



Counter-Strike: Global Offensive Dota 2 League of Legends StarCraft II Counter-Strike: Global
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Dota 2 League of Legends StarCraft II Counter-Strike: Global Offensive Dota 2 League

eSports Betting Rules

Counter-Strike: Global Offensive

NR	NAME OF MARKET	MARKET DESCRIPTION
1.	[mapNr!] Map [roundNr!] Round - Bomb defused	If no bomb is planted, this market will be considered void.

Important

- If a match is interrupted or postponed and is not continued within 48h after initial start time, all undecided markets are void.
- Markets do not consider overtime unless otherwise stated.

Settlement and cancellation rules

- Markets will be settled based on officially published results.
- If the fixture is listed incorrectly, we reserve the right to void betting.
- In case of a walkover or retirement, all undecided markets are void.
- If a match or map is not finished, all undecided markets are void.
- If a match or map is replayed due to a disconnection, or technical issues which are not player-related, all undecided markets will be void. The replayed match or map will be handled separately.
- If the standard number of maps is changed or differs from those offered for betting purposes, we reserve the right to void betting.



Dota 2

NR	NAME OF MARKET	MARKET DESCRIPTION
1.	Xth map – 1st aegis	Settlement is determined by the team which picks up the Aegis of the Immortal, and not who slays Roshan
2.	Xth map – 1st tower	For settlement purposes every method of tower destruction will be taken into account (Opponent & Creep destroy; destroy by Deny)
3.	Xth map – 1st barracks	For settlement purposes every method of tower destruction will be taken into account (Opponent & Creep destroy & Deny)

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League of Legends

NR	NAME OF MARKET	MARKET DESCRIPTION
1.	Xth map – 1st inhibitor	For settlement purposes every method of destruction will be taken into account
2.	Xth map – 1st tower	For settlement purposes every method of destruction will be taken into account

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