7
9.00	9.50	7	10	7
9.50	10.00	6	8	6
10.00	11.00	5	7	5
11.00	12.00	5	7	5
12.00	13.00	4	6	4
13.00	14.00	4	6	4
14.00	15.00	3	4	3
15.00	16.00	3	4	3
16.00	17.00	3	4	3
17.00	18.00	2	3	2
18.00	19.00	2	3	2
19.00	20.00	2	3	2
20.00	No upper limit	0	0	0

A combined reduction for multiple scratches is the sum of the applicable percentages. The deduction affects the winning payout as defined in the racing market rules and not an unrelated player balance.

Part VI — Practical Settlement Guide

56. Worked examples

Scenario	Illustrative calculation
Single selection wins	Stake USD 15, odds 3.20: return USD 48.00; profit USD 33.00.
Two-leg accumulator	Stake USD 10, odds 1.80 and 2.00: combined odds 3.60; return USD 36.00 if both selections win.
Void accumulator leg	Stake USD 10, one leg void and remaining leg wins at 2.00: return USD 20.00.
Over 2.25 with exactly 2	Half the stake on Over 2.0 pushes; half on Over 2.5 loses. Total return equals one-half of the stake.
Under 2.75 with exactly 3	Half on Under 2.5 loses; half on Under 3.0 pushes. Total return equals one-half of the stake.
Full match total vs regulation	A goal or point in overtime is counted only if the relevant market includes overtime.
Withdrawn participant	Outcome depends on the published non-runner or withdrawal rule; never assume an unpublished deduction.

57. Key settlement principles

- A bet becomes binding only when confirmed in the sportsbook and shown in the accepted ticket.
- Markets must be resolved using their specific counting periods, with sport-specific rules taking priority over general rules.
- A selection that has already been decided can be settled even where remaining competition is abandoned.
- Voided legs in an accumulator are calculated at 1.00; payouts for active legs continue to apply.
- Settlement for in-play markets may be held while official results, dangerous situations or score corrections are checked.
- Racing non-runner reductions follow the stated percentage schedule; the player receives the applicable adjusted settlement.
- Claims about a particular bet can be submitted through Winnex Customer Support and will be examined against the accepted ticket.

58. Contact and document control

Players seeking clarification of a displayed betting market or a settled wager may contact the Winnex support team at support@winnex.bet. General queries can be directed to contact@winnex.bet. These betting rules are available through the Winnex sportsbook interface.

Prepared: **18 February 2026**. These rules apply to markets made available in the Winnex sportsbook. The accepted ticket and any more specific market terms form part of the bet settlement conditions.